



RES MYTHICA

PLAYER HANDBOOK

This document represents an incomplete version of the game and is intended for play-testing purposes only. All rules are subject to change.

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GETTING STARTED

This document contains rules necessary for character creation as well as abilities needed to play the game.

WHERE TO START?

If you're just starting out, read the Player's Quickstart Rules summary to get an idea of how the game works. These few pages should be enough to start playing.

CHARACTER CREATION

This document is focused on the Character Creation process and lists all available abilities. You might want to look over the pages relating to the disciplines you chose after creating your character to get ideas on the abilities you want your character to have.

The most up-to-date versions of the character sheets, god creation sheet are available at ResMythica.com



QUICKSTART RULES

Below is a quick summary of the rules from the player's perspective. Reading this section should be enough to start playing RES MYTHICA.

PERFORMING ACTIONS

DESCRIBE THE ACTION

Describe your character's actions. The GM asks you to roll *only* if what you described is dangerous and if the result is uncertain.

BUILD UP YOUR DICE POOL

If so, the GM tells you which **two attributes** to roll. Add the two numbers together to know how many attribute dice (d6) you have in your dice pool

Next, the GM tells you the **risk level** of the action. Take a number risk dice (dros) equal to the risk level and **replace** your action dice by these risk dice. *Note that this should not increase the total number of dice you are rolling, only the type of dice.*

Then, check if there's an ability you want to use. If that ability has a cost, spend the

required resource before adding any dice bonus that ability grants you.

Finally, add or remove risk dice. *Note that you are not replacing your other dice with risk dice at this point, you are increasing or decreasing the total number of dice you will roll.*

READ THE ROLL RESULTS

Roll all the dice.

Every dice showing **6 or more** is a success. If you have **at least one success**, you have successfully performed your action.

Risk dice showing 6-9 count for successes like all other dice, however, they count as a **consequence** if they show **0-5**. The consequence level is equal to the number of risk dice showing a result 5 and below.

On custom RES MYTHICA dice, green indicates success, red indicates a consequence, and white may be ignored.

SUCCESS AND PROGRESSION

For tasks that require more than one action to complete, the GM creates a **progress clock**; this takes the form of a circle divided into segments. When the clock is full, the task is complete.

PLAYER PROGRESS

For positive clocks, a player may spend successes to fill in segments of the clock. For negative clocks, the GM may spend consequences to progress the clock.

MOMENTUM

Extra successes may be spent to gain extra progress at a task or converted into **Momentum Points** (MP). Player MP goes into a common pool and can be spent to activate abilities. At the end of the scene, extra MP is cleared.

FAILURE

If you have zero successes, you have failed. The GM gains an **Adversary Action**. This action can be made immediately or can be banked as an Adversary Action point (AA).

CONSEQUENCES

Consequences from risk dice are independent from whether the action has succeeded or not. They do not indicate failure of the action but rather a negative effect of the action. This can be **personal harm/injury**, **GM progress**, or **GM momentum**.

HARM & INJURY

Consequences can lead to harm or injury. For each consequence, the player gain 1 level of harm/injury linked to an attribute used in the action roll. At level 1, the harm or injury is temporary and is cleared at the end of the scene. At level 2 and 3, the harm/injury has been healed during downtime. At level 4 it has a risk of becoming permanent. Every level of injury beyond that increases the death or insanity clock. If that clock is full, the character has either died or gone irreversibly insane.

GM PROGRESS

Negative progress clocks work in the same way as positive ones but they tick forward using consequences. For each consequence rolled, the GM can tick one segment of a negative progress clock.

GM MOMENTUM

The GM may decide to bank MP in the same way as the players do. These MP can be spent to perform actions against the players or progress the enemy's goals. Extra MP clears at the end of the scene in the same way it does for players.

PHASES OF PLAY

There are three phases of play in RES MYTHICA: downtime, roleplay and action scenes.

DOWNTIME

In the **downtime phase**, players spend their time healing, resting, or other long-term actions. For each day of downtime, PCs may chose one action from the Downtime Actions list (p. 7) to perform and the GM rolls one action per faction. These actions are summarised in a single roll and do not need roleplay or narration.

ROLEPLAY SCENES

The **roleplay phase** consists of the parts of gameplay that move the story forward but are not dangerous, time sensitive or otherwise risky. Players may make a few rolls, but these phases mostly serve as story progression to lead to the next action phase.

ACTION SCENES

Action scenes is where most of the RES MYTHICA gameplay resides. When in an action scene, all actions become risky, players and the GM can gain momentum and whomever is successful may progress their goals.

An action scene can be a **combat**, **exploration**, **social** encounter or a combination of the above. All work in the same way but have different **critical success** targets.

CRITICAL SUCCESS

Most challenges encountered during an action scene take several rolls to be surpassed. In a combat encounter, that could be exhausting an enemy to the point they give up and surrender. In an exploration scene that may be the whole group getting past a cliff face. In a social situation that can be convincing the plebeian mob to release a hostage.

In each of these cases, the action is successful if the PCs complete a progress clock.

There are times, however, where one fell blow, one heroic move or one shocking sentence saves the game. These successful actions are called critical successes.

Each scene type has 4 critical success targets. The target number is not known by the players, but if they reach reach the target in a single roll, the PCs achieve the intended result immediately. The targets are:

Combat:

frighten | overpower | disarm | injure.

Exploration:

evade | exploit | mitigate | overcome.

Social:

frighten | undermine | defuse | outshine.

The GM, not the player, decides which one of these actions the PC is making.

FATE POINTS & EXPERIENCE

PCs gain Fate points (FP) during their adventure. These FP can be used to gain bonuses or converted into Experience Points (XP).

GAINING FP THROUGH SACRIFICE

At the end of a scene, if a PC has themselves at risk in order to save, help or protect something they care about (a **bond**), they gain 1 FP linked to that bond.

FP can be spent during actions to gain a bonus die to a roll equal to their bond's power. This can only be done if the roll is related to that bond in some way.

GAINING FP VIA HARM & INJURY

At the end of an adventuring phase, each player gains FP equal to the highest level of harm or injury they have gained since the last downtime. They may place that FP under any bond they want.

GAINING EXPERIENCE

At the end of an adventuring phase, players may convert as many FP as they want into XP. This XP can be then spent to gain new abilities. The XP cost of each ability increases at each level and is equal to the level of the ability (the number found on that ability's row) squared. This means the first ability for every discipline costs 4 XP (2^2) while the third costs 16 XP (4^2).

DOWNTIME ACTIONS

For each day of downtime, you may do one of the following:

- **Heal or Rest:** progress in your physical injury healing or mental harm resting clock by 1 segment plus a *grit+lifestyle* roll. When the clock is complete, you may
 - decrease a traumatic or critical injury to serious.
 - remove a serious injury altogether.
- **Prepare:** gain 3 Preparation Points (PP) to be used in the next adventure phase. PP are lost if not used before the next downtime phase.
- **Investigate:** try to find out what a rival faction is up to. You can reveal: (*cost in successes*)
 - their goal or an objective (3)
 - their current project (1)
 - how far along their objective they are (1)
 - the name of one asset (1)
 - the specialization(s) of one asset (2)
 - the power of one asset (1)
 - the status of a relationship they have with another faction (1)
- **Work on a project:** roll for progress on a project clock. These long term projects can be, but are not limited to:
 - building or creating an object
 - inventing something
 - investigating something
 - studying something
- **Use an ability** to do things such as repairing an item or healing someone else. The rules for the use of that ability apply.
- **Shop** for an item or service, such as finding a blacksmith to repair a sword or finding a shopkeeper that will sell you a new one.
- **Make a sacrifice** to a god in order to gain FP linked to your patron deity. You may make a
 - small sacrifice (costs 1 gold) to gain 1 FP,
 - medium sacrifice (costs 5 gold) to gain 2 FP,
 - large sacrifice (costs 25 gold) to gain 3 FP.
 You cannot gain more than 3 FP in total though sacrifices during one downtime phase.



CHARACTER CREATION

Character creation works in five steps:

1. DEFINE YOUR CHARACTER

In the first step you choose who your character is. This will give them abilities as well as inform where they come from and where they want to go. You may decide your character's:

1. **Ancestry:** Which species or race is your character part of? This defines your playbook and this document assumes "human" as the default for campaigns and others to only be playable for one-shots and guest players. Depending on the world the GM selects or creates, the game may have more choices available.
2. **Background:** What professional or social milieu has your character evolved in before the game has started? This defines both their social class at the start of the game and skills they have acquired throughout life. Depending on your GM, this might also help them with social tests with people from the same background.

