

II. Character Creation



This next section will deal with creating a character for the **Dárdünah RPG**. There are many decisions that need to be made about your character, so you should spend some time thinking about the kind of character you want.

Imagine you were going to create a major character for a fantasy trilogy, or for a TV series, and you needed to sell this character to a publisher or to a producer. What sorts of things would you write about the character? How would you present him or her?

A detailed character description, which should include such things as appearance, history, skills, personality, etc., will go a long way towards helping you to create your character using these rules. After all, the true essence of the character will not be in the game descriptors but in how you choose to portray them.

Getting Started

Character Creation for almost any game system can be a complex process, and Dárdūnah is no exception, however we have created a step-by-step method that is simple to follow and enjoyably rich. Everything you will need to complete your character will be found within each of these detailed Steps, with the exception of any reference to expanded rules contained in either the Magic and Martial Arts book, or the World Guide. The order in which these Steps are presented has been carefully determined to help place primary emphasis on the fiction of the world and the campaign of the GM. For instance, after being given the points you need to purchase your character, one of the first things you will do is hear all about the specific setting of the campaign you'll be playing in, and thus will be able to consider what role you will play (profession, animal type, etc.) in the story of which you are about to be a part.

Each Step (as well as the Initial Preparations section preceding them) is formatted in such a way that, after the initial explanatory paragraph (if any) pertaining the nature of the Step as a whole, the specific, alphabetically-ordered Directives for that particular Step are written in bold, in the order they must be performed, along with references to the page numbers of any Tables, Charts, or other details you may need to use. After each bold Directive, there may be paragraphs describing the Directive in greater detail if clarification is needed, or to cite examples that might make understanding the Directive easier. After the Directives and their description will come any Tables, Charts, or Lists (followed by their description) that will be referenced by the player while completing that particular Step.

Before we begin, however, you will need to photocopy the Character Sheet found in the Appendices of this booklet or ask your GM if there is already one they have prepared for you to use. This sheet will give you all the categories that you must fill out in the process of creating your character. There are many steps in this process, and each one will be explained in detail in this section.

The Character Sheet is quite comprehensive, and has areas that must be filled in which are devoted to basic descriptions, the character's background, the major characteristics, their skills and abilities, their possible feats of magic and combat, and other various statistics useful during the game. On the back of the sheet there are listed several tables that may also help during game-play, including certain bonuses, weapon damage ratings, and a basic combat maneuver table citing the locations commonly attacked when using the generic martial arts of the world. For more specific and colorful martial maneuvers based on various styles used on

Dárdūnah, see the Magic and Martial Arts book, referred to later when filling in the Martial Styles section of the Character Sheet.

Once you have had a chance to look at the sheet, you should read the Initial Preparations, then follow the Step-by-Step process for filling it all in. By following each of the Steps below, and carefully reading the information supplied in each of the steps, you will be able to easily create your character while simultaneously learning about many more of the rules, as well as attaining a greater knowledge of the flavor of the world of Dárdūnah as a whole.

Initial Preparations: Power Level & Points

Before starting the Step-by-Step process, the Gamemaster will need to determine the Power Level of the campaign they wish to run, and assign the two different sets of points that you (and all other players) will use to create your character. Those numbers of points you can spend will depend upon which Power Level has been chosen for the start of the game. There are 4 different Power Levels that a GM may choose for their campaign. This game system has several levels on which you may interact with the environment, each emphasizing a certain type of adventure. Each of these levels also represents a slightly different style of play. If you want more of a powerful or influential character-oriented campaign, then a higher Power Level would work best for you. If, on the other hand, you want to de-emphasize characters of great initial ability and renown, you might try one of the lower levels.

A. Begin by referencing the Point System Chart (page 28). If not already chosen, the GM must assign the starting Power Level of their game campaign now.

Please read the detailed descriptions of each of the Power Levels noted after the Point System Chart to familiarize yourself with what the differences are and how the game might be affected by this choice. This choice will affect how much power the characters can have at their disposal at the beginning of the game.

B. For reference as you build your Character, make note on a scrap piece of paper the Character Points you may spend, as well as the Max. Characteristic ranking you may have.

These Character points will be used later in Step#3 (where you choose what type of animal you will play), and Step#4 (where you may allot even

more points to your Characteristics, such as Strength and Agility, within the these limits allowed by chosen Power Level. Do not proceed to these later steps yet, even though you may be tempted to do so, please complete the Initial Preparations, as well as Steps#1 and #2, in that order, before moving forward.

A few animal types, however, will exceed the Maximum Rankings listed on the Point System Chart in certain Characteristics, despite their initial Power Level, due to their inherent animal traits. An elephant, for example, may have a Strength and Size Ranking in the Average or Heroic range even though he was beginning as a Low Power Level character (but his other Attributes and Skills would fall in the 2 to 4 Ranking range). Likewise, a mongoose character might have an Agility Ranking of 5 or 6, despite his being a Low Power Level character. Attributes and directives of the Animal Templates that exceed the Max Characteristic Ranking are the only exceptions to this general rule.

C. For reference as you build your Character, make note on a scrap piece of paper the Ability Points you may

eventually spend.

These Ability Points will eventually be used starting in Step#2 and #3, when you purchase your Profession and your Animal Template, and then later in Steps#5 through #12, where you choose and purchase the rest of your various abilities and attributes (such as Skills, Talents, Advantages, etc.) Again, please continue with this Step-by-Step process in order, and don't give in to the temptation to skip ahead, as this may cause calculation errors when figuring out your various statistics.

The Point System Chart

The Point System Chart helps to define the limitations placed upon character creation according to what Power Level of campaign the Gamemaster wishes to run. This chart assumes that higher Power Level games will require starting characters to have more points to spend on all of their statistics and abilities, whereas lower Power Level characters will have fewer. The Gamemaster should consider paying close attention as players begin to assign their various statistics to insure that they generally confine themselves to the allowed limits.

Point System Chart *

POWER LEVEL	CHARACTER POINTS	MAX. CHARACTERISTIC RANKING	ABILITY POINTS
Low	18	4	40
Average	36	6	60
Heroic	54	8	100
Legendary	72	10	160

*As an explanation of the above table, we will attempt to better describe the individual listings one by one.

Power Level is the category containing words that describe the actual type of campaign being run. The Game Master should carefully consider the kind of game he wants to create, as well as consult the players as to their desires concerning the nature of the characters they wish to play. These are the categories of power level:

Low level assumes that, not only are the characters beginning play a little weaker than the average action hero of most fictional portrayals, but they are also often young or inexperienced, and are usually just starting out on their adventuring careers. They are certainly talented but not overly impressive individuals who, if not for the fact that they will be player characters, would probably fade into the background of most normal action-adventure scenarios.

Games played at this level of power could possibly include situations in which, due to various reasons, the players are forced to handle problems that are (from the child's perspective) impossible or perhaps undesirable for an adult to deal with. Examples would be, beginning the game with a disaster which isolates the players in

some way such that there are no adults around on whom they can depend, or perhaps the players become aware of some secret or dreadful information within their house which the adults just won't take seriously, thus forcing the players to take action themselves despite their elder's possible objections. Another example could be a character that is not a child in any sense of the word, merely someone who has spent his or her time on the development of but a few skills, spending little time on anything else, but has gained respect and perhaps position within society.

Average level begins with the players running characters who are the average members of society in whatever caste they choose. This does not necessarily require that they be of adult status, or that they are of an age that is considered physically mature among their own jenu, but they should have had some time to develop their skills. In most campaigns of this nature the players should perceive their characters as normal people who are either gradually or suddenly thrust into situations that might, at first, seem beyond their control.

However, due to many exceptional abilities that they happen to possess, the characters soon discover that they may have more control over their circumstances than they formerly realized. Examples of this style of game would include scenarios in which the characters, in the process of the normal, daily routines of their lives, discover sinister plots or some other imminent danger that those above them fail to understand or are unwilling to deal with. Such scenarios should give the players a chance to make their characters shine among those to whom the nobility rarely spare a second glance in standard situations.

Heroic level takes the characters a step above the common individuals, placing them in situations of respect or admiration within society, and usually indicating that they are of adult status. Campaigns with characters such as these should be filled with situations in which those above them often call upon the characters in times of need. The characters, possessing abilities which few others have at their disposal, are often involved in situations that at times may seem above their heads. However, success in such affairs often brings great fame and honor to themselves or those they serve. An example of such a scenario would be a desperate rescue attempt to save a noble's child by traveling to a distant and dangerous land in order to locate the rare object that may restore her health.

Legendary level indicates that the game could begin with the characters having attained a nearly worldwide degree of fame (or infamy). Local leaders could consider those characters in good standing indispensable and their abilities could be sought after throughout the nation. Characters renowned for their wicked ways could be greatly feared, an individual to be respected by those of exalted power, and the stuff of stories for mothers who wish to frighten their children into obedience. Such characters should be at the heart of most great matters around which the attention of society revolves. Examples of such games would include raising vast forces at the request of a great ruler to save the nation from utter destruction at the hands of some horrifying foe. Or, perhaps the characters themselves are the ones who represent this threat, while their potential victims seem to cringe helplessly in their path. Either way, such characters would seem to have access to unimaginable power. They would usually be capable of taking on overwhelming odds and winning. In essence, these characters are the stuff of legends.

Having Mixed Power Levels

It is possible for a GM to assign a level that combines one or more of the above levels. This Power Level has some characters starting out as Low Power level, some as Average characters, others as characters in the Heroic level, and some perhaps even in the Legendary category. This mixed Power Level is what you find in fantasy trilogies, such as the *Lord of the Rings*.

In this work, the hobbits would have been Low Power level characters, Gimli and Legolas would have been Average characters, Aragorn and Boromir would have been Heroic characters, and Gandalf (especially as the White) would have been a Legendary character.

The Mixed level requires mature players, as not all of them will start out equally as powerful. Some players can be rather competitive, and if a GM has too many of these types of players in his group, then the Mixed Power Level may not work. If a GM uses the Mixed Power Level, he needs to make sure that all of the players will get equal "air time," and that he does not allow competent characters to always overshadow their less experienced counterparts. Everyone should have a significant impact on the course of the campaign. After all, in the *Lord of the Rings*, it was the Low Power level



characters that actually completed the quest that made it possible for the Heroic and Legendary characters to win the day. You don't have to be ultra-powerful to enjoy adventuring on *Dárdünah*.

GMs should experiment with a variety of Power Levels until they find one that they and their players like most. It is important to keep in mind, however, that higher Power Levels can mean a slightly different style of play than lower levels. Not to say that you cannot share many elements in common between levels, but it stands to reason that the exploits of a Hercules will be slightly different from those of an average city thief. Play around with it and see what works for you.

Character Points are the number of points that the player may divide between all their character's different **Characteristics** (Strength, Vigor, Wit, Agility,

etc.), depending on the Power Level of the game, and the type of animorph they wish to play. There are nine different Characteristics attributed to all characters, and their numeric value provides some basis for most other attributes the character possesses. Skills and Animal Abilities (described later) for instance, will have scores that are directly linked to the values of certain Characteristics. Characteristics are acquired later with the purchase of your Animal Template in Step#3 (requiring the expenditure of a set number of your Character Points), and then may be bought up to a higher value using the remainder of your Character Points in Step#4 (within the limits imposed by the chosen Power Level).

Max Character Points are the maximum number of points that can be initially assigned to each of the character's nine Characteristics depending on the Power Level of the game (though exceptions can occur depending on the Animal Template the player chooses). Once the game is underway (long after all of their initial Character Points have been spent) players may later buy their Characteristics up to a maximum value of 12 each throughout the duration of the game using Story Points (explained later).

Ability Points are the number of points the player is given at the beginning of the game to allot during the purchase of the various **Skills, Animal Abilities, Talents, and Advantages**, that are available during character creation.

Skills are based on the Characteristic with which they are associated, and represent learned activities that characters may attempt in the game. They will each be allotted a number of dice that will be rolled when attempting them. They are essentially divided into three categories; Performance Skills (things you do), Craft Skills (things you make), and Knowledge Skills (things you know). Skills are gained in three different ways; when purchasing a Character Archetype (your character's profession, which has an associated list of Skills that you will write down on your Character Sheet), when receiving your Basic Starting Skills (during Step#9 later), when purchasing Skills during initial Character Creation (also as described in Step#9), and finally, when purchasing Skills anytime during the game (the details for this are also found later in Step#9). Don't worry about this right now. Save that process for later.

Animal Abilities directly relate to the type of animal the character will be and often have very different initial costs. They are also represented by a number dice that you will be able to roll to perform these abilities, and are linked to various Characteristics. Most, if not all, **Animal Abilities** come with the purchase of your Animal Template in Step#3, while others might be purchased (if allowed by the GM) later in Step#5.

Talents and Advantages are attributes that a character is either born with (in the case of Talents), or

have been acquired through various social interactions during that character's life (in the case of Advantages). They are purchased, like Skills, using Ability Points, but have varying costs. They generally represent a number of dice that get **ADDED** to appropriate Skill or Animal Ability rolls during certain situations. Some Talents come with the purchase of your Animal Template in Step#3, while others may be purchased later in Step#6. Advantages are purchased during Step#7, and may also be purchased throughout game-play at the discretion of the GM.

Character Creation One Step at a Time

STEP #1 : Know the Story

The Gamemaster should define the basic plot-points (without giving away any of the juicy surprises in store for the players), major characters and NPC's, living environment of the characters, cultural information, and even major past and recent historical events. While listening to these descriptions, the player should consider what part they wish to play in the storyline that may develop from this information. They may want to think about whom they wish to serve (if anyone), what allegiances they may have (if any), and what level of society they wish to come from in general.

A. Have the Gamemaster detail the storyline of the kind of game you'll be playing.

The GM and players, by this time, should have already skimmed through Chapter I of this book, and had the chance to peruse the section pertaining to Campaign Archetypes. Based on this information, the GM should now be prepared to give their players a basic understanding of the storyline for the game they'll soon be playing. The World guide book is also great reference for creating the basis for a campaign, and contains most of the fictional information you need to understand the world of Dárdūnah, including a section with an entire host of NPCs, including details concerning the main Houses and Lines of the known world. The GM should decide what major Houses and Lines (if any) are involved in the affairs of the campaign, and where the players' allegiances may lie. The players will need this information for the next sub-step.

B. Based on what the GM tells you, fill out these areas of the Character Sheet: Lineage, House, Nationality.

The known world of Dárdūnah is separated into various different political regions claimed by the rulers of those countries, to whom the peoples of their lands swear allegiance. To the west lay the Amíns, mighty

empires ruled by Aminars who are constantly eyeing one another's borders in plots concerning expansion, intrigue, and power. Just to the north of the Aminars, the barbaric lands of the Hardazi, a nomadic people ruled by a brutal Khan. To the extreme north, are the Principalities of Visedhárah, once a united Amin long ago, but now ruled in pieces by various rival Princes always seeking to sit upon the Jade Throne of their capitol, Benang. Finally, to the south and west lay the lands of the various Isvarates, ruled by sovereigns of mixed temperaments known as Isvars, who's smaller lands deal somewhat more peaceably with their neighbors. The tides of change sometimes bring contention to the borders of these realms, but within them are found many social commonalities, including a Caste System, defining various levels of social order discussed later at length, as well as various gatherings of individuals based on lineage and ties of loyalty, known as Lines and Houses.

Being a member of a Line is like being a part of an extended family, and upon Dárdūnah, a character's Line, and the bonds, loyalties, intrigues, and rivalries being a part of such a Lineage entails, are an important part of societal interaction. An average Lineage consists of the Head of the Line (called the Great Aryah) upon which the Line is based, their direct relatives, the nobles beneath them (and their families), as well as all their retainers, servants, and various dependants. There are usually a number of separate Houses within the Line, spread through various cities within a particular country, each with their own head (called an Aryah), and a substructure of individuals relating to and serving their lord, and through them the Great Aryah. Though all separate Lines ultimately serve the ruler of whatever country they belong to (if they are truly loyal to that ruler), they do not necessarily always agree with one another, and sometimes see each other as rivals or even enemies, though in most cases open violence between the various Houses and Lines is not tolerated by the rulers of their countries.

C. Discuss the type of character you wish to play, and how your character relates to the other players' characters, their past, and the story as a whole.

Most players have an idea of the types of characters that interest them. Some wish to use magic, others desire proficiency with weapons and combat, and there are those who appreciate the abilities of stealth and intrigue. The GM should now be actively involved in discussions that help their players clarify in their own minds, the general type of role they'd like to play, since this will not only help them along the next step, it will also help define the balanced nature of the adventuring party that the players' characters will form, how they might best fit into the campaign that the GM has in mind, and how their characters relate to one another within the scheme of the storyline itself.

STEP #2 : Choose Your Profession

Within this section is a list of **Character Archetypes** that will outline the various vocations a starting character may choose from as well as describe the various details pertaining to these professions, such as Caste, general skills, responsibilities, descriptions, etc.

A. Ask the GM if there are any limitations concerning the Caste you should be for the campaign you will soon be playing, as it determines which Professions you will soon pick from. Additionally, the GM should now mention any other specific professional restrictions (i.e. what roles you should consider playing for the game) that you should note before proceeding.

The professions represented in the Character Archetypes below are (in most cases) directly linked to the specific Caste that the character must play and vice-versa. Again, the Gamemaster should have recommendations as to the Castes that would be most appropriate for characters to choose from, for the storyline developed for the campaign. You should read the general descriptions of the Castes below to get an idea of what characters might be available to you within each Caste.

Caste

Most societies on Dárdūnah abide, in some degree or another, to a fairly rigid caste system who's purpose seems to be that of subdividing the general public into classifications based on the vocation of their parents, their own vocation, and the degree of societal respect that demands. These are the four different Castes (Holy Caste, High Caste, Trade Caste, and Peasant Caste), as well as an "outcaste" classification for those who wish to spend no points for this Advantage. Being "outcaste", also known as Pariah, is not generally recommended as a player classification unless ALL other players will be playing such characters, since most of the social dynamics on Dárdūnah have strict rules forbidding direct personal contact with outcastes, as they are seen as "unclean". A caste is something you are born into and can usually never change. Normally you are born into the caste of your parents, and will most likely die a member of that same caste.

Holy Caste or 'Mangai' (occupied by priests, monks, nuns, gurus and other religious individuals, as well as law-speakers and teachers) - this is the highest caste; the keepers of the holy books, religious teachers, the clergy, and those who are entrusted to write the laws.

High Caste or 'Sunborn' (occupied by nobles, warriors, sir'hibasi [workers of magic], scholars and

Chapter II: Character Creation

BOOK ONE

Master artisans of certain crafts) - the second highest caste, these privileged individuals may use any kind of weapon they wish and wear any type of armor; they are the nobility and gentry of society.

Trade Caste - (occupied by more common artisans, merchants, tradesmen, most craftsmen, and skilled laborers) - these are the highly skilled tradesmen, yeomanry, and mercantile backbone of society; they may not wield/wear suthra (living insect) weapons or suthra armor.

Peasant Caste - (occupied by farmers, and all "unskilled" laborers) - the majority of the population, these uneducated masses are mere workers and base laborers, and may not use valah (gunpowder) weapons, suthra weapons, or suthra armor.

Outcastes are not really a caste as such, and are composed of the lowest members of society (escaped slaves, beggars, dishonored members of other castes, the dregs of society, those who have "unclean" occupations, dealing with waste and refuse). They are considered "untouchable" and most people will not even allow them to approach (being touched by an untouchable means that the person so afflicted must ritually cleanse themselves before contaminating others), although being charitable to them is considered "good karma."

B. You should now choose your profession from the Character Archetypes section (starting on page 33). You may choose up to three, if you wish, as long as your reasoning why is allowed by the GM (generally they should be professions from the same Caste and Social Standing, though there may be fictional exceptions).

The players should ask themselves two questions: 1. Does the concept of my character fit in with the rest of the characters to allow common and easy interaction, as well as solid reasons for why these characters would often interact together? 2. Does the concept of my character fit into the high concept of the campaign that the Gamemaster chooses to run? In other words, it would not make sense to play a common street beggar if the Gamemaster has decided to run a game that mainly takes place among the intrigues of royal court life.

If you decide to purchase more than one profession from the Character Archetypes, then the one you currently pursue is the one your Caste is based upon. For example, if you were once High Caste, and your Caste was stripped away, you would be forced to pursue a profession from a lower Caste, while still maintaining all the skills of your earlier profession.

C. Once you have chosen your profession(s), write your Caste on your Character Sheet. Additionally, in the Advantages section of your character sheet, write "Caste:", followed by the particular caste under which your

current profession falls, followed by the number "1". This reflects the current value of your Caste as an Advantage (described later).

