

Cursebearer

Gritty fantasy roleplaying game of heroic
deeds and devouring curses

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Cursebearer



Cursebearer is a roleplaying game focused on a group of troubled companions, thrown into adventure by curses threatening their future. In this pursuit they will come into contact with strange beings, uncover secrets and struggle with the dangerous power they wield. They will be battered and worn down by the adventure forcing them to balance heroism and safety.

Cursebearer is inspired by folklore, sword and sorcery literature and games like Dark Souls and the Witcher. Strange beings inhabit edges of the civilization and live under the cupboards of mortals. Magic is not a science but an elemental force. Fights are furious, unpredictable and full of choices. Knowing your enemy is important as great adversaries have secrets behind their power and with knowledge the power can be turned against them.

Above all the game is about the characters. How they use their curses for good and bad and how they change through the course of their adventures.

Adventure

Magical enchantments, occult knowledge and great riches are found in the deep wilds and forgotten dungeons full of danger. Home is a respite but not a safe haven. In fact the characters are a danger to any place they call home as calm stirs their curses.

Curses

Characters are afflicted with a curse that threatens to devour them. Curse offers strength, and desperation or lure of power will draw them into stirring the curse invoking powerful abilities. In this gamble they risk losing a piece of themselves to the curse.

Gritty Heroism

Despite their prowess and skill the characters are mortal. Fights are unpredictable, dangerous and only few come out unscathed. Power is not free and a character pushing their limits will expose themselves to other more insidious threats.

Guides

Character is build from their instincts, beliefs and connections represented by Guides. Guides grant abilities beyond skill and when it is time to grow the characters grow from their Guides.

Player Roles



Everyone at the table is a player, but there are two distinct roles. One player takes the role of the Bearer and others take the role of the Adventurer. Together you create a story of adventure and peril.

The Adventurer

As an Adventurer you explore the game from your characters perspective, solving mysteries and fighting monsters. You interact with the world by asking questions and making bold decisions for your character's actions and future.

You build the world with actions that change it; Befriend other characters, make new enemies, aid or undermine factions and defeat legendary beasts. Before the game you build the world by giving your character a history, friends and enemies, home and significant events.

The Bearer

Bearer arbitrates rules and sets the stage for the adventure. As a Bearer you design dungeons, cities and traps. You create non-adventurer characters, secrets and dangers for the Adventurers to investigate and instigate.

When Adventurers take action you change the world in response. These changes vary from minute changes of enemy behaviour to great changes that alter communities and balance of great powers.

You referee the rules. Whenever there is a conversation over how a rule should be resolved you make a final ruling taking into consideration the other player's input and the situation at play. Every table plays the game in their own way. Important thing is to stay consistent and reinforce the type of game you all want to play.

Rules



Dice, Numbers & Notes on rules

Dice

Cursebearer uses a suite of dice from four-sided to twenty-sided. Twenty-sided die is reserved for Tests, the rest are used for effects like damage or treasure value.

Dice rolls are abbreviated to formula “number of dice D sides on a die”. 1D20 means roll one twenty-sided die and 2D6 means roll two six-sided dice.

Rounding Numbers

Always round up.

Conflicts Between Rules

When two rules are in conflict the more specific rule takes effect. A Gift overrides a general rule for example.

No rules?

Not all situations have a rule ready. Discuss how the situation is best handled. Bearer makes the final ruling based on the Adventurer input and the current situation.

Challenges

When faced with a Challenge Adventurers describe their approach. Bearer then considers whether approach fits one of three categories. If the approach fails the Adventurers suffer Setback.

Fitting: The Adventurers approach to the Challenge is fitting, they overcome the Challenge.

Searching from the right place. A convincing argument. Spending enough time or resources.

Impossible: Something needs to change for the attempt to succeed. A different approach, tools or help is required.

Persuading an enemy to work against their interests. Climbing a wall of glass without tools. Jumping over a canyon. Recalling details about civilization lost to time.

Uncertain: Anything could happen. Approach is risky or character is under great pressure. Uncertain challenges are resolved with dice by making a Test.

Fighting. Resisting poisons. Navigating without landmarks. Avoiding hidden threats. Persuading an enemy to help you accomplish something they also want.

Setbacks

Setbacks introduces unforeseen complications and difficulties when Adventurers chase their goals. Setback is a change that encourages Adventurers to rethink their approach.

In a battle defeating an enemy is a clear goal and Setbacks are suffered blows. When attempting to reach a golden idol goal is the treasure and Setback could be triggering a trap set to guard it. During a journey reaching a destination is the goal and Setbacks are loss of direction and dwindling supplies. In a meeting with an enemy spy goal can be gaining their secret knowledge and Setback is rousing their suspicion.

Everyone at the table is welcome to suggest fitting Setbacks. Simplest Setbacks are time passing or Adventurers gaining Burden. Success at a cost is always a possible Setback. This deal can take any form but all parties have to agree to it. Most important thing is that something changes.

Arduous Challenges

When a Challenge is especially taxing it is an Arduous Challenge.

Arduous Challenges consists of several Steps resolved one at a time. Each Step is an individual Challenge with its own goals and Setbacks. Involved Adventurers describe their approach to the current Step and the Bearer evaluates if the approach is Fitting, Impossible or Uncertain.

Each success advances the Arduous Challenge into Adventurers' favour, each failure causes a Setback.

If the Adventurers gain as many or more successes as they suffer Setbacks they win the Challenge. If more Setbacks are suffered they end up in a new situation and the chance to solve the Challenge this way has passed.

One Adventurer always take a lead on the Step, making Tests if necessary. Others can assist by describing their action.

Best of three or best of five are clear example structures for an Arduous Challenge.

Intense negotiations, journeys, scaling a cliff, ritual magic, chases and montaging an infiltration can be resolved as an Arduous Challenge.

Arduous Setbacks

Arduous Setbacks are resolved in two stages. There is the Setback from the current Step and Setback from the Challenge. Setback from the current Step can be anything that doesn't prevent completing the Challenge. Setback from failing the Challenge means the Adventurers do not reach their goal.

Example Challenge

When the party is attempting to infiltrate a keep Bearer sets the following Steps As an Arduous Challenge; Outer wall, open yard and unknown hallways.

First Challenge the Adventurers face is the outer wall. They could scale it as an Uncertain Challenge, but luckily they have learned about a tunnel leading to the castle well. Taking the tunnel makes the approach Fitting.

Second Challenge is an open yard. They decide to wait until dark to attempt sneaking through, making the approach Uncertain.

Third Challenge is finding the chamber. Without a map or a guide this is an Uncertain Challenge.

If the Adventurers fail two of the Challenges they are caught and may have to fight. Individual Setbacks are rising alertness and tough choices required to proceed.

Obstacles & Threats



Obstacles

Obstacles bar the path forward. They are often static and may force character to choose a different approach. Locked door, jagged ravine and strong currents are obstacles. Situationally a bridge knight or jailkeeper can take the role of an obstacle.

Obstacle can become a Threat if the approach goes wrong.

Threats

Threats cause harm and hindrances.

Adversaries are active. They investigate suspicious events, attack those who are in their way and lay traps for unsuspecting enemies. Direct confrontation with an Adversary is a Conflict, see Conflict chapter for more details.

Hazards are static. They remain in place until removed or act in an easily predictable manner. Traps, poisons, crumbling cliffsides, storms and burning buildings are Hazards.

Lasting Threats

Lasting Threats are part of the environment or lingering Hazards such as blood clotting poison and sleep inducing mist.

Lasting Threat is resisted when the character comes into contact with the Threat and at the end of their Turn if they remain threatened.

Success in resisting Lasting Threat protects from the Threat for now but does not end it. Poison can be resisted for one round but in a moment poison affects the character again.

Lasting Threat Duration

When a Lasting Threat has a Duration it is measured with a number of Tests. A poison with a Duration of three provokes three Tests from the victim before losing potency. Threat will affect the target on failed Tests.

Tests



To make a Test roll 1D20 and add appropriate bonuses to the roll. If the result is equal or greater than the Difficulty Rating (DR) the Test succeeds. 10 is the base Difficulty.

Prowess Test: Prowess tests jumping, fighting, tracking and action in general. Adventurer describes the action and Bearer chooses Prowess to add as a bonus to the Test.

Defense Test: Defense tests reflexes, resilience willpower and endurance. When the character is directly threatened Bearer chooses Defense to add as a bonus to the Test.

Burden Test: Burden Tests are made to resist significant setbacks, Curses, panic or starvation. Bearer chooses the Defense to add as a bonus to the Test.

See Burden chapter for more details.

Bonuses

When character makes a Test they can gain bonuses from the following.

One Prowess or Defense, one Skill, Exhaust, Help and one tool or supply item.

Great and Doomed Effort

Great Effort: When roll on the die comes up as a 20 Test succeeds and the character gains an additional benefit.

Doomed Effort: When roll on the die comes up as a 1. Test fails and the character suffers an additional setback.

Opposed Tests

To resolve actions between active adversaries both parties make a Test. Difficulty Rating is the opponents Test. Higher result wins.

- Great Effort beats normal result
- Doomed Effort always loses
- In case of a tie Test again

When dealing with a static effect created by an adversary, a hiding place, trap or poison, Difficulty Rating is their passive Prowess.

Degree & Difficulty ratings

Degree

Degree represents quality of success and severity of failure when making a Test.

Meeting the Difficulty Rating is a normal success. Roll your damage die, overcome an obstacle or gain an answer. Reaching a higher Test result increases the Degree.

- Every 10 points of difference between Difficulty Rating and the result increases Degree by one
- Great and Doomed Effort increase Degree by one
- In an Opposed Tests count only the winners Degree

Higher Degree grants greater effect. Common effects include:

- Add +1 die to damage. +1D4 if there is no damage die
- Gain an additional piece of information, reduce Wound severity by an additional Step
- Remove or gain one Burden

When Test fails, Degree is reversed and severity of the setback increases. Traps and adversaries deal additional damage or characters situation becomes even more complicated.

Difficulty Ratings

10 Uncertain. Base difficulty

15 Difficult

20 Famed. At the limit of most mortals

25 Heroic. Beyond the ability of most mortals

30+ Legendary. Demands great ability and effort

Advantage, Disadvantage & Teamwork

Advantage & Disadvantage

Advantages and Disadvantages are benefits and complications that dramatically alter chances of success. Each Advantage and Disadvantage has to come from a different source.

Advantage: Roll an additional die for each Advantage and choose the highest result.

Example sources for Advantage:

- Dedicating time
- Successful preparation
- Situational advantage like a surprise

Disadvantage: Roll an additional die for each Disadvantage and choose the lowest result.

Example sources for Disadvantage:

- Rushing a task
- Imposed hindrance, being grappled for example
- Situational disadvantage such as poor visibility

Advantages and Disadvantages negate each other. Having three Advantages and two Disadvantages results in having just one Advantage.

Teamwork

Adventurers can help each other face challenges by working together.

Help: Each character that is able to help in a meaningful way adds +1 bonus to a Test.

Set-up: Create an Advantage for another character by setting them up for success. This is often its own Challenge.

Trouble Check



While adventuring in dangerous places Bearer makes Trouble Checks for unexpected Setbacks. Trouble Check is made:

- Every Round of Conflict to check if an adversary is able to recover dangerous abilities
- When time passes. See Time for more details
- When the Trouble rating increases

Trouble Check is made with a six-sided-die. When the roll is equal or under Trouble rating Trouble occurs. On a roll of six something good may happen.

Trouble is a complication or a potential danger. It changes the situation introducing something new to take into account. Trouble does not immediately reveal sneaking characters or ruin current plans. Setback will remain in place until Adventurers take action to deal with it.

Examples of a Trouble Setback:

- Servant wandering into room
- Reinforcements arriving
- Being trailed by bounty hunters or beasts
- Being denied services on a rumor
- Supports of an old bridge coming close to a collapse
- Dangerous storm rising

Trouble Rating

Trouble is rated from 1 to 5 depending on likelihood of unforeseen setbacks.

1 - Some likelihood of Trouble. Borders of civilization and desolate dwellings.

2 - Chance of Trouble. Deep wilds, shady alleys and lived dwellings.

3 - High chance of Trouble. Hunting grounds of beasts and alert dwellings.

4 - Great chance of Trouble. Fully alert and hostile environments.

5 - Chaos. Heart of a battle.

Changing Trouble

Dramatic events and Adventurer actions can change the Trouble rating, potentially making a safe haven dangerous. This will never raise Trouble rating above 5 or reduce it below zero.

Setting off alarms, making new enemies, committing crimes, attracting bounties and clear signs of subterfuge increase Trouble.

Preparing camps, finding allies and safehouses, removing great threats and putting suspicions to rest decrease Trouble.

Time



Time passing creates consequences and opportunities. Three concepts are used to measure time; Rounds, Phases and Days.

Rounds

Round is used when consequences of time passing are immediate, dire and exact order of events is important. Rounds are used during Conflict but can also be used in any high intensity situation.

If there is a chance of Trouble Bearer will make the Trouble Check at the start of every Round. For example to check if a fire spreads or an adversary regains a powerful ability.

Phases

Phase is enough time for a light source to burn out, to recover a little, dedicate to a task or channel a Ritual.

There are 8 Phases in a day. Times of a day morning, afternoon, evening and night are each split to two Phases, early and late.

If there is a chance of Trouble Bearer will make a Trouble Check. New beings may enter the area, structures may weaken and a rival party may get closer to their destination.

Days

Atleast one day. Enough time to heal and dedicate yourself to craft, studies or plots. Days can be spent to take a Downtime or travel a great distance.

Days passing will create changes. Bearer will make a Trouble Check for changes that affect the Adventurers directly.

Timers

Bearer may keep Timers to track approach of significant events. These will advance when a Round, Phase or a Day passes.

Distance & Pace



Distance

Distance is abstracted to units that describe the characters relations to their surroundings. When exact dimensions are important measuring distance in meters / yards is recommended.

Reach: Couple of steps. Melee.
Falling: DR 10. 1D6 damage.

Close: An Action to Reach.
Falling: DR 15. 2D6 damage.

Near: Two Actions to reach.
Falling: DR 20. 3D6 damage.

Far: Five Actions to reach.
Falling: DR 25. 4D6 damage.

Distant: Ten Actions to reach.
Falling: DR 30. 5D6 damage.

Pace

Pace describes the Distance a character can move as an Action, usually Close.

Moving through an obstacle requires a Test. On failure the movement ends.

Difficult Terrain

When terrain is difficult, possibly due to grasping vines or deep snow, make a Test against Difficulty Rating. On success the character can move their Pace. On failure Pace is reduced by a Distance unit.

Falling

When the character lands from an uncontrolled fall they will suffer the falling setback. Succeeding in a Reflex Test to break the fall reduces setback by a Distance step. Higher Degree reduces setback by an additional step.

Character falls a Distance unit each Round.

Distance Reference

Following table can be used to convert Distance to a more precise measurement.

Distance	Squares / Hexes / Inches	Meters / Yards
Reach	1	2
Close	5	10
Near	10	20
Far	25	50
Distant	50+	100+



Burden

Burden is accumulated strain from mortal and mystical sources. Backbreaking weight, lack of food, creeping dread and pushing your limits increase Burden.

- When a character faces a source of Burden their Burden increases, usually by +1
- Burden has a threshold of 5 + half the characters Level. When Burden rises past the threshold suffer 1D6 damage for each point over
- Burden can be reduced with Rest and Downtime

Persistent Burden

Burden cannot be reduced below Persistent Burden value without first removing the cause. Persistent Burden is gained from:

- Possessions. Get rid of the troublesome items to remove the Burden
- Ritual magic. End the Ritual to remove the Burden
- Afflictions. Cure the Affliction to remove the Burden

Burden Test

Burden Test is provoked by a threat of suffering a significant hindrance.

- Burden Test is made with Reflex, Vigor or Will Defense
- Burden Test has Difficulty 10 + characters current Burden
- When Burden Test fails character suffers an Affliction or other Setback
- Greater Degree of success on a Burden Test reduces characters Burden by one

Causes for a Burden Test.

- **Faltering Will:** Panic or a bout of madness provokes a Burden Test for Will
- **Deprivation:** Lack of sleep, pushing on past physical limits, starvation and unforgiving environments provoke Burden Test for Vigor
- **Heavy damage:** Dangerous strikes provoke a Burden Test
- **Initiative:** Starting a Conflict provokes a Burden Test for Reflex
- **Sickness:** Mortal diseases and magical blights provoke a Burden Test for Vigor
- **Curses:** Struggle with a Curse provokes Burden Tests. See Curses for more details

Exhaust & Burden Sources

Exhaust

Character can Exhaust, themselves increasing Burden by +1 and taking one of the following Benefits.

- Gain +1 bonus on a Test for each Guide the character has, usually +3
- Use an [Exhaust] option of an ability or an item

Character can Exhaust multiple times but has to choose a different effect each time.

Burden Sources

Burden can come from multiple sources.

- **Exhaust:** Character pushing their limits increases Burden
- **Setback:** Failing a Test against an obstacle can increase Burden and may provoke a Burden Test
- **Attack:** Failing a Test to resist exhausting attack increases Burden and may provoke a Burden Test
- **Possessions:** Carrying too many or too heavy possessions increases Burden

Conditions, Afflictions & Damage

Conditions

Any effect that affects the character for a while is a Condition. Conditions can be beneficial or harmful and are often easy to remove.

Common Conditions

Blind: Character has Disadvantage on all Tests requiring sight and cannot use sight based abilities.

Poisoned: Character has to make a Defense Test at the end of the Round to resist the poison.

Unconscious: Character is unable to take Actions or Responses until woken up. Tests to attack the character are made against Difficulty 10 with Advantage.

Afflictions

Affliction is a persistent negative condition, commonly diseases and symptoms of faltering mind or breaking body.

- Affliction affects the character until successfully removed
- Character can suffer the same Affliction multiple times increasing the effect
- Healing Test during Downtime is the most common way to get rid of an Affliction

Damage

Damage represents serious threat of injury, getting hit with intent to harm or stepping into a lethal trap.

Suffering damage causes a Wound. To resolve Damage.

1. Roll the dice and sum the result for incoming damage
2. Compare damage to Wound Thresholds to decide Severity

There are three Wound Thresholds.

Vitality: Threshold for damage affecting body. Strikes, fire, falling and blood clotting poison.

Armor: Threshold for damage that can be reduced by wearing armor. Strikes, arrows, fireballs and the like.

- Armor does not protect from falling or internal threats
- Armor uses Vitality as a base and is increased by worn armor

Grit: Threshold for damage affecting mind. Illusions, magical fear and touch of spectres.

Each Threshold has a rating for Severe and Critical Wounds. Ratings for more severe Wounds are twice the previous, for example Severe 3, Critical 6, Deadly 12 and so on.

Wounds & Healing

Wounds

Damage from serious threats cause Wounds. Wounds have a varying degree of severity.

- When damage is less than Severe Threshold the Wound is Strain. Strain is easy to heal
- When damage equals or exceeds Severe Threshold the Wound is Severe
- When damage equals or exceeds Critical threshold the Wound is Critical. Make a Burden Test. On failure the character falls unconscious
- When damage equals or exceeds 2 x Critical Threshold the Wound is Deadly. Make a Burden Test. On failure the character dies

Character can suffer five Wounds. Suffering more provokes a Burden Test.

- Against Strain a failure renders the character unconscious
- Against Severe or worse Wound a failure means death

Wounds from blighted monsters or magical blades may have additional properties. These effects can complicate healing and introduce new threats like Afflictions.

Healing

To heal make an Intellect Test against Difficulty Rating 10. On Success choose one.

- Remove an Affliction for each Degree
- Reduce Severity of a Wound by a step + an additional step for each Degree

Multiple characters can treat the same patient with full effect.

Difficult Wounds

Some Wounds are worse than others and have additional qualities that impact healing.

Brutal: Wound is horrid and imposes a Disadvantage on healing Tests.

Cursed: Wound requires rare herbs or magic rituals to heal. This is best done quickly before the Curse has time to Stir.

Mystical: Wound requires magical healing. This can come from channeled magic or mystical medicines and herbs.

Rest & Downtime



Rest

An entire Phase spent on rest allows the character to do the following.

- Reduce their Burden by one. If they sleep reduce Burden by an additional point
- Remove a Strain Wound or reduce Severe Wound to a Strain

If a character shares something about themselves or a hope for the future they remove one additional Burden.

Receiving hospitality or enjoying some luxuries removes one additional Burden.

If there is Trouble during the Rest there is no restoration.

Downtime

Days spent on Downtime gives the character a change to reflect on their experiences and recover from their adventures. To decide how many days roll a 1D6 and halve the result.

During Downtime do the following.

- Spend Deeds to advance
- Remove all Strain and Severe Wounds
- Remove Burden
- Take one Downtime Action

Bearer will make a Trouble Check with Trouble rating equal to number of Downtimes taken in row after the first. If there is Trouble all Curses Stir and Downtime actions cannot be taken.

Downtime Actions

Carouse

Craft

Earn

Heal

Seek

Downtime Actions

Carouse

Carousing is only possible in a settlement. Spend a night on the town, living it up and getting into Trouble.

Characters participating in Carousing can roll Trouble dice by taking Carousing actions. Dice can be rolled at any time until Carousing ends.

- Once per Carouse, roll a die by sharing something new about the character
- Once per Carouse, roll a die by putting on a show
- Once per Carouse, roll a die by engaging in shenanigans
- Once per Carouse, roll a die by looking for love
- Roll a die by spending Coin. Roll the die and spend result times ten Coin

Every roll equal or under Trouble rating means the character gets into some Trouble. Roll 2D6 and consult the Carouse Trouble table.

Every six rolled creates a beneficial event. Roll 2D6 and consult the Carouse Events table.

At the end of Carousing Party gains 1 Deed for every 3 dice that came up as an event or Trouble.

2D6 Carouse Trouble

2-3	New Enemy. Increase Trouble rating by +1 in this environment.
4-5	A fight or a night in jail. Gain Bruised Affliction reducing Burden threshold and Vitality by one.
6-8	Minor embarrassment. Wake up with a bad tattoo, without your clothes or in public.
9-10	Banned. You end up banned from an establishment.
11-12	End up at the mercy of gods and elements. Make a Burden Test for a mystical, physical or survival Affliction.

2D6 Carouse Events

2-3	You gain a Fool Follower with 1D6 Prowess. They will stay with you at least until the next Downtime.
4-5	Strange goods. You wake up with an alchemical or a mystical item.
6-8	You make friends and allies. Reduce Trouble by one and gain one time Advantage to a social Test with a local.
9-10	You have an invitation to meet someone hard to reach.
11-12	You now own a horse or another beast follower with a 1D6 Prowess.

Downtime Actions

Craft

Crafting is only possible when the character has access to tools, a Craft Skill and material supplies.

To Craft make an Intellect + Craft Test against the items Difficulty. On a success create the item. Higher Degree allows adding additional options.

To improve existing items make a Craft Test against items Difficulty. On a success give item an option improving its effect. Higher Degree allows adding additional options. Item can be improved only once.

Proper workshop gives an Advantage on the Craft Test.

Alchemy: Create poisons, cures & alchemicals.

Difficulty: 10.

Options:

- Create an additional item.
- Add +1 die to die based features and +1 to numeric.

Blacksmithing: Create metal tools, traps, cunning, common & martial weapons, armor and shields.

Difficulty:

- 10 tools, traps, Common weapons and shields.
- 15 Cunning & Martial weapons.
- 10 + 2 x armor rating for armors.

Options:

- Increase damage / rating by +1.
- Reduce Burden by one.

Sorcerous: Create mystical items & wards.

Difficulty: 10.

Options:

- Create an additional item.
- Add +1 dice to dice based features and +1 to numeric.

Downtime Actions



Earn

Earn coin by working odd jobs.

Make a Test with a Prowess appropriate to the job. On success gain the jobs reward.

Honest work?: Work the docks, assist in a tavern or perform small time thievery.

Difficulty 10. Gain 1D6 Coin. +1 die for each Degree.

Risky business: Fight for money, fulfill a speedy commission, put on a show, run a scam.

Difficulty 20. On failure increase Trouble by +1. 3D6 x 5 Coin. +1 die for each Degree.

Shadowy deeds: Spy, assassinate or perform a minor heist.

Difficulty 30. On success increase Trouble by +1. On failure increase Trouble by +2. 5D6 x 10 Coin. +1 die for each Degree.

Heal

Make a Healing Test to treat Afflictions and serious Wounds.

Seek

Scour through tomes, follow rumours, throw bones to predict future or seek council of sages.

Make a Test with Prowess appropriate to the approach and gain one piece of important information on a subject of your choosing. Difficulty of the Test is based on how esoteric the knowledge is. Higher Degree grants an additional piece of information.

You can Seek knowledge on multiple subjects. Use the highest Difficulty and split Degree between subjects.

Stealth, Trickery, Darkness & Light

Stealth & Trickery

Adventurer can declare that their character is attempting to hide or sneak at any time. If they have a hiding place or other means to stay unnoticed the approach is Fitting. Stealth is Uncertain when the attempt might bring the character to eyesight of a foe, they draw attention or the foe is actively searching. On success the character is Hidden.

Hidden: Hidden being or object has to be found as an action before they can be acted on. Hidden being has Advantage on Defense Tests against area attacks.

Surprise Action: Actions against other beings while Hidden are Surprise Actions and made with Advantage. Attacks reveal the attacker to all within eyesight.

Social Stealth: Situationally Presence can be used for stealth. This may require use of disguises or correct modes of conduct. Tests are made when the characters come under scrutiny.

Tricks: Actions can be taken to draw away attention for easier stealth. Successful trick gives an Advantage on stealth.

Limitations: Stealth is not possible when an adversary has clear sight of the character. Find cover or a way to distract the adversary.

Darkness & Light

Darkness is both a hindrance and an aid.

- Darkness obscures spaces and beings imposing Disadvantage on all attempts to act on targets within
- Targets in Complete Darkness are Hidden and have to be found first. All Tests on found targets are made with Disadvantage

Carrying light negates effects of darkness as far as the light reaches. However this comes with a cost.

- Tests to sneak while carrying a light are made with Disadvantage
- Beings in dark can see into lit areas and acting into light is not Disadvantaged

Social Challenges



Social Challenge is an attempt to achieve a goal through conversation, connections or social pressure.

- Avoid conflict through diplomacy
- Gain sensitive information
- Gain a favour

Social Challenges follow normal rules for Challenges. Adventurer describes their approach deciding among other things whether they approach through, persuasion, humor, intimidation, cunning questioning, honesty or other. Bearer decides if the approach is Fitting, Uncertain or Impossible.

When leveraging existing relationships, owed favours or key information approach might be Fitting and no Tests are necessary. This is also true if the Adventurer has the right thing to say for the moment.

When the approach is Uncertain make a Presence Test.

Sometimes social approach is Impossible. Some favours are too big to ask, there is no trust or it is not in the beings nature to cooperate.

At any time Adventurers can ask questions from the Bearer or in character from the being they are talking to. Answers should highlight what is important to the being.

Intimidation

Threatening a being into cooperation can push them into giving information or favours they would never give otherwise, however the effect is fleeting. When the intimidated being is no longer within Adventurers sphere of influence the effect ends.

Attempts to intimidate a being within heart of their power are Impossible. Possessing key information or other leverage may change this.