3. **Culture:** Where does your character come from? This might define their outlook on life or philosophy, as well as skills that are common where they're from.
4. **Disciplines:** What special abilities and specialisation will your character have the opportunity to gain in the adventures they will have? This defines their future as envisioned by the player. You must choose one discipline per gameplay pillar. The three pillars are:
 - a. **Combat:** This discipline is the one your character will primarily be called upon when fighting is going on. It can be the character's fighting style (brawler, archer, etc.) or what your character is specialized in that related to combat (healing, commanding, etc.)
 - b. **Exploration:** This discipline informs which domains your character knows how to get around in. Are they specialised in infiltrating buildings or hunting in the forest?

c. **Social:** This discipline describes your character's qualities in social situations, be it manipulating crowds or navigating the etiquette of high society.

5. **Endeavour:** What are your group's guiding principles and the types of challenges they take on? Decide as a group and GM what your party's goals or drives are, and decide together what the most relevant endeavour is among the following:

- a. Cultists
- b. Champions
- c. Mercenaries

2. CHOOSE ITEMS & ABILITIES

- select **one ability** from each of your ancestry, background, culture and endeavour (not disciplines) and write it down in the relevant "abilities" box,
- select **one item** from your background,
- select **up to five items** from your three disciplines.

3. CHOOSE YOUR APTITUDES

Now fill in character sheet's **aptitudes** section. Distribute the following attribute

scores among your seven attributes in the order you wish:

1	2	2	2	3	3	4
---	---	---	---	---	---	---

The numbers above may be overridden or changed by your ancestry's particularity.

4. DEVELOP YOUR BONDS

Decide on the things your character cares about the most. This could be a **value** (*such as freedom, order, discipline, honour, my family's reputation, etc.*), a **relationship** (*my little sister, my cohort, another PC, etc.*) or an **object** (*the sacred fire, my late wife's golden chain, the standard of the VIIth Legion*).

You may either give these bonds a d6 and d10 power if you want one to be stronger than the other or give them both a d8 power.

5. CREATE YOUR PATRON DEITY

Fill in the "Patron Deity" sheet and give that sheet to the GM, then add that god or goddess to the Patron Deity section in "Bonds". Add d10 as that bond's strength.



ANCESTRIES

This is what race or species your character is. Your ancestry describes what you were born into or—in the case of Cursed characters—what they have physically become.

All PCs may select an ability from the lists below, but the ancestry should decide much more than that. NPCs you meet will immediately judge---and probably hate—you for being fæborn for example, while them discovering a curse may yield even harsher

reactions., but your ancestry decides much more than that.

Your GM will indicate which ancestries are available in the world in which your are playing.

The full ancestries available in this document are:

- **Human**
- **Fæborn**
- **Cursed**

HUMAN

Humans have colonized the world and can be found in the most unlikely places. While incredibly diverse, they seem to share an uncanny resilience and adaptability. Some are solitary, but most tend to congregate in increasingly complex societies. Their defining trait might be their relentless drive to explore and to transform the world around them.

Some say they are the favoured creatures of the gods while others go so far as to say that it is the humans themselves that give the gods their power.

ABILITIES AVAILABLE

- **Endure (1 MP):** Upgrade your *grit* by +3 when making saves, checks or action rolls relating to endurance.
- **Friendly face:** You have an uncanny knack for finding friends. Add effect +1 when you consort with other humans that you're not already familiar with. When making new contacts, you may immediately upgrade your relationship with them to +1 friend by spending 1 FP.
- **Uncanny focus (1 MP):** You can focus on tasks particularly well. Add +1d12 to any action roll, check or save that requires prolonged concentration.
- **Serene stoicism:** You understand your place in the world and are not bothered by fate. When an external force inflicts lvl. 4 mental harm, spend 1 MP and mark it as lvl. 3 instead. Additionally, you may ignore the effect of a lvl. 1 mental harm for one action roll per scene.
- **Pushing my limits:** You can push your body beyond what others can. When rolling with *grit* or *strength* you may add +1d12 and take a lvl. 1 injury (exhausted). This effect lasts until the end of the day.
- **Code switching:** You understand the importance of levels of speech, accents, and dialectical idioms better than most. You can speak to people as if they were from the same background as yours and do not receive difficulty or risk penalties when speaking to those of other cultures as long as you speak the language and have spent some time in their lands.

FÆBORN

All human parents have a deep-rooted fear that somehow, at some point, they will discover that their beloved child is Fæborn. How that happens, or even why, is not known, but there is no society or culture where the Fæborn are not shunned, exiled, or even killed for what they are.

PARTICULARITIES

One of dexterity, pace, grit or insight can be 5 instead of 4. You must remove -1 to another aptitude and they must all add up to 17.

ABILITIES AVAILABLE

- **Æthyr breath (3 MP / 1 FP):** You can subsist on ætherial energy for 15 minutes, disregarding the need to breathe without consequence. To use this ability, you must be holding an object with the “ætherial”

property. If you lose grasp of that object while using this ability, you immediately feel the need to breathe and may need to make a *grit+grit* save to resist the urge to breathe in.

- **Uncanny glare:** There’s something in the way you look at people that makes them uneasy, even if they cannot pinpoint what it is. Gain effect +1 when intimidating humans, lose effect -1 when socializing or befriending them.
- **Mind mirage (1 MP)** While you cannot change your appearance, you can change the way someone sees you. A successful *grit+charisma* check can make someone see you differently than you are, but you cannot appear as someone specific. Spend 1 FP to use this ability if you’ve already used it that day.

CURSED

Some people are born cursed. An ancestor may have insulted a god, or a fæ may have been in a bad mood when you were born. Someone may have forgotten a sacrifice, or a forefather may have done a terrible crime. Maybe, though most do not like to admit it, they were simply unlucky.

Whatever the reason, the unfortunate fact is some people are followed by a magical ailment their whole life. Some, rare as they may be, turn into a strength of sorts

PARTICULARITIES

A cursed person can be human or fæborn. Apply particularities and available cultures of these ancestries

Lower the initial bond power of your patron deity by 2.

ABILITIES AVAILABLE

- **Lycanthrope:** During the full moon, you turn into a wolf-like creature. This transformation is not totally beyond your control and you may resist it a short while with a successful lvl. 1 *grit+grit* check. When in wolf form, you lose all your other abilities and gain your wolf attributes (strength 3, pace 4, dexterity 3, grit 2, charisma 1, insight 4, intellect 0). You can only transform back by spending 1 FP. When in wolf form, you have an insatiable blood thirst and must kill at least one creature per hour or make a *grit+intellect* save (costs 1 FP). You can transform into a lycanthrope at will but must make a lvl. 3 *grit+grit* check

when doing so to avoid the “confused” condition. This check becomes lvl. 4 if you try to transform during the day.

- **Vampiric:** You are cursed with an insatiable thirst for fresh human blood. Permanently fill in a lvl. 2 mental harm slot of your choice (“thirst for blood”) and gain a lvl. 2 physical harm (exhausted) any day in which you haven’t consumed blood. Once you’ve consumed blood, you may either:
 - remove the (exhausted) condition immediately
 - gain a blood token which you may spend to add +1d13 to an action or saving roll. You may not have more than 3 blood tokens at once and these tokens clear at the rate of 1 per day during downtime.
- **Fæ sight:** You can always see both the physical and the ætherial. Permanently mark one lvl. 2 mental harm slots (disoriented). You cannot be taken by surprise by ætherial creatures and always know what any such creature in the vicinity is up to in the same way that you can for physical creatures. You also cannot hide from ætherial creatures, no matter how hard you try. You can see through thin objects like paper for a short moment by making an insight action roll with low risk (1), wooden walls by doing so with serious risk (2), or through thick stone walls for grave risk (3). Permanently add +1 to your insight attribute.



BACKGROUNDS

Your background is where you come from, your job prior to joining the adventure, or what your parents did. It represents how other members of society see you as well as the skills you've acquired in your past life. Backgrounds overlap, so if you feel your character could fit in more than one you may either choose the one you prefer or the one that influenced your character's personality and skill-set the most.