The base cost of your Caste (as an Advantage, detailed later) is already incorporated into the cost of the profession, which will be expanded upon as part of the rules known as Advantages, during Step#9 of Character Creation. When you reach this later step, you will be allowed to add further value to this particular Advantage if you still have the points to do so.

D. Now, write your Social Standing on your Character Sheet. This reflects your status among members of your own Caste.

E. Note the Initial Skills you get on your Character Sheet by filling in the diamonds to the left of named Skills, and writing the number of Skills you may choose (if any) beside the appropriate column category. Later, in Step#9, you will be allowed to choose these Skills, purchase even more Skills, and finally assign values to each, which are used when you perform them.

For instance, if your chosen profession listed Hunting as one of its Initial Skills, you should go to your Character Sheet where Skills are listed, find Hunting (listed under the Performance category), and fill in the diamond to its left to indicate you possess that Skill. If one of your Initial Skills say "Choose 2 Craft Skills" for instance, you should write down the number 2 to the right of the word "CRAFT" at the top of that column on the Character Sheet, to be used as a reminder during Step #9, when you'll get to choose that many additional Skills from that particular column of the full Skill List later on.

F. Subtract the Ability Point cost of the profession(s) from the number of Ability Points you were given to build your Character. If you wish to decrease the cost of your profession, you may subtract skills from that profession. Each subtracted skill causes the profession to cost one (1) less point.

Character Archetypes

The following is a list of some common professions on Dárdūnah, generally representing most of the Character Archetypes available to starting players at various Power Levels. Please note that they are arranged beneath the Caste to which they belong, though each Caste has its own "version" of many of the similar professions.

Outcaste

Beggar – A base individual who is no longer willing to, or capable of, performing services for rewards, and instead merely sits upon street corners displaying either their laziness or their infirmities in the hopes of handouts from the generous.

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill.

Ability Point Cost: 3

Clothes Washer – A person who handles and touches clothing soiled by wear, cleans them by hand, and then throws them into a rinsing basin to be rinsed and removed for drying by someone of a higher caste (usually a peasant servant). They are paid either with food or in a small currency of dalán.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Fashion.

Ability Point Cost: 4

Corpse Handler – Any individual tasked with physically touching corpses of any kind (with the exception of those which have been already gutted and cleaned for food). Corpse Handlers are often seen attending funerals and working alongside (but NEVER touching) the officiating priests. They often assist in tending the funerary pyres and cleaning up afterwards, and are paid either with food or in a small currency of dalán.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Fire Craft, Customs, Tradition.

Ability Point Cost: 6



Dishonored (former higher Caste of any profession) – Jánah who have been disfavored by nobles of great power or who have committed terrible crimes in the eyes of the Devah may sometimes find themselves outcaste from society, stripped of all honor, and removed from their caste by the holy authority of the priesthood.

Social Standing: High Range.

Initial Skills: Choose 3 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills.

Ability Point Cost: 7

Forager (of garbage or in the wilderness) – An outcaste who attempts to survive by foraging through the trash of others either in the streets or in city dumps, or one who has chosen to forsake the city to live off the land like an unkempt hermit in the wilds. Either way, those of caste consider the Forager's way of life "unclean".

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Hunting, Tracking, Fire Craft, Survival, Horticulture, Weather Lore.

Ability Point Cost: 9

Leech (outcaste Herbalist, Midwife, Healer, Sorcerer, Seer, or Summoner Sir'hibasi) – An outcaste who has developed a talent for herbalism, healing, and perhaps magic. Such an individual might be known as a wise-person or midwife, and would be sought after by other outcaste for their skills. Outcaste workers of magic, however, usually hide their skills out of fear of persecution, since only the magic of Sunborn caste or higher is considered "pure" and holy.

Social Standing: High Range.

Initial Skills: Dress Wound, Surgery, Cooking, Fire Craft, Medicine Craft, Divination, Herbal Lore, Horticulture, Legends, Medical.

Ability Point Cost: 10

Mucker – A vulgar laborer whose chief task is to clean up the bodily wastes of people or suthra. Servants who must handle things such as chamber pots and other such waste receptacles take great pains not to touch them. Not so for the muckers, who work ankle-deep in chinti stalls and clean out the sewers and waste ditches of larger cities by hand. The scent of their unclean trade surrounds them. They are paid either with food or in a small currency of dalán.

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Swimming.

Ability Point Cost: 4

Renderer – Those who are tasked with the processing of slain suthra for the purposes of cleaning out "impure" things such as intestines and other waste byproducts (thus leaving the edible meat behind), and to derive from these the raw substances that may

Chapter II: Character Creation

be used later for different products such as tallow for wax, gut strings and cords, and chitin for crafting. Any byproducts must be purified and cleansed by others before those of higher caste can use them.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill, Hunting, Cooking, Create Trap, Suthra Leather, Wax-working, Suthra Lore.

Ability Point Cost: 7

Street Sweeper – Within one's house the environment is pure and clean, but outside the door, where all common people walk the streets are "unclean" and full of dirt and filth. It is the task of the Street Sweeper to remove the trash, refuse, and grime of a thousand feet that litters the paths outdoors. They are blessed with food or money for their services.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 2 Knowledge Skills.

Ability Point Cost: 4

Thug (*thief/murderer*) – A common criminal who is willing to resort to petty thievery, bullying, and murder to make their living. They sometimes have a high opinion of themselves, but are looked down upon even by other outcasts.

Social Standing: Low Range.

Initial Skills: Choose 1 Craft Skill, Choose 1 Knowledge Skill, Bribery, False Trail, Intimidation, Lock Picking, Melee, Pick Pocket, Customs.

Ability Point Cost: 9

Peasant Caste

Crafter – A peasant who has made a trade of working with a particular resource to craft goods that are traded within their community. Particularly skilled individuals might be lucky enough to catch the eye of a merchant or lord, but generally ply their trade amongst the people of their own area or village for coin or barter.

Amber Worker – A peasant crafter who works primarily with the amber saps siphoned from the ambertrees of Dárdünah. The amber saps harden as they touch the air, and are shaped into various decorative and utilitarian objects.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Amber Craft, Tool Craft, Waxworking.

Ability Point Cost: 7

Chitin Worker – A peasant crafter who works primarily with the chitin (hard shell) harvested from various suthra. The chitin insect shell is cut, carved and sculpted for use as decoration, jewelry, tools, weapons, utensils, etc.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill,

Choose 1 Craft Skill, Choose 1 Knowledge Skill, Chitin Craft, Tool Craft, Suthra Lore.

Ability Point Cost: 7

Crystal Carver – A peasant crafter who works primarily with the various Dárdüni crystals. Such crystals are dug from the earth, picked from sides of mountains, or plucked from the upper airs.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Crystal Craft, Glasswork, Jeweler, Tool Craft, Waxworking, Crystal Lore.

Ability Point Cost: 10

Dye Maker – A peasant crafter whose specialty is the making and using of colorful dyes and inks. These are used to give vibrancy and beauty to plain cloth, suthra leather, woven reeds, etc.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Dye Making, Illuminating, Tattooist, Herbal Lore.

Ability Point Cost: 8

Leather Worker – A peasant crafter whose skills revolve around the crafting of goods from suthra leather. Such leather is harvested from the bodies of the various "softer" tissues of the insects of Dárdünah.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Suthra Leather, Tool Craft.

Ability Point Cost: 6

Basket Weaver – A peasant crafter who works with various reeds and grasses to create baskets, woven mats, and any number of rattan-like crafts. The materials are picked from nearby sources and dried till perfect for working.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Basketing, Rope Work, Herbal Lore.

Ability Point Cost: 7

Stone Cutter – A peasant crafter whose main materials are the numerous types and qualities of local stone. Their works will range from simple statuary and carvings, to fitted stones for building, and are often employed by the Trade Caste masons for work on city buildings, palaces, and temples.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Stone Craft, Tool Craft, Architecture.

Ability Point Cost: 7

Pottery Worker – A peasant crafter who commonly works with various clays and muds to fabricate pottery and other sculptures both decorative and utilitarian. Such an individual would also be responsible for the

making and firing of bricks.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Brick Maker, Pottery, Tool Craft, Mineral Lore.

Ability Point Cost: 8



Cloth Worker – A peasant crafter responsible for the weaving and making of the fine threads and cloth used for rugs, tapestries, and clothing of all kinds. Such works are usually rustic and somewhat crude, befitting their caste, though rare talents can be found.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Tailor, Weaving.

Ability Point Cost: 6

Wood Worker – A peasant crafter who uses woods of various sorts and colors to create their works, from carvings, to carts, to the beams and boards for cottages. Such items are often both functional as well as beautiful, and the wood worker handpicks the woods harvested for their creation.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Tool Craft, Wheelwright, Wood Craft.

Ability Point Cost: 7

Elder – A peasant community leader or “hetjánah”. The person to whom others in the community will come for rulings and decisions concerning

community issues and dealing with higher-caste outsiders.

Social Standing: High Range.

Initial Skills: Choose 2 Performance Skills, Choose 1 Craft Skill, Choose 2 Knowledge Skills, Debate, Oration, Customs, Economics, Tradition.

Ability Point Cost: 13

Farmer – A peasant who plows, plants, and tills so as to create crops for the good of the community. Such goods are primarily for the feeding of family as well as for barter within the community, though excess is sometimes sold or traded to merchants at market.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Gardening, Herbal Lore, Horticulture, Weather Lore.

Ability Point Cost: 8

Fisher – A peasant who makes their living by catching the various fishes and smaller creatures that dwell in the seas, lakes, rivers, and streams near them. Sometimes from a boat but often from the shore, such jánah trade and sell their catch to locals and nearby merchants.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Swimming, Hunting (specific to fishing), Fire Craft, Weather Lore.

Ability Point Cost: 8

Hunter – A peasant that makes their living by hunting wild suthra in their surrounding area of land. They carefully avoid touching with their hands the “unclean” parts of the animal when dressing their kill, and often leave such remnants in the wild before returning with their catch.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, False Trail, Hunting, Tracking, Create Trap, Fire Craft, Suthra Lore, Weather Lore.

Ability Point Cost: 11

Laborer – A peasant who, having never been trained in any particular skill, seeks work as a general, unskilled laborer following the whims and needs of others. They are looked down upon to some extent, yet often toil heavily under the suns for rich merchants and lords.

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 2 Craft Skills, Choose 1 Knowledge Skill.

Ability Point Cost: 5

Servant – A peasant chosen to work for someone of higher caste, usually within their home or place of business. Servants are usually trained for specific tasks and often undergo oaths of loyalty for the

Chapter II: Character Creation

master they serve, especially those serving a House. While living within a House they must abide by their rules and may live or die at the whim of the Aryah. The laws of the Magistrate will not intercede. Despite this, many peasants enjoy sheltered lives as servants, though they are looked down upon by others of their caste.

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skills, Choose 1 Knowledge Skill, Etiquette.

Ability Point Cost: 6

Suthra Herder – A peasant handler of “tamed” suthra, either in herds or individually, for the various uses associated with domesticated livestock. They may tend these suthra for themselves or others for livelihood and profit.

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Suthra Use, Tracking, Breed Suthra, Train Suthra, Suthra Lore.

Ability Point Cost: 9

Wise One (*peasant Herbalist, Midwife, Healer, Sorcerer, Seer, or Summoner Sir’hibasi*) – A peasant who has learned the arts of herbalism, holistic medicine, and possibly a smattering of magic. True sir’hibas skills are usually hidden from those of higher caste unless they live far from major cities, for fear of persecution, or unless they receive the attention of the priests who, if they are convinced the peasant is not a charlatan, may bring them into the Holy Caste as mángai.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Knowledge Skill, Fasting, Oration, Alchemy, Brewing, Charcoal Burner, Fire Craft, Incense Maker, Medicine Craft, Divination, Herbal Lore, Legends, Medical, Weather Lore.

Ability Point Cost: 16

Trade Caste

Artisan – An individual within the Trade Caste, known specifically for one main craft, who both creates and sells objects made of a particular resource or material. Such individuals are sometimes sought after by merchants within their own caste, as well as Sunborn and Mángai, for their particular skills.

Amber Artisan – A trade artisan who works primarily with the amber saps siphoned from the ambertrees of Dárdūnah. The amber saps harden as they touch the air, and are shaped into various decorative and utilitarian objects. Artisans of amber are often trusted to fabricate the workings of skycrystal sheaths and other intricate workings on skyships, as well as the amber jewelry that often adorns the persons of nobles and priests.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge

Skills, Amber Craft, Tool Craft, Waxworking.

Ability Point Cost: 11

Armorer – A trade artisan whose chief task is the creation of various types of armor (made from various materials) purchased usually by members of their own caste, and sometimes by Sunborn. Trade Caste Artisans are not allowed, however, to work with or use living suthra armor, according to the laws of the caste system.

Social Standing: High Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Melee, Armor Craft, Fire Craft, Tool Craft, Jenu Lore.

Ability Point Cost: 13

Bowyer – A trade caste maker of bows and crossbows of all or specific varieties, and the crystal, chitin, and amber-tipped arrows and bolts used by them. Bows made by such an individual might be used by peasants, merchants, and lords alike, each being hand-made to suit a new potential owner.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Missile, Bow Craft, Tool Craft, Wood Craft, Weapons (archery specific).

Ability Point Cost: 13

Carpenter – A skilled trade artisan who makes, finishes, and repairs wooden objects, structures, and even vehicles. Such an individual, for larger projects might employ peasant caste crafters of wood, stone, etc., to compliment the endeavor.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Tool Craft, Wood Craft, Architecture, Customs, Tradition.

Ability Point Cost: 13

Cartographer – A trade artisan skilled in the art or technique of making maps and charts. Such individuals would be called upon to chart caravan routes, prevailing trade winds, political borders, terrain, etc.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skill, Choose 2 Knowledge Skills, Research, Illuminating, Paper Craft, Scribner, Cartography, Geography.

Ability Point Cost: 13

Chitin Artisan – A trade artisan who works primarily with the chitin (hard shell) harvested from various suthra. The chitin insect shell is cut, carved and sculpted for use as decoration, jewelry, tools, weapons, utensils, etc. Especially skilled individuals might receive commissions from Sunborn or Mángai, or may personally serve within a House (under the Crystal Master).

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge

Skills, Chitin Craft, Tool Craft, Suthra Lore.
Ability Point Cost: 11

Crystal Artisan – A trade artisan who works primarily with the various Dárdūni crystals. Peasant laborers working in mines (or other dangerous locations) would harvest the crystals, from which the Crystal Artisan would take their pick, choosing only the best for their workings of fine sculpture, jewelry, architectural ornaments, mosaics, and even the intricate mechanical workings of skyships and other archaic “machines”. Especially skilled individuals might receive commissions from Sunborn or Mángai, or may personally serve within a House (under the Crystal Master).

Social Standing: High Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Crystal Craft, Glasswork, Jeweler, Tool Craft, Waxworking, Crystal Lore.

Ability Point Cost: 14

Dyer – A trade artisan whose specialty is the making and using of colorful dyes and inks. These are used to give vibrancy and beauty to plain cloth, suthra leather, woven reeds, and the more expensive cloths and silks used and worn by those of higher caste.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Dye Making, Illuminating, Tattooist, Fashion, Herbal Lore.

Ability Point Cost: 13

Glassblower – A trade artisan who has spent their years developing the various skills necessary to artfully create, sculpt, and blow glass into various colors, shapes, and functional objects used daily on Dárdūnah. Everything from ornaments, glassware, and windowpanes are formed by their skillful hands, and their works are often highly prized depending on the artistry invested into the piece.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Fire Craft, Glasswork, Jeweler, Tool Craft, Art, Mineral Lore.

Ability Point Cost: 14

Incense Maker – A trade artisan skilled in the making of the various basic and rare incenses commonly used on Dárdūnah. Incense being such a standard item from the simplest of households to the mightiest of temples, their skills are always in high demand, and the recipes for their aromas often treasured family secrets.

Social Standing: High Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Charcoal Burner, Fire Craft, Incense Maker, Customs, Herbal Lore, Mineral Lore, Ritual Lore, Tradition.

Ability Point Cost: 16

Jeweler – A trade artisan who uses a general knowledge of a variety of different materials, including crystal, amber, stone, glass, even wood and ceramics, to create jewelry and jewel-encrusted decorations and objects of art for those of wealth and high caste. Though they may have specific knowledge of the crafting of certain materials, their main ability is the artful way of combining worked elements into a delicate and beautiful whole, and they might sometimes employ specific artisans or crafters to make the individual pieces they need for their work.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill, Choose 3 Craft Skills, Choose 2 Knowledge Skills, Jeweler, Tool Craft, Art, Crystal Lore, Customs, Fashion, Tradition.

Ability Point Cost: 15

Leather Artisan – A trade artisan whose skills revolve around the crafting of goods from suthra leather. Such leather is harvested from the bodies of the various “softer” tissues of the insects of Dárdūnah. Such individuals often intricately work saddles for the riding-chinti of Lords, belts, pouches, and even articles of clothing.

Social Standing: Low Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Suthra Leather, Tool Craft, Art, Fashion.

Ability Point Cost: 12

Mason – A trade artisan whose main materials are the numerous types, qualities, and colors of local and even foreign stone. Their works will range from simple statuary and carvings, to fitted stones for building, including the elaborate bas-reliefs on many edifices. They are often employed by contactors, nobles, and mángai for work on city buildings, palaces, and temples.

Social Standing: High Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Stone Craft, Tool Craft, Architecture, Art, Mineral Lore.

Ability Point Cost: 13

Painter – A trade artisan skilled in mixing various pigments and minerals, suthra egg and powdered chitin, oils, water, and other substances to create paints, inks, and charcoals of various qualities and colors, and additionally using these different media to create works of art and color-related design choices for buildings and objects. Painters create works on canvases, walls, ships, ceilings, signs and various other locations from low society to high.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Illuminating, Art, Culture, Mineral Lore, Tradition.

Ability Point Cost: 13

Chapter II: Character Creation

Potter – A trade artisan whose chief specialty is the creation of various types of pottery ware, such as vases, pots, bowls, or plates, shaped from moist clay and hardened by heat. A particularly skilled potter might even be able to create purely sculptural elements of pottery, though it becomes even more difficult to assure an elaborate piece's survival while being fired in the kiln.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Fire Craft, Pottery, Tool Craft, Culture, Mineral Lore, Tradition.

Ability Point Cost: 14

Rope Maker – A trade artisan skilled at the making of all types, sizes, and strengths of ropes and cords. Their product can be seen in constructions sites, ships, warehouses, homes, and even palaces, and can be made from the cheapest (such as hemp), to the most extravagant (such as silk) of materials, depending on the required mixture of beauty, texture, and strength.

Social Standing: Low Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Rope Work, Weaving, Customs.

Ability Point Cost: 11

Scrivener – A trade artisan who is mainly tasked as a professional copyist of manuscripts and documents, but can be a writer, journalist, public clerk, secretary, or even a notary. Though they primarily work on parchment, they sometimes inscribe wood, stone, plaster and other various substances with various languages and are familiar with the legalities involving documentation and the written word in general.

Social Standing: High Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Etiquette, Paper Craft, Scribing, Current History, Literature.

Ability Point Cost: 13

Sculptor – A trade artisan who shapes, molds, or fashions various materials, such as stone, clay, glass, crystal, amber, etc., with artistry and/or precision to create sculptural works of art and design. Many sculptors often specialize in one material or another, and thus have specific craft or knowledge skills as a result.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 3 Craft Skills, Choose 2 Knowledge Skills, Illuminating, Tool Craft, Art, Culture.

Ability Point Cost: 13

Shipwright – A trade artisan who has the ability to select the materials and build a ship, whether for sailing the seas or the skies. Shipwrights construct, fit out, commission and repair all types of vessels from small utilitarian skiffs and pleasure craft through a range of competitive, commercial and war vessels. A

shipwright will often specialize in certain types of ships, and would develop skills accordingly.

Social Standing: High Range.

Initial Skills: Choose 2 Performance Skills, Choose 3 Craft Skills, Choose 3 Knowledge Skills, Amber Craft, Rope Work, Shipwright, Tool Craft.

Ability Point Cost: 13

Tailor – A trade artisan who has achieved exceptional skill in the art of designing and creating clothing of various styles and varieties to fit the form, function, and taste of their clients. A tailor would know how to work with a variety of cloth types, from cheap, rougher weaves to expensive silks, and has a good understanding of the best ways to fit them to a wide range of body sizes and shapes.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill, Choose 2 Craft Skills, Choose 1 Knowledge Skill, Etiquette, Tailor, Culture, Customs, Fashion, Tradition.

Ability Point Cost: 13

Tattooist – A trade artisan most gifted in the skills required to create the many amazing and variable types of Dárdüni body art, including body-paints, tattoos, brandings, piercings, and dyeing of fur, scales, feathers, and flesh. As such markings are common, both as art as well as identity, such an artisan is always in demand.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Dress Wound, Illuminating, Scribing, Tattooist, Art, Customs, Fashion, Jenu Lore, Lineage.