Negotiation

Negotiations can be handled with an Arduous Challenge. At the end both parties commit to the agreed terms and wishes.

- The side that initiated the negotiation will set the base wish
- The other party will set their terms for accepting this wish. Initiating party can offer their alternatives
- Make a Test for each pair of terms. Success means Adventurers terms are accepted, failure means npc terms are accepted

Negotiation can be abandoned at any time. Nothing is given and nothing is gained. New negotiations are unlikely.



When the Adventurers are exposed to harsh conditions they make a Burden Test. On failure character suffers a Survival Affliction. This can happen for a few reasons.

Encountering a survival

Hazard. Falling through ice into frigid water, breathing choking spores.

Exposed to harsh elements.

Rest and travel in harsh conditions, frigid winter, noxious air or boiling sun. For most of the year a night outdoors without any shelter is exposure.

Malnourishment. Going for Days without food. Suffer Disadvantage on the Test for each time this happens in a row.

Preparation and supplies help with the survival granting Advantages or negating the need to test completely.

Clothing. Dressing properly protects from harsh environments but not extreme elements. Warm hides, protective veils, mosquito hats or walking on stilts.

Nourishment. Rations and other foods can be consumed to keep starvation at bay but provoke a Burden Test for other Affliction.

Travel plan. Choosing to travel when the conditions are easier will give an Advantage to the Test.

Camps

A proper camp protects the party from elements during Rest. Without camping equipment or in a difficult, unfamiliar conditions preparing a camp requires a Test. On failure the party is exposed to elements.

Cook a decent meal. Good meal is hospitality and removes an additional Burden during Rest. If your food supplies are low or of questionable origin cooking requires a Test.

Guard. Make an Awareness Test. On success adversaries or other Trouble cannot surprise the party.

Hide a camp. Adversaries have to Test against your Passive Intellect to find the camp.



Travel while relying on known landmarks in a neighboring area or via road or river leads to the destination.

Travel without known landmarks, in an obscured environment or in a difficult terrain requires a Test. On failure roll for a Travel Setback, subtract Degree of failure from the roll.

Travel takes time.

- Phases in a near area. Travel through a major city or to the neighboring village
- Days when traveling towards a far away destination

Night: Traveling at Night requires a Test at Disadvantage.

Obstacles: Obstacles require a Test to overcome. On failure suffer a Travel Setback.

Hidden March: Cover only half the distance. Adversaries need to Test against the Navigators Intellect to find the Adventurers.

Forced March: Cover twice the distance. Make a Vigor Burden Test against Exhaustion.

1D6 Travel Setbacks	
1	Stop for a time. Reorient yourselves and mark a landmark.
2-3	Gain 1D4 Burden.
4-5	Drift off course.
6	Bearer makes an extra Trouble Check.

Travel Activities

Adventurers that are not occupied with navigation can perform a travel activity between destinations. Adventurers taking the same activity can Test separately if needed or give +1 Help bonus to another. Bearer sets the Difficulty for the Tests.

Scavenge and hunt. Choose what you are looking for food, healing supplies, spell components, crafting materials or other and make a Test. On success gain 1D4 of the supply +1 die for each Degree.

Scout. Make a Test. On success the party notices Threats, Trouble or an Event before they are noticed.

Maintain spirits. Make a Test. On success remove one Burden from another. On a higher Degree remove one Burden from one more person.

Exploration

Stopping to fully explore an area allows marking a landmark, easing future travel. Exploration takes time, usually twice the time it takes to travel through the area.

One Adventurer can make a Test for exploration, those who are not involved with travel activities can Help. On success reveal what is Hidden in the area, possibly nothing.

Conflict: Round, Initiative & Ambush

Round and Turn

Intense Conflict is split into Rounds where each participant has a chance to act. When they have this chance it is their Turn.

In a Round of Conflict participant can:

- Take two Actions on their Turn
- Respond to one event or action outside of their Turn
- Test whenever a Test is called

Once all participants have taken their Turn Round ends and a new Round begins.

Initiative

Initiative is used to track order of Turns in Conflict. It represents decisive position and ability to use full extent of the characters abilities.

Conflict is Initiated by an action someone has stakes in preventing. Attacking is an obvious Initiating action but running when told not to move could Initiate a Conflict.

After Initiating action is resolved all involved in the Conflict make a Burden Test with Reflex. Those who succeed take their Turn before Adversaries, those who fail act after.

- Adventurer can choose to delay their Turn to act after Adversaries.
- Adventurer characters can take their Turns in any order within their Initiative group
- When Adventurer characters compete for Initiative higher Test result goes first
- Followers take actions with the character they follow

Ambush

Those who succeed in sneaking up to their opponents through stealth or persuasion can take a Surprise Action before Initiative is established.

- Surprise actions are made with Advantage
- Surprise Attacks reveal the character
- Surprised beings cannot use Responses

Conflict: Response, Cover & Morale

Response

Every Round character has a chance to act in Response to an event.

Clash: Clash is a response to a threat. You can Clash in following situations.

- When you are directly threatened you can Clash with the threat.

- When another within your Pace is targeted by a visible threat you can Clash with the threat making yourself the target, moving your Pace if needed. If you cannot move you can do this only within Reach or with magic. See Clash page for more details.

Gifts and Tools: Use Boons, Gifts or Equipment that have a Response option.

Help: Give +1 Help bonus to an ally within Reach.

Opportunity: Leverage Opportunity Maneuvers.

Other: Propose a Response. If Bearer and involved Adventurers agree you can attempt it.

Cover

Crumbling pillars, overturned tables and thick underbrush can be used as Cover.

- Cover grants Advantage on Reflex Defense Tests
- Cover gives a chance to attempt stealth in the middle of the Conflict

Morale Test

At the start of their Turn when a non-Adventurer character has suffered a significant setback they make a Will Burden Test for morale. Additional setbacks impose Disadvantage on the Test.

Example setbacks:

- They are close to death
- Their leader is out of the Conflict
- Half their number is out of the Conflict

When the Morale Test fails the being attempts to remove themselves from the Conflict in whatever way they see as most likely to succeed. They will not engage in Conflict again unless driven to a corner or a Day passes.

Some beings may react to failing morale differently.

Conflict: Actions



Attack

Attempt to harm or hinder an opponent is an attack. To attack make a Test against one Defense of the adversary. On success inflict damage or a Maneuver.

Physical attacks: Attacks from weapons, fireballs and other external physical threats are opposed with Reflex.

Physical Maneuvers: Grappling, shoving and other similar physical maneuvers can be opposed with Vigor in addition to Reflex.

Mental: Mind affecting attacks are opposed with Will.

Internal: Internal body affecting attacks are opposed with Vigor.

Applying Damage

1. Roll the dice and sum the result for incoming damage
2. Compare damage to Wound Thresholds to decide Severity

Situational Attack Rules

Bait: Presence attack. Bait target into taking an unfavorable or dangerous action. Step into a hidden trap or attack terrain causing harm to themselves.

Charge: On your Turn moving to the range of a melee or thrown weapon allows making an attack with that weapon.

Close Quarters: Only weapons with Intimate quality roll for damage in a grapple or similar close quarters engagement.

Knockout Blow: When you remove an adversary from Conflict you can choose to knock them unconscious instead of killing them.

Multiple Targets: When attack has multiple targets only one can use a Response to Clash. All targets that succeed in defense are unaffected. All who fail are affected.

Obstructed Aim: Attacks with Missile and Thrown weapons are made with Disadvantage when there is an adversary within Reach.

Two-weapons: When you wield a weapon in each hand you can use a Response to make an attack with and intent to deal damage.

Conflict: Actions

Advance

Test to advance Arduous Challenges that are part of the Conflict; Break a pillar holding the ceiling. Work on a complex lock. Advance a rite.

Break

Attempt to remove an effect from self or another. This can be a condition from a Hazard, maneuver or magic.

- If the effect is passive Test is made against adversarys passive Prowess. When the effect is held by an adversary this is an Opposed Test
- If the attempt directly affects a being creating the effect they can use a Response to Clash
- Successful Break against an effect with a Duration reduces Duration by one

Change Equipment

Rummage through backpack for weapons and tools. Change Equipment. Armor cannot be changed as an Action.

Hold Ground

Prepare to face incoming attackers. End your Turn. You can use your remaining Actions to make Responses.

Move

Move up to your Pace.

- To overcome an obstacle or difficult terrain make a Test. On failure movement ends
- Moving through anothers space gives them a chance to use a Response to Clash

Study

Test to Search for one time Advantages or useful information.

- Found Advantage can be used by anyone who knows of it by incorporating it to the description of their Action
- Difficulty of Study starts at 10 and increases by +5 every time Study is found in Conflict

Use tools and skills

Search for a hiding adversary, pick pockets, operate simple devices or drink a potion.

Minor Actions

As a part of an Action character can take a few steps, speak a few words, drop an item, drop to ground or perform other minor acts.

Bearer has the final say on what is considered a minor act.

Conflict: Clash

In Clash both parties choose a goal they aim to achieve and make an opposed Prowess Test. Winners result is resolved.

Both parties can use any Prowess appropriate to their goal.

Example list of goals.

- **Damage:** Deal damage to opponent. Dealing damage requires prepared weapon able to reach the target
- **Position:** Move up to your Pace or continue your movement
- **Maneuver:** Create a Maneuver effect on the adversary
- **Magic:** Channel magic or use Focus magic against the opponent
- **Advance:** Work on a goal. For example attempt to open a lock before vampires claws strike you

Clash is always between two adversaries.

Conflict: Maneuvers

Maneuvers place adversary in a difficult situation. Pushing an opponent over a battlement, annoying a giant into ignoring your allies and aiming an arrow at a gap in the armor are Maneuvers.

Maneuvers can be created with a fitting combination of Prowess and Skill. This can be Strength + Weapon skill, Intellect + Stealth, Presence + Performance or another combination. On success create an Opportunity, Hindrance or a Hold.

Opportunities

Opportunity allows using a Response to immediately make an action against the target, or give the chance to an ally.

Surprise: Intellect VS Reflex. Make a Surprise Action against the target.

Vulnerability: Any VS Any. Make a damaging attack with +1 Degree on success.

Hindrances

Hindrance lasts until the target uses an Action to end the effect.

Blind: Awareness VS Reflex. Target cannot benefit from sight based Gifts and they are Disadvantaged in all Tests requiring sight.

Disarm: Any with Disadvantage VS Reflex / Vigor. Target drops the disarmed item.

Hinder: Any VS Any. Target has a Disadvantage on one type of action. Hinder use of a weapon for example.

Shove: Strength VS Reflex / Vigor. Adversary of similar or smaller size is pushed out of Reach, over an obstacle or knocked to ground. They may take damage if falling from high.

Holds

Hold lasts until the effect is Broken with an opposed Test.

Defy: Presence VS Will. Target has Disadvantage on Prowess Tests against targets other than the one who Defied them.

Grapple: Strength VS Reflex / Vigor. Fight is forced to Close Quarters.

- Smaller and equal sized grapplers have Disadvantage on Prowess and Reflex Tests from attackers outside the grapple
- Hindrances created during a grapple last until the grapple is broken

Magic: Channeling & Limits

All beings are connected to magic but only the Gifted can draw power through that connection and alter reality. Those who do take a great risk as magic can be unpredictable and dangerous.

Magic

Magic is a Gift that allows the character to alter reality using their Attunement, controlling flames or reading minds. There are many Gifts in the game that have a mystical effect. What makes Magical Gifts unique is the channelers ability to alter the effect by giving the magic Power.

- Effects requiring Power are marked with [Power: value]. Using the effect requires giving the magic Power equal to value
- Channeler can [Exhaust] to give magic one Power. Power can also come from items, Gifts and environments
- Power of magic cannot exceed the channelers Attunement unless stated otherwise

Magic Gifts can be gained as part of character advancement or through items and artefacts.

Channeling

Use of magic is called channeling and it is always an Uncertain act. Adventurer decides the magic they wish to perform, give it power if needed and then make a Channeling Test.

- Channeling Test is made with Attunement + Channeling Skill
- Difficulty of the Test is either static Difficulty of an Obstacle or Hazard or an Opposed Test
- When there is no opposition or obstacle Channeling fails only on a Doomed Effort
- On a Doomed Effort Channeler makes a Will Burden Test against a Mystical Affliction

Limits of Magic

Magic has following general limits.

- Targeted magic requires awareness of the target. Sight or touch for example
- Cover, darkness and distance beyond Far impose Disadvantage on Channeling Tests used for attacks
- When a target is affected by multiple similar magical effects the one with most Power takes effect

Magic: Duration & Ritual

Duration of Magic

Immediate: Magic is resolved immediately. Conditions created by magic last until Broken with a Test against Passive Attunement. Target can make a Test to Break the effect at the end of their Turn.

Focus: Channeler maintains magic with their willpower.

- Focus magic is marked with [Focus]. Focusing on magic is optional. Focus magic remains in effect until the Focus ends
- Beings can come under effect of Focus magic when:
 - Channeler uses an Action or Response to use the magic
 - Target enters area of magic for the first time in a Round
 - Target ends their Turn within area affected by magic
- When the channeler takes an Action to use the magic they can move it to a different location, change targets or alter an area of effect
- Whenever there is an attempt to resist or Break Focus magic channeler makes a Channeling Test to oppose
- Focus magic ends when, channeling other magic, on Rest and on Downtime. Suffering damage provokes a Will Burden Test. On failure the magic ends

Ritual: Magic persists until the Ritual is unraveled.

Ritual

Rituals give magic permanence. Mechanically Rituals are Arduous Challenges creating the desired effect on success. Minor Rituals give permanence to effects of Magic Gifts and follow these rules.

- Minor Rituals take a Phase to complete
- Dedicate Power to the Ritual within normal limits of magic
- Channeler gains Persistent Burden equal to Power
- Perform a three step Arduous Challenge. Difficulty of each Step is 10 + Power of the Ritual. On failure suffer a Mystical Affliction
- Ritual and Burden persist until unraveled or the channeler is lost

Example Minor Ritual effects.

Follower: A being in line with the Gift is created as a follower. Follower has Power Prowess.

Trap / Sentry / Barrier: Create an effect that will harm, alarm or bar.

Enchantment: Improve abilities of a being.

Major Rituals with powerful effects can be part of the game. Discuss with the Bearer what you want to achieve with the Ritual and what it may require.

Character



Character Attributes



Name: Name of the character, given, chosen or earned.

Blood: Characters ancestry and heritage. Blood provides a unique Gift on character creation.

Past: What character did before their current adventures. Past grants Skills on character creation.

Details: Physical features, gender identity and demeanor.

Deeds: Collected insight and experience from great challenges. Fuel for advancement.

Level: Measure of characters power and development. Level affects Burden Treshold.

Guides: Sources of strength and existential threats.

Prowess: Ability to overcome challenges. Prowesses are added as bonus to Tests when the character has an active role.

Defenses: Ability to resist threats. Defenses are added as bonus to Tests when the character is in direct danger.

Skills: List of characters Skills. When the character can use a Skill add its rating as a bonus on a Test.

Equipment: Easily accessible and active possessions.

Curse: How many times a Curse has been Stirred.

Burden: Strain from mystical and mortal sources weighing down on the character. Burden increases Difficulty of Burden Tests.

Pace: How far the character can move in a single action.

Wound Thresholds: How much damage character can take before a Wound becomes deadly. Vitality and Armor for physical damage. Grit for mental damage.

Wounds: Wounds the character has suffered and their severity.

Conditions & Afflictions: Long term conditions the character is under.

Gifts: Special abilities and tricks the character possesses.

Possessions: Contents of the characters backpack.

Coin: Carried wealth.

Prowess & Defense



Prowess

Prowesses represent broad range of ability. When the character has an active role they add one Prowess as bonus to a Test they make.

Prowesses have two values, active and passive. Active value is added as bonus to Tests. Passive value is the Difficulty for static effects created by the character. Passive Prowess is 10 + active value.

Hiding a camp, preparing a trap and setting a rumour afloat uses Passive Prowess as Difficulty for anyone attempting to notice, avoid or disprove.

Defenses

Defenses represent characters ability to instinctively avoid threats. When the character is directly threatened they add one Defense as a bonus to the Test.

Being attacked, resisting poison, triggering a trap or dodging a fireball are direct threats.

When attempting to outrun an adversary, hiding from them or engaging in a duel of wits use Prowess instead.

List of Prowesses

Strength: Overcoming physical obstacles, athleticism and use of strength. Wield melee and thrown weapons.

Awareness: Senses and insight. Notice details, track and hunt. Wield ranged and Precise weapons.

Attunement: Use of magic. Sense magic and other worlds.

Intellect: Cunning and knowledge. Sneaking, hiding and acting unnoticed. Recall lore, heal and craft. Set traps and wield poisons.

Presence: Strength of personality and magnetism. Make friends, intimidate foes, entertain, lie and lead.

List of Defenses

Reflex: Reflexes and situational awareness. Reflex protects from external physical threats.

Vigor: Endurance, strength and health. Vigor protects from poisons and other internal physical threats as well as threats that can be opposed with strength and endurance alone.

Will: Composure, focus and willpower. Will protects from mind affecting threats, fear, madness, magic and interrogation.

Skills



Skills are honed abilities that help character deal with uncertain situations.

- When character possesses a Skill they add their Skill rating as a bonus on related Tests
- Most Skills are not bound to a specific Prowess and creative combinations are possible. Juggle sledgehammers with Strength and Perform for example
- Only one Prowess and one Skill can ever be added as a bonus
- Skills are rated from 1, proficient to 5, master. Skill cannot be higher than 5 without influence of magic or blessings
- Character cannot have a Skill in Defense. Characters are at their worst when forced to rely on their Defenses

Almost anything can be a Skill. An example list of adventuring Skills can be found on this page but if your adventure calls for a Skill in astral navigation or gunpowder weaponry feel free to expand the list.

Skill Examples

Athletics: Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

Beast Insight: Handle beasts. Calm, command, tame and ride.

Brawl: Fight unarmed.

Channeling: Wield magic.

Command: Command immediate obedience, intimidate.

Craft: Create artefacts of your craft, appraise quality and value. Examples; Alchemy, Blacksmithing, Sorcerous.

Healing: Identify ailments. Treat wounds, poisons and afflictions.

Notice: Find hidden threats and detect minute details.

Perform: Hold attention, spread rumors and entertain.

Stealth: Move about unnoticed and hide.

Study: Deduce from found evidence, learn and recall knowledge.

Sway: Make friends, persuade and bargain.

Thievery: Pick pockets, open locks and perform sleight of hand.

Weaponry: Wield a class of weapons. Examples; Common Weaponry, Martial Weaponry, Cunning Weaponry.

Wilds: Track, navigate, find food and survive.

Boons & Gifts

Boons and Gifts are special abilities that allow the character to bend the rules of the game to their favour. Boons are tied to a Guide and are removed if the Guide is removed. Gifts are gained as a part of character advancement and always remain with the character.

Guides

Guides are instincts, mindsets, principles and strong connections for the character. Character can have up to three Guides at a time, each marked into its own slot. Same Guide can be taken multiple times. Guides can become cursed changing the Guides Boon into a Curse.

Guides provide several benefits.

- When a character Exhausts to gain a bonus on a Test they add +1 for each Guide
- Boons. Strong abilities tied to the Guide
- Gifts. Guides grant access to a number of Gifts. When character gains a Gift during advancement, they can choose from the Gifts listed in their Guides

Changing Guides

One uncursed Guide can be changed when the character gains a Level. If a Guide is ever removed, this is the way to get one back.



Curses corrupt Guides turning their strength into a danger.

- When character contracts a Curse they replace one of their Guide Boons with a Curse making the Guide Cursed
- Cursed Guide cannot be changed until the Curse is broken
- Cursed Guide continues to give access to Gifts for character advancement

Curses have beneficial effects that can be drawn from by Stirring the Curse. Option to Stir the Curse is marked with a [Stir] in the text.

Stirring the Curse

Curse Stirs when the character makes a contact with a source of a Curse. For example.

- Using a Gift from a Cursed artefact
- Using powers of a Curse they possess
- Long periods of Downtime

When a Curse Stirs all effects of the Curse activate, then mark a dot under Curse on the character sheet. Curse can be stirred twice without danger. Third time triggers a Struggle with the Curse.

Struggle with the Curse

Stirring the Curse risks giving it a stronger hold of the character. Struggle happens when the Curse is Stirred too many times or voluntarily when binding an artefact to Cursed Guide or as a part of Downtime. Struggle with the Curse is the only way to reduce the Curse buildup.

Struggle with the Curse is an Arduous Challenge with three steps.

- Each step is a Burden Test. Adventurer chooses whether to use Vigor or Will for the Test
- Each ally can help with one of the Tests
- Guide can be removed to re-roll a Test. The Curse cannot take over the slot a Guide was removed from

Success clears the Curse track and keeps the Curse at bay.

Failing the Struggle Spreads the Curse. Replace an uncursed Guide with the Curse. If the character does not have an uncursed Guide Slot the Curse takes them over. Then the Curse track clears.

Character taken over by the Curse can Stir without ill effects and remains in control until a Phase passes. Then the character leaves to pursue strange goals.

Curses: Breaking a Curse

Curses are a significant part of the game and the method to breaking them is intended to be discovered through play. There isn't one process to follow but there are a few general strategies.

Artefact: Powerful artefact can break a weak Curse.

- Track down an artefact
- Get it for yourself
- Discover how to bind the artefact to you

Deed: Performing a deed tied to the Curse will break the Curse.

- Discover origins of the Curse
- Discover the conditions
- Perform the deed

Favour: Gaining favour of something more powerful than the Curse can be a way to break it. But watch who you deal with.

- Discover a capable being
- Gain an audience
- Convince them to aid you

Manifest: Curse can be made to manifest as a being. It can then be fought and driven off.

- Discover rites
- Prepare a vessel for the Curse
- Gather equipment and strength

When a Curse is broken all Guides related to it are cleared.



Marking Possessions

Possessions are useful items the character brings with them on adventures.

- Each possession is marked on its own row. Filling too many rows increases Burden
- Some items are small. Two small items can be marked on the same row
- Especially heavy and unwieldy items have Burden Quality that increases characters Burden by rating while carried
- Burden from Possessions is Persistent. Burden cannot be reduced below this value without removing items

Character can also carry a number of tiny things, rings singular gems or small keys. Tiny things are marked into the tiny box.

Equipment

Weapons, shields, worn armor and tools character has constantly on hand are equipment. Mark each equipment on its own row.

- Equipped items are active and usable at moments notice
- Equipped items affect Burden if they have the Burden Quality
- Only one piece of equipment can affect an Attribute at a time

Coin

Coin is collection of different currencies used across different lands and cultures. All costs and values are listed in Coin.

Possessions



Tools

Tools aid characters in variety of ways. When the Adventurers approach requires tools, having them makes the attempt possible.

Supplies

Supplies are consumable items that provide bonuses to Tests, create light or provide other benefits.

Valuables

Valuables are collection of precious items snatched from hoards and goods gained through honest trade. Candelabras, art pieces, spices and similar unnamed treasures.

Value of Valuables is measured with dice, usually 1-5D6. When item is sold character gains amount rolled times ten Coin

Selling Valuables

When selling Valuables Adventurers can choose to Test to find a right buyer. On success increase total value of Valuables by one die. Each Degree adds or subtracts the number of dice by one. Difficulty is based on the type of valuables and where it is sold.

Traps

Traps create Hazards for unsuspecting victims. Difficulty to notice and resist the trap is the users passive Intellect.

Poisons

Poisons create an internal Vigor or Will Hazard for the victim. Difficulty of the Hazard is passive Intellect of the poisoner.

Poisons have a Duration value which details how many times the poison can affect the target.

In Conflict one Duration is resolved at the end of the victims Turn. When the victim succeeds in a Test against the poison they are unaffected until they Test again.

Treating Poisons

Poisons can be treated as an Action by making an Intellect Test against poisons Difficulty. On success poison loses one Duration.

Rare Goods

Rare goods require a Test to find. On success one piece is available. Each Degree reveals an additional available item, not necessarily at the same source. Difficulty is based on the environment and the item.

Deeds & Advancement



Deeds

Deeds are experience and insight gained from facing challenges. They fuel the characters growth.

During the game Bearer rewards entire party with Deeds when they suffer dire consequences and overcome great challenges.

Curse: Curse is Broken or a Curse Spreads.

Deaths Door: Character Tests for death.

Quest: Quest is completed.

Theme: Adventurer's actions reinforce the themes of the game. Few example themes are.

- **Discovery:** Travel to a new location. Find hidden places, new knowledge and discover secrets
- **Hunt:** Track down great beasts and defeat them
- **Standing:** Gain station or improve a communitys or a guilds standing
- **Treasure:** Find famed treasures or great wealth
- **Vengeance:** Undermine an adversaries plans. Exact vengeance

Advancement

During Downtime characters have a chance to reflect on their experiences and spend earned Deeds for advancement.

Spend 10 + your Level Deeds to gain a new Level.

- Every Level you can change one of your uncursed Guides
- On odd numbered Levels increase Burden Treshold by +1
- On odd numbered Levels choose two attributes from Prowesses, Defenses and Skills. Increase the choices by +1, up to +5. Bonuses from Boons, Curses or Enchantments don't count towards the limit
- On even numbered Levels choose a Gift from one of your Guides

Character Creation



Character Creation 1. Blood

Blood is the characters lineage and heritage. There are six Blood and each starts with a unique Gift.

Choose a Blood or roll 1D6 to choose randomly.

Alfar

When the sun and the moon rose against each other Alfar unmoored their isles, setting them adrift into the mists between worlds. They appear again, to conduct obscure trades, gather favours and to lure away the unwary.

Being of Memories: During Rest pull a memory from a being or their remains. This gives you a piece of information on them and Increases two Skills by +1. Choose from Skills the being had. Effect lasts until you pull a memory again.

Beastblood

Blood raised by beasts, cursed by witches and blessed by spirits. Some lose their past selves becoming new being in mind and body. Others retain their mind, however they are rarely seen as the being they used to be.

Bestial Gift: Choose one Bestial Gift. You can choose from Bestial Gifts when you gain a Gift from character advancement.

Blood

- | | |
|---|------------|
| 1 | Alfar |
| 2 | Beastblood |
| 3 | Dwarf |
| 4 | Human |
| 5 | Kobold |
| 6 | Sculpted |

Bestial Gifts

- | | |
|---|---|
| | Bestial Senses: [Exhaust] to gain Advantage on Awareness Tests to notice hidden beings, find tracks and recognize emotions. |
| 1 | |
| 2 | Nocturnal: Darkness does not cause you Disadvantages within Close Distance. |
| | Tooth, Horn and Claw: Your unarmed attacks deal 1D6 damage. You can use Awareness to make unarmed attacks. |
| 3 | |
| 4 | Scurry: When you move, [Exhaust] to increase your Pace by a step. |
| | Bestial Mobility: When you move [Exhaust] to climb or jump your Pace. |
| 5 | |
| 6 | Powerful: [Exhaust] to gain Advantage on Tests of strength, carry, lift, push, pull or break. |
| | Venomous: Bite a being as an attack to poison them. Poison deals 1D10 damage, has Difficulty 10 + Intellect and duration of 3. |
| 7 | |
| 8 | Aquatic: You have Advantage on Tests for swimming and diving. You can breathe in water. |

Character Creation 1. Blood

Dwarf

Dwellers of deep earth, first to learn secrets of steel. Slow to trust, fiercely loyal once they do. They have noticed that the clamor from the upper world has changed. That may mean trouble and warrants exploration.