The backgrounds for human characters are:

- **Noble** (p. 15)
- **Artisan** (p. 16)
- **Merchant** (p. 17)
- **Scholar** (p. 18)
- **Military** (p. 19)
- **Ranger** (p. 20)
- **Peasant** (p. 21)
- **Criminal** (p. 22)
- **Religious** (p. 23)

NOBLE

Nobles can have various vocations. You can have grown up as a leader of men or too rich to have anything to do in life and have a vocation in politics, trade or dedicate your life to philosophy. You may originate from a rich and influential aristocratic family or be born in an impoverished branch of the old nobility.

ITEMS AVAILABLE

- expensive **jewellery**

o load

- **signet ring**

o load

- A **folding stool**

2 load

- A **set of perfumes and scented oils**

1 load

- **protective amulet**

aetherial armour, basic (2), o load

- **ceremonial dress** (a toga, robes or other depending on the culture)

1 load

- **stylus and wax tablets** for writing notes, memoranda, or messages.

1 load

ABILITIES AVAILABLE

- **Etiquette:** You know your way around high society. Nobles instinctively trust you. Add +1d6 to rolls when attempting to consort with or sway your peers.
- **Natural authority:** You exude authority. Add +1d6 when commanding or swaying those of lower social rank.

ARTISAN

You have dedicated your life to honing a particular craft or skill, be it blacksmithing, woodworking, alchemy, or any other form of artistic or practical craftsmanship. You possess expertise in your chosen field. In addition to a livelihood, your talents provided you with a unique perspective and skills that are unique to your particular craft.

ITEMS AVAILABLE

- **carving knife**

1d10 tool, 1 load

- **repair kit** containing threads, needles and some leather patches.

1d12 tool, load

- **sharpening stones** to maintain blades

1d12 tool, 1 load

- **measuring tools** for weights or distance

1 load

ABILITIES AVAILABLE

- **Sincere imitation:** Gain +1d6 when attempting to recreate a contraption or object you've seen in the past.
- **Hands of an artist:** Gain +1d6 when trying to create something new, artistic or otherwise creative.

MERCHANT

Your life until now has revolved around trade, commerce, and the art of negotiation. Whether you traded overseas or worked for parents who ran a stall at the local market, you have probably become adept at skills such as identifying profitable opportunities, haggling, and managing the logistics of buying and selling goods.

ITEMS AVAILABLE

- **passport**

allows you to enter any city in a nation that yours is not at war with, 0 load

- **scales and weights**

d20 tool, 1 load

- **astrolabe**

d12 tool, 1 load

- **sundial**

d20 tool, 2 load

- **star chart**

d8 tool, 1 load

- **small chest with lock and key**

can contain a 1-load item and is arduous (4) to open, 2 load

- **medium-sized chest with lock and key**

can contain a 2-load item and is challenging (3) to open, 3 load

- **set of dice**

0 load

- **pack of cards**

0 load

- **board game**

1 load

ABILITIES AVAILABLE

- **Shop-dweller:** You instinctively know the value of any item and can easily figure out how rich anyone is. Add +1d6 to your rolls (action rolls, checks and saves) when attempting bribery.
- **Worldly:** You are used to dealing with other cultures. You can imitate any accent you have heard at least twice. Add +1d6 to rolls where you try to pass as someone else.

SCHOLAR

Whether you are a tenured professor or young student, you have devoted your life to the pursuit of knowledge and intellectual exploration. You are highly educated with expertise in theoretical fields such as history, philosophy or the arcane arts.

ITEMS AVAILABLE

- **wax tablet and stylus**

1 load

- **pen and papyrus paper**

1 load

- **abacus**

dr2 tool, 1 load

- **sundial**

d20 tool, 2 load

ABILITIES AVAILABLE

- **Still at the University:** You can study all night long. Add one extra downtime action per day if you're studying something. This action may grant up to 2 preparation points or be part of a long-term project.
- **Lifelong student:** Learning comes easily to you. Add +1d8 to any *scrutinise* roll that involves reading or listening to someone.

MILITARY

You may have experience in combat and warfare or have grown up around soldiers. You may have gained proficiency in a weapon early on in life, or, depending rank and function, you may also know about things like tactics and basic survival skills.

ITEMS AVAILABLE

- **short sword**

d10 weapon, flimsy (1), 2 load, one-handed

- **battle axe**

d12 weapon, flimsy (1), 2 load, one-handed

- **spear**

d12 weapon, flimsy (1), 2 load, one-handed

- **large shield**

d12 armour, flimsy (1), 3 load, one-handed

- **dagger**

d6 weapon, basic (2), 1 load, one-handed

- **medium breastplate**

d10 armour, basic (2), 2 load

- **light helmet**

d8 armour, basic (2), 2 load

- **mess kit:** bowl, cup, and utensils for eating
- **water-skin:** Holds enough water for one whole day on the road.

ABILITIES AVAILABLE

- **Lone wolf:** You prefer to go at it alone. Gain +1d6 when fighting a foe without any allies in the vicinity (same zone) or +1d8 if no one but your enemy is witnessing the fight.
- **Hold the line:** You know how to fight as a unit. Add +1d6 when fighting alongside (same zone) friends or allies or +1d8 when coordinating a move with them (help action).

RANGER

You have lived a significant amount of time in the wilderness. You may have been a tracker or hunter, or simply have grown up far from cities and other people. Your understanding of nature surpasses that of most other people and you may be a skilled survivalist or scout.

ITEMS AVAILABLE

- **flint and steel**

d10 tool, superior (3), 1 load

- **short bow**

d10 weapon, flimsy (1), 1 load, two-handed.

- **sling**

d8 weapon, flimsy (1), 0 load, one-handed

- **dagger**

d6 weapon, basic (2), 1 load, one-handed

- **fishing gear**

d6 tool, basic (2), 2 load

- **trapping gear**

d10 tool, flimsy (1), 1 load

- **rope**

tool, basic (2), 1 load

- **medicinal herbs**

+1d4 heal/rest, 2 uses

ABILITIES AVAILABLE

- **Hinterlander:** You know your ways around nature better than most. Add +1d6 every time you *seek* something or *sneak* outside the city.
- **Frontiersman:** You are more intimately aware of differences between various peoples. Never take a difficulty or risk penalty when *consorting* or *convincing* people from different cultures or backgrounds.

PEASANT

You hail from humble origins and have lived a simple, rural life. Yours are common folk, possibly farmers, labourers, or villagers, and you probably have little formal education or specialized skills. However, you may make up for that though the practical knowledge of agriculture, animal husbandry, or resourceful craftsmanship you posses

ITEMS AVAILABLE

- **flint and steel**

d10 tool, superior (3), 1 load

- **short bow**

d10 weapon, flimsy (1), 1 load, two-handed.

- **sling**

d8 weapon, flimsy (1), 0 load, one-handed

- **fishing gear**

d6 tool, basic (2), 2 load

- **sickle**

d12 tool/d8 weapon, flimsy (1), 2 load

- **rope**

tool, basic (2), 1 load

- **medicinal herbs**

+1d4 heal/rest, 2 use

ABILITIES AVAILABLE

- **Rustic arsenal:** You know how to wield farming tools as weapons effectively. You may treat improvised weapons as if they were purpose-made for combat and may use a sickle's bonus die when using it.
- **Rancher:** You can sense changing weather patterns and can naturally predict natural weather. You can also always tell when the weather has an unnatural cause. Gain +1d10 when looking for shelter.

CRIMINAL

Whether or not you're proud of it, you made your living through illicit means until now. You may have been anything from a simple beggar who pick-pocketed richer folk who weren't generous enough to an assassin for hire. The one thing that is certain is that you were no friend to the authorities.

ITEMS AVAILABLE

- **simple lock-pick**

d10 tool, flimsy (1), 0 load

- **dagger**

d8 weapon, basic (2), 1 load, one-handed

- **thin rope (10 paces)**

flimsy (1), 1 load

- **crossbow**

d10 (no proficiency needed) weapon, basic (2), 3 load, two-handed

- **vial of sleeping poison**

1 use, odourless and tasteless, 1 load

ABILITIES AVAILABLE

- **Like a hawk in the city:** You're particularly good at finding your target in a crowd. Add +1d8 when seeking someone in the city and +1d6 when doing so outside urban areas if the target is a city-dweller.
- **Thieves cant:** You know the secret code of thieves. You can find illegal work and communicate with them using playing cards, coins and secret phrases. Add +1d10 when you *consort* to find work.