Ability Point Cost: 14

Valah Artisan – A trade artisan who, from a very early age, was trained in the time-honored tradition of hand-crafting the various kinds of black-powder weapons used on Dárdünah, such as pistols, rifles, and even cannons. Only Trade caste and Sunborn follow the traditions necessary to craft such weapons, each piece being a work of art unto itself.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Valah, Amber Craft, Crystal Craft, Powder Craft, Tool Craft, Valah Craft, Customs, Tradition, Weapons (valah specific).

Ability Point Cost: 16

Vintner (or Brewer) – A trade artisan skilled in the creation of alcoholic beverages of all kinds, such as fine vintages of wine from various fruits, beers brewed from different grains, and meads made from the honeys of suthra (as well as the cultivation of the necessary ingredients). Such an artisan's wares can be found in nearly any community, and make for lively trade across all nations.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills,

Choose 2 Craft Skills, Choose 2 Knowledge Skills, Brewing, Cooking (specific to distillation), Herbal Lore, Horticulture.

Ability Point Cost: 12

Weapon Artisan – A trade artisan whose livelihood involves the creation of all the various weapons of Dárdúnah (with the exception specifically of bows and valah, for which there are individual traditions). Such an artisan may have specific skills depending on the type of weapons they specialize in, or the particular materials with which they choose to work, such as crystal, stone, chitin, suthra leather, or amber.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill,

Choose 3 Craft Skills, Choose 1 Knowledge Skill, Melee, Fire Craft, Tool Craft, Wax Working, Weapon Craft, Customs, Tradition, Weapons.

Ability Point Cost: 15

Weaver – A trade artisan skilled in the creation of woven goods of cloth and silk, such as thread, fabrics, rugs, tapestries, curtains, veils, sails, flags, etc. Raw, non-dyed thread and fabrics are usually their products, but they will often create and work with dyed thread and yarn to create colorful tapestries, rugs, and other finished details.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills,

Choose 2 Craft Skills, Choose 1 Knowledge Skill, Silk Craft, Tool Craft, Weaving, Art, Customs, Tradition.

Ability Point Cost: 13

Wood Artisan – A trade artisan who uses woods of various sorts and colors to create their works, from artistic carvings, to palanquins, to the beams and boards for homes and palaces. Such items are often both functional as well as beautiful, and the artisan handpicks the woods harvested for their creation.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills,

Choose 2 Craft Skills, Choose 2 Knowledge Skills, Tool Craft, Wheelwright, Wood Craft, Customs, Tradition.

Ability Point Cost: 13

Contractor (also *Foreman* or *Overseer*) – A member of the trade caste that agrees to furnish materials, perform services, and potentially oversee common laborers at a specified price, especially for construction work, but potentially for other types of labor as well. Such an individual is usually hired by another to handle all the smaller details of a larger project, and to report progress to the one who hires them.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills,

Choose 2 Craft Skills, Choose 2 Knowledge Skills, Haggle, Intimidation, Strategy, Economics, Tradition.

Ability Point Cost: 13

Cook – A member of the trade caste skilled in the arts of food preparation. Such an individual would be able to prepare food for any of the castes except members of the Holy caste, who must have their food prepared only by a Chef of their own caste. Cooks might own restaurants of their own, or hire their services to establishments, the houses of merchants and lords, or even serve the military.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill,

Choose 2 Craft Skills, Choose 1 Knowledge Skill, Cooking, Fire Craft, Culture, Customs, Herbal Lore, Suthra Lore, Tradition.

Ability Point Cost: 13

Entertainer (*juggler, dancer, acrobat, singer, musician, etc.* - note: courtesans and other highly skilled entertainers may have a variety of different skills) – A member of the trade caste who makes their living by the pleasant diversion and entertainment of others through the use of their skills. Such individuals are often in high demand for occasions at nearly every level of society, and spontaneous street performances are not uncommon.

Social Standing: Mid Range.

Initial Skills: Choose 3 Performance Skills,

Choose 2 Craft Skills, Choose 2 Knowledge Skills, Culture, Customs, Fashion, Tradition.

Ability Point Cost: 13



Fakir (*trade Healer, Sorcerer, Seer, or Summoner Sir'hibasi as well as potentially an utter charlatan*) – A trade caste ascetic or religious mendicant, especially one who performs feats of magic or endurance. They generally never allow themselves to be known as true sir'hibasi because society dictates that only Sunborn and Holy Caste may refer to themselves as such. They often earn their keep seeking donations from those who observe their

Chapter II: Character Creation

public “performances”, but will sometimes work privately with individuals. Though some Fakirs may indeed have true powers, there are many who are also charlatans and tricksters.

Social Standing: Low Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Knowledge Skills, Fasting, Oration, Fire Craft, Divination, Herbal Lore, Legends, Ritual Lore, Weather Lore.

Ability Point Cost: 14

Gardener - A member of the trade caste who earns their living through the creation and maintenance of all types of gardens and other living floral displays. Such an individual might create public works for the city government, or may privately with various merchants, and possibly for an individual House or Line. They are responsible for creating health, harmony, balance, and the flow of beauty within flower, plant, and herb gardens alike.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 1 Knowledge Skill, Gardening, Tool Craft, Customs, Herbal Lore, Horticulture, Tradition.

Ability Point Cost: 13

Herbalist (Apothecary) - A member of the trade caste skilled in the ways of holistic medicine and herbalism, capable of crafting simple medicines, performing basic surgical procedures, and creating all manner of poultices, unguents, and salves with various (supposed) properties. Essentially treated as a “doctor” by most of the Trade caste, though (depending on their skill) they are occasionally visited by those of higher and lower caste as well.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Knowledge Skill, Dress Wound, Surgery, Alchemy, Fire Craft, Medicine Craft, Tool Craft, Customs, Herbal Lore, Jenu Lore, Medical, Tradition.

Ability Point Cost: 15

Masseur - A member of the trade caste adept at bringing comfort and therapy to others using various forms of muscular massage. This generally refers to the rubbing or kneading of parts of the body especially to aid circulation, relax the muscles, or provide sensual stimulation. This ability is a result of the use of their basic manual dexterity, specific medical knowledge, and understanding of various jenu body structures.

Social Standing: Mid Range.

Initial Skills: Choose 3 Performance Skills, Choose 2 Craft Skills, Culture, Customs, Jenu Lore, Medical, Tradition.

Ability Point Cost: 12

Merchant - A member of the trade caste whose occupation is the wholesale purchase and retail sale of goods for profit. Such an individual would often be a business owner or shopkeeper, either established in a set location, or capable of traveling near and

far to sell their wares. They might deal in some specific type of goods, or may be a general vendor of a variety of items. Their skills are not necessarily in the making of these things, but in the profitable economics of buying and selling them.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Haggle, Culture, Current History, Customs, Economics, Politics, Tradition.

Ability Point Cost: 13

Messenger - A member of the trade caste who makes a living by hand-delivering messages or performing errands such as carrying telegrams, letters, or parcels. This person might even act as an official courier or envoy to a person, group, or government, and will often be bearers of news for such individuals.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 2 Knowledge Skills, Etiquette, Oration, Current History, Customs, Heraldry, Intrigue, Tradition.

Ability Point Cost: 13

Sailor - Any number of individuals within the Trade Caste who have chosen to work aboard either a water vessel or a skyship as their chosen profession.

Deckhand - A trade-caste sailor who, as a member of a ship’s crew, is called upon to perform various tasks of manual labor, such as swabbing the deck, operating basic equipment used for moving cargo, rowing, carrying supplies, and generally lending a hand where needed and performing most of the “grunt” work.

Social Standing: Low Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Melee, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 12

Larder Master (Cook) - A trade-caste sailor who is in charge of making sure the crew is supplied with food and drink, and is responsible for the ordering, stocking, and preparation for consumption of such goods.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Cooking, Fire Craft, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 13

Rigger - A trade-caste sailor who is in charge of the arrangement of the masts, spars, ropes, and sails on a sailing ship. They are aware of all the technicalities of fitting the sails, shrouds, and ropes to the variously sized masts and yards of any particular ship’s design, and are often responsible for climbing through the

rigging, making changes in these actively while sailing most vessels.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Melee, Rope Work, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 12

Sail Maker - A trade-caste sailor who is adept with the working of silk, canvas, and other sailcloth used in the sewing, piecing together, repair, and fitting, of the various sails and shrouds used in the rigging of a sailing ship. Though they are not personally responsible for the rigging itself, they may share some of the same knowledge as a rigger, and additionally be aware of the various facts concerning the nature of sailcloth (it's uses, strengths, weaknesses, limits, etc.).

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tailor, Tradition.

Ability Point Cost: 12

Ship's Carpenter - A trade-caste sailor who was a competent craftsman, capable of building a ship's boat or a new mast. In charge of all repairs, they informed the captain of the state of the ship's hull, masts, yards and decks. They sounded the ship's well and regularly checked for leakage and ensured the pumps were clean and in good working order. In battle they plugged shot holes and made whatever repairs possible.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Melee, Customs, Shipwright, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition, Wood Craft.

Ability Point Cost: 13

Suthra Handler (Groom) - A member of the trade caste who is employed as a breeder and caregiver for suthra to be raised as food, pets, transport, or guardians. The Suthra Handler insures that their charges are well kept, in good health, and are as appealing to the eye as the suthra need to be to please their true owners and those who may buy them.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Breed Suthra, Customs, Suthra Lore, Suthra Use, Train Suthra, Tradition.

Ability Point Cost: 13

Trader - A member of the trade caste whose occupation is the wholesale purchase and retail sale of goods for profit. Such an individual would often travel near and far to sell their wares, and would usually

be willing to barter and trade goods with cultures or settlements having less interest in crystal coins. They might deal in some specific type of goods, or may be a general vendor of a variety of items. Their skills are not necessarily in the making of these things, but in the profitable economics of buying and selling them.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Haggle, Culture, Current History, Customs, Economics, A Navigation Skill (either Aerial, Land, or Nautical Navigation), Tradition.

Ability Point Cost: 12

High Caste (Sunborn)

Advisor - A member of the sunborn whose life path has brought them to the ear of an Aryah, Aminar, Prince, Imir, or Isvar. They may have been a sir'hibas, a priest, a chamberlain, or just a trusted childhood friend. In any case, they tend to be looked upon as a voice of wisdom and good judgment by the individual whom they advise.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Debate, Etiquette, Strategy, Culture, Current History, Customs, Economics, Intrigue, Politics, Tradition.

Ability Point Cost: 16

Assassin - This member of the sunborn is a killer of other jánah, and is always a member of either a House or guild. They generally work from the shadows and on the orders of their leader, whether for money, politics, or ideology. They tend to keep to their own kind, but are looked upon with a sense of grim respect by most everyone who meets them.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, False Trail, Lock Picking, Melee, Missile, Martial Art, Create Poison, Create Trap, Disguise, Customs, Intrigue, Poisons, Sign Language.

Ability Point Cost: 18

Assistant - A sunborn whose main task is to assist one of the various higher members of a house or line. This could be an assistant to the Chamberlain, Scribe, Court Seer, Physician, or any one of the many household masters, and the skills chosen should reflect the type of individual that is being assisted.

Social Standing: Mid Range.

Initial Skills: Choose 3 Performance Skills, Choose 3 Craft Skills, Choose 3 Knowledge Skills, Etiquette, Melee, Customs.

Ability Point Cost: 15

Chamberlain - This sunborn manages the household of any one of the higher members of the

Chapter II: Character Creation

caste. They tend to the day-to-day functioning of the household, making sure that the various servants, cooks, groundskeepers, and guards all function as a well-oiled machine and are provided for as befits their rank and station.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Melee, Scribing, Customs, Economics, Heraldry, Lineage, Politics, Tradition.

Ability Point Cost: 15

Diplomat (*Ambassador*) – This member of the sunborn opens lines of communication between nations, lines, houses, guilds, etc. They sometimes travel at the behest of a nation or house to make arrangements with other nations, houses, or guilds for the purposes of treaties, trade agreements, and espionage.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Haggle, Melee, Oration, Culture, Current History, Customs, Intrigue, Language (second), Lineage, Politics, Tradition.

Ability Point Cost: 18

Great Seer (*Prominent Sorcerer, Seer, or Summoner Sir'hibasi*) – This member of the sunborn is a prominent member of a house or line, and generally works as that organization's main medium to the Dream and realms beyond. The Great Seer spends most of their time doing research and performing various rituals with the aid of more than a few lesser sir'hibas, with the occasional audience with the Aryah or Aminar. It is they who often train the lesser sir'hibasi within their House or even Line.

Social Standing: High Range.

Initial Skills: Choose 2 Performance Skills, Choose 3 Craft Skills, Choose 4 Knowledge Skills, Etiquette, Fasting, 2 Magic Rituals, Melee, Research, Alchemy, Fire Craft, Scribing, Ancient History, Culture, Divination, Herbal Lore, Legends, Lineage, Magic Theory, Mathematics, Ritual Lore.

Ability Point Cost: 30

Lord or Lady – A ruling noble member of the High Caste often in charge of some political region, Line, or House. There are many different titles that would fall under the heading of Lord or Lady. It is, however, highly unlikely that these individuals would be allowed as player characters except in rare cases, as it is very difficult to “adventure” while trying to rule a country. Below, after the general statistics, are the descriptions for each classification, since most Lords and Ladies would usually have a similar set of basic skills.

Social Standing: High Range.

Initial Skills: Choose 4 Performance Skills, Choose 2 Craft Skills, Choose 4 Knowledge Skills, Debate, Etiquette, Melee, Oration, Riding, Tactics, Valah, Culture, Current

History, Economics, Heraldry, Intrigue, Lineage, Politics, Tradition.

Ability Point Cost: 28



Aminar – The ruler of a large country called an Amin, similar in scope to an empire.

Prince – The ruler of a land region, once a part of a unified country that has become politically subdivided, called a Principality, similar in scope to a petty kingdom. Regardless of the sex of the individual, the title is always Prince.

Isvar – The ruler of a small country called an Isvarate, similar in scope to a kingdom.

Governor – The ruler of a large land region known as a Province within the borders of an Amin.

Grand Imir – A sunborn lord appointed by an Aminar to oversee and coordinate the operations and jurisdictions of all the other Imirs within the nation. The Grand Imir also has final command of the local militia and the defense of the city or town they occupy.

Imir – The ruling head of a city within an Amin, dispensing law and justice, at the behest of the Grand Imir, in the name of the provincial Governor, and thus, the Aminar. This title is similar to a mayor and high judge in authority. It is they who command the city guards and regional militia, who have the authority to pass judgment in the Imir's name as they see fit, and within reason, according to the laws of the Aminar.

High Magistrate – A sunborn lord appointed by an Isvar to oversee and coordinate the operations and jurisdictions of all the other Magistrates within the nation. The Grand Imir also has final command of the local militia and the defense of the city or town they occupy.

Magistrate – The ruling civil officer overseeing a city within an Isvarate, holding the power to administer and enforce the law of the Isvar. Like an Imir, it is similar to a mayor and high judge in authority. They have command of the city guards and regional militia, who have the authority to pass judgment in the Magistrate's name as they see fit, and within reason, according to the laws of the Isvar.

Great Aryah – The ruling head of a Line who oversees the Aryahs of the Houses of the Line spread throughout various cities, and ostensibly serving the will of the ruler of the country in which they dwell.

Aryah – The ruling head and Lord of a House representing a Lineage within a city, generally answering only to their Great Aryah and thus to the ruler of their nation as well.

Heir – The current male or female relative or appointed personage who will inherit a lordly title in the foreseeable future.

Consort - (*Spouse or Chief Concubine*) – The chosen primary wife, lover, or mate of a ruling Lord or Lady who is given the honor of sharing a lordly title in deference to their social position. They will sometimes be called upon to make decisions and act in the stead of their significant other when necessary.

Master – These members of the sunborn have achieved a level of talent in their chosen profession sufficient enough for the Aryah of a House to appoint them to the position of Master for that house.

Master of the Honor Guard - A warrior within a House who is the head of the Honor Guard, thus, the head of security for that House, also usually the master of assassins and expert on poisons. This individual usually serves as the personal Honor Guard of the House's Aryah. This individual is usually responsible for the assigning of honor guards to individuals and places, as well as helping to choose the representative of important individuals for combat in the Spiral Arena.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Dress Wound, Duel Dancing, Etiquette, Intimidation, Martial Arts, Melee, Missile, Riding, Valah, Tactics, Strategy, Current History, Customs, Heraldry, Intrigue, Lineage, Martial Lore, Poisons, Politics, Tradition.

Ability Point Cost: 26

Master of the Watch - A warrior within a House and Line who has the task of leading the Watch or Militia, house soldiers who are not considered Honor Guards themselves, merely warriors and general security. The master of the Watch usually defers to the Master of the Honor Guards and is responsible for the assigning of patrols to places and areas for the security and peace of mind of the residents of the House, and even of those who might server the Aryah outside of the walls of the House.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Dress Wound, Etiquette, Intimidation, Melee, Missile, Search, Tracking, Valah, Current History, Customs, Heraldry, Politics.

Ability Point Cost: 18

Arena Master - This warrior within a House and Line has most honorably worked themselves up through the ranks of household warriors to become that House's supervisor over the following of the specific traditions and customs involved in the Spiral Arena, and the training of the warriors of the household in favored forms of hand-to-hand and weapons combat. This individual is responsible for the support, and maintenance of all duties involved in the function and integrity of the Spiral Arena, and is the arbiter of conflicts resolved within.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Dress Wound, Duel Dancing, Etiquette, Intimidation, Martial Arts, Melee, Missile, Oration, Suthra Use, Tactics, Current History, Customs, Heraldry, Martial Lore, Lineage, Medical, Ritual Lore (Spiral Arena related), Tradition, Weapons.

Ability Point Cost: 25

Weapons Master - A sunborn warrior within a House and Line who has become chief among his peers in all things pertaining to weapons and their crafting. They are also the master marksmen and archer of a House who trains the warriors in the use of ranged weapons of all kinds (Valah, bows, crossbows, thrown blades, etc.). This individual is also usually a highly trained hand-to-hand combatant, and backs up the Arena Master in the training of the warriors of the House for general purposes. Other duties would include the overseeing of the armory and arsenal of the House for the sake of training and defense.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Brawling, Dress Wound, Duel Dancing, Fast Draw, Etiquette, Martial Arts, Melee, Missile, Oration, Tactics, Valah, Bow Craft, Valah Craft, Weapon Craft, Current History, Customs, Heraldry, Martial Lore, Tradition, Weapons.

Ability Point Cost: 25

Chapter II: Character Creation

BOOK ONE

Dance Master - An individual within a House and Line who has been named by the head of the House to be in charge of any and all cultural happenings. This individual trains the performers of a House, arranges for and organizes any entertainments or entertainers from outside the House, and serves as master of ceremonies at any special functions.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Acting, Dancing, Etiquette, Melee, Oration, Singing, Music Craft, Art, Culture, Current History, Customs, Famous Jánah, Fashion, Heraldry, Literature, Music, Tradition.

Ability Point Cost: 23

Crystal Master - The Crystal Master is the chief artisan of a House. They are in charge of the décor of the House and its surroundings, train other House artisans, and are quite often the Lord and Lady's personal fashion consultant. In addition, they are responsible for any of the crystals used in the house with specific functional purposes, such as would be used for light, heating, gear-works, etc., and the purchasing of rare crystals for the use in skyships owned by the House. The Crystal Master would oversee the work of any shipboard Crystal Masters employed by a House.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 3 Craft Skills, Choose 1 Knowledge Skill, Etiquette, Melee, Oration, Crystal Craft, Architecture, Art, Crystal Lore, Customs, Fashion, Heraldry, Lineage, Tradition.

Ability Point Cost: 20

Master Librarian - This sunborn is the head of tutors for a House, the chief scholar and instructor, and usually, the keeper of the House's records, history, tomes and scrolls.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 1 Craft Skill, Choose 4 Knowledge Skills, Etiquette, Melee, Oration, Research, Scribing, Customs, Lineage, Literature, Tradition.

Ability Point Cost: 19

Suthra Master - This sunborn is the principle trainer and suthra handler for a House or Line. They also oversee all of the suthra handlers and grooms within the household. In some more rural Houses, the Suthra Master is also often known as their Master of the Hunt.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Etiquette, Hunting, Melee, Missile, Riding, Suthra Use, Tracking, Breed Suthra, Kratellassi, Train Suthra, Customs, Suthra Lore.