Dweller: Recover one additional Burden when you Rest under ground.

Stubborn: [Exhaust] to gain Advantage on a Test to Break an effect.

Human

An age past humans found themselves at empty doorsteps of the elder blood and secrets they hold. This has not satisfied their curiosity and they always search for more.

Gifted: Choose a Gift from one of your Guides on character creation.

Kobold

Tricksters living in hidden places of the world. Dark woods, lonesome caves and underneath nests of other Blood. Kobolds form a relationship with those sharing a nest, taking on semblance of their appearance and granting them both favours and endless nuisance.

Trickster: [Exhaust] to gain Advantage on a Test to create a distraction or perform sleight of hand.

Sculpted

The faithful, the scum, the glorious. All were changed through sorcery. Sculpted into blades and tools to be wielded by their greater. Shackled in stone to perform a duty until one crumbles to dust, tool or the wielder.

Flesh of stone: You don't need to sleep, eat or breathe. When you suffer a physical Wound you can take Crumbling Affliction reducing your Vigor Defense by one and the Wound Severity by one until the Affliction is healed. This can completely negate the Wound. You cannot do this if your Vigor is 0.

Character Creation 2. Past

Choose one Past from the table on the this page and increase Skills from the Past by +1.

Past	Skills
1 Artisan: Your workshop was your life, for a time.	Notice, Craft
2 Charlatan: You deceived people. Each new lie covering for the last.	Sway, Thievery
3 Cutpurse: Busy markets and secluded streets bore fruit of coin.	Stealth, Thievery
4 Disciple: Demanding tutelage of your master pushed you towards deeper mysteries.	Study, Notice
5 Exile: Your alleged crimes saw you banished and hunted.	Notice, Stealth
6 Herder: Each day was a battle of wills with your stubborn herd.	Beast Insight, Sway
7 Hermit: You lived secluded with your visions and meditations for company.	Study, Wilds
8 High born: You were part of a great lineage. Much was given to you and much was expected.	Sway, Command
9 Hunter: You stalked the wilds in search of prey and beast.	Wilds, Notice
10 Initiate: You were instructed in secrets and rituals in preparation for greater purpose.	Study, Command
11 Killer: You killed people. For coin? For cause? For vengeance?	Stealth, Cunning Weaponry
12 Minstrel: You entertained people. Sometimes you were rewarded for it.	Sway, Perform
13 Nomad: You have seen many places and met many peoples.	Wilds, Sway
14 Prisoner: You were punished. You learned to stay on your toes and hold your ground.	Brawl, Notice
15 Sacrifice: You were given away as a price. For what?	Channeling, Study
16 Sailor: You fought the waves chasing the horizon.	Athletics, Sailing
17 Soldier: Camps were your home and battle bought your bread.	Common Weaponry, Athletics
18 Thug: You took what you wanted, nevermind the consequences.	Brawl, Command
19 Tiller: You worked the land and the land kept you fed.	Athletics, Beast Insight
20 Wilder: Deep wilds hold many dangers, to those unfamiliar in its ways.	Wilds, Beast Insight

Character Creation 3. Guides & Curses



Guides are sources of strength for the character. They provide Gifts, special abilities that give the character an edge over their adversaries.

Choose three Guides for your character marking each into its own slot. You can choose the same Guide multiple times.

1. Follow character creation step for each Guide
2. Choose a Boon for two of the Guides
3. One of your Guides is Cursed. Follow character creation for the Guide but instead of a Boon choose a Curse

If your Blood is Human choose an additional Gift from one of your Guides.

Guides

1 Adventure

2 Blade

3 Chosen

4 Fury

5 Glory

6 Knowledge

7 Magic

8 Oath

9 Shadows

10 Spirits

11 Survival

12 Wilds

- Pact

Guides: Adventure



Horizon calls to you, mountains yearn to be climbed, monsters demand to be humbled and coin whispers to be spent. You will do it all and more.

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Awareness +1

Defense Reflex Defense +1

Skills: +1 **Common Weaponry:**
Wield weapons with the Common tag and fight unarmed.

Add +1 to one of the listed Skills

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Sway:** Make friends, persuade and bargain.

3. **Stealth:** Move about unnoticed and hide.

4. **Thievery:** Pick pockets, open locks and perform sleight of hand.

Coin 1D6 Coin

Supplies Rations

Choose one weapon

1. Knife: 1D6, Common, Cunning, Thrown, Intimate, Discreet, Precise

2. Bow: 1D6+1, Common, Thrown, Missile, Two-handed.
12 Arrows

3. Spear: 1D6/1D6+1, Common, Thrown, Long Haft, Great Reach

4. Blade: 1D8, Common, Cunning, Intimate, Discreet, Precise

Choose one tool

1. Invisible Ink, small: Revealed by heat.

2. Grappling hook and Rope.

3. Disguise.

4. Chain Mail: +2 Armor, Burden: 2.

Guides: Adventure



Boons

Daring: Before making a Test decide to increase Degree of the Test by one, for good or bad. You can take a Disadvantage on the Test to increase Degree by an additional +1.

Luck: [Exhaust] to add 1D6 bonus to the Test in place of a Skill.

Panache: When you win a Clash or succeed in an opposed Presence Test gain the following.

- Next attack against an adversary has +1 Degree on success.
- Next Presence Test on a witness has +1 Degree on success.

Curses

Burning Life: *You are dying. Not today, not tomorrow. But a month?* [Stir] every Downtime. When you Exhaust to gain a bonus on a Test increase the bonus by +1 for each Guide this Curse is marked into.

Devils Luck: *There is a feeling of a great calamity looming over you.*

When you fail a Test you can [Stir] to re-roll once. If the Test succeeds increase Degree by one for each Guide this Curse is marked into.

Gifts

Acrobat: [Exhaust] to re-roll a Test to overcome a physical obstacle or re-roll a Defense Test against physical threat once.

Divisive: When you meet a character for the first time you can roll a 1D6. On a 1-3 you have Disadvantage on Presence Tests on them outside of Conflict. On a 4-6 you have Advantage on Presence Tests on them outside of Conflict. This lasts forever.

Heart of Adventure: Choose one Adventure Boon. You gain it as a Gift and can use its effect without the Guide.

Heroic: When you Clash to save another that being reduces their Burden by one.

Opportunist: When you take an action created with an Opportunity Maneuver you can [Exhaust] instead of using a Response.

Guides: Blade



Nothing can be achieved without a fight, that is the truth of the world. You are ready to meet any opponent in your way, no matter their strength or station.

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Strength +1

Defense Reflex Defense +1

Skills: +1 **Martial Weaponry:** Wield weapons with the Martial tag.

Add +1 to one of the listed Skills

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Command:** Command immediate obedience, intimidate.

3. **Healing:** Identify ailments. Treat wounds, poisons and afflictions.

4. **Notice:** Find hidden threats and detect minute details.

Coin 1D6 Coin

Supplies Rations

Choose one weapon

1. Mace: 1D8+1, Martial, Impact

2. Sword: 1D8/1D8+1, Martial, Precise, Long Haft

3. Waraxe: 1D8/1D8+1, Martial, Sever, Long Haft

4. Glaive: 1D8+1, Martial, Sever, Great Reach, Two-handed

5. Greatsword: 1D10+1, Martial, Precise, Two-handed

6. Greataxe: 1D10+2, Martial, Sever, Two-handed

Choose one tool

1. Healing Supplies: Gain Advantage on Tests for Healing and Treating poisons.

2. Field Tools for a craft.

3. Shield: +1 Reflex, weapon: 1D4, Burden: 1.

4. Scale Mail: +3 Armor, Burden: 3

Guides: Blade



Boons

Champion: When you Clash choose one.

- Remove one Burden from a being within Near.
- Remove Strain from a being within Near.

Strategist: When you or an ally Clashes [Exhaust] to choose one.

- Being within Near can use a Response to take an Action after the Clash.

- Increase Degree of the Clash by +1.

Vanguard: After your Clash you can choose one.

- Remove Strain from yourself.
- [Exhaust] Make an attack.

Curses

Altered: *Your blood was twisted with strange magics and concoctions.*

[Stir] to activate following effects until a Phase passes.

- Immune to poison.
- See in the dark up to Close.
- Increase Awareness and Reflex by +1 for each Guide this Curse is marked into.

Cursed Blade: *It would strike on its own if you allowed it to.*

Sometimes you have to.

You have an Otherworldly weapon of your choice. Weapons damage die is increased by a die type for each Guide this Curse is marked into. You remove one Burden when you kill a being with the weapon. The weapon returns to you during Rest if lost or broken. [Stir] to re-roll a Test to use the weapon.

Gifts

Armor Mastery: Reduce Burden from worn armor by your Vigor.

Brawler: Add your Brawl Skill to damage of unarmed attacks. Deal unarmed damage on physical Maneuvers to grapple and shove.

Chosen Weapon: Choose one weapon you carry as your chosen weapon. Gain a Skill dedicated to your chosen weapon. Skill starts one higher than the more general weaponry Skill and can be increased to +6.

One with the Blade: Choose one Blade Boon. You gain it as a Gift and can use its effect without the Guide.

Weapon Mastery: Add your Weaponry Skill to damage of weapon attacks.

Guides: Chosen

Dreams bring you visions that become real. Your touch mends bones and voice demands obedience. You can feel a presence within you. You are chosen.

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Attunement +1

Defense Will Defense +1

Skills: +1 **Common Weaponry:** Wield weapons with the Common tag and fight unarmed.

Add +1 to one of the listed Skills

1. **Sway:** Make friends, persuade and bargain.

2. **Command:** Command immediate obedience, intimidate.

3. **Healing:** Identify ailments. Treat wounds, poisons and afflictions.

4. **Notice:** Find hidden threats and detect minute details.

Coin 1D6 Coin

Supplies Rations

Choose one weapon

1. Knife: 1D6, Common, Cunning, Thrown, Intimate, Discreet, Precise

2. Sling: 1D6+1, Common, Thrown, Impact

3. Club: 1D6+1, Common, Impact

4. Staff: 1D6+1, Common, Impact, Two-handed, Great Reach

Choose one tool

1. Healing Supplies: Gain Advantage on Tests for Healing and Treating poisons.

2. Spell Components: Gain Advantage on a Channeling Test.

3. Candles, small: Illuminate a Close area until a Phase passes.

4. Chain Mail: +2 Armor, Burden: 2

Guides: Chosen



Curses

Being Chosen is a Curse as the mortal soul has to struggle for survival against the consuming presence of a greater being. You have one Favour for each Guide dedicated to Curse.

Favour of Grace: You can make Healing Tests with Attunement. As an Action or Response [Stir] to remove one Wound or Affliction for each Guide dedicated to this Curse from a being within Near.

Favour of Sight: You can study and find information with Attunement. [Stir] to gain Attunement Premonitions +1 for . Spend a Premonition to alter any die roll by one.

Favour of Word: You can use Attunement in place of Presence. As an Action [Stir] to make an Attunement Test against Will of a target within Close. They will attempt to fulfill a single command until they Break the effect. In Conflict they can Test to break the effect at the end of their Turn. Difficulty is your passive Attunement. Each Guide dedicated to this Curse allows targeting an additional being.

Favour of Wrath: You can use Attunement to make weapon and unarmed attacks. When your attack hits [Stir] to add +1 die to damage for each Guide dedicated to this Curse and make the attack Otherworldly.

Deeds of the Chosen

As a Chosen your Struggle with the Curse is coming face to face with the great power. Work with the Bearer to establish its nature.

If you have performed deeds of service, worship and ritual that please the great power gain an Advantage on the Struggle.

Running from your destiny or performing subversive acts will displease the great power and impose Disadvantage on the Struggle.

Gifts

Anointed: Ignore your Burden when you Struggle with the Curse of being Chosen.

Divine Magic: When you channel magic you can give it up to Attunement Power. When you do increase range of Doomed Effort by Power.

Fervor: Add your Will Defense to Grit. [Exhaust] to gain Advantage on a Will Defense Test.

Mystic: As a part of Rest choose a Prowess or Defense. You can use Attunement to make Tests with chosen Prowess or Defense.

Prayer: As a part of Rest remove one Burden from up to Attunement beings.

Guides: Fury



Rage and fury boils inside you. Throwing you against insurmountable obstacles.

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Strength +1

Defense Vigor Defense +1

Skills: +1 **Common Weaponry:** Wield weapons with the Common tag and fight unarmed.

Add +1 to one of the listed Skills

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Command:** Command immediate obedience, intimidate.

3. **Notice:** Find hidden threats and detect minute details.

4. **Wilds:** Track, navigate, find food and survive.

Coin 1D6 Coin

Supplies Rations

Choose one weapon

1. Blade: 1D8, Common, Cunning, Intimate, Discreet, Precise

2. Handaxe: 1D6, Common, Thrown, Sever

3. Spear: 1D6/1D6+1, Common, Thrown, Long Haft, Great Reach

4. Maul: 1D8+3, Common, Impact, Heavy, Two-handed, Burden: 2

Choose one tool

1. Healing Supplies: Gain Advantage on Tests for Healing and Treating poisons.

2. Hunting horn.

3. Shield: +1 Reflex, weapon: 1D4, Burden: 1.

4. Thick Hides: +1, Burden: 1.

Guides: Fury



Boons

Berserkers Fury: [Exhaust] on attack to deal 1D6 extra damage of your attacks type. When you suffer a Wound or defeat an adversary remove one Burden.

Firebrands Fury: [Exhaust] to add 1D6 as a bonus on Presence Tests. [Exhaust] to add 1D6 as bonus on Vigor and Will Tests. When you successfully Defy an opponent remove one Burden.

Curses

Frenzy: *Your fury is blind destruction. One day it is all you are.*
[Stir] to Frenzy until a Phase passes or the condition is Broken with a Test against Difficulty 10 + your Burden. During Frenzy add +1D8 to damage, Vigor and Will Tests. You can take Actions only to attack or move to attack. Increase bonus die by a die type for each additional Guide this Curse is marked into.

Ravenging: *Hunger crawls inside you like a beast. Pleading you to tear your flesh apart and set it free.*
Increase your Strength, Vigor and Brawl Skill by +1 for each Guide this Curse has taken over. [Stir] to grow teeth that deal 1D12 damage until a Phase passes. When you cause a Wound with the teeth remove Strain. During this time consuming raw flesh will remove one Burden.

Gifts

Cleave: [Exhaust] to choose an additional target for your melee attack.

Eager for Battle: [Exhaust] to gain Advantage on Initiative Test. Each Degree of success on Initiative gives you an additional Action for the first Round of Conflict. Extra Actions can be used to Move or Attack.

Heart of Fury: Choose one Fury Boon. You gain it as a Gift and can use its effect without the Guide.

Vengeful Fighter: When you fail a Clash or Defense Test against an attack. [Exhaust] to deal your weapons damage to the adversary.

Wade into Fray: When you cause or suffer a Wound you can use a Response to make an attack.

Guides: Glory

Some names die before their owner. Names of those who achieve great things live for a generation. Your name will live forever.

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Presence +1

Defense Will Defense +1

Skills: +1 **Martial Weaponry:** Wield weapons with the Martial tag.

Add +1 to one of the listed Skills

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Command:** Command immediate obedience, intimidate.

3. **Sway:** Make friends, persuade and bargain.

4. **Perform:** Hold attention, spread rumors and entertain.

Coin 1D6 Coin

Supplies Rations

Choose one weapon

1. Sword: 1D8/1D8+1, Martial, Precise, Long Haft

2. Glaive: 1D8+1, Martial, Sever, Great Reach, Two-handed, Burden: 1

3. Warbow: 1D8+1, Martial, Missile, Two-handed, Burden: 1

4. Greataxe: 1D10+2, Martial, Sever, Two-handed, Burden: 1

Choose one tool

1. Fine clothes. 1D6 x 10 value.

2. Hunting horn.

3. Musical Instrument.

4. Chain Mail: +2 Armor, Burden: 2

Guides: Glory

Boons

Conqueror: As an Action

[Exhaust] to do one.

- Test Presence against Will of up to Presence beings. You Defy all who fail their Test.

- Up to Presence beings can use their Response to take an Attack or Move action.

Performer: As an Action do one of the following.

- [Exhaust] to Test Presence against Will of up to Presence beings. On success next action against the affected being is a Surprise Action.

- Up to Presence Targets gain +1 Help bonus on Tests until the end of your next Turn.

Curses

Brand of Glamour: *You are branded by a glamour that brings others to worship you while eating your Will.*

Increase Your Presence Prowess, Perform and Sway Skills by +1 for each Guide this Curse is marked into. Reduce your Will by -1 for each Guide this Curse is marked into.

[Stir] to make a Presence Test against a beings Will. On success they are glamourised by you. They attempt to aid you in any way they can, but will not cause deadly harm to their allies. Effect lasts until Downtime.

Doppelganger: *Your face changes and form flows like water, carrying away memories of who you used to be.*

[Stir] to change your form to another mortal. You retain this appearance until you change it again. You can switch one point from a Prowess or Defense to another for each Guide this Curse is marked into. If your new form is of different Blood, change your Blood Gifts.

Gifts

Actor: [Exhaust] to gain Advantage on Tests to impersonate beings you have observed.

Artist: Choose a form of art. [Exhaust] to gain Advantage on Tests to perform your art outside of Conflict.

Defiant: When you successfully Defy an adversary they cannot initiate actions against targets other than you. They Defend normally.

Flourish: You can use Presence as a Prowess for melee attacks.

Heart of Glory: Choose one Glory Boon. You gain it as a Gift and can use its effect without the Guide.

Guides: Knowledge

You see patterns in the flight of birds and bubbles of a cauldron, you hear them in old stories and lies of thieves. These patterns need to be understood.

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Intellect +1

Defense Will Defense +1

Skills: +1 **Study:** Deduce from found evidence, learn and recall knowledge.

Add +1 to one of the listed Skills

1. **Healing:** Identify ailments. Treat wounds, poisons and afflictions.

2. **Notice:** Find hidden threats and detect minute details.

3. **Wilds:** Track, navigate, find food and survive.

4. **Craft:** Create artefacts of your craft, appraise quality and value.
Examples; Alchemy, Blacksmithing, Sorcerous.

Coin 1D6 Coin

Supplies Rations

Choose one tool

1. Healing Supplies: Gain Advantage on Tests for Healing and Treating poisons.

2. Field tools: Basic tools for a Craft. Makes Craft Downtime possible in wilderness.

3. Invigorating brew: Remove Strain.

4. Antidote: Gain Advantage on Tests against poison until a Phase passes

Choose one tool

1. Candles, small: Illuminate Close area until a Phase passes.

2. Rousing Brew, small: Reduce Burden by one.

3. Tea of Split Mind, small: Use Attunement to find Hidden, detect motives and notice Illusions. Effect lasts until a Phase passes.

4. Heavy Cloth. +1 Armor.

Guides: Knowledge

Boons

Curiosity: When you discover new information you gain one additional piece of information.

Inspired Insight: [Exhaust] to roll a 1D6 and add the result as a bonus on a Test to find information.

Mind Vault: As a part of Rest you can make an Intellect + Study Test against Difficulty 10 on a previously encountered subject. On success gain 1 + Degree pieces of information on the subject.

Curses

Knowledge from Beyond: *There is a whisper in your ear promising any knowledge you wish. All you have to do is ask.*

Increase your Intellect by +1 for each Guide this Curse is marked into.

[Stir] to ask a question from the Bearer and receive a true answer.

Sight from Beyond: *You can see two worlds at once. Are both of them real?*

Increase your Awareness by +1 for each Guide this Curse is marked into.

[Stir] to gain ability to see in the dark, through invisibility and Advantage on Tests to find Hidden. Effect lasts until a Phase passes.

Gifts

Alchemist: [Exhaust] to gain Advantage on Tests to create or identify poisons, cures or alchemicals. You can make a Crafting Test during Rest to create one Poison, Cure or Alchemical item.

Cunning Strategist: When you gain Advantage from Study Action you can give it to another. They can use yours or their Response to take action with the Advantage immediately.

Focused Fighter: You can make weapon and unarmed attacks with Intellect.

Healer: [Exhaust] to gain Advantage on Healing Tests and Tests to study, identify or notice wounds, poisons and ailments.

Heart of Knowledge: Choose one Knowledge Boon. You gain it as a Gift and can use its effect without the Guide.

Scholar: [Exhaust] to gain Advantage on a Test to find information on environments, past events, culture, crafts, documents or lore.

Guides: Magic

There is a current of power within you. Elusive, unpredictable, alive? You can draw from it, shape it and alter reality.

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Attunement +1

Defense Will +1

Gift **Versed in magic:** Choose a Magic Gift.

Skills: +1 **Channeling:** Wield magic.

Add +1 to one of the listed Skills

1. **Study:** Deduce from found evidence, learn and recall knowledge.

2. **Notice:** Find hidden threats and detect minute details.

3. **Healing:** Identify ailments. Treat wounds, poisons and afflictions.

4. **Perform:** Hold attention, spread rumors and entertain.

Coin 1D6 Coin

Supplies Spell Components

Choose one tool

1. Spell Components: Gain Advantage on a Channeling Test.

2. Warding Salts: Create a boundary Close area across. Spirits, the Dead and Outsiders require Will Test to cross or break the boundary. Difficulty is users passive Intellect. Boundary remains until broken.

3. Invigorating brew, small: Remove Strain.

4. Magus Candle, small: Small vial that illuminates Close area until a Phase passes. Can be expended to create a blinding flash.

Choose one tool

1. Candles, small: Illuminate a Close area until a Phase passes.

2. Staff. 1D6+2, Common, Impact, Great Reach, Two-handed

3. Rousing Brew, small: Reduce Burden by one.

4. Waters of Magic, small: Give magic 1D4 Power. This can exceed your Attunement. After the channeling make a Burden Test for a Mystical Affliction.

Boons

Cultivated Magic: Your connection to magic is careful practice and ritual. You can give magic Power up to your Attunement. Gain Attunement Power on Rest. You can hold Power up to twice your Attunement.

Drawn Magic: Your connection to magic is focused draw from within. [Exhaust] up to your Attunement to give magic Power.

Unstable Magic: Your connection to magic is unpredictable. When you channel magic [Exhaust] to give it 1D6 Power.

Curses

Calamity: *Your connection to magic is a trickle until it becomes a torrent swallowing all.*

You can give magic Power up to your Attunement + 1 for Each Guide this Curse is marked into. Increase range of Doomed Effort for magic by Power. On a Doomed Effort release a wave of magic dealing 1D10 + Power damage within Near. [Stir] to suppress the wave.

Dark Rite: *Rites you perform are bloody. But the gift of magic is worth the price.*

You can give magic power up to your Attunement + 1 for Each Guide this Curse is marked into. [Stir] to gain Attunement + 1D6 Power. Your Struggle with a Curse

is a dark rite. Gain Advantage on the Struggle when you sacrifice a being not sacrificed before.

Gifts

Familiar: You have a follower in the form of a small or tiny beast. It has natural Gifts and Skills of its form. Familiars Prowess is your Attunement + Channeling. Familiars Severe Wound Threshold is half its Prowess and Critical Threshold is its full Prowess. Familiar can suffer two Wounds. You can communicate wordlessly and share senses. If destroyed the familiar can be remade as a Downtime Action.

Rune Binding: As a Downtime Action you can bind an effect from a Magic Gift to an item. Anyone who wields the item can use the bound magic. Make bindings up to your Attunement.

Song Magic: When you channel magic through song or music you can give it one Power.

Spellbook: You have a Spellbook possession. As a Downtime Action you can study games Magic Gifts. Make an Intellect Test. On success add one effect of the Magic Gift to your Spellbook. Difficulty of the Test is 10 + spells in the book.

Weaver: You can focus on two magic effects simultaneously. When you do, you have Disadvantage on Tests to maintain the focus.

Guides: Oath



You have sworn to give your life to a greater purpose and a word once given cannot be broken.

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Presence +1

Defense Will Defense +1

Skills: +1 **Martial Weaponry:** Wield weapons with the Martial tag.

Add +1 to one of the listed Skills

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Sway:** Make friends, persuade and bargain.

3. **Command:** Command immediate obedience, intimidate.

4. **Notice:** Find hidden threats and detect minute details.

Coin 1D6 Coin

Supplies Rations

Choose one weapon

1. Mace: 1D8+1, Martial, Impact

2. Sword: 1D8/1D8+1, Martial, Precise, Long Haft

3. Waraxe: 1D8/1D8+1, Martial, Sever, Long Haft

4. Glaive: 1D8+1, Martial, Sever, Great Reach, Two-handed

5. Greatsword: 1D10+1, Martial, Precise, Two-handed

6. Greataxe: 1D10+2, Martial, Sever, Two-handed

Choose one tool

1. Invigorating brew, small: Remove Strain.

2. Rousing Brew, small: Reduce Burden by one.

3. Shield: +1 Reflex, weapon: 1D4, Burden: 1.

4. Scale Mail: +3 Armor, Burden: 3

Guides: Oath



Boons

Oath of Might: Remove one Burden when you succeed in a Strength or Vigor Test with Difficulty higher than 20.
- [Exhaust] to add your Strength to physical damage.

Oath of Protection: Remove one Burden when you Clash as a Response to save another.
- As an Action grant Cover to one being within Reach until the start of your next Turn or until they are out of Reach.

Oath of Trials: Remove one Burden When you Break an effect.
- [Exhaust] on Maneuver to inflict 1 + Degree Burden on the opponent and provoke them to make a Burden Test. If they fail the Test the Maneuver affects them for a Phase.

Curses

Geasa: *You are bound by a promise given to a great power. Possibly your mother.*
You have two Geas. Gain one Geas for each additional Guide this Curse is marked into. [Stir] if you break your Geas.
- Never take what is not given. +1 Intellect.
- Never refuse a challenge. +1 Strength.
- Never lie. +1 Presence.
- Never strike first. +1 Awareness.
- Never refuse a plea for help. +1 Vigor.

Inherited Debt: *Your blood made a bargain they could not pay. You are left with the debt.*

You are marked with stigmas or followed by vermin. Your Burden Treshold and Grit are increased by 2 + 1 for each Guide this Curse is marked into. When you meet a being who has not learned to trust you make a Trouble Check with rating 1 + Cursed Guides. On Trouble you are refused service and have a Disadvantage on social Tests. [Stir] to suppress your Curse until Downtime.

Gifts

Determined: You can Exhaust twice to gain a bonus on a Test.

Guardian: [Exhaust] to make yourself target of a visible threat targeted at another within your Pace.

Honor: Choose three tenets of your honor increasing Burden Treshold by one for each tenet. If you break a tenet lose the benefit.

- I will not steal.
 - I challenge my enemies openly.
 - I will never lie.
 - I will never betray.
 - I will never leave an ally behind.
- Regain lost honor by taking a Downtime Action.

Indomitable: [Exhaust] to re-roll a failed Vigor or Will Defense Test once.

Oathbound: Choose one Oath Boon. You gain it as a Gift and can use its effect without the Guide.