RELIGIOUS

You are deeply devoted to your religion, deity, or spiritual path. You are probably a fervent believer and draw strength and guidance from your faith. You may serve as a cleric of your chosen belief system such as a priest, priestess, monk, or paladin. Alternatively, you could have recently lost your faith or be a member of a cult. In any case, you are particularly knowledgeable about religion and the divine.

ITEMS AVAILABLE

- **passport**

allows you to enter any city in a nation that yours is not at war with, 0 load

- **relic**

dr12 ætherial armour, 12 load

ABILITIES AVAILABLE

- **The gods open doors:** Elites are more likely to trust you. Add +1d6 when trying to *consort* with or *convince* nobles and other rich and powerful people.
- **Servant of the people:** The poor and destitute recognise your pious services and are always grateful to you. Add +1d6 when you *consort* with the populace or when trying to *convince* them.



CULTURES

Your culture indicate the nation you grew up in or your heritage. It will influence things such as what languages you speak or your accent, the culture you identify with and how you are viewed by other people. You may have greater effect for some social rolls with members of your culture. In addition, you may choose one ability of the four available to your culture.

Your culture's values do not have to be your own, but they are those everyone around you expects you to have.

You may choose from the following cultures:

1. **Ruvic:** a proud people who value law and institutions.
2. **Athelassian:** A people who value knowledge and culture.
3. **Illuvian:** A people of tradition with a rich and long history.
4. **Ishani:** An exotic foreign people who value etiquette and order.
5. **Drakk:** Foreign barbarians who value strength and individuality.

Or, if you're playing a historical game, between the following:

1. Armenian
2. Balearic
3. Celtic
4. Egyptian
5. Etruscan
6. Germanic
7. Greek
8. Roman
9. Parthian
10. Phoenician

RUVIC

Before the Xanthian Empire, there was the Ruvic republic. Your ancestors were the first to unite what was is now the Empire and much of what is custom today comes from you.

Your culture values law and order and your duties are that of a citizen first and foremost.

ABILITIES AVAILABLE

- **Born a builder:** Your culture's propensity towards engineering shows. Gain +1d6 when *building* or *scrutinizing* machinery, structures and mechanisms that are bigger than you.
- **Auxiliary service:** When fighting alongside other members of the Empire, you can add +1d8 to actions meant to lower enemy morale if it's your first action of the scene.
- **Orator:** You know how to speak to crowds. Gain +1d6 when attempting to *convince* three or more people at once.
- **Founders of the republic:** Add +1d6 to all social rolls when dealing with non-Ruvic members of the Empire (primarily Xanthians, Athelassians, and Illuvians).

ATHELASSIAN

You are from Athelas, a cultured land of traders and philosophers. Your people have a culture of city-state independence and civic participation. You pride yourselves in your rich and distinct culture and the oversized cultural influence your ancestors had on the known world.

Your culture values wisdom and knowledge first and foremost.

ABILITIES AVAILABLE

- **Infinite amphora:** You are better than most at drinking. It takes twice as much to get you drunk. Add +1d6 when trying to *convince* and *consort* with drinking buddies and +1d8 to all alcohol-related *grit* rolls.
- **Way of the waves:** You can tell when water creatures are agitated as well as sense the presence of salt-water spirits long before they appear.
- **Orator:** You know how to speak to crowds. Gain +1d6 when attempting to *convince* two or more people at once.
- **Oracle:** You can feel when the spirits are tense because they know a danger is looming and are never caught surprised or flat-footed when enemies make a surprise attack.

ILLUVIAN

You are from the riverlands of Illuvia, conquered by the Undying Emperor almost two centuries ago.

Your people are highly religious and value tradition above all else. Those who stray away from the old Illuvian gods in favour of the Xanthian pantheon are outcast.

ABILITIES AVAILABLE

- **Pious:** You get one extra downtime action per day (prayer) to heal mental harm by 1d6. This does not replace your other downtime actions.
- **Rites of the river:** You can tell when water creatures are agitated as well as sense the presence of fresh-water spirits long before they appear
- **Scribe:** You are used to reading strange scripts. Gain +1d6 when deciphering secret codes or strange languages.
- **Crypts:** Gain +1d6 when orienting yourself in man-made environments or attempting to infiltrate a building.

ISHANI

You are from Ishan, the desert lands of the east beyond the borders of the Empire. Your customs couldn't be more different from the Xanthians and you see them as savages. You fascinate them as you are exotic and strange.

Your people value etiquette, not that it would help you in these barbaric lands.

ABILITIES AVAILABLE

- **Exotic substances:** You know your way around poisons and remedies that are not well known outside your homeland. Roll +1d8 when attempting to poison anyone who isn't Ishani.
- **From the dry desert dunes:** You don't suffer the immediate adverse effects of deprivation of food or water. All condition related to that below lvl. 3 are ignored.
- **In tune with the spirits:** You gain +1d8 when attuning to the creatures in the ætherial plane. Fæ and Dæmons are more willing to talk to you.
- **Sun and stars:** You can always orient yourself using nature. Gain +1d8 to tasks requiring tracking or navigating without maps and +1d6 when navigating with a map.

DRAKK

You are from outside the Empire. While you live in the Empire, you do not recognize the divinity of the Undying Emperor.

Your people value physical strength above all and are considered barbarians by the citizens of Xanthia.

ABILITIES AVAILABLE

- **Strong blood:** You are bigger and stronger than most people. Add +1d10 to *strength+strength* checks and saves and +1d6 to any skill roll that requires *strength*.
- **Shamanic spirit:** You can attune to the æther with a lvl. 1 *grit+insight* check. When doing so, you are aware of all ætherial creatures present and may communicate with them if they are willing.
- **Son of the Forest:** You gain +1d6 when you *seek* or *sneak* outside man-made environments.
- **Trees talk:** You can tell when woodland creatures are agitated as well as sense the presence of forest spirits long before they appear.



DISCIPLINES

Your character disciplines are what grant your character their most powerful abilities. Each discipline has access to several abilities. The abilities you haven't chosen during character creation remain available to take when your character gains experience.

PCs have three disciplines corresponding to **combat**, **exploration**, and **social** challenges and should choose one of each.

COMBAT DISCIPLINES

The player's combat discipline informs what the character is particularly proficient at doing during a fight. The combat disciplines are:

1. **Brawler (p. 33):** A fighter who uses brute force to defeat their enemies.
2. **Commander (p. 34):** A support fighter who directs and inspires troops with authority.
3. **Duellist (p. 35):** A fighter who uses skill and expertise to defeat their enemies.
4. **Hunter (p. 36):** A ranger who specializes in killing from a distance.
5. **Soldier (p. 37):** an all-round fighter who specialises in fighting alongside others.

EXPLORATION DISCIPLINES

A character's combat discipline describe how they get in and out of places or what their preferred terrain might be. The exploration disciplines are:

1. **Infiltrator (p. 40):** A criminal who specializes in getting in and out of places undetected.
2. **Navigator (p. 41):** An explorer and guide who can find their way in the great wilderness.
3. **Saboteur (p. 42):** A rogue who specialises in destruction
4. **Tracker (p. 43):** A ranger who specializes in finding targets in the great outdoors.

SOCIAL DISCIPLINES

A character's social discipline describes how they like to interact with other people in order to get what they want. The social disciplines are:

1. **Augur (p. 45):** A priest or official who specialises in interpreting the will of the gods.
2. **Companion (p. 46):** Someone who specialises in building and strengthening relationships.
3. **Manipulator (p. 47):** A criminal who knows how to get others to do their bidding.
4. **Mastermind (p. 48):** A careful planner and spy who specializing in organizing criminal activity.
5. **Physicker (p. 49):** A non-magical healer and interrogator

COMBAT DISCIPLINES

BRAWLER

A brawler is someone who uses brawn rather than brains to win their fights. They may be your typical tavern drunk or a gladiator, or even a soldier who sticks out from the crowd through sheer force and combat ability.

ITEMS AVAILABLE

- **battle axe**

d12 weapon, flimsy (1), 2 load, one-handed.