Ability Point Cost: 21

Head of Servants - This sunborn oversees the details of organizing the servants of the house from the scullery maid to the lord's valet. They work closely with the chamberlain to make sure the house runs as efficiently and smoothly as possible.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Melee, Cooking, Gardening, Scribing, Culture, Current History, Customs, Fashion, Heraldry, Intrigue, Lineage, Tradition.

Ability Point Cost: 19

Physician (Doctor) - This member of the sunborn has devoted their careers to the aiding and healing of the sick, injured, and dying. They follow all the standards and ancient traditions of medicine and healing on Dárdūnah. Nearly all Houses have their own Physician, bearing the title "Doctor", who personally sees to the needs of the Aryah and the household. Formally trained in the Academies or by other skilled doctors, they quickly make their way into such Houses, great and small, under contacts of loyalty and private employ.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Dress Wound, Etiquette, Melee, Research, Surgery, Alchemy, Fire Craft, Medicine Craft, Scribing, Customs, Herbal Lore, Medical.

Ability Point Cost: 21

Seer (sunborn Sorcerer, Seer, or Summoner Sir'hibasi) - These sunborn possess the ability to perform the ritual magics of Dárdūnah. With these magical gifts of the Devah, the Sir'hibasi are able to accomplish things that others may find miraculous, and sunborn with such skill are often called upon to serve the higher castes with acts of divination, sorcery, and ceremonial enchantments. Seers are often attached to Houses and Lines, serving the Lords within.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Etiquette, Fasting, Magic Ritual, Melee, Research, Fire Craft, Scribing, Ancient History, Customs, Legends, Magic Theory, Mathematics, Ritual Lore, Tradition.

Ability Point Cost: 23

Ship Command

Admiral - A sunborn officer who is in command of a fleet. They are aware of all the strengths and weaknesses of each and every vessel within their fleet, as well as the jánah who captain them. Many fleets include both sky ships and water vessels. Great admirals know how to work with both to their advantage.

Social Standing: High Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge

Skills, Duel Dance, Etiquette, Intimidation, Martial Arts, Melee, Oration, Tactics, Valah, Strategy, Aerial Navigation, Customs, Heraldry, Nautical Navigation, Politics, Sky Ships, Tradition, Water Vessel.

Ability Point Cost: 26

Boatswain (*Dhosin*) - A sunborn officer who is in charge of those who man the ship's rigging, anchors, cables, and the deck crew in general.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Intimidation, Martial Arts, Melee, Tactics, Valah, Rope Craft, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 16

Captain (*Yadhish*) - A sunborn officer who is in command of a ship, and to whom all on board as crew must answer.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Etiquette, Intimidation, Martial Arts, Melee, Tactics, Valah, Strategy, Either Aerial or Nautical Navigation, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 20

Coxswain (*Dhaksin*) - This sunborn officer is in charge of a ship's boat and its crew. This individual would also command any landing parties that would be sent in absence of the captain.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Intimidation, Martial Arts, Melee, Tactics, Valah, Either Aerial or Nautical Navigation, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 16

First Mate (*Pala-Mantri*) - This sunborn officer is second in command on board a ship, ranking immediately beneath the captain. They delegate responsibilities throughout the crew, as well as take command of the ship when the captain is absent.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Etiquette, Intimidation, Martial Arts, Melee, Tactics, Valah, Either Aerial or Nautical Navigation, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 19

Gunner (*Karna-Valah*) - This member of the sunborn is charged with the loading and firing of the ship's valah cannons during combat or special occasions, as well as cleaning and upkeep of the cannons during moments of peace. They will also generally be skilled in the firing of standard valah firearms.

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Martial Arts, Melee, Valah, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 13

Master Gunner (*Hathim-Valah*) - This member of the sunborn commands the cannonading and gunnery aboard a ship, and all gunners answer to them. It is the Master Gunner who interprets the captain's orders to fire or gives the command themselves, calling down into the gunnery deck to give the commands, adding their skill to the ship's combat potential.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Intimidation, Martial Arts, Melee, Tactics, Valah, Powder Craft, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 16

Navigator (*Farish*) - The Navigator is the sunborn officer in charge of navigation on board ship, using the charts maintained and stored by the second mate. They plot out a course for the captain and give the order to the pilot as to which route the ship is to travel.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Martial Arts, Melee, Valah,



Chapter II: Character Creation

Either Aerial or Nautical Navigation, Cartography, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 15

Pilot (*Naya*) - The Pilot is the sunborn who physically steers the vessel. They follow the general course as plotted by the navigator, and manipulate the various steering devices that are aboard, depending on what kind of ship that's sailing. They may make sudden decisions to change direction or heading based on weather or other immediate prevailing circumstances.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Martial Art, Melee, Valah, Either Aerial or Nautical Navigation, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 14

Purser (*Kharidna*) - This sunborn is the officer in charge of money matters on board a ship. He accounts for wages for sailors, as well as keeping the books for any trade or transport done throughout the ship's journeys.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Martial Arts, Melee, Valah, Scribing, Customs, Economics, Mathematics, Tradition.

Ability Point Cost: 15

Quartermaster (*Manu-Hathim*) - This sunborn is the officer responsible for the food, clothing, equipment and lodgings of sailors, troops, and any passengers aboard ship.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Martial Arts, Melee, Valah, Scribing, Customs, Economics, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 15

Second Mate (*Dusara-Mantri*) - This sunborn is the officer who assists in the operation of an ocean or sky going vessel with responsibility in the areas of ship maintenance, operational safety, cleanliness, and the maintenance and storage of any navigation charts kept for the current navigator. Helps the first mate in carrying the captain's commands to the lower decks during pressing situations.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Intimidation, Martial Art, Melee, Valah, Scribing, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 15

Ship's Assistant - These sunborn are assigned to each of a ship's officers to act as aides for the various duties they must undertake. Extra skills chosen would reflect the officer that they are assigned to assist.

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Etiquette, Martial Art, Melee, Valah, Customs, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 15

Ship's Crystal Master - The Crystal Master is the ship's chief artisan, in charge of any useful crystals that may be aboard ship, making sure that they function accordingly and ordering repairs where they may be needed. Such responsibilities include the maintenance of skycrystals if it is a skyship, the complex gears of the crystal-works used to control the rudders, the crystal anchor, and of course, the overseeing of any other artisans and carpenters in the ship's employ. In addition, they are also responsible for the decorative and functional ornamentation traditionally found throughout the vessel.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Martial Art, Melee, Oration, Valah, Crystal Craft, Crystal Lore, Customs, Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition.

Ability Point Cost: 16

Ship's Doctor - This sunborn officer cares for the crew, aiding and healing any sick, injured, or dying crewmembers. Their surgical methods are often regarded as crude compared to the physicians on land, but they work in difficult situations, like a combat surgeon or field medic, to save lives otherwise lost under arduous or remote circumstances. They abide by the standards and ancient traditions of medicine and healing on Dárdūnah.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Dress Wound, Etiquette, Martial Arts, Melee, Surgery, Valah, Medicine Craft, Scribing, Customs, Herbal Lore, Medical.

Ability Point Cost: 17

Ship's Weapons Master - A sunborn sailor who has become chief on the ship pertaining to all weapons kept in the armory, overseeing all activity concerning the arsenal. This individual is in charge of the distribution of stock weapons to the crew in the event of any violence, offensive or defensive. They are also responsible for the training of the ship's warriors in both melee and missile weapons, including valah, and insure that all weapons are kept in good repair, creating more as need be.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge

Skill, Fast Draw, Melee, Missile, Tactics, Valah, Bow Craft, Valah Craft, Weapons Craft, Customs, Martial Lore, A Ship Knowledge Skill (either Sky Ships or Water Vessels), Tradition, Weapons.

Ability Point Cost: 19

Vice-Admiral - A sunborn officer who is second in the chain of command within a fleet. They are aware of all the strengths and weaknesses of each and every vessel within their fleet, as well as the jānah who captain them. In larger fleets containing watercraft and sky craft, a Vice-Admiral tends to command one group or the other under the orders of the Admiral.

Social Standing: High Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Duel Dance, Etiquette, Intimidation, Martial Art, Melee, Oration, Tactics, Valah, Strategy, Aerial Navigation, Customs, Heraldry, Nautical Navigation, Politics, Sky Ships, Tradition, Water Vessel.

Ability Point Cost: 23



Warrior

Commander - This sunborn is in command of a unit of jānah soldiers within the greater force of an army.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Etiquette, Martial Arts, Melee, Missile, Riding, Tactics, Valah, Strategy, Customs, Tradition.

Ability Point Cost: 19

Guard (Karna) - This sunborn is a warrior who is usually assigned to watch over a prisoner, a place of general importance (such as the corridor outside of the room of a guest, an entrance to the House), or some valuable property outside of the House), an item of value, or any situation in need of standard security. These individuals are usually a part of a House or Line to whom they owe their duty and allegiance. Within a House they are usually considered part of the Watch (general House security). When not on duty they sometimes seek glory and practice beyond the walls of their House in the public Spiral Arenas.

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Martial Arts, Melee, Missile, Riding, Valah, Customs, Tradition.

Ability Point Cost: 14

Honor Guard - A sunborn warrior within a House and Line who is assigned an important person that they must protect, serve, and represent in the Spiral Arena. They will generally remain with or near that person most of the time while on duty unless otherwise ordered by their lord, or other superiors. An Honor Guard may also be relieved of guarding a specific individual in order to directly serve the needs and commands of the Master of the Honor Guard or their lord for the purposes of special missions and other House directives, secret or otherwise.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Dress Wound, Duel Dancing, Intimidation, Martial Arts, Melee, Missile, Valah, Current History, Customs, Heraldry, Martial Lore.

Ability Point Cost: 15

General - This sunborn is the commander of an army. A master of planning and an architect of grand schemes on a battlefield, the general knows the strengths and weaknesses of each of his units in his army, and how best to implement them for a given campaign. They answer to the ruler of their country, and convene with their fellow generals to plan tactics during wartime, and to maintain national security during peace.

Social Standing: High Range.

Initial Skills: Choose 3 Performance Skills, Choose 3 Craft Skills, Choose 3 Knowledge Skills, Etiquette, Martial Arts, Melee, Missile, Oration, Riding, Tactics, Valah, Strategy, Customs, Politics, Tradition.

Ability Point Cost: 24

Mercenary - This sunborn warrior who has decided, for whatever reason, to fight for respect and money rather than a cause of honor, and is generally loyal to the one who hires them at the highest rate of pay, as opposed to serving any kind of lord, House, or Line. They are truly "swords for hire" selling their skills to various merchants, traders, or even individuals of more unscrupulous natures. Such

Chapter II: Character Creation

individuals might move from city to city, making their living from one employer to another, and can sometimes be found doing combat in contests held within the various cities' Spiral Arenas.

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Martial Arts, Melee, Missile, Riding, Valah, Customs, Tradition.

Ability Point Cost: 13

Soldier - This sunborn is one of many within the ranks of any given army. From a small skirmish to a massive ground battle, the soldier is the rank and file that does the fighting, spills the blood, and dies for the greater cause of the House, Line, or country. Though often a nation has its own standing army, it is not uncommon for a ruler to demand conscripts taken from the guards of the lords of the Houses and Lines within their lands during times of war.

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Martial Arts, Melee, Missile, Valah, Customs, Tradition.

Ability Point Cost: 13

Holy Caste

Architect - A member of the holy caste that has devoted his life to the building of structures for various uses. The master architect, with great love and patience, brings their personal vision of the Devah to the buildings they design and oversee construction on, whether building a palace or tomb, temple or well.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 3 Craft Skills, Choose 3 Knowledge Skills, Architecture, Culture, Customs, Fashion, Mathematics, Religion (specific to their particular caste profession), Ritual Lore, Tradition.

Ability Point Cost: 19

Chef - A member of the holy caste that has devoted his life to the creation of flavorful delicacies especially for holy caste Mángai, who must eat no "unclean" food, and who trust only those of their own caste to prepare such. Chefs of this caste are highly sought after for employment at many levels of society, because the operator of a restaurant, teahouse owner, or discerning lord of a House can be assured of the comfort (and favor of) of any visiting mángai, and of course the lack of any offense to the devah.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 2 Craft Skills, Choose 3 Knowledge Skills, Cooking, Culture, Customs, Herbal Lore, Religion (specific to their particular caste profession), Ritual Lore, Tradition.

Ability Point Cost: 17

Healer (*Healer Sir'hibasi*) - This member of the holy caste has devoted his life to the aiding and healing of

the sick and injured through the works of standard medicine as well as the blessed magic of healing rituals. Highly sought after in temples, Houses, and palaces alike, one can be sure the devah watch over those under the ministrations of a Mángai Healer.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Dress Wound, Magic Ritual (Either Heal the Body or Heal the Duháma), Research, Culture, Customs, Herbal Lore, Medical, Religion (specific to their particular caste profession), Ritual Lore, Tradition.

Ability Point Cost: 19

Law Speaker - This holy caste individual is the bridge between the holy orders and the affairs of state. Charged with the task of interpreting the will of the devah, and the Great Mother and Father, they transcribe these laws into written form for the use of the land's rulers, magistrates, and their underlings. They may also function as advocate for either side in the case of trials, public or private.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Debate, Etiquette, Intimidation, Oration, Research, Scribing, Ancient History, Culture, Current History, Customs, Politics, Religion (specific to their particular caste profession), Ritual Lore, Tradition.

Ability Point Cost: 21

Mangai (Priests of all ranks, Holy Person)

Illustrious Mángai (*Great Satyan*) - The Head of the Order or spiritual leader of a particular country. There may be such an individual for every country that has adherents to the Mahist faith, though they may not necessarily be in favor with one another, since each country's politics plays an important role.

Social Standing: High Range.

Initial Skills: Choose 3 Performance Skills, Choose 3 Craft Skills, Choose 3 Knowledge Skills, Debate, Etiquette, Oration, Scribing, Ancient History, Culture, Current History, Customs, Heraldry, Legends, Politics, Religion (specific to their particular caste profession), Ritual Lore, Tradition.

Ability Point Cost: 27

Revered Mangai (*High Satyan*) - The leader of the greatest temple in most large cities (or regions). There will be such an individual in larger cities to which lesser Mangai in the surrounding smaller temples of that province answer.

Social Standing: High Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Debate, Etiquette, Oration, Scribing, Ancient History, Culture, Current History, Customs, Heraldry, Legends, Religion (specific to their particular caste profession), Ritual Lore, Tradition.

Ability Point Cost: 23

Elder Mangai (*High Priest*) - The chosen leader of a smaller temple under the jurisdiction of a particular Revered Mangai. They are chosen by the Revered Mangai of the region from among the Masters known to them, though usually from the Masters of that particular temple needing a new High Priest.

Social Standing: High Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Etiquette, Oration, Scribing, Ancient History, Culture, Current History, Customs, Legends, Religion (specific to their particular caste profession), Ritual Lore, Tradition.

Ability Point Cost: 21

Master (*Honored Priest or Mendicant*) - A religious teacher, spiritual, and martial advisor to those seeking the path to greater faith. They are given the honor of training Disciples in preparation of becoming one of the Priest Caste, and have the ability to bestow such a change in Caste, as well as the title of Master (though this usually requires their student priest to best them in some form of contest of skills). Another form of such a level within the faith is Mendicant, a Master who has chosen to leave the temple, taken a vow of poverty, and travels throughout the lands spreading his teachings to others while depending on charity for his daily bread. A Mendicant may also take on Disciples, and eventually bestow upon them the caste-braid of Priest. Masters, as well as mǎngai of higher ranks, have the ability to sanction and bless the granting of higher caste to a jānah, providing the mǎngai discovers through meditation that the devah find such a jānah worthy.

Social Standing: Mid Range.

Initial Skills: Choose 2 Performance Skills, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Oration, Scribing, Ancient History, Culture, Current History, Customs, Legends, Religion (specific to their particular caste profession), Ritual Lore, Tradition

Ability Point Cost: 19

Priest (*Simple Priest, Holy Person or Acolyte*) - A common priest of the Mahist faith, and the title showing that one has been accepted into the Priest Caste. They have no honorary powers of their own yet, and must perform support and service to their Masters and higher priests for many years before becoming Masters themselves.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Oration, Scribing, Ancient History, Culture, Customs, Legends, Religion (specific to their particular caste profession), Ritual Lore, Tradition.

Ability Point Cost: 17

Disciple (*Student or Pupil*) - A young person of any caste or sex, taken under the teachings of a Master within the Mahist faith. They must perform mundane and often laborious tasks under the strict eye of their Master and his priests, before finally

being judged worthy of becoming a Mangai, and therefore a member of the priest caste. Until then, they must prove their piety and diligence, while remaining under the constrictions of the caste they were born into.

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Etiquette, Ancient History, Culture, Customs, Legends, Ritual Lore, Tradition.

Ability Point Cost: 14

Sadhu (*holy Sorcerer, Seer, or Summoner Sir'hibasi*) - This holy caste member has been granted, directly by the Devah, the gift of the sir'hibasi. The magic they perform, therefore, tends to be of a more miraculous nature rather than the somewhat formulaic rituals of the standard sir'hibas. Holy prayers and invocations of the devah are a common part of such magic, and the devotional nature of these powers is key.

Social Standing: High Range.

Initial Skills: Choose 2 Performance Skills, Choose 2 Craft Skills, Choose 2 Knowledge Skills, Magic Ritual, Fire Craft, Scribing, Ancient History, Culture, Customs, Legends, Magic Theory (theological), Mathematics, Religion (specific to their particular caste profession), Ritual Lore, Tradition.

Ability Point Cost: 22

Scholar (*Teacher*) - This member of the holy caste is devoted to the pursuit of knowledge and understanding, as well as the edification of the unlearned. Many teach the larger classrooms within the great academies, some teach amongst the Satyan priests, while still others are retained by the great Houses and Lines as personal tutors for their favored residents.

Social Standing: Mid Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 3 Knowledge Skills, Oration, Research, Scribing, Culture, Customs, Magic Theory (Theological), Mathematics, Religion (Specific to the mǎngai's particular caste function), Ritual Lore, Tradition.

Ability Point Cost: 19

Scribe - This member of the holy caste is the keeper of historical and ancient lore as well as the chronicler of current happenings. Some spend their days cataloging the great libraries, while others document important events, and certain scribes are even hired to keep the accounts for many of the great Lines or Houses.

Social Standing: Low Range.

Initial Skills: Choose 1 Performance Skill, Choose 1 Craft Skill, Choose 1 Knowledge Skill, Research, Paper Craft, Scribing, Ancient History, Culture, Current History, Customs, Religion (specific to their particular caste profession), Ritual Lore, Tradition.

Ability Point Cost: 17



STEP #3 : Choose Your Jenu

Character Races

The fantasy world of the *Dárdūnah* RPG is populated solely by anthropomorphic animals. You can choose to be any mammal, bird, amphibian or reptile you wish. These are the only types of animals available. Cetaceans (whales, dolphins), fish, or any prehistoric animals (dinosaurs, saber tooth cats) are not allowed as character races (indeed, they do not currently even exist in the setting). The people of *Dárdūnah* refer to themselves as *jānah*, which literally means “people”. The actual animal type they are is referred to as their *jenu*, which means “form”. A person on *Dárdūnah* would never refer to themselves as an animal (viewed as an insult, generally). The term *suthra* (meaning “animal”) is used by all *jānah* to refer to the native, insectoid/arthropod fauna of *Dárdūnah*. It is the *jenu* of your character, however, that you will now be choosing.

A. Think about an animal that you’d enjoy being; one that you believe would make a good character that you’d like to play. The many varieties of mammals are called *Vajrah*. Birds of all kinds are known as *Paksin*. All reptiles and amphibians are the *Sarpah* races.

Much like the Professional choice (above), this is one of the more important choices you will make, as this is the essence of who and what you are in the game. Many people relate closely to what *jenu* they choose for themselves, and this choice is often reflected in all interactions the character may have throughout the game. For instance, it is easy to imagine that a twelve-foot tall elephant character may be treated quite differently than a three-foot tall mouse character in any given social situation. Do you like the sleek grace and power of a

tiger or leopard, or the strength and stamina of a rhino or elephant? Perhaps you would prefer the alertness and speed of a gazelle or a ferret? You can either choose an animal whose traits mirror your own, or one whose traits you would like to possess.

B. Look in the appropriate section of the Animal Templates (*Paksin*, pg. 52-64, *Sarpah*, pg. 65-77, or *Vajrah*, pg. 78-98), and choose an Animal Template that most closely matches the animal you wish to play.

The animal templates are packages that list the Animal Abilities and some recommended **Characteristic Minima**, which that particular animal would start out with. These templates contain both general types of animals (great cats, canines, birds of prey, etc.), and additionally refer to specific animal types (tigers, wolves, hawks, cobras, etc.) under the headings of those particular templates. Each template has a cost in Characteristic Points and Ability Points. That cost is what you will have to subtract from your total number of each allotment of points if you want to play that animal type. Once you have paid the cost, you get all the animal abilities and minimum characteristics that are listed in the template.