Guides: Shadows

You are surrounded by an invisible web of shadows, lies and secrets. Each pull of a string reverberates through the web, waking the predators. You have to be very careful.

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Intellect +1

Defense Reflex Defense +1

Skills: +1 **Stealth:** Move about unnoticed and hide.
Cunning Weaponry: Wield weapons with the Cunning tag.

Add +1 to one of the listed Skills

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Thievery:** Pick pockets, open locks and perform sleight of hand.

3. **Notice:** Find hidden threats and detect minute details.

4. **Study:** Deduce from found evidence, learn and recall knowledge.

Coin 1D6 Coin

Supplies Rations

Choose one weapon

1. Knife: 1D6, Common, Cunning, Thrown, Intimate, Discreet, Precise.

2. Blade: 1D8, Common, Cunning, Intimate, Discreet, Precise.

3. Hand Crossbow: 1D8, Cunning, Missile, Slow 12 Bolts.

4. Garrote: 1D10+1, Cunning, Discreet, Two-handed, Only usable from surprise or grapple.

Choose one tool

1. Burglars' Tools: Open locks, disable traps.

2. Grappling hook and Rope.

3. Caltrops: Deal 1D4 physical damage and obstructs movement in Close area.

4. Viper venom, small: Internal Vigor Hazard dealing 1D6 physical damage. Duration: 3.

Guides: Shadows



Boons

Killers Instinct: When you make a Surprise Attack Degree of a successful Test is increased by +1.

Watchers Instinct: When you stalk a person or scout a location to gain information Degree of a successful Test is increased by +1.

Thieves Instinct: When you pilfer goods, pick pockets or perform sleight of hand Degree of a successful Test is increased by +1.

Curses

Vampirism: *You were bitten. Since then sun has hurt your eyes and a thirst chokes your throat.*

You have one vampiric Gift for each Guide this Curse is marked into. [Stir] to use the Gift.

- **Vampiric Bite:** Bite as a part of a melee attack dealing 2D6 damage. Reduce Severity of a Wound by Severity of the caused Wound.

- **Hypnosis:** Make a Presence attack against beings Will. On success they take no actions for as long as you maintain the eye contact. If they have to Defend they do it with Disadvantage and the effect is broken.

- **Wallwalker:** You can move your Pace crawling on walls and ceilings. Effect lasts until a Phase passes.

Gifts

Dark Familiarity: Darkness does not Disadvantage your actions within Reach.

Deceptive: [Exhaust] to gain an Advantage on Tests to lie and give false information.

Quick Hands: [Exhaust] to use an item, perform sleight of hand, ignore Slow quality on a weapon or operate devices as a part of another action. Test separately if necessary.

One with the Shadows: Choose one Shadows Boon. You gain it as a Gift and can use its effect without the Guide.

Poisoner: Your poisons have your Intellect duration. Die based effects of your poisons are increased by +1 die.

Puppeteer: When you gain new information on a being you gain an Advantage that can be used in a Test against them. You can hold up to your Intellect Advantages gained this way.

Shadow: [Exhaust] to gain an Advantage on stealth.

Unassuming: Until you attack you can use stealth with Presence even under direct scrutiny.

Thief: [Exhaust] to gain an Advantage on Tests for picking pockets, opening locks or disabling traps.

Guides: Spirits

There are more worlds than one, separated by unseen currents. It takes effort to build a bridge, but when you do you may find a kindred spirit.

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Presence +1

Defense Vigor Defense +1

Skills: +1 **Sway:** Make friends, persuade and bargain.

Add +1 to one of the listed Skills

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Beast Insight:** Handle beasts. Calm, command, tame and ride.

3. **Notice:** Find hidden threats and detect minute details.

4. **Common Weaponry:** Wield weapons with the Common tag and fight unarmed.

Coin 1D6 Coin

Supplies Rations

Choose one Tool

1. Musical Instrument.
2. Invigorating brew, small: Remove Strain.
3. Rousing Brew, small: Reduce Burden by one.
4. Thick Hides: +1, Burden: 1.

Choose one tool

1. Curse Seal: Gain Advantage on a Burden Test against a Curse, seal crumbles to dust after.
2. Tea of Split Mind: Use Attunement to find Hidden, detect motives and notice Illusions. Effect lasts until a Phase passes.
3. Warding Salts: Create a boundary Close area across. Spirits, the Dead and Outsiders require Will Test to cross or break the boundary. Difficulty is users passive Intellect. Boundary remains until broken.
4. Banishing Incense: Cover Close area in light smoke until a Phase passes. Spirits, the Dead and Outsiders require Will Test to enter the area. Those inside have to use ittheir Actions to leave on a failed Test. Difficulty is users passive Attunement.

Guides: Spirits

Boons

Ancestor Spirits: Ancestors give you the following blessings.

- During Rest make a Difficulty 10 Presence Test. On success increase 1 + Degree Skills by +1 until the next Rest.
- Increase Burden Treshold by one for up to Presence beings.

Beast Spirits: Spirits of the wilds hunt with you.

- [Exhaust] to gain Advantage on a Test to understand or influence a beast.
- Grant +1 Help bonus to attacks of allies targeting an adversary within your Reach.

Dead Spirits: Lingered dead grant you the following favours.

- [Exhaust] to ask a question from dead remains or a dead spirit. Test Presence against Difficulty 10. On success gain answer within beings knowledge in life.
- You have Advantage on Deaths Door Tests.

Curses

Possession: *There is another soul within you, wrestling for control. Occasionally you can see eye to eye, but trust is strained.*

[Stir] to call on the others abilities. Effect lasts until Broken with a Presence Test against Difficulty 10 + your Burden.

Switch one of your Guides for a Guide related to the other. Switch your Highest Prowess with the Prowess beneficial to that Guide. Gain one Gift from the Guide for

each Guide slot this Curse is marked into.

Bound Spirit: *A malevolent spirit was bound within you. The chains will not hold forever.*

[Stir] to loosen the shackles until a Phase passes.

- Increase Attunement and Presence by +1 for each Guide this Curse is marked into.

- You have Advantage on Tests against magic.

Gifts

Spirit Communion: During Rest commune with local Spirits by making a Presence Test against Difficulty 10. On success ask 1 + Degree questions about the location and gain true answers.

Angry Spirits: As an Action [Exhaust] to make a Presence + Sway / Command attack against up to Presence targets within Close. Deal 1D6 mental damage on success.

Guardian Spirits: During Rest Increase Vigor or Will by your Presence for one being. Effect lasts until next Rest.

One with the Spirits: Choose one Spirits Boon. You gain it as a Gift and can use its effect without the Guide.

Spirit Touch: During Rest give up to Presence items an Otherworldly Quality.

Guides: Survival

*World devours the unprepared.
So fight when others give up, run
when outmatched, make allies
and stick with them. You will
survive, no matter what.*

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Awareness +1

Defense Vigor Defense +1

Skills: +1 **Common Weaponry:**
Wield weapons with the Common tag and fight unarmed.

Add +1 to one of the listed Skills

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Notice:** Find hidden threats and detect minute details.

3. **Stealth:** Move about unnoticed and hide.

4. **Thievery:** Pick pockets, open locks and perform sleight of hand.

Coin 1D6 Coin

Supplies Rations

Choose one weapon

1. Knife: 1D6, Common, Cunning, Thrown, Intimate, Discreet, Precise.

2. Handaxe: 1D6, Common, Thrown, Sever

3. Spear: 1D6/1D6+1, Common, Thrown, Long Haft, Great Reach

4. Blade: 1D8, Common, Cunning, Intimate, Discreet, Precise

Choose one tool

1. Healing Supplies: Gain Advantage on Tests for Healing and Treating poisons.

2. Antidote, small: Advantage on Tests to resist poison until a Phase passes.

3. Rousing Brew, small: Reduce Burden by one.

4. Alarm Snare: Cause a noise, clearly audible to a great distance.

Guides: Survival



Boons

Adrenaline: When you suffer a Wound or Affliction halve your Burden. Increase your Burden Threshold by one for each Wound and Affliction.

Cowardice: When you suffer a Wound or Affliction you can immediately move your Pace and attempt to Hide with a Test against Difficulty 10.

Toughness: When you suffer a Wound or Affliction increase your Wound Thresholds by +1 and your Defenses by +1.

Curses

Ill Omen: *Bad luck follows you. Ruining life for you and those close to you.*

When you or a being within Close makes a Test roll a 1D6 omen die for each Guide this Curse is marked into. Every die that comes up as a 1 imposes Disadvantage on the Test.

[Stir] to have results of 6 grant an Advantage until Downtime.

Revenant: *Your blood has turned sluggish, beasts avoid you and food has lost its taste. In your sleep you feel cold hands grasping at you, trying to find purchase.*

Effects that affect the Dead affect you fully. When you die you will wake again after a Phase has passed. Then the Curse will Spread, no Tests.

Gifts

Camaraderie: During Rest remove one Burden from up to Presence allies.

Undying: When you suffer a Wound make a Burden Test, Vigor for physical damage or Will for mental damage. On success reduce Severity by one step, down to Strain.

Relentless: After an adversarys Action use a Response to do one of the following.

- Take an Attack Action.
- Take a Break Action.
- Take a Move Action.

Sharp Instincts: Adversaries do not gain Advantage on Surprise Actions against you. [Exhaust] to gain Advantage on Tests to detect lies and notice dangers.

Survivor: Choose one Survival Boon. You gain it as a Gift and can use its effect without the Guide.

Guides: Wilds

You are at home in wild places of the world. Deep forests, stormy seas and dead wastelands. Few can escape your hunt and few trails can hide their secrets.

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Awareness +1

Defense Vigor Defense +1

Skills: +1 **Wilds:** Track, navigate, find food and survive.
Beast Insight: Handle beasts. Calm, command, tame and ride.

Add +1 to one of the listed Skills

1. **Athletics:** Overcome physical Obstacles. Run, climb, swim, throw and play physical games.

2. **Notice:** Find hidden threats and detect minute details.

3. **Stealth:** Move about unnoticed and hide.

4. **Common Weaponry:** Wield weapons with the Common tag and fight unarmed.

Coin 1D6 Coin

Supplies Rations

Choose one weapon

1. Knife: 1D6, Common, Cunning, Thrown, Intimate, Discreet, Precise.

2. Sling: 1D6+1, Common, Thrown, Impact

3. Bow: 1D6+1, Common, Thrown, Missile, Two-handed.
12 Arrows

4. Spear: 1D6/1D6+1, Common, Thrown, Long Haft, Great Reach

Choose one tool

1. Healing Supplies: Gain Advantage on Tests for Healing and Treating poisons.

2. Hunting horn.

3. Bear Trap: Deal 2D6 physical damage and prevent movement.

4. Thick Hides: +1, Burden: 1.

Guides: Wilds

Boons

Beast Companion: You have a small, medium or large beast as a companion. Companions Prowess is your Awareness + Presence. Companions Severe Wound Thresholds are half its Prowess and Critical Thresholds are its full Prowess. Companion can suffer three Wounds. If the companion is lost take a three Step Arduous Challenge as a Downtime Action to find a new Companion.

Stalker: [Exhaust] to mark a prey. When you track, hide from or deal damage to your prey add +1D6 as a bonus to the die roll. You can have one prey marked at a time.

Wanderer: During Rest ask the Bearer one question about your environment or its inhabitants and gain a true answer.

Curses

Bestial Hunter: *A phantom beast follows your steps, roused by bloodshed. You need to feed it or you will be feed.*

You are followed by a phantom beast that appears when an attack draws blood. Phantom has Prowess of 5 + 1 for each Guide this Curse is marked into. Phantom deals 1D8 mental damage and can take actions only to attack or move to attack.

Phantom will continue to attack until it has been fed a life. [Stir] to feed the phantom and have it disappear until Downtime.

Lyantrophe: *Moon calls for you to escape between the trees. You are still undecided.*

[Stir] to change into a bestial form until the next dawn. [Stir] every full moon.

- Increase Strength, Vigor, Vitality and Brawl by +1 for each Guide this Curse is marked into.

- Reduce Severity of physical Wounds by one step, down to Strain.

- Gain ability to see in the dark.

- Gain 1D8 unarmed damage die.

Gifts:

Beastmaster: [Exhaust] to gain Advantage on Tests to calm, control or communicate with beasts. You can use an Action or Response to have an ally beast take an Action or Response.

Ranger: [Exhaust] to use one of the following effects.

- Gain Advantage on Tests for tracking, navigating, scavenging, scouting and noticing threats.

- Gain Advantage on Tests for overcoming natural obstacles and Hazards.

Trophy Taker: Trophies taken from defeated adversaries increase you Burden Treshold and Grit by +1. Each Trophy fills one row from Possessions. You can benefit from up to Will Trophies.

One with the Wilds: Choose one Wilds Boon. You gain it as a Gift and can use its effect without the Guide.

Guides: Pact



You made a deal. Out of foolishnes, out of desperation, out of greed? It doesn't matter any more, you are hooked.

Character Creation

When you create a character with this Guide take the features on this page. Then choose a Boon from the following page.

Prowess Presence +1

Defense Will Defense +1

Pact Skills: Choose two Skills as your Pact Skills. Pact Skills have a rating of 3 + 1 for each Guide dedicated to the Pact, including this one. Pact Skills cannot be increased.

Add +1 to one of the listed Skills

- Notice:** Find hidden threats and detect minute details.
- Stealth:** Move about unnoticed and hide.
- Study:** Deduce from found evidence, learn and recall knowledge.
- Sway:** Make friends, persuade and bargain.

Coin 1D6 Coin

Supplies Rations

Choose one Tool

- Spell Components: Gain Advantage on a Channeling Test.
- Invigorating brew, small: Remove Strain.
- Rousing Brew, small: Reduce Burden by one.
- Heavy Cloth. +1 Armor.

Choose one tool

- Curse Seal: Gain Advantage on a Burden Test against a Curse, seal crumbles to dust after.
- Tea of Split Mind, small: Use Attunement to find Hidden, detect motives and notice Illusions. Effect lasts until a Phase passes.
- Warding Salts: Create a boundary Close area across. Spirits, the Dead and Outsiders require Will Test to cross or break the boundary. Difficulty is users passive Intellect. Boundary remains until broken.
- Banishing Incense: Cover Close area in light smoke until a Phase passes. Spirits, the Dead and Outsiders require Will Test to enter the area. Those inside have to use their Actions to leave on a failed Test. Difficulty is users passive Attunement.

Guides: Pact



Boons

Pact: You have made a Pact with a great power. Choose a Pact Reward and a Price for your Pact. This Guide can be removed if you undermine or abandon your Patron.

Pact Rewards:

- Gain a Magic Gift for each Guide dedicated to the Pact. Your connection to magic is the fickle favour of your patron. You can give magic Power up to your Presence and Channel magic with Presence. If your Channeling Test is below 10 + Power you lose the ability to use this Reward until you have paid the Pact Price.

- You have a weapon with one Enchantment. You gain an additional Enchantment for each Guide dedicated to the Pact. Pay the Pact Price to increase damage die of the weapon by a die type until Downtime. Pay the Pact Price to make another weapon your Pact Weapon transferring the Enchantments.

- Increase Presence by +1 for each Guide dedicated to the Pact. Make a Presence Test against a beings Will. On a success the being will consider you a friend and will aid you until you use the ability again or a Conflict starts. On a failure you lose the ability to use this Reward until you have paid the Pact Price.

Pact Price:

- Defeat an Adversary while clearly proclaiming your Patrons name.
- Learn a secret from a being.
- Convince a being to willingly perform a rite of your Patron.

Curses

Devouring Pact: *You made a deal that turned out to be a collar and a shackle.*

Create a Pact without a price. Your Patron may make requests of you and cause you to [Stir] if you anger them. This can happen up to one time between Downtimes.

Gifts:

Stolen Power: Choose one Pact Reward, you gain it as a Gift and all Guides dedicated to an uncursed Pact are removed. To take a Pact Guide again gain favor of a greater being.

Myriad Rewards: During Downtime you can change your Pact Reward.

Negotiator: [Exhaust] to gain an Advantage on a Test to bargain or negotiate.

Mind Shield: [Exhaust] to gain an Advantage on Will Tests to break effects on yourself or to resist mind reading and interrogation.

Character Creation 4. Attributes

1. Generate Prowesses

Assign 4 points to Prowesses of your choice without going higher than +3 in any one Prowess. Alternatively roll 4D10 to generate Prowesses randomly.

Bonuses gained from Curses don't count towards the limit.

Set Passive Prowesses to 10 + Prowess.

2. Generate Defenses

Assign 3 points to Defenses of your choice without going higher than +3 in any one Defense. Alternatively roll 3D6 to generate Defenses randomly.

3. Set Burden, Pace & Critical Thresholds

- Set Burden Treshold to 6 (5 + Half your Level rounded up)
- Set Pace to Close
- Set Vitality Severe to 3 and Critical to 6
- Set Grit to Severe to 3 and Critical to 6

Random Prowesses & Defenses

To generate an Attribute randomly roll a die and increase Attribute determined by the die result. If this would increase Attribute past +3 re-roll the die.

1D10	Random Prowesses
1-2	Strength +1
3-4	Awareness +1
5-6	Attunement +1
7-8	Intellect +1
9-10	Presence +1

1D6	Random Defenses
1-2	Reflex +1
3-4	Vigor +1
5-6	Will +1

Character Creation 5. Details



Flesh out your character. What is their name, how do they approach adventure? Do they have any distinctive features?

Create a story tying together gaps between earlier choices in character creation.

Demeanor		Distinctive feature	
1	Energetic	1	Ritual scars
2	Inquisitive	2	Piercing gaze
3	Secretive	3	Luxurious hair
4	Thrillseeker	4	Heavily tattooed
5	Dreamer	5	Constantly moving
6	Greedy	6	Limps
7	Hot-headed	7	Scars of punishment
8	Focused	8	Speaks with hands, loudly
9	Ambitious	9	Pierced with charms
10	Vain	10	Missing body part
11	Single-minded	11	Unusually small
12	Rebellious	12	Different colored eyes
13	Disciplined	13	Battle scars
14	Jester	14	Wont hold eye-contact
15	Protector	15	Wide as a barn
16	Excitable	16	Shockingly bright hair
17	Haunted	17	Very tall
18	Gambler	18	Scars of sickness
19	Charitable	19	Severe burns
20	Empathetic	20	Distinct scent

Character Creation 5. Details

	Alfar	Beastblood	Dwarf	Human	Kobold	Sculpted
1	Baiar	Anaku	Algramri	Anatol	Friid	Clay
2	Gaidhre	Annarah	Broulun	Amra	Praa	Shard
3	Liorda	Berot	Bamnut	Avon	Knur	Bearer
4	Kwaal	Donkua	Detcraig	Khmir	Burrr	Marble
5	Thuval	Frehi	Filgil	Jaro	Iki	Blade of ...
6	Lin	Fordjof	Elvegar	Csatary	Khwe	Arrow of ...
7	Warheun	Nyaadu	Gradrur	Renja	Cut	Servant
8	Feigh	Nsodi	Herdae	Sefris	Yis	Granite
9	Yuecas	Nsiana	Yasgret	Faraz	Jollo	Third of ...
10	Into	Vrok	Hildr	Roneir	Lam	Eye of ...
11	Oun	Kweje	Wuathra	Naija	Shev	Hand of ...
12	Ailshu	Konase	Dhosen	Nadya	Theels	Effigy
13	Mierdim	Sienti	Groum	Shun	Klihiq	Onyx
14	Rani	Takyu	Orisarra	Selise	Srub	Shield of ...
15	Sann	Enineo	Sakhre	Gia	Fror	Word of ...
16	Voetal	Kyuse	Jorous	Gaman	Juhul	Breaker
17	Yoh	Okesi	Erir	Mitro	Nurk	Digger
18	Fiah	Daan	Jondruur	Imre	Mitre	Porcelain
19	Ilfen	Nkruye	Kusrek	Lian	Kyvwyt	Shatter
20	Lehyi	Twuei	Huma	Jasmin	Qoz	Jade

Magic Gifts





Magic Gifts

1 Beast Communion

2 Command Flame

3 Conjure Illusions

4 Death Communion

5 Guide Blood

6 Hedge Magic

7 Hex

8 Raise Root and Vine

9 Shape Light

10 Third Eye

11 Touch Minds

12 Words of Power

Magic Gifts



Beast Communion: Magic has the following effects.

- **Beast Speech:** You can communicate with beasts as if you shared a language.

- **Skinwalk:** [Focus] Step into the mind of beast. For duration you sense what they sense and can communicate wordlessly. If the beast is unwilling make a Channeling Test opposed by their Will.

- **Command Beast:** [Power: 1] Make a Channeling Test opposed by target beasts Will to command them to take an Action. [Power: +1] Target an additional beast.

- **Ritual:** Call for beasts to join you as followers, have them carry messages or bind them as guardians.

Command Flame: Magic has the following effects.

- **Kindle & douse:** Light or snuff out a flame.

- **Sculpt flame:** Cause flame to change color or have images and patterns appear within.

- **Shield from Flame:** Resist a threat of flame with a channeling Test or protect another from a flame as a Response.

- **Scorch:** [Focus] Make a Channeling Test opposed by targets Reflex. On success deal 1D8 physical damage. [Power: +1] Give magic an additional target.

- [Power: +1] Affect all within Reach or increase area by a distance step.

- [Power: +1] Add +1 die to the

damage.

- **Ritual:** Create flames that will not burn out. Create a flaming trap.

Conjure Illusions: Magic has the following effects. Illusion is real to beings it affects, until they disbelieve it with a Will Test. Difficulty is your Passive Attunement or Channeling Test.

- **Mask:** [Power: 1][Focus] Cause target being or object to look, sound and feel completely different to observers.

- [Power: +1] Give magic an additional target.

- [Power: +4] Have the target seem like a completely different type. Human a housecat for example.

- **Mirage:** [Power: 2][Focus] Create a being, object or alteration to surroundings. In a Reach area.

- [Power: +1] Illusion deals +1D6 mental damage.

- [Power: +1] Increase area by a distance step.

- **Phantasm:** [Power: 3][Focus] Create an illusory being to act as a follower. Use an Action or Response to have the Phantasm take an Action or Response. Phantasm uses your Attunement as a Prowess. When phantasm would suffer damage higher than it's Prowess attacker can Test to disbelieve the Illusion.

- [Power: +1] Illusion deals +1D6 mental damage.

- **Ritual:** Cause the illusion to persist until the ritual ends.

Magic Gifts



Death Communion: Magic has the following effects.

- **Grasp of the Dead:** [Focus]

Make a Channeling Test opposed by targets Will. On success deal 1D6 mental damage.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

[Power: +1] Add +1 die to the damage.

- **Protection of the Dead:**

[Power: X][Focus] Increase Grit by Power.

- **Knowledge of the Dead:**

[Power: X] Ask Power questions from dead remains and gain an answer within beings knowledge in life. Then roll a D6. If the result is equal or lower than the number of questions remains will no longer answer. If you or an ally was reason for the beings death make a Channeling Test opposed by their Will.

- **Ritual:** Call for the dead to join you as followers. Create persistent protection. Bind dead guardians.

Guide Blood: Magic has the following effects.

- **Sculpt Blood:** Change shape of blood. Cause images and patterns to appear within blood. [Power: +1] Increase area by a distance step.

- **Sense Blood:** [Focus] Make a Channeling Test against the Passive Vigor of beings within Close. On success gain awareness of them for targeting magic and they cannot be Hidden to you.

[Power: +1] Increase area by a distance step.

- **Draw Blood:** Make a Channeling Test opposed by targets Vigor. On success deal 1D6 physical damage targeting Vitality.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

[Power: +1] Add +1 die to the damage.

- **Command Blood:** [Power: 1][Focus] As an Action or Response. Make a Channeling Test opposed by targets Vigor to command them to take a physical Action.

[Power: +1] Give magic an additional target.

- **Ritual:** Sense target blood over great distances. Gain information of the being blood belongs to. Create barriers that require a Test to cross from the target blood.

Magic Gifts



Hedge Magic: Magic has the following effects.

- **Cleansing:** Cleanse target object or substance from grime, poison or disease.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

- **Healing:** Heal with a Channeling Test.

[Power: +1] Heal a Strain Wound as an Action.

[Power: +3] Heal a Severe Wound as an Action.

[Power: +5] Heal a Critical Wound as an Action.

[Power: +1] Give magic an additional target.

- **Shelter:** [Power: 1][Focus] Beings within Close have to succeed in a Will Test against your Channeling Test. Those who fail cannot initiate attacks while in the area.

[Power: +1] Increase area by a distance step.

- **Ritual:** Create vessels that purify their contents. Create boundaries that require a Test to cross with a hostile intent.

Hex: Magic has the following effects.

- **Wilting/Dread:** [Power: 1][Focus] Reduce Vitality or Grit by Power.

[Power: +1] Increase effect by one.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

- **Courage/Fear:** [Power: 2][Focus] Make a channeling Test against a beings Will. For duration they have Advantage or Disadvantage on Will Tests.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

- **Possession:** [Power: 2][Focus] Make a channeling Test against a beings Will. For duration you can use the beings senses.

[Power: +1] Give magic an additional target.

[Power: +3] You can make a Channeling Test against their Will to take Actions and Responses as them.

- **Ritual:** Make Hexes last until the ritual is broken.

Magic Gifts



Raise Root and Vine: Magic has the following effects.

- **Sculpt Root and Vine:** Change color of flowers and leaves. Shape branches into forms. Cause trees and plants to grow patterns on their surface.

- **Poisonbloom:** Make a Channeling Test opposed by targets Vigor. On success poison your target. Poison deals 1D6 physical damage. Poison has Duration of 3.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

[Power: +1] Add +1 die to the damage.

[Power: +1] Increase duration by +1.

- **Invigorate:** [Power: 1] Bring life to wilted plants. Heal Strain as an Action.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

- **Hands of Vine:** [Power: 1][Focus] Move objects and beings. Create physical maneuvers, restraints and difficult terrain.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

- **Ritual:** Grow plants. Create structures from plantlife. Raise thorny barriers and traps.

Shape Light: Magic has following the effects.

- **Illuminate:** [Focus] Illuminate an area Close across.

[Power: +1] Increase area by a distance step.

- **Blind:** [Power: 1][Focus] Make a Channeling Test opposed by Reflex of targets within Reach. On success targets is blinded. They have Disadvantage on actions requiring sight and are unable to use sight based Gifts. Effect lasts until end of their next Turn or until they leave the area.

[Power: +1] Increase area by a distance step.

- **Minor Illusion:** [Focus] Shape light to create a visual illusion that cannot fool touch, scent or hearing.

[Power: +1] Increase area by a distance step.

- **Invisibility:** [Power: 5][Focus] Become invisible. During this time you have an Advantage on stealth and Reflex Defense against attacks. You can take an action to hide even under direct scrutiny.

[Power: +2] Give magic an additional target.

[Power: +2] Increase area by a distance step.

- **Ritual:** Create a persistent light or a visual illusion. Bind light to an item.

Magic Gifts



Third Eye: Magic has the following effects.

- **Insight:** Study in Conflict with a Channeling Test.

- **Revelation:** Search for Hidden within Close distance with a Channeling Test opposed by a beings passive Will. This includes, lies, hidden motives and hidden nature such as shapeshifting and Illusions.

[Power: +1] Increase area by a distance step.