- **heavy axe**

d12 weapon, basic (2), 3 load, two-handed

- **longsword**

d12 weapon, basic (2), 3 load, two-handed

- **kopesh**

d12 weapon, flimsy (1), 2 load, one-handed

- **brass knuckles**

d8 weapon, superior (3), 1 load, one-handed

- **club**

d8 weapon, superior (3), 3 load, two-handed

- **war hammer**

d12 weapon, normal (2), 3 load, two-handed

- **shield**

d10 armour, basic (2), 2 load, one-handed

- **vambraces**

d8 armour, superior (3), 1 load

ABILITIES AVAILABLE

- **Blunt nerves: (2 MP)** Ignore the negative effect of all physical injuries at lvls. 1 & 2 until the end of the scene. Gain +2d12 when trying to ignore or overcome physical pain.
- **Built better:** You recover from injuries faster. Permanently fill in one of each healing

clock's segments. Once per day of downtime you may re-roll a healing die that landed on 1.

- **Barbarian brawn (2 MP):** Once per scene, you may replace an attribute called by the GM by *strength* or *grit* as long as you can justify it. This still counts as rolling the original attribute for all other purposes.
- **Berserker rage (perilous):** You may go into a berserker rage at any moment. All actions while raging are perilous. Ignore all negative effects of injury or harm (up to lvl. 3) until the end of the scene. You cannot stop fighting or perform non-attack actions for any reason until the scene is resolved.
You gain an immediate free *pace* attack against any creature who inflicts lvl. 2+ injury or mental harm at melee range while you're raging.
- **Blood rage (perilous):** You may go into a blood rage at any moment. All actions while raging are perilous. Gain +1d12 for every lvl. 2+ physical injury you have and +1d10 for every temporary physical condition and for all mental harm. You cannot stop fighting or perform non-combat actions for any reason until the scene is resolved.
- **Breather:** Use your turn to clear all temporary conditions that last up to one scene. If you take any other action before your next turn (action rolls and saves, but not including checks called by the GM) the effect is cancelled.

COMMANDER

The commander is a person of authority who is used to leading soldiers in the battle and who's primary specialization is in supporting the group in order to get the best out of everyone around them.

Some may have learnt their trade as army officers while others are simply natural leaders.

ITEMS AVAILABLE

- **short sword**

d10 weapon, basic (2), 2 load, one-handed.

- **longsword**

d12 weapon, basic (2), 3 load, two-handed

- **spear**

d12 weapon, flimsy (1), 2 load, one-handed

- **dagger**

d6 weapon, superior (3), 1 load, one-handed

- **shield**

d10 armour, basic (2), 2 load, one-handed

- **light shield**

d8 armour, basic (2), 1 load, one-handed

- **iron breastplate**

d12 armour, superior (3), 3 load

- **greaves**

d10 armour, superior (3), 1 load

- **helmet**

d12 armour, basic (2), 2 load

ABILITIES AVAILABLE

- **Death's door:** When you command a cohort in combat, they continue to fight when they would otherwise break. Other PCs fighting alongside you may ignore the

effects of level 3 injuries and keep fighting until the end of the scene (but still roll on their death track as normal).

- **Inspiring rally (3 MP):** You spend your full turn rallying allies. Make a charisma roll; for each success choose ally in the same zone who will gain +1d12 to an action roll or save. These bonuses are lost when you make your next action roll.
- **Tactical insight:** You may spend one turn to gain an intricate understanding on an enemy's movement patterns and combat style. As long as you take no actions until your next turn (including action rolls and saves but excluding checks) you gain effect +1 and risk -1 against that enemy until the end of the scene.
- **Inspiring acts:** You inspire allies with your bravery. Gain 1 token for every injury level gained during the scene and place them in your party's momentum pool. All allies in the vicinity (same zone) may use a token to gain +1d12 for one action.
- **Distracting taunt (2 MP):** You may redirect an unintelligent enemy's attention towards you or an intelligent enemy's by succeeding a *charisma+charisma* check. This does not replace your action.
- **Unwavering trust (1 MP):** Your allies may transfer their fear-based mental conditions onto you at any time you wish. You may try to reduce that condition with a *grit+grit* save for +1 MP.

DUELLIST

The duellist is a weapons master who uses skill and expertise to defeat their enemies. They may be a master swordsman who's learnt their art at one of the most prestigious fencing schools in the Empire or simply be naturally good at wielding the quarterstaff. Whichever it is, they are those you want to avoid in an armed one-to-one encounter.

ITEMS AVAILABLE

- **short sword**

d10 weapon, basic (2), 2 load, one-handed.

- **longsword**

d12 weapon, basic (2), 3 load, two-handed

- **spear**

d12 weapon, flimsy (1), 2 load, one-handed

- **quarterstaff**

d12 weapon, flimsy (1), 2 load, one-handed

- **reinforced net**

d10 weapon, flimsy (1), 2 load, one-handed

- **shield**

d10 armour, basic (2), 2 load, one-handed

- **light shield**

d8 armour, basic (2), 1 load, one-handed

- **leather breastplate**

d8 armour, superior (3), 2 load

- **helmet**

d12 armour, basic (2), 2 load

ABILITIES AVAILABLE

- **Finesse (4 MP):** When you aim at a specific weakness in your enemy's armour, ignore your first success die but double all subsequent successes.
↳ Upgrade—**Force and ~:** In addition to the above, you may push your weapon to its limits on a full success. Gain +2 effect for 1 damage on said weapon.
- **Duel specialist (1 MP):** When fighting with the same weapon as your enemy add +2 to your weapon's bonus or roll it twice.
- **Cull the herd:** You are extremely good at killing off weak opponents. When in combat your excess progress can overflow to another enemy in the vicinity (same zone) and is simultaneously gained as momentum (if there's at least one more enemy in the same zone). Gain +2 MP instead if you've eliminated the last enemy in a zone.
- **Ambidextrous (3 MP):** You can fight as well with your weak hand as your strong one. Use this to trick opponents (add both weapons' bonus dice to a feint move) or to wield two weapons (make a second attack at +1 difficulty).

HUNTER

The hunter is a ranger specialized in killing their prey from range, be it animal or human.

ITEMS AVAILABLE

- **short bow**

d10 weapon, flimsy (1), 1 load, two-handed.

- **longbow**

d12 weapon, flimsy (1), 3 load, two-handed

- **crossbow**

d10 (no proficiency needed) weapon, basic (2), 3 load, two-handed

- **sling**

d8 weapon, flimsy (1), 0 load, one-handed

- **throwing spear**

d8 weapon, flimsy (1), 1 load, one-handed

- **spear**

d12 weapon, flimsy (1), 2 load, one-handed

- **quarterstaff**

d12 weapon, flimsy (1), 2 load, one-handed

- **reinforced net**

d10 weapon, flimsy (1), 2 load, one-handed

- **dagger**

d6 weapon, basic (2), 1 load, one-handed

- **light helmet**

d8 armour, basic (2), 1 load

- **leather breastplate**

d8 armour, superior (3), 2 load

- **vambraces**

d8 armour, superior (3), 1 load

- **greaves**

d10 armour, superior (3), 1 load

ABILITIES AVAILABLE

- **Rapid release:** If you hit an enemy with an arrow you may immediately make another attack with the same weapon with -1 effect for 1 MP. Repeat this as often as you wish.
- **Stone skip (1 MP):** Hit two targets with one slingshot. Progress is shared between your targets.
- **Peltast power (4 MP):** You disarm a target you hit with a slingshot hit instead of harming them. Gain no progress but anyone attacking that same target immediately after this gains risk -2 until they regain their weapon. The enemy must use an adversary action and MP to retrieve the weapon (or just 3 MP to switch to a sidearm).
- **Sharpshooter (2 MP):** Make a ranged attack beyond your weapon's usual range (+1 zone) for a effect -1 penalty. At normal range, gain effect +1 instead. If you've spend a whole turn aiming (no saves, movement or actions) prior to the shot, gain an additional +1 effect.
- **Finisher (2 MP):** When a creature is one progress away from dying, you can finish it with a free attack. This attack does not cost you an action and you can do it while taking another action but must be rolled like any other attack.

SOLDIER

Civilised armies have developed intricate battle tactics and extensive logistics, but the core of their armies are still their soldiers. While barbarians value individual strength, generals know that unit cohesion and discipline is what wins battles. A great soldier makes their allies stronger and their enemies ineffective.