In certain special cases, the GM might allow you to select a template but subtract the cost of either an animal ability or a characteristic minimum if you have a good enough rationale (i.e. your bird was born lame thus he cannot fly, or your elephant was struck with an illness early on and so he is not that strong, etc.). Adding new animal abilities to a template should almost **never** be done. Such an addition (such as adding flight to a lion template) should only be allowed under the most special of circumstances, and the GM should review such characters very carefully. There are certain conditions under which such mutations could occur, but they are extremely rare (and any such character would be ostracized from ordinary society, perhaps even killed).

Every Animal Template listed in this booklet gives a reasonable range for all Characteristics as well as the specific starting Characteristic Rankings for that particular animal at the lowest Power Level. Even though most of them cover a really wide range, a few will indicate remarkable natural ability (especially in the case of really big or strong animals, or when dealing with amazingly swift characters). GMs should review all character conceptions carefully to see if that animal type will fit in with the campaign they had in mind. Chosen Skills, however, should always fall within the recommended Ranking range listed with that Power Level.

C. Each section of your chosen Animal Template should be read, and these directions followed:

POINT COST- Subtract the Character Point cost for the base values of the Template from the total Character Points given during Initial Preparations, then subtract the Ability Point cost for the base values of the Template from the total Ability Points given during Initial Preparations.

DESCRIPTION- Read your chosen Template's description, noting any particular quirks or details you'd like to incorporate into your character.

CHARACTERISTICS- Write down the base values of the nine Characteristics from your chosen Template on your character sheet. Write them lightly, since these numbers may change later according to other directives. The ranges noted after them on the Template indicate the full upper and lower ranges allowed for that animal type in general, and you should write them on your character sheet as well, beside the current Characteristic value. Regardless of future directives, your Characteristics may never go beyond their particular ranges, unless allowed or required by the GM.

INITIAL BUILD RANGE- Choose from the various Initial Build types noted in this section of your chosen Template. Your choice may have an effect on your current Characteristics. This list of all Build Types denotes the changes you should now make to your Characteristics based on your choice from those listed on your chosen Template. (NOTE: Your chosen Build Type can also later affect your character's weight. You will be reminded later to refer back to this section when writing down your character's final weight)

Muscular - Much heavier, but a great deal stronger and somewhat more agile than average: (modify current Average Weight x 2, and also add 2 to your Strength and 1 to your Agility, subtract a total of 3 as desired from any of the other Characteristics)

Obese - Much heavier, but sadly somewhat weaker and a great deal less agile than average: (modify current Average Weight x 2, and also subtract 1 from your Strength and 2 from your Agility, add 3 as desired to any of the other Characteristics)

Stocky - Somewhat heavier, but also somewhat stronger than average: (modify current Average Weight x 1.5, and also add 1 to your Strength, subtract 1 as desired from any of

the other Characteristics)

Plump - Somewhat heavier, but sadly less agile than average: (modify current Average Weight x 1.5, and also subtract 1 from your Agility, add 1 as desired to any of the other Characteristics)

Average - Has an average weight, strength, and agility for their type: (no modifications required)

Slim - Somewhat lighter, but also somewhat more agile than average: (modify current Average Weight ÷ 1.5, and also add 1 to your Agility, subtract 1 as desired from any of the other Characteristics)

Skinny - Somewhat lighter, but sadly somewhat weaker than average: (modify current Average Weight ÷ 1.5, and also subtract 1 from your Strength, add 1 as desired to any of the other Characteristics)

Lithe - Much lighter, but also somewhat stronger and a great deal more agile than average: (modify current Average Weight ÷ 2, and also add 1 to your Strength and 2 to your Agility, subtract 3 as desired from any of the other Characteristics)

Gaunt - Much lighter, but sadly a great deal weaker and somewhat less agile than average: (modify current Average Weight ÷ 2, and also subtract 2 from your Strength and 1 from your Agility, add 3 as desired to any of the other Characteristics)

AGE RANGE- Depending on what the GM allows or requires for the campaign they are choosing to run, pick your character's current age from within the appropriate range in the age category that applies to you, and write that age on the character sheet.

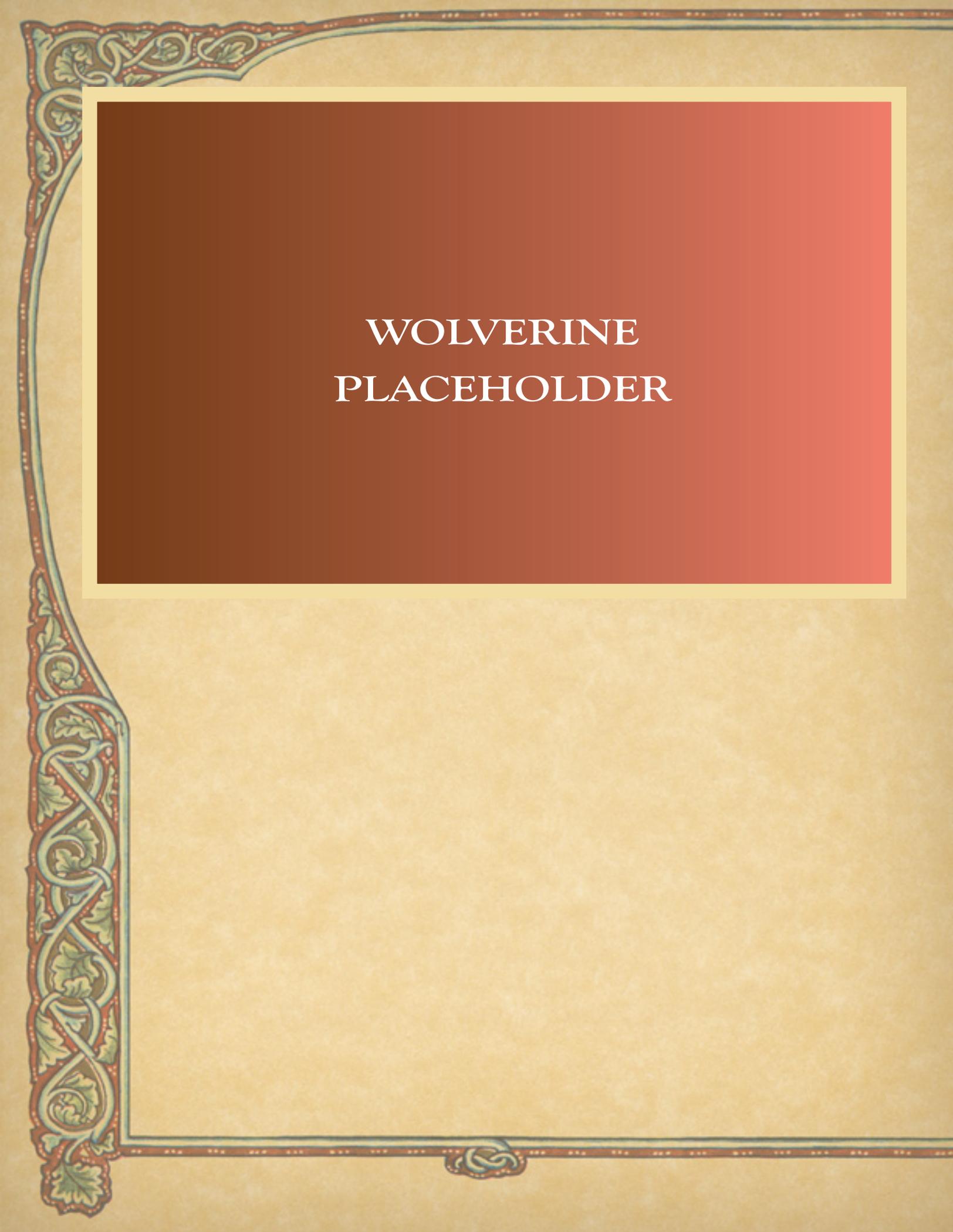
HEIGHT RANGE- Choose your character's height from the appropriate height range, according to the age category that applies to you, writing that on your character sheet.

WEIGHT RANGE- Lightly write down your weight range on your character sheet, under "Weight", according to your age category. Later, you will also note your true total weight once you finish assigning your Characteristics in Step #4.

ANIMAL ABILITIES- On your character sheet, copy the Animal Abilities listed on your chosen Template, as well as their values. These values represent a number of dice rolled to perform these abilities (though there are exceptions) and may change later based on further directives during character creation.

TALENTS- On your character sheet, copy the Talents listed on your chosen Template, as well as their values. These values represent a number of dice that may be added to a dice roll when performing other abilities (though there are exceptions) and may change later based on further directives during character creation.

DRAWBACKS- On your character sheet, copy the Drawbacks listed on your chosen Template, as well as their values. These values represent a savings already included as part of the Template cost, and also represent a dice penalty when making rolls that may be effected by the Drawback.



WOLVERINE
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STEP #4 : Assign Your Characteristics

Characteristics and their associated numerical values are used to describe the physical, mental, and even spiritual aspects of your character. Any of your various Abilities and Skills will have a number attached to them that is directly linked, to some degree, with a Characteristic from which it derives its source. As an example, the Characteristic link of any Skills related to hand/eye coordination would be Dexterity, while the Characteristic link of any abilities using Ritual Magic would be Essence.

For a further understanding of what the different Characteristics represent for your character, here is a description of each:

- Strength** - The character's overall muscular strength as well as their ability to make use of that strength for various tasks. Weight lifters and wrestlers would no doubt possess a high Strength.
- Vigor** - The character's general health and endurance, including factors related to vitality, energy, and resistance to pain and illness. Long distance runners and swimmers would have high Vigors.
- Agility** - The character's overall ability to make their entire body move in various, coordinated ways. Acrobats would have high Agilities, as would dancers and contortionists.
- Dexterity** - The character's specific hand and eye coordination, having to do with any smaller, physically manipulative tasks. Doctors, artisans, and musicians would have a high Dexterity.
- Perception** - The degree to which the character is aware of their immediate surroundings and the events happening around them, within range of all their senses. Hunters and skilled guards would have excellent Perception.
- Wit** - The character's overall intelligence, wisdom, and learning, representing a combination of common sense as well as schooling. Teachers and philosophers would have a high Wit.
- Will** - The character's sense of self and their ability to bring it to bear to affect changes in themselves, their immediate situation, and in people around them as a driving force of their character. Military leaders and politicians would have strong Wills.
- Presence** - a combination of physical beauty, outward demeanor, and inner qualities of charisma and personality, all of which combine in various ways to affect how others perceive the character. Actors and ambassadors might have a powerful Presence.
- Essence** - The character's innate spiritual and magical attributes, as well as their potential to make use of them. Sir'hibasi and Mangai would have a high Essence.

A. You may now take your remaining Character Points (after having purchased your Animal Template) and "buy up" your current Characteristics as written on the Character Sheet. Each Character point expended will

raise a Characteristic by one point. Characteristics may only be raised within the limited ranges allowed by the Animal Template, and can be raised no further than the Max. Characteristic ranking allowed by the Power Level set by the GM. You must use all of your remaining Character Points at this stage. Adjust your Characteristics on your character sheet to reflect these changes.

Feel free to review the Point System Chart on page 28 to refresh your memory concerning the limitations of Max. Characteristic allowed according to the Power Level of the game your GM will be running. Starting Characteristics can only be higher than the Power Level prescribes if designated in the Animal Template (along with additions due to Build Type). You should allocate these remaining points to your Characteristics so as to best suit the needs of the profession you chose.

B. Now calculate your current Weight using this formula: Height x Height x Height + Strength + Agility = Average Weight in lbs. Once calculated, modify it in whatever way indicated by BUILD TYPE (pg. 51), and you will have your character's actual weight.

Raising Characteristics During Game-play

Once game-play begins, you may increase your Characteristics by expending Story Points (described later) that are given out by GMs after gaming sessions. When raising a Characteristic "in-game", you may only raise any Characteristic one point at a time, and must expend a number of Story Points equal to the current value of that Characteristic prior to raising it one point. The player must always conspire with the GM to create story elements that explain the raising of any Characteristic (education to increase Wit, weight training to increase Strength, etc.), and a player may never raise a characteristic beyond the range indicated on their chosen Animal Template.

Raising a Characteristic during game-play has significant, sweeping effects on character attributes within the game. For Talents and Advantages, raising a Characteristic by one point means the maximum possible value of any Talents and Advantages to which it is linked raises the same amount (though the values of the Talents and Advantages themselves are not raised). For Animal Abilities and Skills, raising a Characteristic by one point means actually raising the value (Dice Pool) an equal number, immediately, for any Animal Ability (see Step#5 for exceptions to this rule) or Skill to which it is linked. Please note, at no time may any Skill, Animal Ability, Talent, or Advantage have a value greater than 12.



STEP #5 : Assign Your Animal Abilities

Animal Abilities are the innate abilities your character possesses as a result of the animal type you have chosen to play. In general (with a few exceptions), the value assigned to your Animal Ability represents a number of dice you will roll when attempting to perform it. There were Animal Abilities (and their starting values) that came with the purchase of your Animal Template that you should have already written down on your Character Sheet. In this Step you will familiarize yourself with your Animal Abilities, adjust their values to some extent, buy up their values even further if desired, and even purchase more (or get rid of existing ones) if allowed.

A. The complete Animal Abilities List (starting on pg. 101) shows their Ability Point cost (already paid for when you purchased the Animal Template), and their descriptions, which you should now read, concerning those you already have.

You should familiarize yourself with the rules concerning each Animal Ability your character possesses; how they function, their limitations, how they may be raised, etc. Not all Animal Abilities work in the same manner, and you may find that some of them cannot be raised in the standard way (either by raising Characteristics, or by the normal method of expending Ability Points, and later, Story Points). It is important to understand these differences before you move on to the next directives.

B. With the exception of these four Animal Abilities, Amphibious, Body Armor, Body Pouch, and Protective Lids, you should now adjust the value of each Animal Ability that came with your Animal Template (which you should have already written on your character sheet) to match the current value of the Characteristic to which it is Linked (see the table on pg. 101).

As an example, if Natural Weaponry came with your Animal Template, you would have written it on your character sheet under your Animal Abilities, and noted its starting value (which happens to be linked to the starting value of that Template's Agility). If, during Step

#4, you raised your Agility to 6, then because Natural Weaponry is linked to Agility, you should now raise the value of any Natural Weaponry you have to 6 as well (equal to the number of points your Agility was raised). You should do this for each of your other Animal Abilities according to their Characteristic Links, before moving on to the next directive.

C. You may now choose to either keep the value of your Animal Abilities at their current levels, or to “buy them up” with some of your remaining Ability Points. With the exception of these three Animal Abilities, Amphibious, Body Armor, and Protective Lids, the general cost of raising an Animal Ability is 2 Ability Points per 1 point of increase. Neither Amphibious nor Protective Lids have a value to raise, and the Body Armor value is raised at a MUCH higher cost (please read its description for cost and other restrictions).

D. Finally, if you are discontent with the Animal Abilities included in your Animal Template, you may now attempt to convince the GM to allow you to either purchase more, or get rid of some you possess. This is generally discouraged, unless the specific animal you have chosen has abilities not represented on the generic Animal Template, or if you have a good reason your character doesn’t have such an ability. If allowed, refer to the Animal Abilities List (starting on pg. 101) for initial costs (to either buy or subtract), assign any purchased ability’s value (equal to its Linked Characteristic), and then buy it up further (if desired)

with Ability points.

There may be cases where the player may choose not to follow the Animal Template recommendations, such as a lame avian choosing not to take Flight, or a monkey that was born without a tail choosing not to purchase Prehensile Limb. All such cases should be discussed at this time with the GM to insure that it fits within the style of the game they are running and to insure that they are aware of any special cases pertaining to your character’s interactions as a result of different or unusual Animal Abilities for your jenu type. In such cases, any deducted Animal Abilities should be taken off the cost of the Template according to the Cost of the ability mentioned on the Animal Abilities Table below. As mentioned much earlier, adding “fantastic” abilities to a template should almost never be done. Such an addition (such as adding flight to a lion template) should only be allowed under the most special of circumstances, and the GM should review such characters very carefully. There are certain conditions under which such mutations could occur, but they are extremely rare (and any such character would usually be ostracized from ordinary society, perhaps even killed). For more detailed information, see the World Guide book, for the section on Mutations (pg. 134).

Raising Animal Abilities During Game-play

Once game-play begins, you may increase your Animal Abilities by expending Story Points (described later) that are given out by GMs after gaming sessions. As mentioned above, with the exception of these four Animal Abilities, Amphibious, Body Armor, and Protective Lids, the general cost of raising an Animal Ability is 2 Story Points per 1 point of increase. Neither Amphibious nor Protective Lids have a value to raise, and the Body Armor value is raised at a MUCH higher cost (please read its description for cost and other restrictions). Please note, at no time may any Animal Ability have a value greater than 12.

ANIMAL ABILITIES LIST

Animal Ability	Type	Cost	Characteristic Link
Amphibious	Adaptive	1	N/A
Body Armor	Defensive	(Vigor)	N/A
Body Pouch	Other	1	N/A
Bounding	Movement	1	Agility
Change Color	Defensive	2	Will
Clinging	Movement	2	Strength
Digging	Movement	1	Strength
Discriminatory Taste	Sensory	2	Perception

Chapter II: Character Creation

BOOK ONE

Dual Focal Point	Sensory	1	Perception
Echo Location	Sensory	1	Perception
Extensile Tongue	Other	1	Dexterity
Far Sight	Sensory	2	Perception
Flight	Movement	5	Agility
Gliding	Movement	4	Agility
Gnawing Teeth	Other	1	Strength
Great Leap	Movement	2	Strength
Hibernation	Adaptive	1	Vigor
Hold Breath	Adaptive	2	Vigor
Hovering	Movement	1	Vigor
Keen Hearing	Sensory	2	Perception
Musk Spray	Defensive	3	Dexterity
Natural Weaponry	Offensive	1	Agility
Night Vision	Sensory	2	Perception
Prehensile Limb	Other	2	Dexterity
Protective Lids	Adaptive	1	N/A
Running	Movement	1	Vigor
Silent Flight	Movement	1	Agility
Spines	Defensive	1	Agility
Sprint	Movement	2	Vigor
Swimming	Movement	1	Vigor
Thermal Regulation	Adaptive	1	Vigor
Tracking Scent	Sensory	3	Perception
Venom	Offensive	1-5	Vigor
Water Storage	Adaptive	2	Vigor
Wide Peripheral	Sensory	1	Perception

Amphibious –(n/a)

This ability means that the jānah was born, and lived their first several years of childhood, as partially aquatic. Any jānah with this ability possessed some form of gills at birth (and would have been able to completely breathe air only when they reached approximately five years of age), or they had a dependency that required them to remain in the water for extended periods. Until then, however, they would have been able function out of water for only small periods of time before they slowly begin to weaken and die. Their times out of the water would have been spent interacting with family and other adults, as well as developing their land-legs. These “dry stints” would have become longer and longer as the child progressed towards the appropriate water-independent age, until finally they would no longer need to return to the water to support their gills (which would have

slowly receded into non-existence), or their other water-based dependencies would have abated. The practice of rubbing oils on one’s skin would be essential during this early stage of the child’s life for proper, healthy development, and is often a continued practice as an adult.

Once an air breather (when they may be played as a character), an amphibious jānah will automatically possess (at no cost) at least 3 levels of the Hold Breath animal ability, 3 levels of the Swimming animal ability (unless their Vigor causes it to be higher by default), and will possess Protective Lids as well. They will, however, also have the Moist Skin Drawback, and will have to have access to large quantities of water in order to bear and rear their young. This Animal Ability is unique in that having it merely provides the character with the other

advantages and disadvantages mentioned, and refers to the fact that they function and are comfortable equally, both in and out of water. This ability comes as part of an Animal Template, and has no value to be raised, nor does it have dice associated with its use.

Body Armor –(n/a)

The character has a tough hide, thick fur, a shell, etc., which naturally helps protect them from physical attacks. For every point of body armor, the character deducts one level from damage taken during physical attacks against them on a per-attack basis, if the attack was successful. There may even be cases where natural Body Armor “soaks up” enough damage where no levels of damage are suffered at all!

The cost for each point of Body Armor is equal to the character’s Vigor., and is incorporated into the cost of the Animal Template. The value of natural Body Armor can be raised within limits (such as those seen in the following table), but the cost of doing so is a number of Ability Points (and during game-play, Story Points), equal to your character’s current Vigor, for each point of increase. This ability has no dice associated with its use.

Below are some recommended amounts of armor for various animals, though the animal template you have chosen should provide specifics.