- **Guide:** [Power: X][Focus] Grant +Power bonus on a single Test each Turn.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

- **Augury:** [Power: X] Roll Power D6 and ask a question for each die. For every result of 4 or 5 gain knowledge where the answer can be found. For every 6 gain a true answer to a question. For every 1 gain a partially true answer.

- **Ritual:** Gain vision of a ritual target.

Touch Minds: Magic has the following effects.

- **Mind Speech:** Speak into the mind of a being you have awareness of.

- **Read Thoughts:** [Power: 1][Focus] Read thoughts of the target being. If the target is unwilling make a Channeling Test opposed by their Will.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

- **Charm:** [Power: 1][Focus] Make a Channeling Test opposed by targets Will. On success target sees the channeler as a friend. They will not initiate Conflict with the channeler and can be persuaded to share information or perform favours they would not consider otherwise.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

- **Compulsion:** [Power: 1][Focus] Make a Channeling Test opposed by targets Will to compel them to take an Action. If the action is destructive to themselves or something they care about they have Advantage on the Test.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

[Power: +3] Targets don't gain Advantage against destructive actions.

- **Alter Memory:** [Power: 4] Make a Channeling Test opposed by targets Will to alter a memory.

[Power: +1] Give magic an additional target.

[Power: +1] Affect all within Reach or increase area by a distance step.

- **Ritual:** Create a persistent Charm or Compulsion. Bind a message to be spoken into a beings mind.

Magic Gifts



Words of Power: Magic has the following effects.

- **Word of Freedom:** Use a Channeling Test to Break an effect.

[Power: +1] Affect all within Reach or increase area by a distance step.

- **Word of Thunder:** [Power: 1] Make a Channeling Test opposed by targets Vigor. On success they suffer 1D6 physical damage and are thrown back by Reach.

[Power: +1] Affect all targets within Reach or increase area by a distance step.

[Power: +1] Add +1 die to damage.

[Power: +1] Increase distance by a distance step.

- **Word of Death:** [Power: 2] Make a Channeling Test opposed by targets Vigor. On success deal 1D12 damage targeting Vitality.

[Power: +1] Add +1 die to the damage.

[Power: +1] Affect all within Reach or increase area by a distance step.

- **Ritual:** Create a trap or boundary that triggers a word.

Enchantments & Artefacts



Enchantments & Artefacts

Enchantments are mystical properties bound to an item, written in runes or suffused into places of power.

Identifying an Enchantment

To identify the nature of an enchantment make an Attunement Test against difficulty 10.

Binding an Enchantment

When Adventurers come across an enchantment they may attempt to bind it into an item or other medium, scroll, tattoo, wine etc. Magic of the enchantment is then moved to a new vessel.

Binding an Enchantment is an Arduous Challenge taking a Phase. Difficulty of each Step is $10 + 5$ for each enchantment the new vessel already has. The steps of the Challenge are.

- Intellect. Prepare the enchantments new vessel, by carving runes, tying charms or other method
- Any fitting. Make contact with the enchantments source
- Attunement. Bind the enchantment to its new vessel

If a Step fails gain one Burden. If the Challenge fails make a Burden Test for a Mystical Affliction.

Binding an enchantment directly to a being, by tattooing, imbibing alchemicals or other methods, comes with an additional cost of 1 Persistent Burden for each enchantment.

Artefacts

Artefacts are legendary enchanted implements, whose power threatens to take over the wielder.

- Artefacts are Guides. Waking their true potential requires performing a task and dedicating a Guide to them
- When artefacts power wakes it can replace any Guide other than an Artefact
- Attempting to replace a Cursed Guide triggers a Struggle with the Curse. On success Artefact takes over the Guide
- Awake artefact grants a Boon for each Guide dedicated to it
- Guides from the artefact are removed when somebody else binds the artefact
- In its inert state artefact grants an enchantment. Enchantments cannot be transferred off of an Artefact

Enchantments



Enchantments

- | | | | |
|-------|------------------|----|--------------|
| 1 | Beast Charm | 11 | Magic Source |
| <hr/> | | | |
| 2 | Beasthide | 12 | Mind Ward |
| <hr/> | | | |
| 3 | Chalice of Power | 13 | Omenbringer |
| <hr/> | | | |
| 4 | Darkeye | 14 | Otherworldly |
| <hr/> | | | |
| 5 | Devourer | 15 | Seerstone |
| <hr/> | | | |
| 6 | Farsight | 16 | Shadowmantle |
| <hr/> | | | |
| 8 | Focus | 17 | Soul Ward |
| <hr/> | | | |
| 7 | Flesh Ward | 18 | Spiritstep |
| <hr/> | | | |
| 9 | Heartseeker | 19 | Thunderclap |
| <hr/> | | | |
| 10 | Lifebringer | 20 | Watcher |

Enchantments

Beast Charm

During rest call for a beast by performing a following rite. Rite is and Arduous Challenge with three Steps.

- Intellect. Name the beast (DR10) or describe its form (DR15)
- Attunement. Project your mind (DR10)
- Presence. Commune (DR10)

On success a beast arrives and acts as your follower until released or the ritual is performed again. Beasts Prowess is increased by one for each successful Step.

Gain 1 Burden for each failed Step.

This Enchantment does not affect Great Adversaries.

Beasthide

Mantle made from skin of a beast, carved imagery or a true name. As an Action [Exhaust] to take the form of the beast.

While you are in the beast form you retain your mental abilities, but otherwise use the beasts attributes.

To end the effect make a Will Burden Test. On failure gain one Burden and maintain the form.

Chalice of Power

Enchantment holds Power that can be given to magic.

Fleeting: 1D6 Power. Once spent the enchantment dissipates.

Fed: 5 Power. Enchantment regains Power when soaked in the wielders blood. Critical Wound to recharge.

Darkeye

[Exhaust] to gain the ability to see in complete darkness up to Close until a Phase passes.

Devourer

Succeeding in a damaging attack reduces Severity of one Wound by a step, down to Strain. Failing in damaging attack increases Severity of one Wound by a step, up to Critical. If the character does not have a Wound they suffer Strain.

Farsight

[Exhaust] to gain ability to see clearly to a great distance or ignore a Disadvantage due to range on an attack.

Enchantments



Focus

Increase one Prowess or Defense by +1.

- Increase Strength.
- Increase Awareness.
- Increase Attunement.
- Increase Intellect.
- Increase Presence.
- Increase Reflex.
- Increase Vigor.
- Increase Will.

Flesh Ward

Enchantment protects the wielder from physical harm.

Potent: Increase Vitality by +1.

Famed: Increase Vitality by +2.

Legendary: Increase Vitality by +3.

Heartseeker

[Exhaust] on a damaging attack. Add your Awareness as a bonus on the Test and to damage of the attack.

Lifebringer

Consume this enchantment to remove a Wound or Affliction from a being.

Magic Source

Enchantment grants a Magic Gift.

Charm: Gift can be used once and then the enchantment loses power.

Vessel: Gift can be used while possessing the enchantment.

Well: Gift can be gained by studying the enchantment. Studying the enchantment is a three Step Arduous Challenge taking a Phase to complete. Each step has Difficulty of 15. On success gain the Magic Gift and the enchantment loses power. Gain Burden for each failed step. On failure make a Burden Test for a Mystical Affliction.

Mind Ward

Enchantment protects the wielders mind from harm.

Potent: Increase Grit by +1.

Famed: Increase Grit by +2.

Legendary: Increase Grit by +3.

Enchantments



Omenbringer

Enchantment holds one type of Omen. [Exhaust] to use the Omen as a Response.

Ill Omen: Impose Disadvantage on a beings Test or have them Test for something they should not need to. Difficulty is 10 + half your Level.

Fortune Omen: Grant Advantage on a beings Test or increase their Degree by one.

Otherworldly

Enchanted item fully affects Incorporeal and Otherworldly beings. Rope is able to bind, food is able to nourish, weapon is able to deal damage and Armor can be used as a Wound Threshold against attacks requiring touch.

Seerstone

As an Action taking a Phase name a being you have met or have a connection to, lock of hair, personal possession etc. Make an Attunement Test against Difficulty 10. On success gain 1 + Degree pieces of information on what they are currently up to. Then make a Will Burden Test for a Mystical Affliction.

Shadowmantle

[Exhaust] to become Invisible for a Phase. While Invisible, you have an Advantage on stealth and have Cover, allowing stealth at any time and granting Advantage on Reflex Defense Tests. Sunlight ends the enchantment.

Soul Ward

You have Advantage on Burden Tests against death.

Spiritstep

[Exhaust] on movement to become Hidden during the move. This lasts until you take an Action or Response.

Thunderclap

[Exhaust] to have a Strength attack to be followed by a thundering blast. On success add Strength to damage and remove Response from the target.

Watcher

You cannot be surprised. You have Advantage on Awareness Tests when you take watch.

Artefact: Crown of Whispers



Inert

Increase Attunement by +1.

As a Downtime Action listen carefully to the crowns whispers, attempting to unlock its secrets.

- This is an Arduous Challenge with three steps and Difficulty 20 for each step. Tests can be made with Attunement or Intellect
- Increase Burden by +1 for each failed Step. If the Challenge fails suffer a Mystical Affliction
- On success gain a Magic Gift and dedicate a Guide to the Crown of Whispers waking it

Awake

Increase Attunement by +1 for each Guide dedicated to the artefact.

Gain a Magic Gift every time you dedicate an additional Guide to the artefact.

Boons

Whisper Through Void: You can speak into minds of beings you have met or have a connection to, lock of hair, drop of blood, treasured possession etc. You are able to channel Will affecting magic on these beings. Your recipient may refuse the connection by making a Will Test against your Attunement. [Stir] to gain Advantage on the Test.

Whispers of Power: Give magic Power up to your Attunement. Stir if the result of the Channeling Test is lower than 10 + Power.

Whispered Secrets: Test Attunement against a beings Will. On success you learn a secret about them or something they are hiding from you. Being will not notice anything whether you succeed or not. [Stir] to gain Advantage on the Test.

Gifts

Gifts of Magic: Choose a Gift from Magic Guide.

Outer Eyes: You are able to see clearly in darkness and Invisible beings are not Hidden to you. In bright light you can see up to Close.

Outer Tongue: You can use Attunement as Prowess on Tests to socially influence and gain insight on beings.

Artefact: Oathblade



Inert

Oathblade has damage and Qualities of a bladed weapon.

Burden: 5.

1D6 Cracks. If the blade ever has 10 Cracks it will break.

As an Action taking a Phase swear an Oath to the blade and dedicate a Guide to it.

- I will not make a false oath
- I will never strike in hatred
- I will bring lies to light

Attacks made with the Oathblade are Otherwordly.

Awake

Remove Burden Quality. If you fail your oath to the blade, it gains Burden: 5 Quality and a Crack.

Increase Awareness by +1 for each Guide dedicated to the Oathblade.

Perform a just deed to remove Burden Quality from the blade or dedicate an additional Guide to it.

Boons

Seek the False: [Exhaust] to Test Awareness against a beings Will. On success detect whether the being has lied to you or broken an oath in the past. If they have, your succesful attacks against them have +1 Degree.

Protectors Blade: You and Allies within Close Add +1 to their Defenses for each Guide dedicated to the Oathblade.

Blade Vow: When a vow is sworn while touching the blade, all involved increase their Vitality and Grit by +1 for each Guide dedicated to the Oathblade. If the vow is broken all who swore it know it is broken and who was the breaker. Effect from multiple vows does not stack.

Gifts

Avenger: Your succesful attacks against known liars and oathbreakers have +1 Degree.

Gifts of Oath: Choose a Gift from Oath Guide.

Vow: As a part of an action make a vow to gain a bonus on the Test. Weak vow gives a +1 bonus and a strong vow gives a +1D4 bonus. Other players decide whether vow was weak or strong. You cannot make the same vow twice.

Stock



Tools, Supplies & Valuables

Tool		Cost
Burglars' tools	Pick locks and disable traps.	25
Crowbar	Pry and break. 1D6 damage.	2
Rope	Useful for climbing and tying knots.	2
Shackles	Restrain a being. Difficulty 20 to escape.	5
Hammer & Pitons	Make unclimbable surface climbable.	3
Grappling hook	Secure rope. Throwable.	3
Field tools	Basic tools for a Craft. Makes Craft Downtime possible in wilderness.	25
Mirror	Reflect light, peek around corners.	10
Musical instrument	Create music.	Varies
Long Pole	Check for traps. Vault obstacles.	1
Disguise	Hide and sneak using Presence.	Varies
Hunting horn	Create a loud noise.	5
Supplies & Light		Cost
Healing Supplies	Gain Advantage on Tests for Healing and Treating poisons.	3
Spell Components	Gain Advantage on a Channeling Test.	10
Rations	Food and water for a day. Fit for travel.	1
Oil, small	Fill lamp or create a flammable surface.	3
Candles, small	Illuminate a Close area until a Phase passes.	3
Torches	Illuminate a Close area until a Phase passes. 1D4 damage.	1
Belt Lantern	Illuminate a Close area until a Phase passes. Can be refueled. Does not require a hand when equipped.	15
Valuables		Value
Precious hides and furs		1D6 x 10
Pepper, spices & wine		1D6 x 10
Bronze & copper jewelry, precious stones, skillful crafts		1D6 x 10
Ink & paper		1D6 x 10
Hides of dangerous beasts		2D6 x 10
Rare spices & quality wine		2D6 x 10
Silver & jade, cut gems, valuable crafts		3D6 x 10
Hides of famed beasts		3D6 x 10
Rare books		4D6 x 10
Masterful crafts & rare gems		5D6 x 10

Traps & Poisons



Traps		Cost
Bear Trap	Deal 2D6 physical damage and prevent movement.	5
Net snare	Prevent movement and grant Advantage on physical actions against this being.	3
Alarm snare	Cause a noise, clearly audible to a great distance.	1
Caltrops	Deal 1D4 physical damage and obstructs movement in Close area.	3
Vapour spring	Spread effect of one poison to a Close area.	20

Poisons		Cost
Viper venom, small	Internal Vigor Hazard dealing 1D6 physical damage. Duration: 3.	10
Toad secretion, small	Internal Will Hazard dealing 1D6 mental damage. Duration: 3.	10
Red mist, small	Internal Will Hazard causing target to attack closest being. Duration: 3.	20
Dead rest, small	Internal Vigor Hazard dealing 1D6 physical damage. Against Undead damage is increased to 2D6. Duration: 3.	25
Last Slumber, small	Internal Vigor Hazard causing target to fall asleep. Duration: 3.	25

Cures & Alchemicals

Cures	Effect	Cost
Antidote, small	Advantage on Tests to resist poison until a Phase passes.	20
Healers Bloom, small	Advantage on Tests to resist diseases until a Day passes.	15
Invigorating brew, small	Remove one Strain.	15
Rousing brew, small	Reduce Burden by one.	20
Alchemicals	Effect	Cost
Alchemists Acid, small	Acid strong enough to destroy handful of steel or softer material in one Round. Throw up to Close by making an Awareness attack against Reflex. Deal 2D8 physical damage on success.	30
Hidden Ink, small	Ink disappears moment after writing and can be revealed only by method defined on creation.	15
Magus Candle, small	Small vial that illuminates Close area until a Phase passes. Can be expended to create a blinding flash.	15
Wraith oil, small	Give item Otherwordly quality allowing it to fully affect the incorporeal until a Phase passes.	20
Sorcerers Fire, small	Creates a physical Hazard against Reflex in a Reach area. Hazard clings to targets that fail the Test dealing 1D8 fire damage to the affected at the end of the Round until a Test to resist succeeds. Difficulty is users Passive Intellect.	30

Mystical items & Wards



Mystical	Effect	Cost
Mortal Dust, small	As an Intellect Attack against beings Reflex. Gives incorporeal being physical presence, making it possible to affect them with physical actions. Duration: 3 rounds. Being can make an Intellect Test as an Action against users Passive Intellect to reduce duration by one.	50
Night Dust, small	Create a cloud of dust that throws Close area into darkness that cannot be illuminated. Duration: 3 Rounds.	30
Revealing Dust, small	Create a cloud of dust that clings to beings in the Close area revealing invisible beings and granting Advantage on Tests to disbelieve illusions and detect minute details. Duration: 3 Rounds.	30
Tea of split mind, small	Use Attunement to find Hidden, detect motives and notice Illusions. Effect lasts until a Phase passes.	10
Waters of Magic, small	Waters of Magic: Give magic 1D4 Power. This can exceed your Attunement. After the channeling make a Burden Test for a Mystical Affliction.	75
Wards	Effect	Cost
Banishing Incense	Cover Close area in light smoke until a Phase passes. Spirits, the Dead and Outsiders require Will Test to enter the area. Those inside have to use their Actions to leave on a failed Test. Difficulty is users passive Attunement.	15
Curse Seal	Gain Advantage on a Burden Test against a Curse, seal crumbles to dust after.	-
Warding salts	Create a boundary Close area across. Spirits, the Dead and Outsiders require Will Test to cross or break the boundary. Difficulty is users passive Intellect. Boundary remains until broken.	10

Weaponry



Ammunition	Qualities		Cost
Arrows	Amount: 12		10
Bolts	Amount: 12,		10
Bullets	Amount: 20		5
Brawl	Damage	Qualities	Cost
Unarmed	1	Brawl, Intimate	-
Improvised	1D4	Brawl. Tankards, frying pans, light stools, rocks etc.	-
Heavy Improvised	2D4	Brawl. Benches, doors, cauldrons, small trees etc.	-
Common Weaponry	Damage	Qualities	Cost
Knife	1D6	Common, Cunning, Intimate, Discreet, Precise, Thrown	5
Sling	1D6+1	Common, Thrown, Impact	5
Club	1D6+1	Common, Impact	3
Handaxe	1D6	Common, Sever, Thrown	8
Spear	1D6/1D6+1	Common, Great Reach, Thrown, Long Haft	8
Staff	1D6+2	Common, Great Reach, Impact, Two-handed	5
Bow	1D6+1	Common, Missile, Two-handed	25
Blade	1D8	Common, Cunning, Intimate, Discreet, Precise	10
Maul	1D8+3	Common, Impact, Two-handed, Burden: 2	20
Crossbow	1D10+1	Common, Missile, Slow, Two-handed	35

Weaponry



Cunning Weaponry	Damage	Qualities	Cost
Knife	1D6	Common, Cunning, Intimate, Discreet, Precise, Thrown	5
Blade	1D8	Common, Cunning, Intimate, Discreet, Precise	10
Hand crossbow	1D8	Cunning, Thrown, Slow	35
Garrote	1D8+1	Cunning, Intimate, Discreet, Two-handed. Grapples adversary. Usable only from Grapple or Surprise	15
Martial Weaponry	Damage	Qualities	Cost
Mace	1D8+1	Martial, Impact	15
Sword	1D8/1D8+1	Martial, Long Haft, Precise	25
Waraxe	1D8/1D8+1	Martial, Sever, Long Haft	15
Warbow	1D8+1	Martial, Missile, Two-handed, Burden: 1	50
Glaive	1D8+1	Martial, Sever, Great Reach, Two-handed, Burden: 1	35
Greatsword	1D10+1	Martial, Two-handed, Precise, Burden: 1	50
Greataxe	1D10+1	Martial, Sever, Two-handed, Burden: 1	35
Lance	1D12	Martial, Mounted Charge, Burden: 1	25

Weapon Qualities

Weaponry Class: Defines Skill to use with the weapon. Common, Martial or Cunning for example.

Burden: Increases Burden by rating.

Mounted Charge: Weapon deals +1 die damage when used from a mounted charge.

Discreet: When hidden, Tests to search for this weapon are made with Disadvantage.

Great Reach: Gain +1 bonus to attacks and Clashes against opponent without Great Reach.

Impact: Add Item Burden rating to damage, minimum of +1.

Intimate: Weapon rolls damage normally in grapple or other close-quarters engagement.

Missile: Weapon can be fired up to Far. Attacks to greater distance are made with Disadvantage.

Precise: Weapon can be wielded with Awareness.

Sever: Every Degree adds +1 to damage in addition to adding a die.

Slow: Weapon can Attack only once in a Round.

Thrown: Weapon can be thrown up to a Close. Attacks to greater distance are made with Disadvantage.

Two-handed: Item requires two free hands to wield. Add +1 to damage.

Long Haft: Weapon can be wielded in two hands increasing damage by +1.

Armor

Worn armor increases Armor Threshold against external physical damage, for example from cuts, arrows and bolts of fire.

- Armor does not protect from falling or internal threats like drowning, suffocation or poison
- Character can benefit from one armor at a time
- Armor has rating of Severe Vitality + worn armor. Higher Severity ratings are twice the previous

Shields increase Reflex Defense against external physical threats. Character can benefit from a single shield.

Armor Qualities

Burden: Increases Burden by rating.

Fitted: Reduce Burden rating by one for you and increase it by one for anyone else.

Loud: Disadvantage to Stealth.

Weapon: Can be used as a weapon with a damage die.

Armors	Rating	Qualities	Cost
Heavy Cloth	+1		25
Thick hides	+1	Burden: 1	12
Heavy Silk	+2		200
Chain Mail	+2	Burden: 2	100
Scale mail	+3	Burden: 3	125
Plate Cuirass	+3	Burden: 2	250
Lamellar mail	+4	Loud, Burden: 4	300
Plate mail	+5	Loud, Burden: 5	500
Shields	Reflex	Qualities	Cost
Buckler	+1	No bonus against area attacks	10
Shield	+1	Weapon: 1D4, Burden: 1	15
Heavy Shield	+2	Burden: 2	20

Followers



Followers



Extra hands and claws are often useful. Hound can keep watch while you sleep and a bodyguard can hold ghouls at bay while you finish a ritual. They all have their own reasons for adventure and will stay with you as long as those reasons are realized or their bravery lets them.

Followers are Npcs under an Adventurers control. Adventurers decide their actions and roll for their Tests using Followers's Prowess.

Character can have one npc follower.

Followers have two Actions and one Response in a Round and act on the Adventurers Initiative.

Followers are susceptible to Morale and make Morale checks when they suffer significant setbacks. When they fail a Morale check Adventurer loses control over them.

Followers can Exhaust only to use Gifts.

Follower Attributes

Followers have simplified Attributes. They have a single Prowess value that is used as a base for their Defenses, Skills and other attributes. Follower can be either Strong or Capable in an Skill.

- Follower adds full Prowess to Tests they are Strong in
- Follower adds half Prowess to Tests they are Capable in
- For anything else they don't add bonuses

Followers size modifies their Wounds and grants some special abilities.

- Small: One Wound, Advantage to Stealth
- Medium: Two Wounds
- Large: Three Wounds. Can be used as a mount

Especially strong followers can have a single Guide.

To generate a follower randomly roll a 1D6 for their prowess. If they are unlikely to be skilled roll the die with Disadvantage. When hiring among capable people roll the die with Advantage.

Followers: Adventurers



Adventurers Prowess	Battle	Gifts	Wants
Fool Prowess: 1-6 Strong: Attack, Athletics, Sway, Reflex, Vigor, Will Capable: Notice	Vitality: 3, 6 Grit: 3, 6 Wounds: 2 Blade: 1D8 Sling: 1D6+1 Pace: Close	Brave: Advantage on Morale Tests	Adventure
Thief Prowess: 1-6 Strong: Notice, Athletics, Stealth, Thievery, Reflex, Will Capable: Attack	Vitality: 3, 6 Grit: 3, 6 Wounds: 2 Knife: 1D6 Pace: Close	Unseen Strike: +1 die damage on Surprise attacks.	Fair cut
Warrior Prowess: 1-6 Strong: Attack, Athletics, Reflex, Vigor Capable: Notice, Healing	Vitality: 3, 6 Grit: 3, 6 Armor: 6, 9 Wounds: 2 Mace: 1D8+1 Pace: Close	Weapon Mastery: Adds half Prowess to damage of weapon attacks.	Coin and/or Glory
Acolyte Prowess: 1-6 Strong: Notice, Sway, Healing, Will Capable: Channeling, Reflex	Vitality: 3, 6 Grit: 4, 7 Wounds: 2 Staff: 1D6+1 Pace: Close	Invigorate: [Exhaust] to have target being remove Strain.	Religious purpose
Sorcerer Prowess: 1-6 Strong: Channeling, Study, Will Capable: Notice, Reflex	Vitality: 3, 6 Grit: 4, 7 Wounds: 2 Knife: 1D6 Pace: Close	Versed in Magic: Half Prowess Magic Gifts.	Knowledge

Followers: Beasts



Beast	Prowess	Battle	Gifts	Price
Hound	Prowess: 1-6 Strong: Attack, Athletics, Notice, Reflex, Vigor Capable: Stealth	Vitality: 3, 6 Grit: 5, 10 Wounds: 2 Harm: 1D6 Pace: Close	Keen Senses: Advantage on Tests to find tracks and notice beings.	25 X Prowess
Horse	Prowess: 1-6 Strong: Notice, Athletics, Vigor Capable: Attack, Reflex	Vitality: 5, 10 Grit: 3, 6 Wounds: 3 Harm: 1D8 Pace: Close	Large: Being is large and can be used as a Mount. Sprint: Being can [Exhaust] to increase Pace by a Distance Step.	50 X Prowess
Crow	Prowess: 1-6 Strong: Attack, Athletics, Notice, Reflex, Vigor Capable: Stealth	Vitality: 3, 6 Grit: 5, 10 Wounds: 1 Harm: 1D4 Pace: Near	Small: Being has Advantage on stealth. Flight: Being can fly their Pace.	15 X Prowess
Monkey	Prowess: 1-6 Strong: Attack, Athletics, Reflex. Capable: Stealth, Vigor	Vitality: 3, 6 Grit: 3, 6 Wounds: 1 Harm: 1D4 Pace: Close	Small: Being has Advantage on stealth. Training: Being is strong in two additional Skills.	15 X Prowess
Serpent	Prowess: 1-6 Strong: Attack, Athletics, Stealth, Reflex, Vigor Capable: Notice	Vitality: 3, 6 Grit: 3, 6 Wounds: 1 Harm: 1D4 Pace: Close	Small: Being has Advantage on stealth. Venomous: 1D6 10 X Prowess poison on hit for Prowess Turns. 10 + Prowess Difficulty.	

Afflictions



Afflictions: Mental



Mental Afflictions

- 1 **Broken Mind:** Disadvantage to Intellect, Presence, Reflex or Will. If you suffer this Affliction again gain Disadvantage to different Prowess or Defense.

- 2 **Doubt:** To gain a bonus from Skill you must succeed in a Will Burden Test. If you suffer this Affliction again you have Disadvantage on the Test.

- 3 **Dread:** Reduce Grit by 1 + Degree of the failed Test. If this takes your Grit to zero you die.

- 4 **Exhausted:** Reduce Burden Treshold and Vitality by one. If you suffer this Affliction again double the reduction. If either reaches zero you die.

- 5 **Hesitant:** You are always last in the Initiative. To use Responses you must succeed in a Will Burden Test. If you suffer this Affliction again you have Disadvantage on the Test.

- 6 **Paranoia:** You must succeed in a Will Burden Test to use or receive Teamwork benefits or use Opportunity Maneuvers given to you. If you suffer this Affliction again you have Disadvantage on the Test.