ITEMS AVAILABLE

- **short sword**

d10 weapon, basic (2), 2 load, one-handed

- **battle axe**

d12 weapon, flimsy (1), 2 load, one-handed

- **spear**

d12 weapon, flimsy (1), 2 load, one-handed

- **throwing spear**

d8 weapon, flimsy (1), 1 load, one-handed

- **large shield**

d12 armour, basic (2), 3 load, one-handed

- **shield**

d10 armour, basic (2), 2 load, one-handed

- **crossbow**

d10 (no proficiency) weapon, basic (2), 3 load, two-handed

- **dagger**

d6 weapon, superior (3), 1 load, one-handed

- **medium breastplate**

d10 armour, superior (3), 2 load

- **greaves**

d10 armour, superior (3), 1 load

- **helmet**

d12 armour, basic (2), 2 load

ABILITIES AVAILABLE

- **Shield wall (1 MP):** You know how to organise and hold the line. Your combat action has risk -1 when you have an ally by your side and risk -2 when you have an ally on each flank, provided you are holding a shield.
 - ↳ Upgrade—**Phalanx:** allies on your flank also receive risk -1 (non-stackable with other abilities) provided they remain there for the duration of their turn and that both you and they are holding a shield.
- **Perilous bash (4 MP, perilous):** When you bash an enemy with your shield (overpower), the ally attacking that same enemy immediately after you gains extra effect equal to this action's success level. This action does not gain progress or momentum on its own.
- **Switch to the side sword (3 MP):** You are always ready to switch from your main weapon to your side weapon. Once per scene you may switch from the spear to the sword (or equivalent pair) for free. You may use this both during your turn to gain a second action with effect -1 and risk +1 or during someone else's turn to make a saving roll. This can be done even when unplanned, such as when the main weapon unexpectedly breaks. Actions to retrieve the first weapon before the end of the scene are *perilous* by default.

EXPLORATION DISCIPLINES

GUIDE

Guides specialize in helping others through difficult environments. They are experts in navigating both the hazardous landscapes they grew up in and the intricate customs of cultures that surround them. While they are generally adept in survival, guides excel at leading others through dangerous environments while avoiding natural hazards and uncovering hidden paths. Their instincts and practical knowledge make them essential for expedition into unknown settings.

ITEMS AVAILABLE

- **lodestone compass**

- *d10 tool, 1 load*

- **astrolabe**

- *d12 tool, 1 load*

- **local maps** (*only works in the local region*)

- *d12 tool, 2 load,*

- **sling**

d8 weapon, flimsy (1), 0 load, one-handed

- **sturdy rope**

d8 tool, superior (3), 2 load

- **long rope**

d12 tool, flimsy (1), 2 load

- **talisman**

ætherial armour, superior (3), 1 load

ABILITIES AVAILABLE

- **Local whispers (perilous):** You always know who to talk to, even if they're not necessarily the most trustworthy. Gain +1d12 to investigate a faction's doings and +1d10 to find out someone's whereabouts using social means.
- **Perilous passes (4 MP / perilous):** When performing a group action to traverse a difficult environment, you gain effect ×2. You may use extra successes to cancel out consequences your allies have rolled.

INFILTRATOR

Infiltrators specialize in getting in and out of places undetected. They are generally thieves, though some are employed by armies and politicians as spies and assassins.

ITEMS AVAILABLE

- **quality lock-pick**

d12 tool, superior (3), 1 load

- **simple lock-pick**

d8 tool, flimsy (1), 0 load

- **amulet**

d8 ætherial armour, superior (3), 0 load

- **dagger**

d8 weapon, basic (2), 1 load, one-handed

- **thick rope (10 paces)**

basic (2), 2 load

- **thin rope (10 paces)**

flimsy (1), 1 load

- **crossbow**

d10 (no proficiency needed) weapon, basic (2), 3 load, two-handed

- **sling**

d8 weapon, flimsy (1), 0 load, one-handed

ABILITIES AVAILABLE

- **Locksmith:** When using lock-picking tools, you may:
 - gain effect ×2 for 1 damage to the lock-picking tool you are using,
 - spend 1 MP to gain to use the bonus die of a tool that is not designed for lock-picking at a -2 penalty,
 - spend 1 MP to gain risk -3 for 1 damage to your lock-picking tool,
 - spend 4 MP to gain +1d10 when picking locks or tampering with other mechanisms without using a tool.

- **Master of disguise (4 MP / 1 FP / 2 PP):** You have incredible skill in pretending to be someone you're not. Gain effect +3 when crafting a disguise for yourself and +3d10 when crafting a disguise for someone else. Additionally, you can perfectly mimic foreign accents you've already heard at least once. You can use this to avoid an effect penalty when consorting with people of different backgrounds or cultures if you can realistically pass for being from that culture in every other way.
- **Forger:** Gain +1d10 and effect +1 when forging a letter or official documents that is papyrus or parchment-based for 2 preparation points. When forging an object as a downtime project, the resulting forgery's bonus die is upgraded by 2.
- **Escape artist (2 MP):** Gain +2d12 when attempting to escape bonds or an enemy creature who is grappling you. You also have the flexibility to reach for any part of your own body when constrained.
- **Silent stalkers (perilous):** When performing a group action to sneak up on someone, pass undetected, or hide, gain effect ×2. You may use extra successes to cancel out consequences your allies have rolled.

NAVIGATOR

Navigators lead the way both on land and sea, leading their group to their objectives and away from danger.

ITEMS AVAILABLE

- **lodestone compass**

d10 tool, 1 load

- **Two papyri and writing tools**

d8 tool, 1 load

- **one parchment and writing tools**

d10 tool, 2 load

- **astrolabe**

d12 tool, 1 load

- **local maps** (*only works in the local region*)

d12 tool, 2 load,

ABILITIES AVAILABLE

- **Wayfinder (4 MP):** You are particularly good at orienting yourself. When finding your way across an unknown land or sea, gain effect ×2 whether you are aiding yourself with tools or not. Additionally, you can always spend 2 MP to sense in which direction the nearest road or settlement is when on land or in coastal waters.

↳ Upgrade—**Underground ~:** You can orient yourself underground or in buildings as if you had natural landmarks. Gain the same bonuses as above in these environments.

- **Meteorologist (1 MP):** You understand the weather on a deeper level. Use this ability to:
 - sense weather patterns and predict a change of weather half a day (6 hours) before it happens,
 - predict the weather a whole day in advance with a *insight+intellect* check,
 - tell when rain or wind has an unnaturally cause (ætherial forces, divine intervention, etc.) and what caused them,
 - gain +1d12 when trying to find safe harbour or shelter from the elements.
- **Cartographer:** You can map out your surroundings with ease. When creating a map, gain it as a d6 tool on a success. All additional successes upgrade the tool strength by 2.
- **Desert nomad (3 MP or perilous):** When in wilderness, you gain +2d12 when trying to locate the nearest source of water.

SABOTEUR

Saboteurs are masters of destruction, skilled in quietly dismantling both physical structures and enemy plans. Whether planting explosives to bring down enemy fortifications, sabotaging supply lines, or disrupting the inner workings of an opponent's organization, Saboteurs thrive in the art of chaos. With a keen eye for weak points and hidden vulnerabilities, they turn the tide of battle by making strategic targets crumble from within. They're the unseen force that breaks the enemy's resolve before they even know they've been struck.

ITEMS AVAILABLE

- **flammable oil**

d12 tool, 2 uses, 3 load

- **explosive clay jar**

d20 tool, 1 use, 2 load

- **sulphur**

d10 tool, 1 use, 0 load

- **caltrops**

5d6 weapon, flimsy (1), 1 load, one-handed

- **thick rope (10 paces)**

basic (2), 2 load

- **thin rope (10 paces)**

flimsy (1), 1 load

ABILITIES AVAILABLE

- **Applied force (5 MP):** You find destroying objects and structures easy once you find a structure's weak spot. For every object or structure you or an ally has studied to that effect, you may:
 - gain effect $\times 2$ when destroying any structure or object or
 - gain effect $\times 3$ when using a consumable tool that burns or explodes.
- **Disruption device (2 PP):** Gain effect $+3$ when redirecting people's attention with a device that creates sound or a disruptive visual such as smoke, light or an explosion. Additionally, you may spend # MP in order to reduce risk by # when doing so.
- **Structural engineer:** When studying a structure for weak points during downtime, each extra success can be converted into tokens that can be used as momentum at any point in the future in order to exploit that structure's weak points.

TRACKER

The tracker is a ranger specialized in tracking targets in the wilderness. They specialize in survival and finding targets. Some have ætherial abilities to track even the most elusive target.