Animal Type	Armor Points
Alligator/Crocodile	3-4
Bear	1-3
Cape Buffalo	2-3
Elephant	2-4
Pangolin/Armadillo	2-4
Rhino	3-5
Tiger/Lion	1-2
Turtle	5-6
Walrus/Seal	1-2

Body Pouch –(n/a)

The character has a naturally formed pouch of some kind somewhere on their body. These could include cheek, belly, or throat pouches (to name some common ones). The character may store objects in the pouch such as food, crystals, weapons, or other such items. Every point in this ability allows a character’s pouch to store up to 4 cubic inches, or up to 5 pounds of weight. Body pouches should not be able to store much more than 2 cubic feet of space or much more than 30 pounds (whichever is smaller).

Since this Animal Ability has no associated Characteristic, yet has the need of various levels, the initial 1 point cost provides the character with 1 point of Body Pouch. This score, as with most Animal Abilities, may be raised if appropriate, but since it is

not associated with any particular Characteristic, it does not rise in value if any Characteristic has been raised.

Bounding –(Agility)

This movement ability allows a character to travel by performing a series of long leaps. Every point in this ability allows the character to travel 20 feet per round. Furthermore, every point allows the character to leap 1.5 feet of height or 4 feet of length without effort. Thus, a character with 6 points of Bounding is capable of traveling 120 feet per round (following the same rules for running as far as limitations imposed by Vigor are concerned), and would be able to clear any obstacles less than 9 feet in height, or 24 feet in length. When simply bounding alone in uncontested cases, no roll is required, and the feats described above simply happen. If the roll is contested in some way (the character is racing/chasing against another), then the Bounding roll must be made to compare successes against the other movement roll.

Change Color –(Will)

This is the classic “chameleon” power, the ability to change one’s skin color to match background surroundings. This ability allows a character to change both the color and the simple pattern of their skin. Every point the character possesses in this skill allows them to roll an equal number of dice whenever rolling against another’s Perception-based skill during an attempt to see the character while the Change Color ability is being used. Depending on the surroundings the character is attempting blend into, the Gamemaster may assign penalties or bonuses to the dice pool. A character must use the Change Color ability prior to being seen, since, once a target knows the character is there, the ability has



Chapter II: Character Creation

no effect (you cannot “vanish” into the woodwork with this ability), though the skin’s color still changes.

Clinging –(Strength)

The character has the ability to hug the surface of walls, ceilings, trees, etc. for extended periods of time, factoring in adjustments for type of surface, (vine covered tree trunk, or slime coated walls) and atmospheric conditions. While clinging to a surface successfully, a character may make standard movements at ½ the normal rate per round, a partial success means that the character cannot find enough handholds or footholds to move at all, no successes represent the character is incapable of holding on to the desired surface, while a botch means that the character has made a horrible misjudgment, resulting in a fall that is sure to cause damage.

Digging –(Strength)

The character can move larger quantities of earth in a relatively quicker amount of time with their hands and/or feet. For each success in the roll, the character may move enough earth to allow their body (which is horizontal to the tunnel) to move one foot forward in the desired direction. The character may continue digging in this way for as many rounds as his Strength total. Strength is drained during this digging time at the rate of one point per round until the character is too exhausted to dig any further, at which time the character may regain his Strength at the rate of one point per round of rest. A partial success means the rate is halved, a failure means the character has hit an impassable substance, while a botch could mean the character has unearthed something potentially dangerous, caused a cave-in, or otherwise failed beyond expectation.

Discriminatory Taste –(Perception)

Due to an incredibly refined sense of taste, the character has the ability to detect and differentiate between many various substances in or on food, drink, or clothing (as well as a variety of other surfaces). In addition, the character can “taste the air” for the presence of various forms of jánah, suthra, or flora that may give off smells too subtle for the nose to pick up. This ability is very useful when employed in conjunction with some of the various Lore skills.

Dual Focal Point–(Perception)

The character can move their eyes around independent of one another so as to look in two directions at once. It is assumed that the character has the ability to process two separate images at once while using each eye individually. A perfect example of this is the sight of a chameleon. With this ability the character has a much wider field of vision (up to 360 degrees in some cases) and may use the dice pool as a perception roll to counter surprise attempts and to keep an eye down a corridor while simultaneously observing the actions occurring in an adjacent room.

Echo Location –(Perception)

The character can hear the locations of objects & obstacles with a relatively great amount of detail & accuracy, i.e., the character can tell the difference between a chair & a table in complete darkness from across a room, but not the difference between a plaster wall, and a plaster wall that has been painted. This ability gives creatures such as bats the power to navigate through the air in complete darkness by creating exceedingly high pitched and nearly inaudible sounds which are reflected back with information about the surroundings.

Extensile Tongue –(Dexterity)

The character has the ability to, in an eye blink, extend their tongue from their mouth and use its sticky tip to grab small objects within a range equal to the character’s height plus a number of feet equal to ½ the number of successes rolled (rounded up) when the ability roll is attempted. A character might attempt to lash out at the eyes of an opponent to momentarily blind them a number of segments equal to the number of successes rolled when attempting this ability, unless the target has some form of eye or facial defense. Remember, however, that the tongue is highly susceptible to damage and could be quite disabling if it were to be harmed during these types of uses.

Far Sight –(Perception)

With this ability, the character can see objects in great detail from long distances. Up to a mile away, a character may make their standard roll in this ability to see fairly clearly any object within this range. Moving objects especially are easy to spot at such distances with this ability, even exceptionally small ones. Inclement weather conditions, as well as distances greater than a mile should call for penalties to the roll as deemed necessary by the Gamemaster.

Flight –(Agility)

The character has the ability to use their wings to bear them aloft and travel through the skies. Simple flights with no difficult circumstances require no roll of the skill (such as flying to the roof of your own house to watch the sun set). However, doing the same thing through thick fog, while being attacked, or during high winds, are excellent examples of when a role would be required by the Gamemaster. Difficulty factors may also need to be accounted for. High winds could incur a penalty of -1 or -2 dice, whereas flying through a severe storm, for instance, could incur a penalty of -4 or -5 dice, making it nearly impossible for inexperienced flyers to accomplish without high risk of failure.

When comparing the skills of one flyer against someone, or something else (such as chasing another winged character through the air, or attempting to catch up to a moving vessel or creature), merely compare the successes of the movement rolls against one another. If racing is the issue, the opponent with the most successes wins. In cases of pursuit, the flight continues until one

of the opponents succeeds against the other two rounds in a row (whether they were attempting to escape from, or capture, their adversary).

Gliding –(Agility)

The character can bear themselves aloft on air currents for extended periods of time, and may also use this ability to prevent damage from plummeting to their doom in certain situations. By leaping outward from most locations some distance off of the ground, a character may achieve distance coverage by gliding through the air. Certain common sense applies to any attempt at gliding, such as if there is no current updraft, then a gliding character will always end their glide at a lower point than where they began. Rolling higher than two successes means that the character was lucky enough to catch an updraft, and may achieve a target just as high, if not higher than, his starting point. A partial success indicates that the character has lost considerable altitude, but has landed safely, while a botch indicates the character has fallen to the ground, incurring half the standard falling damage. The Gamemaster should take into account prevailing atmospheric and wind conditions (storms, thermals, downdrafts, fog, etc) to determine any bonuses or penalties that may apply to the roll.

Gnawing Teeth–(Strength)

Large, strong incisors allow the character to chew through things like rope, soft stones such as basalt or limestone, bricks, bamboo pipes, wood, some ambers, and even body parts. This should not be confused with the means to bite using the Natural Weaponry ability, since this particular ability has more diverse applications, (weakening a wooden framework, escaping bonds, etc.), but can cause damage equal to successes rolled if not defended against. It is assumed, however, that this ability occurs over an extended period of time, making it less applicable to combat situations. Given that the Gamemaster rules the substance is “gnaw-able”, the character may gnaw through 1 cubic inch of the substance per success rolled per round. Please note that no character may gnaw their way out of a situation that should instead require digging or tunneling.

Great Leap –(Strength)

Characters with this ability have legs and bodies suited to incredibly powerful single jumps, which can be forward, backward, sideways, or upward, from either a standing position or from a full run or sprint. A roll of this ability is required any time the distance being leaped is 10 feet or more. A difficulty of -1 die is applied to an attempt at Great Leaping 10 feet, for 20 feet a difficulty of -2 dice is applied, -3 for 30, etc. Taking a running or sprinting start allows the character to actually add ½ of their Agility to their number of dice rolled, and may offset any negatives incurred, providing that there is actually room to run.

Hibernation –(Vigor)

Bats, Bears, Frogs, Mice, Toads, Turtles, Gophers, Ground Squirrels, Newts, and Poorwills (a type of bird) are the only jánah able to hibernate. In circumstances of a controlled environment (in other words, you are able to live in a nice, warm place for the duration of a prolonged cold spell) it is never necessary to hibernate unless food is in such short supply that it becomes necessary to conserve resources. But having this ability means that the character may willfully choose to enter a deep state of torpor in which the heart-rate, breathing, metabolism, and other bodily functions slow down to such an extent that the character will seem dead or even frozen at first glance. A successful roll in this ability will allow the character to remain in this state, undamaged by freezing weather, for up to three times their Hibernation roll in weeks, as long as they are in a somewhat sheltered location (in some sort of burrow, cave, lean-to, tent, etc.) which keeps the raw elements at bay. Jánah in this state must willfully awaken every 14 days in order to eat a little and perform other necessary bodily functions, but will otherwise use up no meaningful resources (except a small amount of air) and may re-enter the state without any further rolls. Such individuals will survive through stints of freezing coldness that would kill normal jánah, as long as they are sheltered and have made some minimal preparation. Jánah with this ability will sometimes seem sleepy during the colder seasons, and will prefer the warmth of the fire to outdoor activities.

Hold Breath –(Vigor)

Characters with this skill may hold their breath for a number of minutes equal to their Hold Breath ability plus any successes rolled when the ability is used. Only after these minutes are over does the character begin to suffer the effects of damage from drowning or asphyxiating if they are unable to reach breathable air. Until then, a character holding their breath may perform any underwater action allowed by the Gamemaster without worrying about catching a breath, including swimming, combat, labor, etc. This ability is, of course, quite useful under water, but can also be used in instances where the character desires to hold their breath to escape noxious fumes or gases, or to avoid breathing in scorching air.

Hovering –(Vigor)

Bat jánah and most types of flying bird jánah are capable of hovering in mid-air using their wings. A jánah with this ability may choose to hover by rolling their Hovering ability dice pool, counting their total successes, and adding that number to their Hovering ability total. The final total is the number of minutes the character may maintain their general place in the sky by hovering before they must rest for a full minute. The ONLY exception to this is the Hummingbird jánah, which can hover THREE TIMES that total amount. Hovering is achieved through a combination of flapping wings and/or careful use of wind currents

and updrafts. The Gamemaster should take into account prevailing atmospheric and wind conditions (storms, thermals, downdrafts, fog, etc) to determine any bonuses or penalties that may apply to either the dice rolls themselves or the time constraints determined by these rules.

Keen Hearing –(Perception)

The character has the innate ability to hear far off, or slight sounds, and can also pick out sounds from noisy environments. This skill is especially useful in the following game situations:

- Listening secretly to conversations in noisy or distant locations, such as in a busy teahouse or across a courtyard in someone's private bedchamber through a window.
- Listening in on a private conversation from the other side of a closed window or door.
- Listening to some sort of sound through a wall less than a foot thick.
- Defining the source of, or recognizing, a distant or minute sound before others without this skill could even hope to hear it.

As a good general rule of thumb, if the target is close enough that their mouth could be seen moving with standard sight (even though there might actually be visual blockades of some kind), then the character with this ability has a potential chance to try and hear the sound well.

Musk Spray –(Dexterity)

The character has the ability to spray a strong, odorous, musk from scent glands, which can be used to fend off assailants (in the manner of pepper spray or mace, but without as much of the terrible stinging pain, merely an overabundance of nauseating odor), or to mark objects or places.

The aggressive version of this ability allows a character to spray a number of yards up to the number of points in the Musk Spray ability. When used as a weapon, the spray can affect a number of individuals equal to the number of successes rolled as long as there are enough targets in the center of the spray area. The user of this ability chooses how they wish to affect these targets since the spray will effectively Stun and Blind the target for a number of rounds equal to the number of successes the character wishes to assign to each individual within the spray's range. In other words, if the character rolled six successes, they could effectively stun and blind six targets for one round, or two targets for three rounds each, or even one target for the full six rounds. Any affected target of this spray must also roll their Vigor. If they roll two successes or more, then there are no further ill effects. If they fail their Vigor roll they will suffer nausea (with possible vomiting), causing all dice rolls to be made at a penalty equal to the number of rounds they will be effected by the spray, for the duration of that time. If the victim Botches their Vigor roll, then they will actually succumb to a form of shock, falling unconscious for a

number of rounds equal to the number of 1's rolled with the Botch. In any case, all targets of the spray will be affected by the odor of the spray, and will stink for a number of days equal to the Musk Spray Ability score unless bathed thoroughly in some mixture that might neutralize the smell.

Natural Weaponry –(Agility)

The character has horns, hooves, claws, or teeth that they can use to impale, kick/trample, rend, or bite (respectively) for additional damage when brawling or in unarmed combat. This ability must be purchased once for every type of natural weapon the character has, i.e., a separate listing for Natural Weaponry-horn(s), and a separate listing for Natural Weaponry-hooves in the Animal Ability section of the Character Sheet. Similarly, claws/talons and fangs/teeth would be separate listings. The Animal Templates will give the specific Natural Weapons applicable to the type of animal chosen by the player. It should be noted that, in some cases, Natural Weaponry may also be used to refer to the form that a specific attack may take, such as trampling, charging, goring, biting, or poison (in which case there may also be further details for how this attack affects the target).

This Ability is used in the same way as any combat ability, the dice pool is rolled and the number of success dictates the overall success or failure of the attempted attack, with any successes after the first two indicating additional levels of damage (to Stamina) added to the base Natural Weaponry Ability total to determine the total damage done to target. Natural Weaponry attacks may be intermingled with attacks of other kinds within a combat round as desired, providing the logistics of the fight support such varied forms of attack.

Night Vision –(Perception)

The character can see at night, or in very dim lighting as though it was the light provided by an overcast day. This doesn't allow the character to see in the absolute absence of light (such as in a cave beyond the sun's reflective or direct reach), but even on the most pitch-black of evenings outdoors, there is at least some degree of light imperceptible to most. Owls, for instance, could see tiny creatures crawling through the bushes on moonless night hundreds of yards away (though they would combine this ability with Far Sight to do so). Interior spaces can still contain trace amounts of light even with windows and doors closed, on the darkest of nights, and this is generally all that is required for characters with this Animal Ability to see clearly most details plainly visible to most during the day. The Gamemaster may choose to impose penalties, however, on attempts at more specific tasks like reading or other such detail intensive visual perception skills using Night Vision.

The types of jánah that may possess this ability include; any nocturnal animal that depends on vision (as opposed to some other form of navigational perception),

fruit bats, pit vipers and many other snakes, flying squirrels, bush babies, tarsiers, geckos, owls, felines of all sizes, crocodiles, alligators, opossums, various shorebirds such as cranes and herons, canines to a slightly lesser extent, frogs and toads, etc. Generally, any animal with exceptionally large eyes, vertical-slit pupils, or specialized round pupils that can be shut nearly closed at will, has some degree of night vision. Characters using Night Vision may be temporarily blinded by sudden bright lights.

Prehensile Limb –(Dexterity)

The character has the ability to use their trunk/tail as a manipulative limb specifically adapted for seizing, grasping, or holding, especially by wrapping around an object. By succeeding at this ability roll, the character may assume that they are able to manipulate an object as if they were using their own hand in the most basic of ways. The more dice one has in the ability, the more finesse is assumed capable by the character, such that the clumsy attempts of a low score, such as merely clutching a stick, could later, after raising this skill, represent the fine manipulation of a calligraphy brush or a lock-pick. As with any ability, the number of dice in the dice pool, followed by the successes rolled during the attempt, are the best indicators of the degree of accuracy when using Prehensile Limb.

Protective Lids –(n/a)

Characters with this ability have some sort of protective covering for their eyes, either in addition to their existing eyelids (such as a semi-translucent nictitating membrane seen in all birds, lizards, frogs, toads, crocodiles, alligators, and even many types of mammals, such as certain types of rodents, mustelids, herd animals, animals that are known to commonly dive or hunt underwater, etc., with the exception of primates), or replacing the need for eyelids (such as the hard, clear covering which protects the eyes of snakes). The Protective Lid has two main functions: firstly, it keeps the eyes clean and sight clear in adverse visual conditions (such as diving underwater, seeing in a sandstorm, flying through clouds, etc.), secondly, it keeps the eyes moist in drying conditions where a character's eyes tend to dry out quickly (such as a hot desert climate, and flying through the air). The uses of nictitating membranes can be quite varied, however, depending on the animal type the character is based upon. A polar bear's membranes prevent snow-blindness, and the armadillo's nictitating membrane protects its eyes against termite bites, whereas a seal uses its inner lid to see under water while hunting. Rabbits use theirs to protect their eyes when running through tall grasses. Horses and dogs have them, too, though mainly just to keep their eyes moist. Snakes'

protective lids are an extension of their scales, with no eyelids, and an unblinking gaze. Bats, interestingly enough, do not have such inner lids, though they are flyers, perhaps because they use their eyes less during flight, depending largely on echolocation.

For the purposes of the game, having this Ability simply means that in adverse visual conditions (direct exposure to water, grit, dust, sand, or any irritating, caustic, or abrasive materials), characters will be able to see normally without having to roll their base Perception to do so. This does not imply that they can see "through" such things as clouds, dust storms, fog, etc., merely that they will not have their vision hampered by having their eyes directly exposed to water, grit or other such small annoying obstructions that would normally cause them to have blurred vision or to be forced to close their eyes entirely. Note that not all animals that would normally have nictitating membranes need to necessarily purchase this Ability, not doing so merely indicates that this particular character never really developed the muscular control necessary to automatically invoke it, thus forcing them to endure having to close or continuously blink their eyes (thus the Perception roll), in such adverse visual situations. No roll of the dice is required to enact this Animal Ability. This ability comes as part of an Animal Template, and has no value to be raised.



Running –(Vigor)

A character with the Running ability can run for a prolonged period of time at the running rate for standard movement (see General Movement, under Combat).

Chapter II: Character Creation

They can, however run in this way for a number of hours equal to their Running ability score. Once this number of hours has elapsed, the character must rest for an equal number of hours before they can continue running in this way. The Character can, thus, run over greater distances than normal, for longer periods. In addition, it should be noted that a character with this ability would generally cover long distances on foot in half the time it would normally take a walking traveler to cover (see Travel).

Silent Flight –(Agility)

The character can fly or glide through the air in such a way that their feathers/skin-folds don't make sound as they are affected by the wind. They need only succeed in their attempt at Silent Flight after also making their successful Fly or Glide roll, and their passage through the air will be virtually soundless.

Spines –(Agility)

The character has long sharp quills, or scales that they can raise upon their body to ward away would-be assailants. Though these spines cannot be "hurled", as is the common misconception, they will pull easily away from the body of the character if thrust into the flesh of a victim or penetrable object, remaining in the target, and causing an amount of piercing damage (considered "Fatal" for purposes of combat) equal to the player's ability roll successes, minus the target's armor, if any. Character's attempting to use their ability in this way will merely roll the Spines ability dice pool, and will be seen to suddenly jerk their body toward their opponent in the hopes of imbedding their spines. The number of successes not only refers to the amount of Fatal damage caused, but also the number of spines imbedded. Such spines are generally textured to hamper attempts at removal, and will cause an additional 1 point each in Subdue damage when removed. Spines left in the skin may eventually cause infection and inflammation.

Sprint –(Vigor)

A character with Sprint can potentially run faster than their normal Vigor would allow for very short periods of time. When Sprinting, the character may run at a revised standard rate (30 feet plus their Sprint skill) multiplied by 6, for a number of Combat rounds (6 seconds) equal to their Vigor. After that limit is reached, they will need to rest. After a number of combat rounds of rest the character may then Sprint again for a number of combat rounds equal to the amount rested. This does not mean that a Sprinting character will automatically catch an opponent with a lesser Sprint Ability score or one merely using the Default Skill Roll to run (in this case, half of the fleeing person's Agility score). As in all contested cases, rolls must be made against one another to determine the outcome. If racing is the issue, the opponent with the most successes wins. In cases of pursuit, the chase continues until one of the opponents succeeds against the other two rounds in a row (whether

they were attempting to escape from, or capture, their adversary). The Sprint skill differs from running in that Sprint is meant to indicate the ability to run very fast during a short amount of time over comparatively short distances.