Afflictions: Mystical



Mystical Afflictions

- 1 **Death Touched:** Reduce Vitality by 1 + Degree of the failed Test. If this takes your Vitality to zero you die.

- 2 **Screams:** Your head rings with unknown screams. All Awareness, Presence and Will Tests are made with Disadvantage. If you suffer this Affliction again gain Disadvantage on Reflex, Strength, Intellect or Attunement.

- 3 **Shade:** Your shadow tears itself off of you becoming Shadow adversary with Prowess of 3 + your Attunement. Bearer decides Shadows actions. If defeated Shadow will return to you but escape again every Downtime until this Affliction is healed.

- 4 **Sight of other Worlds:** You can see the invisible, illusions, spirit forms and incorporeal but are otherwise blind suffering Disadvantage on all Tests relying on sight. If you suffer this Affliction again lose another sense.

- 5 **Uncontrollable magic:** Whenever you channel magic it affects one additional being in vicinity, determined randomly. This lasts until Affliction is removed. If you suffer this Affliction again number of targets increases by one.

- 6 **Whispers:** Whenever you Rest or take a Downtime make a Will Test against Difficulty 10. On success gain 1+ Degree Premonitions. Premonition can be used to alter any die roll by one. Unused Premonitions are lost on Rest. On failure you are unable to Rest. If you suffer this Affliction again increase Difficulty of Test by 5.

Afflictions: Physical



Physical Afflictions

- 1 **Battered:** You suffer +1 die of physical damage. If you suffer this Affliction again increase damage by +1 die.

- 2 **Bleeding:** During Rest increase Severity of one Wound by a step. If you do not have any Wounds gain a Wound with Strain Severity.

- 3 **Broken Body:** You have Disadvantage to Strength, Awareness, Reflex or Vigor. If you suffer this Affliction again gain Disadvantage to different Prowess or Defense.

- 4 **Exhausted:** Reduce Burden Treshold and Vitality by one. If you suffer this Affliction again double the reduction. If either reaches zero you die.

- 5 **Hindered:** You are always last in the Initiative. You need to [Exhaust] to use a Response. If you gain this Affliction again increase Exhaustion by one.

- 6 **Winded:** You need to [Exhaust] to move your normal Pace. Otherwise your Pace is reduced by a Distance step. If you suffer this Affliction again increase Exhaustion by one.

Afflictions: Survival



Survival Afflictions

- 1 **Exhausted:** Reduce Burden Treshold and Vitality by one. If you suffer this Affliction again double the reduction. If either reaches zero you die.

- 2 **Frostbitten:** Reduce Awareness and Reflex by one. If either is reduced below zero suffer a Wound. If you gain this Affliction again increase reduction by one.

- 3 **Heatstruck:** Reduce Intellect and Will by one. If either is reduced below zero suffer a Wound. If you gain this Affliction again increase reduction by one.

- 4 **Nauseated:** Reduce Strength and Vigor by one. If either is reduced below zero suffer a Wound. If you gain this Affliction again increase reduction by one.

- 5 **Sick:** Reduce Vigor by one. If it is reduced below zero suffer a Wound. Make a Burden Test every Rest and Downtime. On failure gain this Affliction again increasing reduction by one.

- 6 **Starving:** Mark a Wound, this Wound cannot be healed until the Affliction is removed. If you cannot mark a Wound you will die. If you gain this Affliction again mark a Wound.

Adversaries



Adversaries: Attributes

Common Adversaries use simplified attributes to speed up play and ease coming up with Adversaries on the fly.

Name: Name can make even common adversaries memorable.

Prowess: Prowess is a general indication of an Adversary's ability. Prowess modifies bonuses to Tests, Vitality, Grit and Gifts.

Prowess rates difficulty of the adversary in relation to player characters, it does not model exact physical or mental capabilities. Giants ability to pull trees out of the ground and hurl adventurers across caves is based on them being a creature of great height, weight and might in relation to the world. This does not mean that giants Prowess is extremely high. It means that when a giant manages to catch an unwary adventurer the consequences will be dire.

Prowess is rated from 1 to 10. Adversaries with Prowess of 0 or 1 are sick or weakened in some way. Prowess 2 and 3 are the average for mortals, 4 and 5 represent talent, training and experience. Prowess beyond 5 means heroic ability. Prowess of 8 or higher is legendary.

Dying: Adversaries that become dying simply die.

Skills: Skills are the clear representation of adversary's abilities. Rated Strong and Capable.

- **Strong:** Add full Prowess as bonus
- **Capable:** Add half Prowess as bonus

If Skills do not fit a Test adversary gains no bonuses.

Defenses: Adversary's Defenses work like Skills. Strong Defenses add full Prowess as bonus and Capable Defenses add half Prowess as bonus.

Wound Thresholds: Adversary's Wound Thresholds are based on their size and level of danger.

Wounds: Adversary's Wounds are based on their size.

Burden: Adversaries do not Exhaust to gain bonuses to Tests. However they can Exhaust to use Gifts. Burden Threshold is adversary's Prowess. Adversaries cannot exceed their Burden Threshold.

Gifts: Special abilities adversary possesses.

Pace: Adversary's movement.

Harm: Adversary's natural attacks. Punches, bites and thrashing around deals Harm damage.

Adversaries: Size, Groups & Swarms

Adversary Size

Tiny: Mice, spiders and vermin. Tiny beings are Hidden unless specifically searched for or part of a Swarm.

Damage: None. They can spread poison and disease on hit.

Wounds: None. Any damage is the end.

Small: Cats and falcons. Small beings have Advantage on stealth.

Wound Threshold: 2, 4.

Wounds: 1.

Medium: Humans, dogs and eagles.

Wound Threshold: 3, 6.

Wounds: 2.

Large: Horses, oxen and ogres.

Damage: +1 physical damage.

Wound Threshold: 4, 8.

Wounds: 3.

Huge: Mammoths and giants. Huge beings have Disadvantage on stealth.

Damage: +2 physical damage.

Wound Threshold: 5, 10.

Wounds: 5.

Grouped adversaries

Adversaries can work as a group by taking a simultaneous action or Response.

- Every adversary in the group uses an Action or Response
- Adversaries bonus to Test is increased by + 1 for each member of the group
- Group size is limited to number of adversaries able to reach the target

Swarm

Horde of ravenous dead, skittering sea of scarabs and a glittering shield wall of hoplites are swarm adversaries.

- Swarms cover an area, usually Close across. Swarm can affect all targets within its area or within Reach of its area as a single Action
- Swarm is only affected by attacks that affect an area or multiple targets
- Swarm is treated as a being of a greater size category for damage dice, Wound thresholds and Wounds. If swarm is especially large increase size by two categories or more
- Swarm of Tiny beings can share a space with a larger being



Prowess +5	Reflex +3	Vitality 3 Severe Critical 6
Burden	Vigor +3	Armor Severe Critical
Pace	Will +5	Grit 5 Severe Critical 10
Close		

Type: Mortal.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Will.

Capable (+Half Prowess):
Notice, Reflex, Vigor.

Gifts

Fearless: Adversary does not
make Morale Tests.

Acolyte Attacks

Harm: 1, Intimate

Blade: 1D8, Sever, Intimate

Maneuver: Defy, Vulnerability,
Grapple

Ordained

*Trained and tested member of a
religious order. They are the word
and the hand for a greater
purpose.*

Strong: Channeling, Sway.

Touched by Magic: Adversary
has a Magic Gift. They can take
one Burden to give the magic one
Power.

Exhortation: As an Action.
[Exhaust] up to Prowess targeting
equal number of allies within
Close. Remove one Strain from
all targets.

Ordained Attacks

Staff: 1D6+1, Reach, Impact

Templar

*Anointed warrior, unflinching in
their service.*

Strong: Command.

Heavily Armored: Adversary has
+ 4 armor.

Templar Attacks

Mace: 1D8+1, Impact, Heavy

Smite: [Exhaust], 2D8+4, Impact,
Heavy, Otherworldly

Basilisk



Prowess	Reflex	Vitality
+4	+2	3 Severe Critical 6
Burden	Vigor	Armor
	+4	4 Severe Critical 8
Pace	Will	Grit
Close	+0	3 Severe Critical 6

Great serpents prowling ruins and forgotten places. Do not meet their gaze.

Type: Basilisk.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Stealth, Reflex.

Gifts

Avoid Gaze: Adversarys Gaze can be avoided by taking Disadvantage on a Test against the adversary.

Bestial Mobility: Jump or Climb Pace without Tests.

Darksight: Darkness does not Disadvantage the Adversary.

Petrifying Gaze: When adversary attacks it provokes a Reflex Burden Test from the opponent, unless they Avoid Gaze. On a failed Burden Test opponent suffers a Petrify Affliction.

Petrify: Reduce Reflex Defense by 1 + Degree. When Reflex is reduced to zero the target is turned to stone.

Basilisk Attacks

Harm: 1D6, Intimate

Stare: Reflex Burden vs Petrify or Avoid Gaze. One target within Close

Maneuver: Challenge, Vulnerability, Grapple

Beasts: Large



Prowess +6	Reflex +3	Vitality 4 Severe Critical 8
Burden	Vigor +6	Armor Severe Critical
Pace Close	Will +0	Grit 3 Severe Critical 6

Type: Beast.

Size: Large. **Wounds:** 3.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Reflex.

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversary's Morale to fail. Opposed with Will.

Large Beast Attacks

Harm: 1D8+1, Intimate

Maneuver: Shove, Vulnerability, Grapple

Carrion Scarab

Great glittering beetle pushing a ball of carrion. Honourable burial to some.

Carrion Ball: Provokes a Vigor Burden Test on touch. On a failed Test gain **Carrion Rot:** Reduce Vigor by one, if reduced to zero suffer a Wound. Make a Vigor Burden Test each Rest until Affliction is healed.

Armored Hide: Adversary has +2 armor.

Carrion Scarab Attacks

Ramming Charge: Move Pace in line dealing Harm damage to all targets in the path of the movement. Can be opposed with Vigor, ending the movement on success.

Grizzly

Hulking gray beasts revered as rulers of woods. Easily enraged by presence of mortals.

Fury: [Exhaust] to add 1D6 to damage, Vigor or Will Test.

Frenzy: When Adversary's Morale fails they attack the nearest being until calmed with a Presence Test against their Will. During Frenzy damage is increased by 1D6.

Maul: Adversary deals Harm damage on physical Maneuvers.

Beasts: Medium



Prowess +4	Reflex +4	Vitality 3 Severe Critical 6
Burden 	Vigor +2	Armor
Pace Close	Will +0	Grit 3 Severe Critical 6

Type: Beast.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Reflex.

Capable (+Half Prowess):
Notice, Vigor.

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversary's Morale to fail. Opposed with Will.

Medium Beast Attacks

Harm: 1D6, Intimate

Maneuver: Surprise, Vulnerability, Opportunity

Ape

Fierce and territorial. Easily angered but also easily placated.

Bestial Mobility: Jump or Climb Pace without Tests.

Fury: [Exhaust] to add 1D6 to damage, Vigor or Will Test.

Ape Attacks

Throw: 1D4, Thrown

Boar

Wild and ill tempered with dagger like tusks. Favoured prey when glory is the goal of a hunt.

Fury: Exhaust to add 1D6 to damage, Vigor or Will Test.

Frenzy: When Adversary's Morale fails they attack the nearest being until calmed with a Presence Test against their Will. During Frenzy damage is increased by 1D6.

Boar Attacks

Ramming Charge: Move Pace in line dealing Harm damage to all targets in the path of the movement. Can be opposed with Vigor, ending the movement on success.

Beasts: Medium



Great Serpent

Serpent as thick as a man. They crush and swallow their prey.

Climber: Can climb their Pace without requiring Tests.

Great Serpent Attacks

Constrict: 2D6. Grapple a being and impose Disadvantage on physical actions.

Tiger

Great cats. They pounce from hiding and disappear again with their prey.

Strong: Stealth.

Bestial Mobility: Jump or Climb Pace without Tests.

Darksight: Darkness does not Disadvantage Adversary.

Unseen Strike: Add +1D6 damage to Surprise Attacks.

Wolf

Wild intelligent canines. Known to see mortals as prey.

Strong: Notice.

Keen Senses: Advantage on Test to find tracks and notice beings.

Pack Hunter: As a Response Adversary gives Advantage to attack of an ally within Reach of the same target.

Beasts: Small



Prowess	Reflex	Vitality
+2	+2	2 Severe Critical 4
Burden	Vigor	Armor
	+1	Severe Critical
Pace	Will	Grit
Close	+0	2 Severe Critical 4

Type: Beast.

Size: Small. **Wounds:** 1.

Skills

Strong (+Full Prowess):
Attack, Athletics, Reflex.

Capable (+Half Prowess):
Notice, Stealth, Vigor.

Gifts

Small: Advantage to Stealth.

Small Beast Attacks

Harm: 1D4, Intimate

Maneuver: Surprise, Vulnerability,
Opportunity

Crow

Black carrion eaters. Watchful and intelligent. Favoured as familiars.

Pace: Near.

Strong: Notice, Study.

Flight: Adversary is able to fly its Pace.

Keen Senses: Advantage on Test to find tracks and notice beings.

Mimicry: Adversary has limited ability to mimic mortal speech.

Viper

Poisonous serpents hiding in underbrush. Favoured Servants of swamp sorcerers.

Strong: Stealth.

Poison Vigor: On hit poison target. 1D6+Challenge physical damage for Challenge rounds. Difficulty 10 + Challenge.

Chimera



Prowess	Reflex	Vitality
+7	+4	5 Severe Critical 10
Burden	Vigor	Armor
	+4	7 Severe Critical 14
Pace	Will	Grit
Close	+4	5 Severe Critical 10

Legend says all beasts were one in the beginning. Chimera is an elder sibling, still containing many in one form.

Type: Chimera.

Size: Large. Wounds: 5.

Skills

Strong (+Full Challenge):
Attack, Athletics.

Capable (+Half Challenge):
Notice, Reflex, Vigor, Will.

Chimera Attacks

Harm: 1D10+1, Intimate

Maneuver: Vulnerability, Surprise, Grapple

Gifts

Bestial Mobility: Jump or Climb Pace without Tests.

Chimera: Choose three Chimera Forms from options on the next page. Chimera can make an additional action to attack with each form after the first. Chimera has an additional Wound for each form after the first. If Chimera suffers a Critical Wound it loses one form on a failed Burden Test.

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Chimera: Forms



Beast	Prowess	Gifts
1. Ram	Strong: Will.	Ramming Charge: Move Pace in line dealing Harm damage to all targets in the path of the movement. Can be opposed with Vigor, ending the movement on success.
2. Serpent	Strong: Reflex.	Poison Vigor: 1D8, Intimate. On hit create Vigor Hazard. 1D6 physical damage for Prowess rounds. Difficulty 10 + Prowess.
3. Eagle	Strong: Will.	Flight: Adversary is able to fly its Pace. Passing Strike: Adversary is able to attack as part of the movement.
4. Wolf	Strong: Reflex.	Keen Senses: Advantage on Test to find tracks and notice beings.
5. Bear	Strong: Vigor.	Fury: [Exhaust] to add 1D6 to damage, Vigor or Will Test.
6. Wyrm	Strong: Vigor.	Fire Breath: Create an inferno Close across. Those within fire suffer 1D12 damage on a failed Reflex Test vs 10 + Prowess. Fire persists for one Round. 1-2 Trouble Check to regain.



Prowess +3	Reflex +2	Vitality 3 Severe Critical 6
Burden 	Vigor +0	Armor Severe Critical
Pace Close	Will +3	Grit 5 Severe Critical 10

Type: Mortal.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Will.

Capable (+Half Prowess):
Stealth, Reflex.

Gifts

Fearless: Adversary does not make Morale Tests.

Cultist Attacks

Harm: 1, Intimate

Blade: 1D8, Sever, Intimate

Maneuver: Vulnerability, Lure, Grapple

Adherent

Member instructed in deeper secrets of their sect. Inquisitor and shepherd for others.

Strong: Channeling, Notice, Sway or Command.

Touched by Magic: Adversary has a Magic Gift. They can take one Burden to give the magic one Power.

Inquisitive: Advantage on Tests to detect lies and interrogate.

Command: Use an Action or Response to give an ally an Action or Response. They can use your Prowess for any Tests.

Fanatic

Wild eyed zealots who see no greater purpose than enacting will of the cult.

Frenzied Clash: When Adversary chooses damage in a melee Clash they deal +1D6 damage to their target.

Dryad



Prowess	Reflex	Vitality
+4	+4	4 Severe Critical 8
Burden	Vigor	Armor
	+2	Severe Critical
Pace	Will	Grit
Close	+4	4 Severe Critical 8

Nature spirits taking form of mortal figures grown from their bonded plants.

Type: Spirit.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Stealth, Reflex, Will.

Capable (+Half Prowess):
Notice, Vigor.

Dryad Attacks

Harm: 1D6 Intimate.

Maneuver: Vulnerability, Lure, Grapple

Gifts

Darksight: Darkness does not Disadvantage Adversary.

Dryad Bond: Adversary has one Dryad Bond from the options on the next page.

Magic Resistance: [Exhaust] to gain Advantage on a Test against magic.

Nature Speech: Adversary is able to communicate with plants and natural elements as if they shared a language.

Spirit Step: As an Action [Exhaust] to disappear and reappear elsewhere within Pace.

Dryad: Bond



Bloom Dryad

Blooming flowers decorate this being, filling the air with intoxicating scent.

Bloom Dryad Attacks

Charming Pollen: As an Action Create a cloud of pollen in area Close across. Cloud is a Will Hazard with Difficulty 10 + Prowess and duration of Prowess Rounds. Those affected will not attack the Dryad or anything they wish to protect and they will use a Response to protect the Dryad if able.

Moss Dryad

Slumped form of a mortal covered in a thick blanket of moss.

Moss Dryad Attacks

Slumber Hold: As an Attack against Reflex, Vigor or Will Dryad wraps its arms around a being. On success target being will fall asleep until a Phase passes. Actions against sleeping being are made against Difficulty 10 with Advantage. Damage will wake the being.

Thorn Dryad

Vines bristling with jagged thorns. Red flowers bloom where the thorns draws blood.

Barbs: Grappling, shoving and similar maneuvers inflict Harm on the attacker.

Thorn Dryad Attacks

Barbed Constrict: As an Attack against Reflex or Vigor Dryad wraps itself around a being. As long as Dryad constricts the being they deal Harm damage at the start of their Turn and reduce Wound Severity by Severity of inflicted Wound. Constricted being has Disadvantage on all Actions except Break.

Twig Dryad

Tall awkward humanoid of drying twigs and branches. Its bark oozes amber resin.

Twig Dryad Attacks

Encasing Resin: When adversary attacks they provoke a Vigor Burden Test. On a failed Test target gains Encased Affliction. **Encased:** Target beings Reflex is reduced by one + Degree. Reducing Reflex to zero will fully encase the target. As long as they are encased they are unable to take actions or responses and are unaffected by Curses, Afflictions or aging.

Giant



Prowess +8	Reflex +4	Vitality 7 Severe Critical 14
Burden	Vigor +8	Armor Severe Critical
Pace	Will +4	Grit 5 Severe Critical 10
Close		

Days of Giants rule are long past, but their might, knowledge and treasures are still legendary.

Type: Giant.

Size: Huge. **Wounds:** 5.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Reflex, Will.

Gifts

Giant Kin: Giant belongs to one Kin. See Giant Kins on the next page.

Giant Attacks

Harm: 1D8+2 Intimate.

Grab: Adversary grabs a being or object of a smaller size. They can then use following attack options:

- Throw the being up to Close dealing Harm damage to them and anyone they hit.
- Use the being as a weapon dealing Harm damage to them and anyone they hit.

Stomp: [Exhaust] to deal 1D10+2 damage. All beings within Close make a Reflex Test against Difficulty 10 + Prowess. On failure they fall to ground and have to use an Action to get up.

Maneuver: Challenge, Shove, Vulnerability

Giant: Kin



Cloudkin

Cloudkin have collected great treasures to their high halls. They love receiving gifts and hate giving anything away.

Strong: Sway, Command

Mortal Scent: Advantage to Notice Mortal Blood while able to smell.

Cloudkin Attacks

Coin Pouch: 2D6+2

Flamekin

Flamekin retreated from the mortals only to forge and prepare for the coming of their future rule.

Strong: Command, Craft, Study.

Heavily Armored: Adversary has + 4 armor.

Resistance Fire: Reduce Wound severity from fire by one step. This can Negate a Wound.

Flamekin Attacks

Ember Maul: 3D6+2

Highkin

Said to have taught mortals language and magic. They have rescinded all claims to rule and have withdrawn to their meditations.

Strong: Channeling, Lore, Study

Touched by Magic: Adversary has a Magic Gift. They can take one Burden to give the magic one Power.

Highkin Attacks

Ruler Blade: 2D8+2, Sever

Wildkin

Wildkin hunt and wander in secluded corners of the world. Easily annoyed by clamor of civilization.

Strong: Notice, Wilds, Beast Insight

Pack: Adversary has 1D4 Beast followers of half Prowess.

Wildkin Attacks

Tooth, Horn and Claw: 2D8+2, Sever Intimate

Giant Spider



Prowess	Reflex	Vitality
+5	+3	5 Severe Critical 10
Burden	Vigor	Armor
	+5	Severe Critical
Pace	Will	Grit
Close	+0	3 Severe Critical 6

Horse sized spiders weaving webs as strong as steel.

Type: Beast.

Size: Large. **Wounds:** 3.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Stealth, Reflex.

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Wallwalker: Adversary is able to crawl on walls and ceilings their Pace without requiring Tests.

Webwalker: Adversary is able to move on spider webs without risk of getting stuck.

Giant Spider Attacks

Harm: 1D8+1 Intimate.

Bite: 1D8+1, Intimate. On hit poison Vigor. 1D6 + Prowess physical damage for Prowess rounds. Difficulty 10 + Prowess.

Web: Thrown, Enweb: Prevent movement and impose Disadvantage on Reflex Tests until broken free, Difficulty 10 + Prowess. 1-2 Trouble Check to regain.

Maneuver: Grapple, Shove.

Griffin



Prowess	Reflex	Vitality
+6	+3	5 Severe Critical 10
Burden	Vigor	Armor
	+6	Severe Critical
Pace	Will	Grit
Close	+3	5 Severe Critical 10

Majestic and territorial flying beasts. Strong enough to carry off deer and people.

Type: Beast.

Size: Large. **Wounds:** 3.

Skills

Strong (+Full Prowess):
Attack, Athletics, Notice, Vigor.

Capable (+Half Prowess):
Stealth, Reflex, Will.

Griffin Attacks

Harm: 1D10+1 Intimate.

Maneuver: Grapple, Shove

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Flight: Adversary is able to fly its Pace.

Keen Senses: Advantage on Test to find tracks and notice beings.

Passing Strike: Adversary is able to attack as part of the movement.

Hag



Prowess	Reflex	Vitality
+8	+4	5 Severe Critical 10
Burden	Vigor	Armor
	+4	Severe Critical
Pace	Will	Grit
Close	+8	7 Severe Critical 14

Seemingly ancient, crooked, mortals. In truth spirits of trickery, corruption and malice.

Type: Spirit.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Channeling, Will.

Capable (+Half Prowess):
Stealth, Notice, Reflex, Vigor.

Hag Attacks

Harm: 1D6, Sever, Intimate.

Maneuver: Surprise, Lure, Grapple.

Gifts

Darksight: Darkness does not Disadvantage Adversary.

Hag Blood: Adversary has one Hag Blood. See Hag Bloods on the next page.

Magic Resistance: [Exhaust] to gain Advantage on a Test against magic.

Mortal Shape: [Exhaust] to take the form of a mortal.

Shackled to Life: Adversary will regain one Wound when a Phase passes if their Shackle to Life is not removed.

Sorcerer: Adversary has half Prowess Magic Gifts. They can take up to half their Prowess Burden to give magic Power.

Spirit Step: As an Action [Exhaust] to disappear and reappear elsewhere within Pace.

Hag: Blood



Devourer Hag

They feed on flesh of mortals appreciating fine flavors of belief, corruption and life lived. They drive people towards acts of malice, despair and adventure so they would be well seasoned for the end.

Shackle to Life: Recipe book. When the hags recipe book is destroyed their Shackle to Life is removed.

Devourer Hag Attacks

Feed: [Exhaust] to make a melee attack dealing 2D6+Prowess damage and reduce suffered Wounds Severity by caused Wounds Severity. Critical Wounds have Brutal quality.

Weaver Hag

They weave tapestries of life stretching across ages. Sometimes they weave the future, granting blessings and curses to those whose futures are touched. If this future does not come to pass their tapestry is ruined, so they push mortals to live like they are supposed to.

Shackle to Life: First tapestry. When the hags first tapestry is destroyed their Shackle to Life is removed.

Weaver Hag Attacks

Pull Thread: [Exhaust] to attack beings Will pulling a Thread from them on success. Thread can be expended as an Action or Response to have the being take an Action or Response of adversarys choice. While adversary holds a Thread target cannot become Hidden to the adversary.

Dream Hag

They sit on the chests of sleeping mortals taking their dreams and replacing them with nightmares and hopeless malaise.

Shackle to Life: Dream bag. Bag holding stolen dreams. If dreams are freed the Shackle to Life is removed.

Dream Hag Attacks

Dream Miasma: Fill an area Close across with Dream Miasma. This is a Will Hazard against Difficulty 10 + Prowess. Miasma remains for half Prowess Rounds. Affected beings suffer 2D6 mental damage and consider all other beings as Hidden for as long as they are affected. Regain use on 1-2 Trouble Check.

Harpy



Prowess	Reflex	Vitality
+3	+3	3 Severe Critical 6
Burden	Vigor	Armor
	+2	Severe Critical
Pace	Will	Grit
Close	+2	3 Severe Critical 6

Bestial winged beings, easily mistaken for a mortals. Known for their alluring song.

Type: Beast.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Notice, Reflex.

Capable (+Half Prowess):
Vigor, Will.

Gifts

Flight: Adversary is able to fly its Pace.

Compelling song: Attack beings Will. On success target moves its Pace towards the Adversary. Target has Disadvantage on Tests to resist Hazards during this movement.

Flock: Two or more Adversaries acting as a group are able to lift a medium sized being into air and carry them.

Harpy Attacks

Harm: 1D6, Sever, Intimate.

Drop Stone: 2D6, Impact. Finding new stone or a suitable heavy item requires two Actions.

Monstrous Bat



Prowess	Reflex	Vitality
+5	+3	5 Severe Critical 10
Burden	Vigor	Armor
	+5	Severe Critical
Pace	Will	Grit
Close	+0	3 Severe Critical 6

*Black wings covering the moon.
Screech that freezes steps of the
prey.*

Type: Beast.

Size: Large. **Wounds:** 3.

Skills

Strong (+Full Prowess):
Attack, Notice, Vigor.

Capable (+Half Prowess):
Stealth, Reflex.

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Flight: Adversary is able to fly its Pace.

Darksight: Darkness does not Disadvantage Adversary.

Passing Strike: Adversary is able to attack as part of the movement.

Monstrous Bat Attacks

Harm: 1D8+1, Sever, Intimate.

Stunning Screech: [Exhaust] to have all within Close make a Will Test vs Difficulty 10+Prowess. On failure they lose Response and move to the bottom of Initiative.