ITEMS AVAILABLE

- **spear**

d12 weapon, flimsy (1), 2 load, one-handed

- **dagger**

d8 weapon, basic (2), 1 load, one-handed

- **short bow**

d10 weapon, flimsy (1), 1 load, two-handed

- **crossbow**

d10 (no proficiency needed) weapon, basic (2), 3 load, two-handed

- **sling**

d8 weapon, flimsy (1), 0 load, one-handed

- **traps (for catching small game)**

d12 tool, 1 load

- **carving knife**

d10 tool, 1 load

ABILITIES AVAILABLE

- **Relentless (1 MP):** You can push your physical endurance beyond what is normal. Upgrade your grit by +4 when making an action roll, check or save that requires endurance.
- **Wild instincts (2 MP):** You are unnaturally gifted at tracking wild creatures. Gain +1d12 when tracking all physical creatures

(including people) and effect +1 when those creatures are wild animals. Gain effect +2 when hunting for food in the wild.

- **Scout:** When you gather info to locate a target by looking for clues in a natural environment, gain effect ×2. When you hide in a prepared position or use camouflage, gain +1d12 to rolls to avoid detection. When in a natural environment, gain +2d10 when making checks or saves to avoid being surprised. In addition to that, you may use both your *scan* and your *sneak* skill dice together when scouting during a travelling phase. When scouting as a travel action, gain effect +2.
- **Ætherial trace:** You can sense the imperceptible signs of creatures who have passed through a zone within the last full day. Gain +1d12 when tracking ætherial and semi-ætherial creatures and +1d10 for people who have magical ability.
- **Trapper:** You know how to recognise and detect traps. Gain +1d12 to avoid traps and +2d12 to detect traps. Additionally, you are good at replicating traps you have seen in the past. Gain +1d10 when creating or using traps you've seen in the past and an additional effect +1 when recreated a trap you've successfully used in the past.

SOCIAL DISCIPLINES

AUGUR

Augurs are priest and officials who interpreted the will of the gods by observing natural signs such as the flight patterns of birds and the entrails of sacrificial animals. Taking the auspices is crucial for guiding political, military, and religious decisions as they ensure divine approval before major actions. Augurs hold significant influence and their work lend great weight and credibility to their words.

ITEMS AVAILABLE

- **divine amulet**

ætherial armour; premium (4), 2 load

- **amulet**

ætherial armour; basic (2), 1 load

- **ceremonial toga**

drz tool, 1 load

- **sacrificial implements** (knife, bowl, etc.)

drz tool, flimsy (1), 1 load

ABILITIES AVAILABLE

- **Flight patterns (1 PP):** You may ask whether a god of your choosing favours your action. If the answer is yes, you gain 4 favour tokens that may be used as momentum. These tokens clear at the of the adventure phase and may be used by all PCs as long as they relate to something the divinity in

question wants. The cost of this action increases by +1 PP every time you use it until the next downtime.

- **Secret of the entrails:** When making the “sacrifice to a god” downtime action, gain +1 preparation point.
- **Figure of authority (1 FP):** Your words hold the weight of divine will. You may use this ability to convince someone of something using a Fate point linked to your patron deity so long as it follows the principles and values of that divinity and that the person would have been able to be convinced. This ability replaces a roll and can only be used if an actual roll would have at least a minimal chance of success.
- **Trust beyond the worldly (3 MP):** Your gravitas is reflected beyond the physical world. The tools and trappings of an augur have an effect when negotiating or befriending ætherial creatures in the same was as they do humans. Gain +1drz when commanding ætherial creatures. You may spend an additional +1 FP to avoid being attacked by such a creature (but this will not necessarily stop them from attacking an ally of yours).

COMPANION

Companions are built on the unshakable bonds forged through loyalty, trust, and shared struggle. In the midst of hardship, a true companion thrives by turning allies into brothers and sisters in arms, binding a group together with words, gestures, and deeds that speak louder than steel. Their abilities revolve around camaraderie: bolstering morale, easing tension, and inspiring courage when the odds are stacked against the group. Where others see battle as a contest of arms, a companion sees it as a test of fellowship, and turns a fractured group into an unbreakable unit.

ITEMS AVAILABLE

- **dice set**

d8 tool, flimsy (1), 0 load

- **board game**

d10 tool, basic (2), 2 load

- **amulet**

ætherial armour, basic (2), 1 load

- **clothes from another culture** (choose one)

1 load

- **amphora with good wine**

d12 tool, 10 uses, 4 load

- **lyre**

d10 tool, flimsy (1), 3 load

- **flute**

d8 tool, basic (2), 1 load

ABILITIES AVAILABLE

- **Circle of trust (3 MP):** You have a knack for integrating groups. When socialising, with a group that do not know you and have no reason to distrust you, they treat you as if you were one of them. Spend an additional +1 MP or FP to ignore penalties due to differences in background or culture.
- **Everyone's friend (2 MP):** When you meet someone new, you may immediately upgrade your relationship with them by +1.
- **Friends for life (1 MP):** Transfer 1 FP from your party relationship bond to an ally's bond of your choice.
When you first take this ability, add a relationship bond with your party that starts as d8 (such as "my closest friends", "brothers in arms" or "<party name>"). All PCs in your party count as parts of this bond. Gain +1 FP on that bond after every session. You may use that bond for anything that relates to your party's goals.
- **Fraternise:** You now have an extra downtime activity available (fraternise). When you fraternise with someone you may either
 - gain +1 to a relationship with an NPC
 - convert 3 positive relationship points from major NPCs in a faction to a +1 relationship point with the faction.

MANIPULATOR

A manipulator is master of intrigue, persuasion, and subterfuge. Skilled in the art of deception and social engineering, the manipulator excels at reshaping others' thoughts, emotions, and actions to serve their own ends.

ITEMS AVAILABLE

- **simple lock-pick**

d10 tool, flimsy (1), 0 load

- **amulet**

d8 ætherial armour, superior (3), 0 load

- **dagger**

d8 weapon, basic (2), 1 load, one-handed

- **thin rope (10 paces)**

flimsy (1), 1 load

- **crossbow**

d10 weapon, basic (2), 3 load, two-handed

- **makeup kit**

d8 tool, 1 load

- **forged identification medallion**

d10 tool, 1 load

ABILITIES AVAILABLE

- **Fæ whisperer (4 MP or perilous):** You can fool the senses of fæ, dæmons, nymphs and other ætherial creatures regarding your identity with successful *insight+charisma* check. If successful, they may only suspect foul play through logic and reason, never your appearance.
- **Cloak and Dagger:** Gain +1d10 to all rolls to confuse or deflect suspicion when disguised. Spend 2 MP for the surprise from throwing off your disguise to give

you the initiative in the situation as well as effect +2 on any action using that surprise.

- **Fæ mask:** You have the ability to interact with a ætherial creature (even in the æthyr) as if it was a normal human, regardless of how wild or feral it appears. You gain effect +1 when communicating with the supernatural. Upgrade this to effect +2 if you also take risk +1. You do not need to use a magical ability to use this.
- **Your eyes don't lie (2 MP / 1 FP):** You can tell when someone is lying to you or obfuscating the truth. When someone is telling you a half-truth, gain +1d10 when trying to figure out where and what the lie is.
- **I know you well (2 MP):** Gain +2d10 to a social roll vs. a friend with whom you have a +1 or better relationship or +1d12 to rolls vs. a foe with a -2 or worse relationship with if you know them well. Spend +1 MP to have this apply to a non-social roll (such as combat
- **Serpent's tongue (2 MP):** Your lies are particularly believable. Roll +1d10 when socializing, negotiating or arguing with people you don't know when risk level is low (1) or higher. Change that to +1d12 when you are lying or +2d12 when lying and the risk is grave (3) and above.
- **A heavy pocket (1 MP):** You can tell what someone's price is. When bribing someone, use the extra effects of your roll to gain a positive relationship with them.

MASTERMIND

A mastermind is a strategist and tactician who possesses an uncanny ability to analyse and exploit weaknesses in both individuals and organizations. They excel at planning and orchestrating complex schemes, using their intelligence to outmanoeuvre opponents and stay steps ahead of their adversaries.

ITEMS AVAILABLE

- **amulet**

d8 ætherial armour, superior (3), 0 load

- **dagger**

d8 weapon, basic (2), 1 load, one-handed

- **thin rope (10 paces)**

flimsy (1), 1 load

- **crossbow**

d10 (no proficiency needed) weapon, basic (2), 3 load, two-handed

- **makeup kit**

1 load

- **forged identification medallion**

1 load

ABILITIES AVAILABLE

- **Foresight:** When you prepare as your downtime actions of you gain 6 preparation points instead of 3. At the end of your adventure phase, you may keep half of your remaining preparation points (up to a maximum of 5) instead of clearing them all.
- **Dæmon contract (2 FP):** When you shake on a deal, you and your partner—human or

otherwise—both bear a mark of your oath. If either breaks the contract, they immediately gain a lvl. 4 traumatic injury/harm as a curse. You may choose the specifics for each contract.