Swimming –(Vigor)

Characters with this ability were born with a natural comfort with, and affinity for, the water. Though their skills may range from merely treading the water with ease, to swimming across miles of lakes, rivers, or seas, anyone with this innate ability has neither fear of, nor disrespect for, the various issues concerning moving through the water. This ability can, of course, be bought at various levels of skill, and an ability roll will generally be required of a character when performing potentially risky or dangerous maneuvers while swimming, or when swimming in contest against another person.

Thermal Regulation –(Vigor)

The character has the ability to regulate and/or change their body temperature to keep them from being negatively affected by adverse conditions of climate. Steamy jungles, blistering deserts, and even the chill wind of the mountains seem to have less debilitating affect upon a character with this ability, because, as a natural adaptation of their physical form, they have some feature which helps to either insulate them or actually raise or lower the ambient temperature of their bodies. Examples of such adaptations would be the ears of an elephant (blood is cooled as it passes through the thin flesh, and is fanned by the wind), or the specially adapted layer of fat found in some bears and walrus (which insulates them from the cold).

Characters with this ability should roll this skill to determine if they are able to counteract any minuses that would normally be inflicted upon them due to adverse temperatures (within reason, thermal regulation would do nothing for you if you attempted to walk through a burning building). The general guidelines of what manner of thermal adaptations the animal type would possess will be found within the Animal Templates.

Tracking Scent –(Perception)

Similar to Discriminatory taste, the Character has the ability to detect the presence, or absence of smells on or in objects. Also, this ability allows the character to "scent the air" for the presence of various forms of jánah, suthra, or flora that may give off smells too subtle for the nose to pick up. This ability is very useful when employed in conjunction with some of the various Lore skills, and can even give insight as to time someone or something was in the area.

Venom –(Vigor)

The Character has the ability to exude or inject (with Natural Weaponry) a biological poison. This poison is delivered either by being Insinuated (such as by fangs or spines), through Contact with certain areas of

the skin (such as the backs of certain frogs), or by being ingested (such as certain types of toads which produce a foul, psychoactive substance that affects animals that bite them). The types of poisons available with this ability can be Psychoactive, Paralytic, Necrotic, or Systemic (see **Poison Damage**). In general, the poison a character may have is noted in the Animal Template from which they were made. The number of dice in the ability represents the damaging potency of their particular poison. A character with 3 dice in the ability, for example, has poison with enough potency to cause 3 levels of damage per round, for a total of 3 rounds. This is assuming, of course, that the delivery method (the attack roll, Natural Weaponry roll, etc.) of the venom was successful. A half success (only one Success rolled with the dice pool), indicates the attack and poison did only half damage, but with no additional effects (though the character may experience a hint of what it MIGHT have done, without the dire, game-affecting results). Additional, specific effects will be outlined in greater detail under the description for Jánah Venom in the **Common Dárdüni Poisons (and Drugs)** section of the Appendices, and should be carefully noted by any player choosing a character with poison, as effects may vary considerably depending on which Animal Template is chosen.

Characters with this ability may also choose to “milk” themselves of their own venom so that it may be used later in various ways, such as to coat weapons for themselves or others. As mentioned under **Poison Damage**, however, poisons drawn from jánah (or any other living creature or plant) will remain effective, even if in a sealed container, for only a few days before their organic components begin to break down and become inert, unless those with the specific Poison knowledge and Create Poisons skill, compound those poisons successfully with other appropriate herbs or minerals used to stabilize and preserve the organic components. This process requires a number of hours to perform equal to the points of damage the specific poison causes per round, per usage dose, and requires successful roles in both skills mentioned above. Poison damage is always considered to be of the Fatal variety.

Water Storage–(Vigor)

With this ability, the character can go for longer periods of time with little or no water without feeling the effects of dehydration. When water is available, a character with this ability will drink only to replace what is missing from their body, due to the efficiency with which water is stored internally. The character also has the ability to quench their thirst with salty or brackish water. In water-scarce climates or seasons, plants alone may provide water, if necessary.

Contrary to many different beliefs about jánah that possess this ability, the stomach is the actual water storage space. In it, water is retained in several sac-shaped containers. Approximately one and a half gallons of water can be held in the stomach. Enough to allow

the character to resist the effects of dehydration for a number of days equal to the skill level of this ability, after their primary source of drinking water has run out. No roll is required to use this ability, but the value of it may be increased, thus allowing a better (longer) resistance to dehydration, as explained.

Wide Peripheral–(Perception)

The character’s eyes are set wide enough on the head as to allow the character to have up to a 270-degree field of view. As in nature, the in-game effect is that the character is more difficult to sneak up on and surprise, and in cases of general perception (not including abilities such as Far Sight) will gain some advantage. For example, characters with Wide Peripheral will be the first ones to be asked to make general Perception Rolls if being approached by silent, potential enemies, or to potentially see some interesting detail picked out from a wide view of an area. There will seldom be things seen “just out of the corner of their eyes”, unless these things are almost directly behind them.

Such Perception rolls are made using their Wide Peripheral ability score, instead of the standard Default Skill Roll, which is normally based upon ½ of the Perception Characteristic for any standard perception-type attempt. This gives the user of Wide Peripheral a definite advantage. The terrible effects of Surprise attacks are often countered by characters with this ability, since they gain the advantage of using the full extent of their Wide Peripheral dice pool instead of merely half of their Perception Characteristic when attempting to detect approaching or hidden enemies.

STEP #6 : Assign Your Talents

Talents are considered a natural part of your character, something that the character was blessed with at birth, and was then fostered and developed throughout the character’s life up till now. **A Talent score is NOT used in the game as a role to be made on its own, but as a number of dice that you may ADD to a dice-pool for the purposes of making some Action roll that might be aided by having that particular Talent.** Examples will be given in each of the Talent descriptions, but it is left to the discretion of the Gamemaster to decide whether the addition of Talent dice to any particular roll is appropriate.

There may have been Talents (and their starting values) that came with the purchase of your Animal Template that you should have already written down on your Character Sheet. It is during this Step that you will familiarize yourself with the uses and limitations of the Talents you possess, buy up their initial values even further in some cases (if appropriate), and even purchase more if desired.

Chapter II: Character Creation

BOOK ONE

A. The Talent List (pg. 110) shows the Characteristic Link for each Talent and their varying Ability Point cost (already paid for the ones that may have come with your Animal Template). Following this table are the descriptions for all the Talents, which you should now read concerning those you already have or may wish to purchase.

You should familiarize yourself with the rules concerning each Talent your character possesses. Not all Talents work in the same manner, and it is important to understand these differences before you move on to the next directives.

B. All purchased Talents (except Toughness) start off with a value of 1. You may now choose to either keep the value of your Talents (if any) at their current level, or “buy them up” with some of your remaining Ability Points (except Ambidexterity and Toughness). The value of a Talent may never exceed that of its Linked Characteristic. It costs 2 Ability Points to raise the value of most Talents from a 1 to a 2, 3 more points to raise them from a 2 to a 3, and 4 additional points to go from a 3 to a 4, etc.

C. If you have chosen to have the profession of a Sir’hibas of ANY kind, or wish to use Ritual Magic in the game, you must now purchase the Sir’hibas Talent. Its initial Ability Point cost is equal to your current Essence, and this Talent will have a starting value of 1, unless you choose to buy it up further. Please read its description now.

D. You may now purchase more Talents if you wish. See the Talent List (pg. 110) for the Initial Cost (in remaining Ability Points), and then read the Talent’s description to understand how it can be used. Buy the starting value of 1 higher, if desired, and then write the Talent and its value on your character sheet.

Raising Talents During Gameplay

Once game-play begins, you may increase your Talents (except Ambidexterity and Toughness) by expending Story Points. It costs 2 Story Points to raise the value from 1 to 2, then 3 more points to raise it from 2 to 3, an additional 4 points to go from 3 to 4, etc. Please note, at no time may any Talent have a value higher than its Characteristic Link.

TALENT LIST		
TALENT	LINK (highest possible number)	INITIAL COST
Alertness	(Perception)	2
Ambidexterity	(Dexterity)	½ Dexterity
Concentration	(Will)	2
Courage	(Will)	1
Diplomacy	(Wit)	1
Eidetic Memory	(Wit)	2
Empathy	(Essence)	2
Even Temper	(Will)	1
Expression	(Wit)	1
Fast Reflexes	(Agility)	2
Immunity	(Vigor)	½ Vigor
Leadership	(Presence)	2
Mimicry	(Perception)	2
Orientation	(Perception)	1
Sir’hibas	(Essence)	Essence
Subterfuge	(Wit)	1
Toughness	(Vigor)	Vigor

Alertness- (Per)

Having dice in Alertness indicates how aware you are of the world around you. The number of dice possessed in this Talent, the more naturally alert the character will be, whether consciously or subconsciously, to events and details outside the immediate range of attention, giving the character a better chance to notice such events and possibly react to them in a swifter or more appropriate manner. A character with Alertness dice might add them to any Perception rolls where the GM might deem alertness a factor.

Example: Indara the owl, an agent of the city's Magistrate has hidden herself in the shadows on a rooftop near a dockside warehouse, hoping to catch two criminals she has been following as they leave the dark building with the contraband they are trying to smuggle. The GM asks her player to make a Search skill roll (which has a dice pool of 4), to determine if she notices which of the three exits the criminals attempt to leave from. Search is a skill based on Perception, and Indara's player requests the GM to be able to add her Alertness dice (which are 2) to the roll. The GM considers this to be an appropriate moment for such an addition, and allows Indara's player to roll a total of 6 dice, which may just allow her to notice that one of the criminals has fled from the back exit, while the other is actually limping out of the front, dripping blood.

Ambidexterity- (Dex)

Your character was born with the ability to use both hands effectively. Normally, when choosing to attack with a second weapon in an off hand, a penalty of minus 1 die will always apply to the roll. For characters with Ambidexterity as a Talent, there is no penalty. They may choose to use either hand with essentially equal amounts of manual dexterity and adroitness. With this Talent, it is never necessary to purchase more than the initial starting value of 1, since the character is either ambidextrous or they're not.

Example: Vanúrah, a golden eagle, has suffered a disabling blow to her right hand, which she normally uses to wield her crystal sword. Her opponent gloats because he thinks he now has the upper hand. The smirk quickly dissolves from his muzzle as he watches the eagle deftly slide her sword's twin from the sheath between her wings using her left hand, twirling it with amazing skill. Vanúrah has the Talent Ambidexterity, and will now show her opponent just what her years fighting in the Spiral Arena have taught her.

Concentration- (Will)

This talent allows a character to more effectively resist distraction, thus allowing an activity that might be aided by concentration to become more successful. For example, Concentration dice might be added to a Research roll to improve the quality or retention of any knowledge gained. In addition, the Concentration Talent is exceptional in that the number of dice one has in it may be used as a specific roll to ignore any outside event that might actually break that character's concentration when attempting some feat that may require it. Using concentration, however, has its

negative aspects as well; multiplying the time it will take to do something by the amount of Concentration dice added to the roll, meaning that the Talent is essentially useless if actually engaged in close-quarter combat. In addition, using Concentration actually lowers the dice pool rolled for Defense by the amount of Concentration dice used in that same round.

Example: Jasahn, a valah sharpshooter, has slipped away from a combat in which his friends are engaged in an attempt to find higher ground from which to try to take snipe shots at their foe. After finding a prime location atop a nearby crumbling wall, Jasahn levels his valah rifle at the leader of the enemy battling in the ruins below. His player asks the GM if he may add his Concentration dice (3) to the attempted shot (normally using 6 dice). Because Jasahn is no longer technically in the middle of the combat, his Action would normally take 1 round (six seconds) to perform. But, since the GM has ruled he may use his Concentration to take special aim, he will multiply the time it will take to perform by 3, meaning that Jasahn will aim for a full three rounds (18 seconds). He has the chance, however, to get an exceptional shot, since not only does he get to add his three Concentration dice, he ALSO may take an ADDITIONAL +1 die as shown in the Time Bonus Table (see Extra Time), making his total roll for the shot 10 dice to determine success!

Under normal circumstances, because Jasahn is using his valah skill, any Defense roll he would make would also be using 6 dice. However, because he has been allowed to use Concentration, any Defense he must roll before making the shot will be at a -3 dice penalty. As he is aiming, he notices that an enemy has attempted to climb up on his left in an effort to stab him with a spear. He may choose to either stop aiming, thus allowing him to attack or defend at full strength (though he will lose his bonus to fire the gun), or he may merely try to squirm out of the way of the spear strike while trying to maintain his concentration enough to squeeze the shot off, thus causing him to make a Defense roll of 3, followed by a roll of 3 dice to attempt to maintain his concentration, thus keeping the bonus to his Valah skill roll.

Courage- (Will)

Having dice in this Talent allows the player, when the Gamemaster permits, to augment Skills or Abilities performed under dire, or life threatening circumstances. An example of this might be a daring leap across a bottomless chasm to rescue a comrade dangling from the other side. Or running through a burning building on the brink of collapse to answer a cry for help. The use of Courage dice in these situations is totally at the discretion of the Gamemaster, and should be infrequent, and appropriately cinematic so as to enhance the potential story moment.

Example: As an angry crowd in a marketplace gathers around a poor old mouse beggar, whom they think has been robbing their purses, the real thief, a grey fox, stands among them, inciting the mob to violence against the old fellow. Shiku, a normally timid rabbit scribe, happened to notice what REALLY just occurred. Her player realizes that if she doesn't act quickly, the crowd may disfigure or even kill the poor beggar in mere moments, and decides to push her way into the middle of the furious citizens, despite

Chapter II: Character Creation

her meek nature, to attempt to convince them that the REAL thief is actually the fox. Knowing that she could end up becoming the target of the mob herself, the GM decides to allow her to add her Courage dice to her Convince skill roll since she is going against her nature to attempt this brave and noble act.

Diplomacy- (Wit)

Having this Talent represents an inborn sense of balanced social interaction. Especially where it applies to interpersonal conflicts, intercultural relationships, and matters of honor. A player may request the GM to allow them to add these dice to affect any skills that might touch upon these types of situations.

Example: The Chamberlain Ursi has been overseeing the meeting between her lord, the Aryah Mailanu, and a rich merchant from Ullésh for the last hour or two and has noticed that tempers are beginning to flare. Though her Aryah is very wise, he is unfamiliar in the ways of this foreign merchant, and the Chamberlain realizes that it is up to her to figure out why their guest has become so vexed over this simple trade agreement. Ursi's player wishes to make an Etiquette roll to see if she realizes what is going wrong, and asks the GM if she may add her Diplomacy dice to the roll. Considering that this is the Chamberlain's specialty, the GM agrees, and the roll is a success. The Chamberlain suddenly realizes that the Aryah has failed to pour the merchant another drink, allowing the merchant's tea to become cold, a true insult of business negotiations in his land! Ursi quickly prostrates herself before her lord, exclaiming that she has foolishly failed to refill the kettle (which is actually quite full) so that her lord may serve their honored guest more tea. The old tea is whisked away by knowing servants, after which the now savvy lord pours the merchant a new cup from the steaming kettle, saving face for them both, and allowing the trade agreement to come to a happier conclusion.

Eidetic Memory- (Wit)

This Talent helps a character precisely recall an event and all details pertaining to it. These dice can be used to augment certain base Wit or Perception rolls, or any specific skill rolls that might apply to the recollection of certain events, whether observed or heard, especially when they pertain to a character's specialties. Of course, as with all Talents a higher value in general, represents a greater level of the memory's detail.

Example: Inbiruh, a skilled valah weapons artisan, attended a recent demonstration at the Academy in Nilám pertaining to the crafting of a particularly beautiful style of pistol which he would like to duplicate so as to make a gift for his son. He wishes to recall the exact methods of fabrication he observed being used by the master craftsman of the Academy, and his player asks the GM if he may add his Eidetic Memory dice to the Default Skill Roll based on half his Wit characteristic. The GM agrees, and, since Inbiruh has a Wit of 6 letting him roll 3 dice to remember something, he may add his 2 more Eidetic Memory dice for a final roll of 5 dice to recall with precise clarity all the steps necessary to craft such a beautiful weapon for his son.

Empathy- (Ess)

Characters with dice in Empathy have an innate

ability to sense and understand the feelings and emotional state of other sentient beings near them, even when they may be trying to hide these feelings from others. This does not make the specific REASONS for these emotions apparent. Thus, an empathic character may suddenly realize the person sitting near them is extremely nervous, scared, or elated, they may have no idea WHY. A character might ask to add these dice to any rolls that may be affected by understanding the emotional state of the person they are dealing with, such as an impassioned plea made to bring an end to some injustice perpetrated by someone who is angry because they seek revenge, or a song that is sung to ease the pain of someone in mourning.

Example: The Master of the Honor Guard has asked one of his pupils Avarni, to attend the questioning of a prisoner caught climbing over the palace walls into their gardens. The prisoner is dressed in the rough clothes of a simple peasant, and acts quite scared, claiming to have been so hungry that he was hoping to steal food from their gardens unnoticed. Avarni's player has a special tactic he wishes to use to interrogate the prisoner, asking the GM if he may add his Empathy dice to his attempt to use the Intimidation skill to force the whole story from him, while simultaneously scrutinizing the peasant's reactions to the threats. The Gamemaster smiles, and allows this to occur, meanwhile rolling dice of his own. The intimidation attempt seems to succeed, and the shaking peasant goes on to describe, through flowing tears, how he also intended to steal a beautiful statue he had seen in the garden, and begs them to allow him to plea for mercy before their lord. However something seems amiss. What the player does not know, is that the "thief" is actually only Acting scared, for reasons the player cannot guess because the player's Interrogation roll did not beat the successes of the intruder's Acting roll. However, since the player did roll several successes, and used his Empathy to do so, the GM tells the player that Avarni suddenly realizes that, though the peasant seems frightened half to death, his eyes betray a crafty intent and a cool, calculating undercurrent of emotion. Avarni takes his Master aside, warning him that it would be incredibly unwise to take this fellow before their lord, since this "peasant" is not what he seems.

Even Temper- (Will)

Having this Talent represents that the character is capable of maintaining a calm demeanor even in the face of incredibly strenuous or emotionally demanding circumstances. The extra dice of Even Temper may be added to those circumstances where certain Actions may be conducted more smoothly in the face of such emotional adversity. Successful use of a Skill where these dice are added might reasonably diffuse an emotionally unstable situation, solving the problem in a manner that might create a general air of calmness.

Example: At a gathering of a War Council, prior to a major engagement, the lines have been drawn for battle, and plans are being made as to the most appropriate method of attack. Several of the generals are engaged in a heated argument over whose plan will be more effective. Sadly, because of the emotions involved, each one's plan seems to be turning more and more chaotic and aggressive, and may lead to

tragic losses if either are adopted. Luckily, Vanayah, a skyship captain in the Line of Inuvkah, steps forward to speak. Though the leopard's tale twitches, because of his impatience with the two argumentative generals, he has an Even Temper, and his voice is calm. He enters into the discussion using his Debate skill, to which the GM has allowed him to add his Even Temper dice. Due to the success of his role, not only are the generals swayed by his words, his calm demeanor has actually allowed them to reconsider their rash decisions, and work together to form a more cohesive battle plan.

Expression- (Wit)

The Talent Expression indicates some level of natural born artistry, be it with imagery, music, dancing, words, sculpture, cooking, etc. Using Expression dice to augment certain Performance or Craft skills, at the GM's discretion, a character is adding their particular artistic touch to the endeavor, in the hopes of uniquely improving the results.

Example: Mudranim the stone mason had made a name for himself as a competent maker of strong archways in some of the finest noble houses. However, only on rare occasions was he able to truly let his passion for a particular form of artistry shine. As a child he enjoyed sticking colorful stones and crystals in the simple stucco walls of his home, delighting his parents with his imaginative designs. As he grew, his simple works became a natural talent at mosaics. Sadly though, as an adult, his artisanship was limited to the more utilitarian work of architecture, since most nobles already had a Crystal Master in their employ to adorn and ornament his simple works. Still, one could easily see the pure, almost divine, inspiration that seemed to flow from him, manifesting in elaborate imagery, often hidden inside the homes of his modest relatives.

Mudranim's player realizes that this Talent is the link in the current storyline that will carry his character forward into his newest task, which is why he has asked the GM to allow him to add his Expression dice to his Crystal Craft skill while finishing his most recent, truly artistic work, an immense mosaic of the Veils of the Goddess Krilarah. Mudranim's roll indicated that this has been one of his best endeavors yet. No wonder why the Satyan priest, visiting his "ailing" aunt, was so impressed, and why soon there came an honored summons for the commissioning of a piece of artwork for the Grand Temple itself. How glad his true employers, the "Hands of Shadow", will be to know that in no time whatsoever their guild of thieves will have access to the secret architectural plans for the Great Satyan's very own treasure vaults.