Prowess +5	Reflex +3	Vitality 5 Severe Critical 10
Burden	Vigor +5	Armor Severe Critical
Pace	Will +0	Grit 3 Severe Critical 6
Close		

Brutish hulks with unending appetites. They will not bother those proven stronger than them.

Type: Giant.

Size: Large. **Wounds:** 3.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Reflex.

Ogre Attacks

Harm: 2D4+1 Intimate.

Grab: Adversary grabs a being or object of smaller size. They can then use following attack options:

- Throw the being up to Close dealing Harm damage to them and anyone they hit.
- Use the being as a weapon dealing Harm damage to them and anyone they hit.

Plow Axe: 1D12+1, Sever

Maneuver: Vulnerability, Shove

Omen Hound



Prowess	Reflex	Vitality
+5	+5	5 Severe Critical 10
Burden	Vigor	Armor
	+3	Severe Critical
Pace	Will	Grit
Close	+5	5 Severe Critical 10

*Shaggy hound with piercing eyes.
Its silence is a sign of good luck.*

Type: Spirit.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Notice, Reflex,
Will.

Capable (+Half Prowess):
Stealth, Vigor.

Gifts

Keen Senses: Advantage on Test to find tracks and notice beings.

Magic Resistance: [Exhaust] to gain Advantage on a Test against magic.

Omen: Adversary has one Omen. See Omens on the next page.

Spirit Step: As an Action [Exhaust] to disappear and reappear elsewhere within Pace.

Omen Hound Attacks

Harm: 1D6, Intimate.

Omen Bark: Bark of an Omen Hound provokes a Will Burden Test from beings within Near. On a failed Test they are Afflicted by the Omen.

Omen Hound can bark as an action once a Round, after the third bark the Hound will attempt to leave.

Omen Hound: Omens



Omen of Blindness

Gray hound with white blind eyes.

Omen of Blindness: Gain a Disadvantage on all Test requiring sight. You cannot gain this Affliction more than three times.

If you remove three Omens of Blindness increase Awareness by +1.

Omen of Death

Black hound with glowing yellow eyes.

Omen of Death: Reduce Vitality by half Prowess. You cannot gain this Affliction more than three times.

If you remove three Omens of Death increase Vigor by +1.

Omen of Misfortune

Rust coloured hound with black eyes.

Omen of Misfortune: Reduce your Test results by number of Misfortune Afflictions. You cannot gain this Affliction more than three times.

If you remove three Omens of Misfortune increase Burden Threshold by +1.

Omen of Sickness

Sickly dirty brown hound with green eyes.

Omen of Sickness: Reduce Strength and Vigor by one. You cannot gain this Affliction more than three times.

If you remove three Omens of Misfortune increase Strength or Vigor by +1.

Risen



Prowess +3	Reflex +2	Vitality 4 Severe Critical 8
Burden 	Vigor +2	Armor Severe Critical
Pace Close	Will +0	Grit 3 Severe Critical 6

Type: Dead.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):

Attack, Athletics.

Capable (+Half Prowess):

Notice, Reflex, Vigor.

Gifts

Undead: Mortal diseases, poisons and brews will not affect the Adversary. Adversary does not need to sleep, eat or breathe. Wound Severity is reduced by one Step, this can negate a Wound.

Rise: Adversary removes a Wound when a Phase passes. Unless defeated by Otherworldly damage or destroyed by fire.

Risen Attacks

Harm: 1D6 Intimate.

Maneuver: Vulnerability, Grapple.

Mindless Shambler

Dead remains puppeteered by will of another.

Mindless: Being is not affected by mental damage or effects targeting Will.

Puppet: Being is controlled by another. Controller can be targeted by Attacking puppets Will with Disadvantage.

Ravenous

Mindless horror devouring any being it catches.

Mindless: Being is not affected by mental damage or effects targeting Will.

Ravenous Attacks

Feed: 1D10, Sever, Intimate. Only on Grappled target. Critical Wounds have Brutal quality.

Risen Warrior

Clad in shredded armor, wielding rusted blades. Dried sinew still remembers how to strike.

Armored: Adversarys has + 2 armor.

Risen Warrior Attacks

Spear: 1D6/1D6 + 1, Great Reach, Thrown

Death Touch: Exhaust, Provoke a Vigor Burden Test. On failure gain **Death Touched** Affliction.

Rogue



Prowess	Reflex	Vitality
+3	+3	3 Severe Critical 6
Burden	Vigor	Armor
	+2	Severe Critical
Pace	Will	Grit
Close	+0	3 Severe Critical 6

Type: Mortal.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Stealth, Reflex.

Capable (+Half Prowess):
Attack, Athletics, Notice, Thievery, Vigor.

Gifts

Unseen Strike: Add +1D6 damage to Surprise Attacks.

Rogue Attacks

Harm: 1, Intimate

Knife: 1D6, Sever, Intimate, Thrown

Maneuver: Surprise, Lure, Grapple

Assassin

Cold killers hidden in shadows. Bound by reputation and a need to see a commission through.

Strong: Attack, Will.

Assassin: Ignore Armor on Surprise Attacks.

Assassin Attacks

Poisoned Blade: 1D6, Intimate, Discreet, Thrown. Vigor Hazard Difficulty 10 + Prowess for Prowess Rounds. 1D8 + Prowess physical damage on failure.

Hand Crossbow: 1D8, Missile, Slow

Thief

Thieves like to take but prefer not to harm. Coin is their high god but thrill is part of the pantheon.

Strong: Thievery, Notice.

Thief Attacks

Low Blow: 1D4 mental. Made against Reflex.

Thug

Hardened alley predators looking for easy coin and cheap fun.

Strong: Attack.

Thug Attacks

Club: 1D6 + 1, Impact

Pummel: [Exhaust] 1D10 + 1, Impact

Sculpted



Prowess +4	Reflex +2	Vitality 5 Severe Critical 10
Burden	Vigor +4	Armor Severe Critical
Pace	Will +0	Grit 5 Severe Critical 10
Close		

Type: Mortal.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Reflex.

Gifts

Flesh of Stone: Adversary doesn't need to sleep, eat or breathe. Adversary can reduce Vigor to reduce Wound Severity by one step.

Words of Command: Adversary has Advantage on Will Tests and has to follow orders of their master. If the words are removed they do as they will.

Sculpted Attacks

Harm: 1D6, Impact, Intimate

Maneuver: Find the Gap, Shove, Grapple

Gargoyle

Eternal watchers of holy halls sculpted in myriad shapes, beautiful and monstrous.

Strong: Notice, Stealth.

Unseen Strike: Add +1D6 damage to Surprise Attacks.

Lesser Flight: Adversary is able to glide down their Pace and can Test against Burden to fly up to their Pace.

Gargoyle Attacks

Burning Censer: 1D10, Impact

Crash: Drop down on opponent dealing 2D6 damage. On failure deal 2D6 damage to self.

Legionnaire

Guardians of tombs and stone fist of sorcerer kingdoms. Shackled to duty by words of command.

Legionnaire Attacks

Spear: 1D6/1D6+1, Great Reach, Thrown

Coordinated Strike: Ally within Reach uses a Response. +1 damage die.

Sculpted: Amalgamation

Prowess	Reflex	Vitality
+7	+4	6 Severe Critical 12
Burden	Vigor	Armor
	+7	Severe Critical
Pace	Will	Grit
Close	+4	6 Severe Critical 12

Type: Mortal.

Size: Large. **Wounds:** 3.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Reflex, Will.

Gifts

Flesh of Stone: Adversary doesn't need to sleep, eat or breathe. Adversary can reduce Vigor to reduce Wound Severity by one step.

Words of Command: Adversary has Advantage on Will Tests and has to follow orders of their master. If the words are removed they do as they will.

Sculpted Amalgamation:
Adversary has one Amalgamation Form. See next page.

Amalgamation Attacks

Harm: 1D8+1, Impact, Intimate

Maneuver: Vulnerability, Shove, Grapple

Sculpted: Amalgamation Forms

Oculus

Knot of bodies bound together, unclosing eyes watching every direction.

Strong: Notice.

Keen Senses: Advantage on Test to find tracks and notice beings.

Oculus Attacks

Ramming Charge: Move Pace in line dealing Harm damage to all targets in the path of the movement. Can be opposed with Vigor, ending the movement on success.

Arrow Spit: 1D6. Missile.

Smash: 1D10+2. Impact.

Warning Screech: 1D6 mental to all within Far. 1-2 Trouble to regain.

Prism

Relief of honoured sorcerers mounted on a palangin. Ensured loyalty of apprentices and masters alike.

Strong: Channeling.

Sorcerer: Adversary has half Prowess Magic Gifts. They can take up to half their Prowess Burden to give magic Power.

Prism Attacks

Ramming Charge: Move Pace in line dealing Harm damage to all targets in the path of the movement. Can be opposed with Vigor, ending the movement on success.

Carrier Spear: 1D6+1. Great Reach.

Dancer

Two slender figures joined together as one. Visage of glory and carnage.

Strong: Reflex.

Fast: [Exhaust] to move Pace as a second option in a Clash.

Dancer Attacks

Whirlwind: [Exhaust] Attack all within melee reach 1D8 damage. Sever.

Blade Dervish: 1D8+1 damage. Sever. [Exhaust] to deal +1 die damage.

Impale: 1D12+1 damage. Sever. Grapple target.

Blade Throw: 1D8 damage. Thrown

Golem

Each limb a person, forming a hulking figure. Created from the most dedicated labourers.

Strong: Will.

Golems Strength: +1 Wound, +1 physical damage die.

Golem Attacks

Harm: 2D6+2, Impact, Intimate

Ramming Charge: Move Pace in line dealing Harm damage to all targets in the path of the movement. Can be opposed with Vigor, ending the movement on success.

Crab: Grapple target. Use target as weapon dealing Harm damage to them and the target.

Throw: Thrown, Throw grabbed object or being dealing Harm damage to them and the target.

Shadow



Prowess	Reflex	Vitality
+3	+2	3 Severe Critical 6
Burden	Vigor	Armor
	+0	Severe Critical
Pace	Will	Grit
Close	+2	4 Severe Critical 8

A flitting shadow of a mortal form. Its whispers always at the edge of hearing.

Type: Outsider.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Stealth.

Capable (+Half Prowess):
Notice, Reflex, Will.

Gifts

Darksight: Darkness does not Disadvantage Adversary.

Hide in Shadow: Adversary can hide in another beings shadow at an Advantage.

Shadow Battle: As an Action being wielding a lightsource can align their own or an allys shadow to with the Shadow. Aligned being can take physical actions against the Shadow. These actions will affect the Shadow fully.

Shadow Form: Adversary is partially affected by physical world. Walls and ceilings block the adversarys passage. Adversary is unaffected by physical damage. Armor does not protect against adversarys damage. Otherworldly items affect the adversary fully.

Unseen Strike: Add +1D6 damage to Surprise Attacks.

Shadow Attacks

Harm: 1D6 mental, Intimate

Maneuver: Surprise, Daze

Prowess	Reflex	Vitality
+4	+2	3 Severe Critical 6
Burden	Vigor	Armor
	+0	Severe Critical
Pace	Will	Grit
Close	+4	3 Severe Critical 6

Lost souls trapped to wander the mortal world. Shackled by unfinished business.

Type: Dead.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Will.

Capable (+Half Prowess):
Notice, Reflex.

Gifts

Incorporeal: Adversary cannot affect or be affected by physical world. Walls and physical obstacles do not bar adversarys passage. Adversary is unaffected by physical damage. Armor does not protect against Adversarys damage. Otherworldly items affect the being fully.

Shackled to Life: Adversary will regain one Wound when a Phase passes if its Shackle to Life is not removed. See Shackles on the following page.

Bound to Remains: Adversary cannot travel far from its remains.

Specter Attacks

Harm: 1D6 mental, Intimate. Oppose with Reflex or Will.

Maneuver: Vulnerability, Lure

Specter: Shackles



Specter Shackles

Victim: Address the crime committed within the ghosts past community or to ghost itself.

1

Accusing Howl: Attack Will of all within Far dealing 1D8 + Prowess mental damage. 1-2 Trouble Check to recover.

Trapped: Bring remains to freedom.

2

Paralyze Will: Attack beings Will. On success they lose ability to take Actions and Responses. They can Attempt to Break this effect at the end of their Turn. Actions against them are made against Difficulty 10 with Advantage. Broken with successful Will Test VS Difficulty 10 + Prowess. 1-2 Trouble Check to recover.

Purpose: Convince the Ghost their purpose has been fulfilled.

3

Possession: Attack beings Will. On success adversary disappears and uses possessed being to take actions on its following Turns. Target can Attempt to Break this effect at the end of their Turn. Can be broken with a Will Test opposed by adversarys Attack. 1-2 Trouble Check to recover.

Hunger and Cold: Give remains food and shelter.

4

Hungering Howl: Attack Will of all within Far provoking a Will Burden Test. If the Test fails cause Starvation Affliction. 1-2 Trouble Check to recover.

Trickster Cat



Prowess	Reflex	Vitality
+5	+5	3 Severe Critical 6
Burden	Vigor	Armor
	+3	Severe Critical
Pace	Will	Grit
Close	+5	5 Severe Critical 10

Seemingly common cat. When it thinks no one is looking it whistles mortal songs or walks on two feet.

Type: Spirit.

Size: Small. **Wounds:** 1.

Skills

Strong (+Full Prowess): Attack, Athletics, Stealth, Reflex, Will.

Capable (+Half Prowess): Notice, Vigor.

Gifts

Aversion Merriment: Music, dance and merriment is a Presence Attack against Adversarys Will. On failed Defense their Morale fails and they cannot help but partake in the merriment abandoning other goals.

Bestial Mobility: Jump or Climb Pace without Tests.

Darksight: Darkness does not Disadvantage Adversary.

Magic Reflection: In a Clash against magic Adversary can use a Response to reflect magic. If they win the Clash the channeler is affected by their magic. Adversary can choose to maintain Focus on magic.

Small: Adversary has Advantage on Stealth.

Spirit Step: As an Action [Exhaust] to disappear and reappear elsewhere within Pace.

Trickster Cat Type: Adversary has on Trickster Cat type. Types can be found on the next page.

Trickster Cat Attacks

Harm: 1D6, Intimate

Maneuver: Surprise, Daze, Opportunity

Trickster Cat: Type



Black Cat

Black cats fond of graveyards and crossroads. They steal away souls of recently dead.

Evil Eye: Attack beings Will. On failed Defense they have Disadvantage on one Prowess or Defense until a Phase passes.

Spotted Cat

Comfort loving cats used to having mortals do their bidding.

Cat Possession: [Exhaust] to Attack beings Will. On a failed Defense Cat possesses them until the effect is broken. Target can attempt to Break the effect at the end of their Turn. Break the effect with a Will Test opposed by the Cats attack. Possessing Cat takes its actions as a being it has possessed.

Smiling Cat

Wild cats that speak mortal languages. Their smile lingers after they are gone.

Confusion: Attack beings Will. On failed Test whenever they make a Test roll a 1D6 and use the result as Prowess or Defense bonus on the Test. Being cannot benefit from Skills. Confusion lasts until a Phase passes.

Old Cat

Cat grown old enough to grow a second tail. Grouchy and prone to direct mortals to danger. They know how to speak mortal languages.

Mortal Form: As an Action [Exhaust] to adopt a Mortal form. Cat retains their Prowess and Gifts but gains Wound Threshold and natural Gifts of their chosen form. Cat can drop the form at any time.

Troll



Prowess	Reflex	Vitality
+6	+3	4 Severe Critical 8
Burden	Vigor	Armor
	+6	Severe Critical
Pace	Will	Grit
Close	+3	4 Severe Critical 8

*Lurking terrors of wild swamps,
deep caverns and high peaks.
Always hungry, always growing.*

Type: Giant.

Size: Large. **Wounds:** 3.

Skills

Strong (+Full Prowess):
Attack, Athletics, Notice, Vigor.

Capable (+Half Prowess):
Stealth, Reflex, Will.

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Darksight: Darkness does not Disadvantage Adversary.

Grow Stronger: When Adversary heals a Wound their Vitality Threshold increases by one.

Regeneration: At the start of the Turn reduce Severity of one Wound by a step. If reduced below Strain the Wound is healed. Wounds caused by fire cannot be regenerated.

Troll Attacks

Harm: 1D10+1 Intimate.

Grab: Adversary grabs a being or object of smaller size. They can then use following attack options:

- Throw the being up to Close dealing Harm damage to them and anyone they hit.
- Use the being as a weapon dealing Harm damage to them and anyone they hit.

Vampire



Prowess	Reflex	Vitality
+7	+4	5 Severe Critical 10
Burden	Vigor	Armor
	+7	Severe Critical
Pace	Will	Grit
Close	+4	5 Severe Critical 10

*Immortals bound to the night.
Only thing that truly fulfills them is
blood of the living, hunted or
herded.*

Type: Dead.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Challenge):
Attack, Athletics, Vigor.

Capable (+Half Challenge):
Stealth, Notice, Reflex, Will.

Gifts

Aversion Vampiric Aversion:
Successful Presence Attack
against Will with a strong source
of the element causes Adversary's
Morale to fail. Vampiric Aversions
are found on the next page.

Darksight: Darkness does not
Disadvantage Adversary.

Destroyed by Sun: Adversary
suffers a Critical Wound when
exposed to light of the sun.

Vampiric Rise: Adversary
removes a Wound when a Phase
passes, unless destroyed by sun.

Undead: Mortal diseases,
poisons and brews will not affect
the Adversary. Adversary does not
need to sleep, eat or breathe.
Wound Severity is reduced by one
Step, this can negate a Wound.

Vampiric Power: Adversary has
one Vampiric Power. Two if they
are a progenitor and three if they
are an elder. Vampiric Powers are
found on the next page.

Vampire Attacks

Harm: 1D6, Intimate.

Vampiric Bite: 2D6, Intimate, Only
from grapple or Surprise. Reduce
Wounds Severity by Severity of the
caused Wound.

Vampire: Powers & Aversions

Vampiric Powers

Strong: Notice, Wilds, Beast Insight

- 1 **Beastcall:** Call beasts to aid. Total Prowess of called beasts is Vampires Prowess. 1-2 Trouble Check to regain.

Strong: Notice, Sway, Command

- 2 **Hypnosis:** [Exhaust] to Attack a beings Will. On success being takes an Action of your choosing or does not act at all.

Strong: Notice, Stealth, Thievery

- 3 **Wallwalker:** Adversary is able to crawl on walls and ceilings without Tests.

Strong: Sway, Stealth, Perform

- 4 **Shapeshift:** [Exhaust] to adopt form of a mortal or a beast.

Vampiric Aversions

- 1 **Spurned Faith:** Symbols of vampires past faith are a strong source of Aversion.

- 2 **Running Water:** Rivers and strong currents of water are a strong source of Aversion.

- 3 **Uninvited:** Entering a home uninvited is a strong a source of Aversion.

- 4 **Common Condiment:** One type of food or ingredient is a strong source of Aversion.

1. Garlic, 2. Alcohol, 3. Rice, 4. Beasts blood

- 5 **Reflection:** Witnessing its reflection is a strong source of Aversion.

- 6 **Loyal Beast:** Sounds of friendly beasts is a strong source of Aversion.

1. Rooster, 2. Hound, 3. Sheep, 4. Cat

Warrior



Prowess	Reflex	Vitality
+3	+3	3 Severe Critical 6
Burden	Vigor	Armor
	+3	5 Severe Critical 10
Pace	Will	Grit
Close	+0	3 Severe Critical 6

Type: Mortal.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Reflex, Vigor.

Capable (+Half Prowess):
Athletics, Notice.

Gifts

Warrior Attacks

Harm: 3, Intimate

Blade: 1D8+, Sever, Intimate

Maneuver: Grapple, Shove, Find the Gap

Berserker

Howling bloodletters of marauding bands. Eager for challenge and a danger even to their own.

Fury: [Exhaust] to add 1D6 to damage, Vigor or Will Test.

Berserker Attacks

Greataxe: 1D10+2, Sever, Heavy

Frenzied Swings: [Exhaust] 1D10+2, Sever. Target all within Reach.

Mercenary

Guards and footsoldiers. Mercenarys creed is good pay for little risk, fortune for a high risk.

Formation: Adversary gives +1 Help bonus to melee Attacks of an ally within Reach.

Mercenary Attacks

Spear: 1D6+1, Great Reach, Thrown

Coordinated Strike: Ally within Reach uses a Response. +1 damage die.

Warder

Hooded warriors striking from shadows before disappearing again.

Strong: Stealth.

Unseen Strike: Add +1D6 damage to Surprise Attacks.

Warder Attacks

Warbow: 1D8+1, Missile

Aim: [Exhaust] 2D8+3, Missile.

Wraith



Prowess	Reflex	Vitality
+6	+3	3 Severe Critical 6
Burden	Vigor	Armor
	+0	Severe Critical
Pace	Will	Grit
Close	+6	5 Severe Critical 10

Lingering souls who chose their shackles. Danger to all who cross paths.

Type: Dead.

Size: Medium. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Command, Will.

Capable (+Half Prowess):
Notice, Reflex.

Wraith Attacks

Harm: 1D6 mental, Intimate. Oppose with Reflex or Will.

Maneuver: Vulnerability, Lure

Gifts

Incorporeal: Adversary cannot affect or be affected by physical world. Walls and physical obstacles do not bar adversarys passage. Adversary is unaffected by physical damage. Armor does not protect against Adversarys damage. Otherworldly items affect the being fully.

Shackled to Life: Adversary will regain one Wound when a Phase passes if its Shackle to Life is not removed. See Shackles on the following page.

Bound to Remains: Adversary cannot travel far from its remains.

Wraith: Shackles



Wraith Shackles

- 1 **True Vow:** Adversary chose to serve. They will not leave, however they will not harass proven allies.
Vow Blade: 1D8 + Prowess mental. Oppose with Reflex or Will.

- 2 **Unjust Vow:** Adversary was Coerced into eternal servitude. Unshackled by filling the letter of the vow.
Sorrow Blade: 1D6 mental. Oppose with Reflex or Will. Provoke a Will Burden Test. On a failed Test suffer Mental Affliction.

- 3 **Fear:** They are afraid of what is beyond. Unshackled by proper interment of remains.
Drain Life: Attack beings Will provoking a Will Burden Test. On a failed Test they gain Death Touched Affliction reducing Vitality by 1 + Degree. If this takes targets Vitality to zero they die. Adversary reduces Severity of a Wound by a step.

- 4 **Envy:** Living do not deserve life and its riches. Unshackled by destruction of treasured possessions.
Possession: Attack beings Will. On success adversary possesses the target being. On its following Turns it will take actions as the possessed being. At the end of their Turn target can make a Test to Break the effect. Can be broken with a Will Test opposed by adversarys Attack. Test at the end of Possessed being Turn. 1-2 Trouble Check to recover.

Wyrms: Great



Prowess	Reflex	Vitality
+10	+5	10 Severe Critical 20
Burden	Vigor	Armor
	+10	12 Severe Critical 24
Pace	Will	Grit
Close	+5	10 Severe Critical 20

Great legends. Often regarded as equal to gods or forces of nature. Something mortals just have to live with.

Type: Wyrms.

Size: Huge. **Wounds:** 5.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Reflex, Will.

Gifts

Darksight: Darkness does not Disadvantage Adversary.

Fearsome: When Adversary becomes part of the Conflict characters have to roll Initiative with Will.

Terrifying Deed: When adversary succeeds in an attack or act of destruction [Exhaust] to have characters re-roll Initiative with Will. Those who fail suffer Mental Affliction in addition to acting after npcs. 1-2 Trouble to regain

Passing Strike: Adversary is able to attack as part of the movement.

Worm Blood: Adversary has one Worm Blood. See Worm Bloods.

Worm Attacks

Harm: 1D12+2 Intimate.

Tail Bash: 1D8+2, Great Reach.

Devour: Target of a smaller size category is grappled and can be attacked once per turn without using an Action dealing Harm damage. Vigor Test to resist. Difficulty 10 + Prowess. Critical Wounds have Brutal quality.

Wyrms: Young



Prowess	Reflex	Vitality
+7	+4	7 Severe Critical 14
Burden	Vigor	Armor
	+7	9 Severe Critical 18
Pace	Will	Grit
Close	+4	7 Severe Critical 14

Being of legend. Young enough to offer a questing knight some hope of victory.

Type: Wyrms.

Size: Large. **Wounds:** 3.

Skills

Strong (+Full Challenge):
Attack, Athletics, Vigor.

Capable (+Half Challenge):
Notice, Reflex, Will.

Wyrms Attacks

Harm: 1D8+1 Intimate.

Tail Bash: 1D6+1, Great Reach, Impact.

Gifts

Darksight: Darkness does not Disadvantage Adversary.

Passing Strike: Adversary is able to attack as part of the movement.

Wyrms Blood: Adversary has one Wyrms Blood. See Wyrms Bloods.

Wyrms: Blood



1. Death Wyrms

Flight: Adversary is able to fly its Pace.

Drain Life: Attack Vigor of half Prowess beings within sight. Those that fail gain Death Touched Affliction reducing Vitality by 1 + Degree. If their Vitality is reduced to zero they die. 1-2 Trouble Check to regain.

2. Fire Wyrms

Flight: Adversary is able to fly its Pace.

Fire Breath: Create an inferno Close Across. Those within fire suffer 2D8 damage on a failed Reflex Test vs 10 + Prowess. Fire persists for one Round. 1-2 Trouble Check to regain.

3. Floral Wyrms

Burrow: Adversary is able to Burrow its Pace in soft earth or gravel.

Lulling Breath: Create a cloud of pollen in area Close across. On a failed Will Test vs 10 + Prowess affected being suffers Disadvantage on Reflex and Will and will fall asleep if they are affected again. Cloud persists for half Prowess Rounds. 1-2 Trouble Check to regain.

4. Lindwyrms

Burrow: Adversary is able to Burrow its Pace in soft earth or gravel.

Poison Breath: Create a poisonous cloud in area Close across. Those within cloud suffer Harm damage on failed Vigor Test vs 10 + Prowess. Cloud persists for half Prowess Rounds. 1-2 Trouble Check to regain.

5. Sea Serpent

Aquatic: Adversary is able to breathe underwater. While swimming adversary's Pace is increased by a Distance Step.

Raise Waves: Raise wave to crash over area Near across. Those caught within take 2D8 damage on a failed Vigor Test vs 10 + Prowess and are dragged to the edge of the area. 1-2 Trouble Check to regain.

6. Sun Wyrms

Flight: Adversary is able to fly its Pace.

Radiance: All within Near suffer Harm damage and are blinded on a failed Reflex Test. Blinded beings suffer Disadvantage on all Tests requiring sight. 1-2 Trouble Check to regain.

Wyvern



Prowess	Reflex	Vitality
+6	+3	4 Severe Critical 8
Burden	Vigor	Armor
	+6	6 Severe Critical 12
Pace	Will	Grit
Close	+0	4 Severe Critical 8

Ravenous flying monsters. Often mistaken for true wyrms, for most this makes little difference.

Type: Wym.

Size: Large. **Wounds:** 2.

Skills

Strong (+Full Prowess):
Attack, Athletics, Vigor.