- **Listening to lies (2 MP):** Add +1d12 when you gather information on a person or faction. Change that to +2d12 by spending +1 MP. Gain effect +1 for every level of risk this action has above 1. You may re-roll your investigation rolls done during the downtime phase (without paying any momentum cost).
- **Weaving the web (1 MP):** When making a new contact, your relationship with them is higher than it otherwise would be by +1. Spend an extra +3 MP to make it +2 instead.
- **Cold and calculating:** You heal mental harm faster. Permanently fill in 1 segment of all your mental harm rest clocks. Additionally, you can heal permanent mental trauma to the rate of 1 slot per downtime action even if you take another downtime action than resting.
- **Your eyes don't lie (2 MP / 1 FP):** You can tell when someone is lying to you or obfuscating the truth. When someone is telling you a half-truth, gain +1d10 when trying to figure out where and what the lie is.

PHYSICKER

A physicker is a skilled medical practitioner, possessing expertise in healing injuries and curing ailments. They use their knowledge of herbs, potions, and medical techniques to mend wounds and provide essential care to injured allies. With their healing abilities, physickers play a crucial role in keeping their allies in optimal condition at all times.

ITEMS AVAILABLE

- **shoddy amulet**

d14 ætherial armour, flimsy (1), 0 load

- **plague mask**

d8 tool, flimsy (1), 1 load

- **dagger**

d8 weapon, basic (2), 1 load, one-handed

- **thin rope (10 paces)**

flimsy (1), 1 load

- **pain medicine**

4 uses, ingest to ignore effects of injury for 1 day, 1 load

- **surgical tools**

d10 tool, basic (2), 2 load

- **cauterizing kit** (for field surgery only)

d12 tool, basic (2), 2 load

ABILITIES AVAILABLE

- **Field surgeon (4 MP):** Roll *dexterity* + the target's *grit*. Reduce their injury by the success level of your roll. This must be done immediately after they contracted the injury and requires access to the required tools for the job (*surgical tools, cauterising kit, etc.*). The action has a risk

level equal to what the least risky combat action would have in the current situation.

- **Surgeon:** You can tinker with bones, blood, and bodily humours to treat wounds as well as study illnesses.

You gain the “heal others” downtime action: Add +1 to an ally's healing or +tool bonus if healing multiple allies. This isn't stackable with seeing a healer, uses your downtime and can be done on yourself.

When travelling, you may attempt to heal one ally with *intellect* once per day, or heal multiple people at effect -1.

- **Ætherial saviour (5 MP & 2 FP):** When somebody is fatally wounded or killed, you can attune to their spirit to lock it in place in the aether so that it doesn't die with their body.

- **Master of interrogation (3 MP):** When torturing someone, you know exactly how to inflict the most pain. Gain effect ×2 to your interrogation rolls against restrained targets on which you are inflicting physical pain or have done so in the past.

↳ Upgrade—**Unconventional interrogator:**
You are able to physically torture ætherial creatures.

- **Herbal medicine:** You may concoct a painkiller which can be consumed by any character in order to remove the negative effects of harm or injury. If you have the herbal ingredients, the recipe can be completed by a 4-clock downtime project for four doses or a 6-part clock if you do not. The medicine is effective for one full day.



ENDEAVOURS

Your endeavour is what drives your character. It can be their ideals or the goals they have in life. This will inform what their core values are and what means they are willing to go through to achieve their objectives, as well as these objectives themselves.

After having selected an endeavour, the group selects the group sheet relative to that endeavour. Additionally, every PC may add 1 ability from that endeavour.

CHAMPIONS

Champions are those who fight for something or someone they consider more important than themselves. While many accept money for payment, their main drive is to further a cause. Some fight for their liege, for the freedom of their nation, or for humanity as a whole. All are expected to put their own life on the line for whatever they claim to protect.

For champions, reputation is everything. As such, a group of Champions progresses when their reputation in a place increases.

In the “Reputation” section of the group sheet, the group will write down the places they’ve been. When the GM deems that their deeds have increased their reputation in any one category in a location, they may upgrade their reputation in that place by one and gain 1 Fate point to be used by any member of the group.

Reputation can be gained for being:

- **noble:** Putting their cause above themselves.
- **just:** Upholding fairness and their guiding values.
- **heroic:** taking extremely brave action, wilfully putting themselves in harm’s way
- **compassionate:** Serving the less fortunate with compassion, even when there is not reward.
- **inspiring:** Showing the way, lifting up others and teaching them to act so as to continue their fight even in their absence.

After any scene in which the GM deems that the party’s reputation has increased in one of the above ways, the players may increase their rep score for the relevant trait (up to +5) and each PC gains 1 FP. If the trait has decreased,

they all lose 1 XP which they subtract from their personal character sheet.

ABILITIES AVAILABLE

- **Phoenix in battle:** gain 1 free saving roll when furthering the group's cause in a heroic way. This may only be done in a location where the group has +1 heroic reputation or more, and only once per location.
- **Inspiring rally:** With a powerful battle cry, you may can rally your companions, thus negating temporary mental conditions (max 1 per character). This may only be done in a location where the group has +1 inspiring reputation or more, and only once per location.
- **Aura of valour:** you emanate an aura that inspires others around you. People who do not know you trust you and you gain effect +2 when trying to *convince* people to help your cause. This may only be done in a location where the group has +1 noble reputation or more, and only once per location.
- **Just power:** When you witness an act of extreme cruelty or injustice, you fly into a righteous rage. Your strength and grit dice are dr2 for all rolls during one scene. This may only be done in a location where the group has +1 just reputation or more, and only once per location.
- **Shared burden:** You may take on a portion of another's physical or emotional pain, lessening its severity for them by 1 but gaining a lvl. 1 condition in the process. This is temporary (scene) for physical injuries but can be permanent for mental harm. This may only be done in a location where the group has +1 compassionate reputation or more, and only once per location.

MERCENARIES

Mercenaries are those who fight for gold and glory. Some may have values or principles, and other might care for their kin, but what ultimately drives them is the promise of riches.

A mercenary company may sell their swords to a general to fight enemy soldiers, act as a tough gang for a power-hungry politician, or fight in the arena as a team of gladiators: whatever pays most is what they'll do.

In the "Notoriety" section of the character sheet, the group will write down the people they've worked for and against.

Notoriety Points (NP) can be gained for each notoriety type in the following ways:

- **ferocious:** Completing an action scene against the enemy with 10+ MP left.
- **loyal:** Not backing down or switching sides when an offer 3× or higher is made, or a similar potential gain is passed upon.
- **brave:** Completing an action scene against the enemy without giving up if
 - the party has accrued more lvl. 3+ injuries than there are PCs
 - at least one PC has gained the dying or going insane condition.
- **efficient:** Completing a job without any enemy factions completing their first minor objective[†].

Notoriety Points can be spent to activate endeavour abilities or accumulated to increase the group's Notoriety Level.

Spend one NP from each notoriety type from the same patron or enemy that has a higher Notoriety Level than you to gain +1 Notoriety Level. Your Notoriety Level indicates how famous you are as mercenaries and enables you to get better paid jobs in the future.

ABILITIES AVAILABLE

- **Savage bloodlust:** You scare people with your ferocity. Spend 1 ferocious NP to gain +3 effect on a "frighten", "intimidate" or "exploit" action.
- **Oathbound mettle:** You stand firm in your confidence, and it shows. Spend 1 loyal NP to gain +3 effect on a "disarm", "defuse" or "mitigate" action.
- **Battle-hardened valour:** You are willing to act with an unpredictable hardiness. Spend 1 brave NP to gain +3 effect on an "evade", "overpower" or "undermine" action.
- **Effortless edge:** You can act in decisive way way that leaves onlookers dazzled. Spend 1 efficient NP to gain +3 effect on a "overcome", "outshine" or "injure" action.

Doesn't apply if the the total risk level of the challenges is lower than 5× the number of PCs in the party. The enemy must be the one the

[†] *Doesn't apply if the enemy's first objective clock had more than 7 segments*

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