Capable (+Half Prowess):
Notice, Reflex.

Gifts

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversarys Morale to fail. Opposed with Will.

Flight: Adversary is able to fly its Pace.

Frenzy: When Adversarys Morale fails they attack the nearest being until Rest. Damage is increased by 1D6.

Passing Strike: Adversary is able to attack as part of the movement.

Wyvern Attacks

Harm: 1D10+1, Intimate.

Maneuver: Grapple, Shove.

Wyvern Stinger: 1D8+1, Great Reach. On hit 2D6 Vigor poison for half Prowess Rounds. Difficulty 10 + Prowess. 1-2 Trouble Check to regain ability to poison.



Lieutenants, monsters and villains are Great Adversaries. They hold a significant role in the story and pose a significant challenge. Great Adversaries follow same basic rules as common adversaries difference comes from Sources of Power.

Sources of Power

Monsters and villains have Sources of Power that function as their Guides. Sources of Power can be used to Draw Strength activating powerful abilities.

- Each Source of Power increases adversarys Prowess and Wounds by +1. If Source of Power is removed these benefits are also removed
- Sources of Power have a passive, always present effect and an active effect that is activated when Strength is Drawn from the Source
- Great Adversary Regains Strength to one Source of Power on Downtime
- Sources of Power have a weakness that can be leveraged to remove them from the adversary
- Great Adversary can have one to five Sources of Power

Source of Power Weaknesses

Weakness of the Source varies. Weakness can be as simple as power being housed in an amulet that can be stolen or as complex as demonic contract adversary has to be tricked into breaking.

- Successfully leveraging the weakness removes Source of Power from the adversary
- How to leverage the weakness depends on the Source. Investigating the adversary is wise

Impact of Sources of Power

Sources of Power have a significant effect on adversarys strength and role. Lieutenants and famed monsters might have only one to two Sources and are fitting minor antagonists. True villains should have three to five Sources. Facing them without removing at least one or two should be a deadly challenge.

Types of Sources of Power

1-2	Bonds
3-4	Boons
5-6	Curse
7-8	Domain
9-10	Innate

Sources of Power: Bonds

Relationships, beliefs and ambitions that give strength. Bonds are Sources of Power for adversaries who believe they are working for a greater purpose and hold this purpose at the core of their being. Unfeeling and purely destructive adversaries are unlikely to possess Bonds.

Bond Effects:

- **Passive:** Adversary can Exhaust to gain +1 bonus on a Test for each Source of Power they have, including the Bond
- **Active:** Draw Strength from a Bond to remove all Strain and Break one effect

Special: Bonds cannot be removed, instead they can be leveraged to attempt to remove one other Source of Power. This may have significant impact on adversary's goals and methods.

Weakness: If the adversary is convinced another Source of Power undermines their Bond they make a Will Burden Test. On success Bond remains and the other Source of Power is removed. On failure the Bond is removed.

Bond Examples

Creed: Adversary believes in vows, laws or principles. If their actions can be shown to undermine this creed a Source of Power is removed.

Fear: Adversary is afraid and their actions are driven by hidden desperation. Easing the fear removes a Source of Power.

Glory: Adversary strives for great name and place in history. If their legacy can be shown to be tainted a Source of Power is removed.

Love: Adversary believes they are acting out of love. If this can be shown to be false a Source of Power is removed.

Protection: Adversary believes their actions protect the needy. If this is shown to be false a Source of Power is removed.

Vengeance: Adversary is driven by vengeance. If this is shown to be fruitless or playing into their enemys hand a Source of Power is removed.

Sources of Power: Boons

Boons are special gifts gained or coerced through rituals, pacts and alliances. Boons are often represented by rings, blades, scepters, honour guards or other visible and tangible signs of power.

Weakness: Boon can be stolen or otherwise removed, removing the Source of Power. Amulet can be stolen, alliance can be broken and adversary can be caught without their guardians.

Boon Examples

A Token of Power: Source is housed in an artefact, amulet,

- 1 sword, flower crown or perhaps a banner. Losing the artefact removes the Source of Power.

Coerced Boon: A being of power is trapped by the adversary, their release will remove the Source of Power.

- 2

Honor Guard: Protection of a trusted guard. Luring them away for important missions or catching the adversary without them removes the Source of Power.

- 3

Rite of Power: A ritual is maintained daily to ensure the power. If ritual were to fail for a day the Source of Power would be removed.

- 4

Watcher: Alliance marked by an aide and a watcher. They will help the adversary as long as they stay the right course. Proof of broken alliance will remove the Source of Power.

- 5

Written Pact: Source is gained and detailed by a written pact. Causing the pact to break will remove the Source of Power.

- 6

Sources of Power: Curses

Curse gifts the adversary with abilities to commit their deeds and compels them to strange acts. Curses are marked by discreet stigmas.

Weakness: Curses can be broken or momentarily quelled. When this is done adversary loses the Source of Power.

Curse Examples

1 **Beast:** A monster has been born from their flesh. Driven by hunger and rage.

2 **Complete Pact:** They are enslaved by a pact with a greater power, no longer in charge of their deeds.

3 **Doppelganger:** They change faces and names freely, sowing doubt and chaos. No longer able to retain even their sense of self.

4 **Finished Experiment:** They are powerful, twisted and sickly due to alchemy conducted on their blood.

5 **Revenant:** They have become an undying undead. Rising again and again until their purpose is complete.

6 **Possessed:** Whoever they were, now they are the passenger and another soul guides their hands.

Sources of Power: Domains

Adversary is at their most powerful within their chosen domain. Domain itself is powerful through numerous minions at adversarys beg and call, place of power housed in the domain or nature of the place itself and adversarys ability to survive and thrive within.

Weakness: Luring adversary out of their domain removes this Source of Power. Alternatively Domain itself may have a weakness that can be leveraged or mastered to remove the Source of Power.

Domain Examples

Dinner Table: A tomb that drains souls of imprisoned, a nest of greater being to parasitize. This place feeds the adversary, remove sustenance to remove the Source of Power.

Family Estate: Shadowed alleys, haunted farm or a gilded mansion. Inhabited by adversarys allies. Convince them to abandon the adversary to remove the Source of Power.

Hiding Place: Twisting caverns and dark woods. Place filled with secrets, escapes and hiding places. Knowing its secrets is required to remove the Source of Power.

Mystic Conduit: Tower where eternal flame burns, temple where honoured divine is tangible, grove whose heart tree bridges worlds. Break the connection to remove the Source of Power.

Perilous Step: Unstable ruins, acidic pools. Place filled with dangers, safe for the versed. Equal familiarity is needed to remove the Source of Power.

Seat of Power: A great fortress, warcamp or city filled with minions, armies and servants. Bring an army to remove the Source of Power.

Sources of Power: Innate

Power comes from the adversary themselves. Elder vampires, great wyrms and avatars of worshipped spirits are powerful due to their nature. Sorcerers and devotees may gain Innate Sources of Power through dangerous rituals giving parts of themselves to greater beings.

Weakness: Innate Sources of Power come with weakpoints. When the weakness is known it can be attacked provoking a Burden Test in addition to other effects of the attack. On a failed Burden Test the Source of Power is removed. Adversary specific tools, like yew stakes or dragonslayer weapons increase Burden before the Test.

Innate Guide Examples

1 **Frail Blood:** Adversarys blood is result of unstable sorcerous experiment or otherwise frail. Weak to ingested toxins.

2 **Heart of Power:** Heart of the adversary is switched leaving a marked scar.

3 **Old Wound:** Adversary is mighty, but they were brought close to death once and that wound remains their weakness.

4 **Paranoia:** Adversarys greatness is shadowed by suspicions undermining their ability.

5 **Soft Spot:** Nigh invulnerable hide has a soft spot waiting for a crippling blow.

6 **Two Beings:** Adversary has another being within their body, coiled around their spine or a swarm nesting within. This being grants power but is weak.

Sources of Power: Allies

Bound by Rite

Adversary is bound to serve by a powerful ritual. They cannot refuse their caller.

Passive: The Caller is able to use Action or Response to give the Adversary an Action or Response, as long as they have awareness.

Draw: Mark as Drawn when the Caller summons Adversary to appear. Appear by the Caller and recover Wounds even if dead or destroyed.

Companion

Adversary is accompanied by a skilled being. Are they a servant, a friend or a watcher?

Passive: Adversary is Accompanied by an ally with lower Prowess and up to three Sources of Power.

Draw: Draw Strength to have the Companion recover Hit-points and Break an effect.

Coven / Circle Member

Adversary is part of a group that shares their power.

Passive: Coven members can share Burden from channeling.

Draw: Draw Strength to give magic one Power for each Coven member.

Guardians

Adversary has earned respect and service of a trusted guard.

Passive: Adversary is accompanied by up to half Prowess allies.

Draw: Draw Strength to have Each Guardian take an Action.

Summon

Adversary is able to call allies to their aid.

Passive: As an Action Adversary makes a Channeling or social Test against Difficulty 10. On success beings with total Prowess up to half Adversarys Prowess arrive. This can be one powerful being or multiple weaker ones.

Draw: Draw Strength to increase Summons total Prowess by half the Adversarys Prowess.

Choose a type of beings to Summon when creating the Great Adversary.

- Beasts
- Dead
- Mortals
- Outsiders
- Spirits
- Wyrms

Sources of Power: Transformations

Monstrous Transformation

There is a monster inside the adversary ready to break free at moments notice.

Passive: Adversary adds full Prowess to damage of attacks.

Draw: Draw Strength to have Adversarys size increase by a category. Their damage increases by a die type. 1D6 to 1D8 for example. They gain the ability to jump or Climb their Pace without Tests. They lose the ability to use tools and weapons. They recover a Wound. This lasts until a Phase passes.

Many Faces

Adversary changes faces like clothes. They may even become a copy of a familiar being, stealing both faces and lives.

Passive: As an Action [Exhaust] to take form of another being.

Draw: Draw Strength to have the Adversary become a being they have witnessed, gaining their Gifts and Skills. This does not affect equipment. Add Wounds of the new form to Adversarys total Wounds.

Winged Form

Adversary has been gifted an ability to sprout wings.

Passive: [Exhaust] on movement to increase Pace by one Distance step.

Draw: Draw Strength to gain ability to fly Pace. This lasts until a Phase passes.

Sources of Power: Powers

Draining Touch

Magic of death has given the adversary an ability to feed on the life of others.

Passive: [Exhaust] to Attack in melee dealing 1D6 + half Prowess damage. Recover Hit-points by opponents lost Hit-points. This can heal a Wound.

Draw: Draw Strength to inflict 1D6 + half Prowess damage to all within Near. Recover Hit-points by opponents' total lost Hit-points. This can heal a Wound.

Elemental Fury

Adversary radiates with power of the elements striking fire and thunder when they unleash their wrath.

Passive: Adversarys Attacks deal +1D6 physical damage in form of fire, ice, lightning, tearing wind or jagged stone.

Draw: Draw Strength to have all beings within Close make a Reflex Test against Difficulty 10 + Prowess. On failure they suffer 1D6 + Prowess physical damage. This Hazard remains for half Prowess Rounds provoking a Test when a being enters the area or ends their Turn inside. If Adversary suffers damage they make a Vigor Burden Test. On failure effect ends.

Fleetness

Adversarys swiftness is beyond mortal measure.

Passive: [Exhaust] to Increase Pace by a distance step. Close to Near for example.

Draw: Draw Strength to ignore obstructions to movement for Half Prowess Rounds.

Foresight

Adversary is gifted with a sight into the future.

Passive: Adversary has half Prowess Premonitions. They can spend a Premonition to alter a die roll by one.

Draw: Draw Strength to regain spent Premonitions.

Haunt

Part of the adversary belongs to the dead and they have given part of their nature in return.

Passive: Adversarys physical attacks are Otherworldly and deal +1D6 mental damage.

Draw: Draw Strength to become Incorporeal for half Prowess Rounds. During this time all Adversarys damage is mental.

Sources of Power: Powers

Hidden Step

Step of the adversary is obscured by living shadow or they take them partially in other worlds.

Passive: Adversary has Advantage on Tests for Stealth.

Draw: Draw Strength to become Invisible. During this time Adversary is Hidden. When they suffer damage they make a Will Test against 10 + damage. On failure they are no longer Invisible.

Power from Beyond

Adversary is connected to a grand source of Power. Whenever they channel magic they open this conduit.

Passive: When channeling magic Adversary can give it one Power for free.

Draw: Draw Strength to give magic half Prowess Power.

Ardunn: The Brute



Prowess	Reflex	Vitality
+7	+4	5 Severe Critical 10
Burden	Vigor	Armor
	+7	9 Severe Critical 18
Pace	Will	Grit
Close	+4	4 Severe Critical 8

Massive hulking figure clad in odd pieces of heavy mail and wielding a massive blackened hammer. Sparks of flame sprout with every strike, joined by shouts of glee.

Type: Giant.

Size: Large.

Base Prowess: +5.

Prowess: +7.

Base Wounds: 3.

Wounds: 5.

Skills

Strong (+Full Prowess):

Attack, Athletics, Vigor.

Capable (+Half Prowess):

Notice, Reflex, Will.

Gifts

Cowardly: Adversary has Disadvantage on Morale Tests.

Ardunn Attacks

Harm: 2D4+1 Intimate.

Grab: Adversary grabs a being or object of smaller size. They can then use following attack options:

- Throw the being up to Close dealing Harm damage to them and anyone they hit.
- Use the being as a weapon dealing Harm damage to them and anyone they hit.

Crushfire: 3D6+3, Impact

Whirlwind: [Exhaust] to attack an additional being within Reach. 3D6+3 physical, Impact

Maneuver: Vulnerability, Shove

Ardunn: The Brute

Sources of Power

Ardunn is pleased with his new station and strength. All meat is his, all drink is his and all fall before him. All is as it should be.

Bond: [Exhaust] to gain +2 bonus on a Test.

Bond: Draw Strength to remove all Strain and Break one effect.

Weakness: I am the strongest and the greatest. Proof that is not true or a Source of Power is not needed or holds them back will provoke a Burden Test for the Source of Power.

Forge hammer of the Giants. So large even an ogre requires two hands to wield it.

Passive: Adversarys Attacks deal +1D6 physical fire damage (added to attacks).

Active: Draw Strength to have all beings within Close make a Reflex Test against Difficulty 10 + Prowess. On failure they suffer 1D6 + Prowess physical damage. This Hazard remains for half Prowess Rounds provoking a Test when a being enters the area or ends their Turn inside. If Adversary suffers damage they make a Vigor Burden Test. On failure effect ends.

Weakness: Giant maul. Removing this item from the adversary removes this Source of Power.

Barghest: The Omen of Death



Prowess	Reflex	Vitality
+9	+9	5 Severe Critical 10
Burden	Vigor	Armor
	+4	Severe Critical
Pace	Will	Grit
Close	+9	7 Severe Critical 14

Large black hound with red eyes burning with hatred. Heavy broken chain hangs around its neck. Constant growl slithers from dripping jaws ready to erupt into a bark that will signal start of a hunt.

Type: Spirit.

Size: Medium.

Base Prowess: +6.

Prowess: +9.

Base Wounds: 2.

Wounds: 5.

Skills

Strong (+Full Prowess):

Attack, Athletics, Notice, Reflex, Will.

Capable (+Half Prowess):

Stealth, Vigor.

Gifts

Keen Senses: Advantage on Test to find tracks and notice beings.

Magic Resistance: [Exhaust] to gain Advantage on a Test against magic.

Omen of Death: Reduce maximum hit-points by half Prowess. You cannot gain this Affliction more than three times.

If you remove three Omens of Death increase Vigor by +1.

Spirit Step: As an Action [Exhaust] to disappear and reappear elsewhere within Pace.

Barghest Attacks

Harm: 1D8, Intimate.

Omen Bark: Bark of an Omen Hound provokes a Will Burden Test from beings within Near. On a failed Test they are Afflicted by the Omen.

Omen Hound can bark as an action once a Round, after the third bark the Hound will attempt to leave.

Barghest: The Omen of Death

Sources of Power

The hound is an old spirit from the time before iron and barely touches the mortal world.

Hidden Step: Adversary has Advantage on Stealth.

Invisibility: Draw Strength to become Invisible. During this time they have an Advantage on stealth and have Cover, allowing stealth at any time and granting Advantage on Defense Tests. When they suffer damage make a Will Burden Test. On failure they are no longer Invisible.

Weakness: Touch of unworked iron provokes a Burden Test from the Adversary. On a failed Test Source of Power is removed.

Chaining has made the hound furious. It bites deep and howls its frustration into the night.

Soul Bite: Adversary deals +1D6 mental damage when they attack.

Soul Piercing Howl: Draw Strength to create a Will Hazard for all within Near. Deal 1D8 + Prowess mental damage. Difficulty 10 + Prowess.

Weakness: Adversary has chain around its neck that provokes it to howl. Remove the chain to remove this Source of Power.

The hound did not come to the mortal world on its own, it was called and corralled. Someone acts as its master, bestowing omens, ordering it to hunt.

Callers Command: Adversary has to obey their caller. Caller can use an Action or Response to give the Adversary an Action or Response

Return: Mark as Drawn when caller uses an ability to call the adversary to their side. Adversary will appear by the caller recovering Wounds, even if destroyed.

Weakness: A ritual emblem binds the adversary. If destroyed the callers influence will end and the Source of Power is removed.

Seer of the Deep: The Soul Stealer



Prowess	Reflex	Vitality
+10	+5	5 Severe Critical 10
Burden	Vigor	Armor
	+5	Severe Critical
Pace	Will	Grit
Close	+10	7 Severe Critical 14

Giant snaking centipede of muted colors. Mortal faces protrude from the dull grey carapace. Its own face hidden behind a mask of wood and bone.

Type: Spirit.

Size: Large.

Base Prowess: +7.

Prowess: +10.

Base Wounds: 3.

Wounds: 6.

Skills

Strong (+Full Prowess):

Attack, Channeling, Stealth, Study, Will.

Capable (+Half Prowess):

Notice, Reflex, Vigor.

Gifts

Wallwalker: Adversary is able to crawl on walls and ceilings their Pace without requiring Tests.

Unseen Strike: Add +1D6 damage to Surprise Attacks.

Sorcerer: Adversary has half Prowess Magic Gifts. They can take up to half their Prowess Burden to give magic Power.

Soul Stealer Attacks

Harm: 1D8+1, Intimate.

Strain Soul: 1D8 mental, Close.
Target gains 1 + Degree Burden. 1-2 Trouble Check to regain.

Seer of the Deep: The Soul Stealer

Sources of Power

Seers are able to touch a mortals soul. They wont take a piece only out of courtesy.

Steal Soul: Attack in melee provoking a Will Burden Test. On a failed Test character loses a Guide and cannot take the lost Guide again. Soul Stealer may return this Guide while alive. 1-2 Trouble Check to regain.

Embrace Soul: Draw Strength to create new Source of Power from a stolen Guide.

Weakness: Third eye of the stealer can be harmed provoking a Burden Test. On a failed Test the Source of Power is removed.

Mortals come in so many delicate forms. Who wouldn't try them on.

Mask: As an Action Adversary takes an illusory semblance of another being Adversary has awareness or memory of.

Shapeshift: Draw Strength to take physical form of a being Adversary has awareness of. Gain their natural Gifts and Skills, retain Prowess. Increase Wounds by the new forms Wounds

Weakness: Power is housed in a mask. Remove the mask to remove the Source of Power.

Twisting tunnels of the soul mound seem to close in on the traveler, burying hope and faith. Gods won't help them here, nor will their dreams or their family.

Drain Soul: As an Action provoke a Will Burden Test from all within the Domain. On a failed Test remove one Bond. Make note of how many Bonds are removed. 1-2 Trouble Check to regain.

Feed on Souls: Draw Strength to recover Wounds by removed Bonds.

Weakness: Collection of stolen souls is hidden inside the Domain. Releasing these souls removes the Source of Power.

Ser Khain Saras: The Ruin Knight



Prowess	Reflex	Vitality
+10	+5	5 Severe Critical 10
Burden	Vigor	Armor
	+5	9 Severe Critical 18
Pace	Will	Grit
Close	+5	5 Severe Critical 10

A tall man clad in shining armor. On a first glance the very picture of strength and knighthood. In reality a second son of a royal family. Banished over a plot to kill his brother in a duel.

Type: Mortal.
Size: Medium.
Base Prowess: +7.
Prowess: +10.
Base Wounds: 2.
Wounds: 5.

Skills

Strong (+Full Prowess):
Attack, Command, Sway.

Capable (+Half Prowess):
Notice, Study, Reflex, Vigor, Will.

Gifts

Formation: Adversary gives +1 Help bonus to melee Attacks of an ally within Reach.

Khain Saras Attacks

Harm: 5, Intimate.

Blade: 1D8, Intimate, Precise.

Black Blade: 1D10+1 physical, Precise, Otherwordly. Reduce Wound severity by one on hit, down to Strain. [Exhaust] to gain ability to see in the dark until a Phase passes.

Whirlwind: [Exhaust] to attack an additional being within Reach. 1D10+1 physical, Precise, Otherwordly, Reduce Wound severity by one on hit, down to Strain.

Maneuver: Grapple, Shove, Find the Gap

Ser Khain Saras: The Ruin Knight

Sources of Power

Khains brother was not a fighter he is and Khain was often the one sent to defend the kingdoms borders. In Khains dreams his brothers weakness brought only ruin. He was not fit to protect and another had to take his place.

Bond: [Exhaust] to gain +3 bonus on a Test.

Bond: Draw Strength to remove all Strain and Break one effect.

Weakness: Might required to protect. Proof that a Source of Power will prevent him from protecting his people will provoke a Burden Test for the Source of Power.

Band of Five: Khain is accompanied by his most loyal friends and Retainers.

- Lord Rias Bregas: Khains best friend. A scholar more than a warrior.

Adventurous, excitable and optimistic to a fault. Acolyte Ordained, Prowess 6, Strong: Healing, Sway, Study.

- Ser Osrick: Khain has always looked up to this old knight. Level headed and dedicated to redeeming the man he considers family. Warrior Mercenary, Prowess 6, Strong: Sway, Will, Heavily Armored.

- Flint: Younger of two siblings. A thief, a flirt and loyal to the end. Rogue Thief, Prowess 5, Strong: Attack.

- Burnt: Older of two siblings. Honest, focused and suspicious. Warrior Warder, Prowess 5, Strong: Wilds, Notice.

Draw: Draw Strength to have Each Band member take an Action.

Weakness: Worry as their friend has grown cold blooded. They have noticed a change and would listen to proof of influence and attempts to save him.

Black Blade, named Ruinthorn by its creators, was given to a hero on a dawn of their peoples final defeat. Taken as a trophy by a young general, the blade sent them dreams of destruction brought by the rulers at home. General turned their armies on their own people bringing ruin to those they claimed to protect. Last insult of a forgotten enemy.

The Black Blade: Greatsword with Otherworldly, Darkeye and Devourer Enchantments.

Draw: Draw Strength to make a weapon attack against all within Close. Remove Severity of a Wound for each struck target by 1 + Degree. If reduced below Strain the Wound is removed.

Weakness: Possessed by the blade. Driving the spirit of ruin out of the host will remove this Source of Power.

The Lich



Prowess	Reflex	Vitality
+15	+8	7 Severe Critical 14
Burden	Vigor	Armor
	+8	Severe Critical
Pace	Will	Grit
Close	+15	10 Severe Critical 20

They mastered magic, they conquered death, they gained all they sought. What ambitions can they have left?

Type: Dead / Outsider.

Size: Medium.

Base Prowess: +10.

Prowess: +15.

Base Wounds: 2.

Wounds: 7.

Skills

Strong (+Full Prowess):

Channeling, Study, Command, Will.

Capable (+Half Prowess):

Attack, Notice, Reflex, Vigor.

Gifts

Devour Magic: In a Clash against magic, Adversary can Devour Magic. If they win the Clash they gain the Magic Gift and recover a Wound.

Undead: Mortal diseases, poisons and brews will not affect the Adversary. Adversary does not need to sleep, eat or breathe. Wound Severity is reduced by one Step, this can negate a Wound.

Sorcerer: Adversary has half Prowess Magic Gifts. They can take up to half their Prowess Burden to give magic Power.

Levitation: Adversary levitates off the ground and can float its Pace.

High Magic: As an Action taking a full Turn adversary is able to perform one of the following High Magic feats by Drawing Strength from one of its Sources of Power.

- **Destruction:** Destroy buildings and structures in a Close area. All beings in the area suffer a Critical Wound. Increase area by a distance step by drawing from another Source.

- **Teleportation:** Target being disappears and appears in a place familiar to the channeler. Target an additional being by drawing from another Source.

- **Resurrection:** A dead being is brought back to life.

The Lich



The Lich Attacks

Touch: Attack against Reflex. 1D6 mental, Intimate. Inflict 1 + Degree Burden and remove equal amount from self.

Whispers: Attack against Will. 1D6 mental to all within Reach. Provoke a Will Burden Test for a Mental Affliction.

Choose one whisper hinting to the Liches intentions.

1. *The cellar... swallowed by ash... where dead flowers bloom...*

2. *On shattered peaks... in the deepest night... where steps of giants rise to abyss...*

3. *Cast it down... shatter... ground to dust...*

4. *Fill... raise... to black sun...*

5. *Lies... it lies...*

6. *End... Let it all end...*

Gaze: Attack against Vigor. 1D6 mental. Close. On success provoke a Will Burden Test for a Mystical Affliction.

The Lich



Sources of Power

Phylactery: If the being is destroyed it will rise again at the Phylactery after 1D6 Days pass.

Vessel of Burdens: Draw Strength to remove all Burden.

Weakness: An item shackling the essence of the Adversary. Destroying the item will remove this Source of Power.

Ethereal: Wound Severity of physical attacks is reduced by one step unless they have the Otherworldly Quality.

Incorporeal: Draw Strength to become Incorporeal until a Phase passes. Gain the ability to fly with a Pace of Near.

Weakness: Void heart. Physical attacks against the void in the Liches chest inflicts 1 + Degree Burden and provokes a Vigor Burden Test. On a failed Test this Source of Power is removed.

High Magic: Give magic one Power for free.

Arcane Miracle: Give magic half Prowess Power.

Weakness: Ivory Ring. Removing the ring from the Liches finger removes this Source of Power.

Premonitions: Adversary has half Prowess Premonitions. They can spend a Premonition to alter a die roll by one for each spent Premonition.

Sight from Beyond: Draw Strength to regain spent Premonitions.

Weakness: Eye of darkness. Physical attacks against the missing eye of the Lich inflicts 1 + Degree Burden and provokes a Vigor Burden Test. On a failed Test this Source of Power is removed.

Draining Touch: Attack against Reflex. [Exhaust] to Attack in melee dealing 1D6 + half Prowess physical damage. On success reduce severity of one Wound by 1 + Degree, removing the Wound if reduced below strain.

Draining Scream: Attack against Vigor. Draw Strength to inflict 1D6 + half Prowess physical damage to all within Near. On success reduce severity of one Wound for each affected target by 1 + Degree, removing the Wound if reduced below strain.

Weakness: Torn remains. Physical attacks against the split dessicated body inflicts 1 + Degree Burden and provokes a Vigor Burden Test. On a failed Test this Source of Power is removed.