Fast Reflexes- (Agl)

This Talent simply represents the character's ability to "spring into action" more efficiently at a moment's notice. Having this Talent means that in any "non-combat" roll involving the use of Agility whether individually or when contested against someone else (so long as the GM approves), the player may add Fast Reflexes to the dice pool, providing the action would benefit from them "starting fastest". In

Combat situations, the Fast Reflexes score is ALWAYS added to the final Initiative total generated by that player at the beginning of any Combat round (see Combat).

Example: A young couple's attempted getaway is abruptly halted in a narrow alley blocked by construction. The young male cheetah Bramasi swiftly turns to confront the gang of hoodlums that have been pursuing them, only to notice a glimmering crystal shard hurtling toward his beloved's back! With lightning speed Bramasi snatches a nearby loose plank and attempts to Block the projectile's path. The cheetah has Fast Reflexes, and asks to add those dice to his Dodge/Block skill roll. The GM agrees, and the roll is a success, completely negating all of his opponent's successes with his own roll. The wooden board, merely inches from her body, vibrates as the throwing shard, laced with an oily black poison, sinks deeply into it. Dropping the board, Bramasi dons his twin chitin punch-daggers, eyeing the huge, bristling mastiff that threw the deadly blade, the former "lover" of the quivering female beside him.

With nowhere left to run, the GM calls for an Initiative Roll as the Combat Round begins. The cheetah's player rolls a die, adds his Martial Skill, and finally adds 3 more for his Fast Reflexes, hoping that this final Initiative score will be enough to give him the advantage of striking first. It may be the only chance that he, and the mother of his unborn cub, now has.



Immunity- (Vig)

Possessing this Talent means a character has either been born with, or had developed over time, a degree of immunity or tolerance against some specific form of harmful element. This must be a very particular

Chapter II: Character Creation

immunity, describing the exact type of thing that the character is protected from, such as: an individual poison type, one certain sickness or disease, the sting or bite of a particular suthra, etc. Multiple Immunities could be purchased if allowed by the GM. These dice are added when rolling to resist any of the side effects of the particular substance either in or out of combat. In addition, if physical damage (Stamina loss) is caused by exposure to the substance itself, the damage is reduced (each instance it would be applied), by the character's Immunity value.

Example: Having been hurled in to a sand-filled fighting pit in an illegal gambling den, a pair of friends suddenly realizes they are in terrible danger. Hissing and chittering out of the gloom of an adjoining tunnel, a huge scorpion-like makri emerges, rushing toward them on its eight legs, the twin stingers on the deadly tails weaving like reeds in an angry storm, both glistening with hideous poison. One of the friends, a raccoon, is pierced in the gut and actually lifted up by one of the tails as he is flung to the side. The other person, a mortified impala, is backed against the filthy wall of the pit, eyes wide as he awaits the fall of the terrible stingers. Suddenly, from his left comes a blur of black and grey fur as his stripe-tailed friend, amazingly unharmed by the terrible makri venom, buries his crystal spear deep into the giant suthra's head. It shrieks its horrible insect shriek as it scuttles backward toward its lair, vainly attempting to grasp and snap at the spear haft. The raccoon smiles at his amazed friend, secretly glad that he had been taking small doses of makri poison most of his adult life.

Leadership- (Pre)

Having dice in this Talent indicates that, to some extent, the character is a natural-born leader, able to inspire the confidence and loyalty of those who choose to follow them. Skills that depend on the successful delegation of authority, the giving of orders during stressful or hazardous times, and governing of large groups of people, may all be potentially augmented by the addition of Leadership dice to the roll.

Example: Captain Pravani of the skyship Scarlet Moon has chosen to address his crew mere minutes before battle. A corsair ship from foreign lands is careening towards them out of the eastern skies, and will soon be opening fire. The seagull captain realizes that their brightest hope lay in directly boarding them to fight hand to hand, avoiding the barrages of the pirates' mighty cannons. He wishes to inspire his crew with the confidence necessary to take on this terrible foe, and his player wishes to add his leadership dice to the necessary Oration roll as Pravani stands boldly upon the upper deck to deliver his words. The roll is then made with great success, and the GM decides that each of the successes rolled may be added either individually, or all together, at any point in the upcoming battle that the character sees fit, as his orders are given and acted upon.

Mimicry- (Per)

This Talent refers to the natural ability to notice the quirks and individual traits of the mannerisms, vocalizations, movements, etc. of any being and even certain non-living things, and be able to personally reproduce them to some extent of success. Mimicry dice

are most commonly used in conjunction with the Acting Skill, but may possibly be used to augment such skills as Oration, Convince, Camouflage, Disguise, Forgery, etc.

Example: Lazzhüm, a mynah bird, has narrowly escaped capture after successfully stealing a priceless necklace from the boudoir of the Isvar's favorite concubine, but has yet to get to a window to effect his escape by wing. The guards swarm through the palace seeking him out, their harsh calls echoing through the maze-like inner halls through which he flees. Seeing menacing shadows ahead and behind, he quickly ducks into a servant's chamber in hopes of avoiding his pursuers. Inside he sees what must certainly be the room of an elderly person, and he hears a frail, aged voice from an adjoining room call out to him, enquiring who is there. Ignoring the question, he looks around the room at the cane, cloak, and very dark spectacles sitting by the bedside. He hazards a glance into the other room and sees an elderly female crow, who had been knitting by a warm brazier, stand and begin groping blindly across the room toward him. Lazzhüm's eyes glitter, as a slow smile forms at the edges of his beak.

Out in the hallways, several huge guards turn a corner in pursuit of the filthy thief. They nearly run over old Mother Ama, the servant's blind midwife, as she taps her way down the hall wearing her tattered cloak. The old crow caws and clutches her frail heart. The winded guards hurriedly ask her if she has seen any intruders, to which she chuckles, telling the burly soldiers that they know quite well that she has "seen" nothing. Disgruntled, they charge past her down the hall. "Mother Ama" then hobbles just a little further before coming to a balcony overlooking the glittering city below. In moments, the old crow is gone, and Lazzhüm is sailing away into the night sky. His player is very glad of the Mimicry dice his GM allowed him to add to his Acting skill.

Orientation- (Per)

Having this Talent means the character has an inborn personal sense of direction, bearing, and general location as it applies to the world around them. Such characters rarely find themselves lost, and in situations where this could be a factor, any rolls to determine Navigation of any kind, Tracking, Hunting, Cartography, even Default Perception rolls used to find the way through maze-like passages, might be assisted with the addition of Orientation dice.

Example: The huntsman, a stag named Duryanum, has been tracking his prey, a crafty wild kellédu whom he hopes to capture and train, for nearly four hours now since picking up its trail. He finally realizes he has made a mistake, and has gotten close enough for the suthra to detect his presence. He knows he is near the marshes where it dens, but the kellédu has begun to circle back upon itself using wild patterns in an attempt to shake him from the right direction. He asks the GM to allow him to add his Orientation dice to his Tracking skill roll, since he wishes to re-orient himself toward the direction of the distant marshes, where he knows the kellédu will eventually flee. His roll being a success, the GM describes the distant crystal peak, which tells Duryanum he is heading in the right direction. Shortly thereafter, due to the success of the roll, the GM also informs him of the chance to capture his prize, which is now unknowingly approaching him from the side, believing it had lost him a ways back.

Sir'hibas- (Ess)

Possession of this talent is required in order to have ANY skills in the arts of magic, whether it is as a trained sir'hibas or mángai, or as a natural-born prodigy with but the slightest inkling of their true potential abilities (see the section on Magic for more detailed descriptions of the different types of sir'hibasi). As such, it represents the potential for magic, as well as the level of personal experience coupled with inborn ability. Though most who purchase this Talent would probably then go on to later purchase Magic Rituals that they would be able to perform, a beginning player at Low Power Level may not choose to do so, allowing the Talent to be a "hidden" one, with Rituals to be discovered (and purchased) later in the game, after the GM has had a chance to introduce these powers in interesting and unique ways (strange visions, revealing dreams, visitations by supernatural powers, etc.). Unlike most other Talents, the Sir'hibas Talent dice may ONLY be used to augment rolls made in direct contest against OTHER sir'hibasi, not to perform just any magic ritual in general. This Talent's value, however, does have several other effects. When performing Magic Rituals using the more advanced magic system to be found in Book Two: Magic and Martial Arts, characters may indulge in a number of Disciplines within those rituals equal to their Essence PLUS their Sir'hibas Talent score each day, before they become so exhausted that they must rest (for a number of hours equal to the number of Disciplines used) before they may attempt further feats. In addition, a sir'hibas may only know as many Rituals as ½ their Sir'hibas Talent value rounded up. Also, the Sir'hibas Talent value is compared to the rarity value of any Discipline attempted within a Ritual using the more advanced magic system. If the Discipline's value is greater than the sir'hibas' Talent, then merely the difference is used as the penalty applied to the Ritual Skill roll made when attempting the Discipline.

Example: Visútya, Seer of the House of Pünim, has been asked to look into the past using her Ritual of Dreamwalking. This would normally be a relatively easy task for the old owl since her Ritual Skill roll uses 10 dice, but in this case, the event her lord the Aryah Pünim wishes to see, is the murder of a trusted spy that occurred within the walls of an enemy house. The house's own seer, Istvan, has placed wards of protection upon the house using his own rituals, and Visútya will need to loosen them enough for her magics to peer briefly through. Her player asks the GM to allow her to use her Sir'hibas Talent dice to augment her roll, since she will be pitting her successes against those of Istvan when he created the magical wards. Visútya is old but very powerful, and has an amazing Talent of 7, which the GM allows her to add. Her roll is incredible, and she easily casts aside the complex wards within Dream, and gazes in eager interest as the haunting murder from the past plays itself out before her eyes.

Subterfuge- (Wit)

Characters with this Talent have developed, over time, a fine understanding of the many ways that

people may interact to manipulate and deceive one another. They have become more and more aware of, and adept at developing, stratagems and devices both social and behavioral to misrepresent, conceal, escape, or evade various social situations to their own benefit and welfare. This is not to say that they use this talent for wicked purposes, though many do. It simply means they have such knowledge, for good or ill. The GM might allow the use of Subterfuge dice in certain cases of social interaction from anything as complex as court Intrigue, to something as base as an attempt at cheating while Gambling, and various applicable social Skills in between.

Example: As the slaves of the Governor watch their master playing a "friendly" game of cards with her guest the Tishinian Ambassador, they notice that Governor Vitrah is becoming more and more angry. Vitrah loves gambling, and rarely loses at her favorite game of Devah's Doctrine. And this specific game will decide whether she will profit from or lose money on a certain deal the Ambassador has come to discuss. But she has just suddenly realized that her guest is winning, which MUST mean that he is cheating. She knows this because SHE is cheating, and yet he is STILL winning! Her eyes dart back and forth at his hands, and yet she can perceive no evidence of his methods, nothing as simple as deft fingers. As she looks up at his face, her blood truly begins to boil as she notices his smirk; he's looking her right in the eyes. He KNOWS she knows! ENOUGH of this!! The Governor tenses to react violently just as the Ambassador begins to speak, telling her that he is enjoying the game immensely, but if she would prefer to stop, he understands, and would be glad to entertain her other guest with some of his stories instead. At that moment he pauses, and she notices that he has just laid down a card which reveals an image of one of the female devah, whose face has been masterfully repainted to exactly resemble the countenance of the Magistrate's wife, whom Vitrah had secretly assassinated to enable her own rise to power. A chill passes through the Governor as she sourly replies that it would be an honor to lose the game to such a worthy opponent. Not only did the GM allow the Ambassador's player to use his Subterfuge dice to aid his simple gambling roll against the wily Governor, the dice were used to augment his Intrigue roll as well, which is how he discovered Vitrah's terrible and potentially damaging secret weeks ago, when he had his "special" deck of cards made just for the occasion.

Toughness- (Vig)

This talent can be bought only if the sum dice of your Strength, Vigor and Will is equal to or greater than 12, and is impossible to purchase if game-play begins at the Low power level (an exception being if it's part of the Animal Template). Toughness represents a character's ability to withstand excessive damage above and beyond the average jánah. This is reflected in levels of damage as represented by the character's Stamina score. Normally Stamina is the result of 2 x (Vigor + Will). In the case of characters with Toughness however, it will be the sum of 3 x (Vigor + Will), a significant advantage. Toughness is purchased once, and is never raised. Nor does it represent any dice to add to a roll.

However tempting this talent may be to character

creators, it is not within the concept of most jánah and their trades. Chamberlains and scribes, for instance, do not normally possess toughness, except under unusual or specific circumstances. (An exception here would be Toughness allowed as part of an Animal Template, or due to the player's choice in also making the character a skilled warrior.) Resist the temptation to outfit your every character with this Talent as it becomes unrealistic easily, and will no doubt be questioned by the GM unless justified in the character's background.

Example: The rhino Móhkujoh is a character feared and renowned, throughout all the lands, as an unparalleled Arena fighter. There are endless stories of his skill in combat, but even more detailing the countless wounds and injuries he has sustained over the years. He seems capable of taking endless terrible damage without flinching, and though often covered in his own blood by the end of each grueling battle, he usually is found standing over the crumpled form of his opponent, which lay unmoving in the sand. Seeing his proud form, crimson and steaming, stride wordlessly like a moving mountain from the arena is a spectacle in itself.

STEP #7 : Assign Your Advantages

Advantages are some of the first traits of your character that are chosen separately from the influence of the Animal Templates, having more to do with the rewards of social interaction throughout their life than with instinct or natural-born skill. An Advantage score is NOT used in the game as a role to be made on its own, but as a number of dice that you may ADD to a dice-pool for the purposes of making some Action roll that might be aided by having that particular Advantage. Examples will be given in each of the Advantage descriptions, but it is left to the discretion of the Gamemaster to decide whether the addition of Advantage dice to any particular roll is appropriate. In addition, the numeric score of an Advantage should also represent, in some way, the perceived fictional "worth" that the particulars of the Advantage represent; perhaps the quality or richness of a Resource, the value or number of Allies or Retainers, the degree of Fame, etc. The GM and player should work together to craft any such Advantages to insure they have a good fictional foundation for their campaign.

Having already purchased your profession(s) from the Character Archetypes, you have also paid the points necessary to cover the Advantage of Caste, which you should already have written down on your character sheet. It is during this Step that you will familiarize yourself with this Advantage, buy up its value even further if you wish, and even purchase more Advantages if desired.

A. The Advantage List (pg. 117) shows the Characteristic Link for each Talent and their varying Ability Point

cost (already paid for, in the case of Caste). Following this table are the descriptions for all the Advantages, which you should now read concerning your Caste or any others you may wish to purchase.

B. All purchased Advantages start off with a value of 1. You may now choose to either keep the value of your Caste at its current level, or "buy it up" with some of your remaining Ability Points. The value of an Advantage may never exceed that of its Linked Characteristic. It costs 2 Ability Points to raise the value of Advantages from a 1 to a 2, 3 more points to raise them from a 2 to a 3, and 4 additional points to go from a 3 to a 4, etc.

C. You may now purchase more Advantages if you wish (assuming you and the GM have an understanding as to how it will fit into the current storyline of the campaign. See the Advantage List (pg. 117) for the Initial Cost (in remaining Ability Points), and then read the Advantage's description to understand how it can be used. After consulting the GM, you can buy the starting value of 1 higher, if desired, and then write the Advantage and its value on your character sheet.

Raising and Buying Advantages During Game-play

There must be fictional considerations for purchasing or raising the value of any Advantage, especially considering the events that may be transpiring within the campaign setting surrounding the players during game-play. Many Advantages have to do with the introduction of NPCs into the storyline or the availability of certain resources and assets that might drastically affect current or future events, and care must be taken so as to maintain the balance and flow of whatever plots the players may be involved in. The GM must ultimately decide whether to allow the purchase and any value additions to an Advantage, and should carefully incorporate any such changes into the fiction of their storyline.

Once game-play begins, you may increase or purchase Advantages by expending Story Points. Purchase them using the Initial Cost as shown on the Advantage List, giving them an initial value of 1. It costs 2 Story Points to raise the value from 1 to 2, then 3 more points to raise it from 2 to 3, an additional 4 points to go from 3 to 4, etc. Please note, at no time may any Advantage have a value higher than its Characteristic Link.

Advantage List

ADVANTAGE	LINK (highest possible number)	INITIAL COST
Allies	(Presence)	1
Caste	(Essence)	0-4 (see below)
Contacts	(Wit)	1
Fame	(variable)	2
Influence	(Will)	2
Mentor	(Wit)	1
Patron	(Presence)	1
Resources	(Wit)	2
Retainers	(Presence)	1

Allies- (Pre)

The Advantage of Allies represents that the character has formed a strong bond of relationship with comrades publicly, privately, or secretly. Once purchased, the Advantage indicates either a single ally, or a general allegiance with a specific group or organization. Allies may be turned-to in times of need, and any Skill rolls made to ask for aid from them, or to enact plans that depend upon their help, may be augmented by that particular Ally's value as the GM allows. The player purchasing this Advantage should define the specifics of the allegiance, name(s), the circumstance under which the alliance was formed, etc. Separate alliances should be purchased, and raised, with separate points, and listed individually for the purposes of game-play. In general, the higher the number value of the Ally, the stronger the bond of allegiance will seem to be regarding any contact or communication with them. Allies, unlike Contacts, might actually be willing to place themselves at some risk in order to help one another.

Example: Bandaru lived in Samudra as a child, growing up, and training with, Inkevuh the son of the Aryah Rajnah. Across the Sea of Vigára, Bandaru traveled when he had become one of the most honored arena fighters in all of Tishinia. Bandaru would send letters to Inkevuh, telling him of his many victories, as well as some of the more humorously sticky situations he had been in. There was no-one more proud of Bandaru than his longtime friend Inkevuh, now Aryah of his House, when news came that his friend had been given the honor of fighting in the Kramahn Games. There was no explanation, however, for the silence that followed. No more letters came, and ill luck seemed to follow any servant that was sent to find Aryah Inkevuh's missing friend. Today, however, a parcel was delivered to the Aryah, by a runner from far away Tiari, where the friends had trained when they were boys. There are but two things in the parcel which he hadn't laid eyes on in over five years, an old medallion that Bandaru and he had found in the secret ruins of a monastery in the hills south of the Dagora school, and a small written note penned by his friend which said simply, "I must have time to pray".

Bandaru's character has Inkevuh as an Ally with a value of 5, and was able to use those extra dice to aid an incredibly successful Convince roll used when that parcel was put together. The phrase had deeper meaning to the friends, since if either said that to one another in their youth, it meant to meet at their secret ruined monastery to escape from the drudgery of the strict training regimen. The Aryah, however, now fears that his friend needs to escape something far more dire. That next morning, his personal skyship whisks Inkevuh southward, toward the hill-country of Tiari.

Caste- (Ess)

Most societies on Dárdūnah abide, to some degree or another, to a fairly rigid caste system who's purpose seems to be that of subdividing the general public into classifications based on the vocation of their parents, their vocation, and the degree of societal respect which that demands. There are four different castes your character may have the Advantage of being (Holy Caste, High Caste, Trade Caste, and Peasant Caste), as well as an "outcaste" classification for those who wish to spend no points for this Advantage. Being "outcaste", also known as Pariah, is not generally recommended as a player classification unless ALL other players will be playing such characters, since most of the social dynamics on Dárdūnah have strict rules forbidding direct personal contact with outcastes, as they are seen as "unclean". A more in-depth description of castes and their effects in society can be found in the World Guide. The GM will inform you of any specific needs and restrictions of Caste choice based on the type of game they are choosing to run. A caste is something you are born into and can usually never change. Unlike the concept of social class, there is seldom any upward mobility in castes, except in the rare cases when some sunborn lord of high caste, or a respected member of the holy caste mángai, find that an individual, through exceptionally honorable service, seems to have earned their place among a higher caste. Mángai Masters, as

Chapter II: Character Creation

BOOK ONE



well as priests of higher ranks, have the ability to sanction and bless the granting of higher caste to such a jánah, providing the mángai discovers through meditation that the devah find that jánah worthy. Normally, however, you are born into the caste of your parents, and will most likely die a member of that same caste. The four main castes on Dárdūnah, as well as their costs, are:

Holy Caste or 'Mangai' - cost 4pts. (occupied by priests, monks, nuns, gurus and other religious individuals, as well as law-speakers) - this is the highest caste; the keepers of the holy books, religious teachers, the clergy, and those who are entrusted to write the laws.

High Caste or 'Sunborn' - cost 3pts. (occupied by nobles, warriors, sir'hibasi, scholars and artisans of certain crafts) - the second highest caste, these privileged individuals may use any kind of weapon they wish and wear any type of armor; they are the nobility and gentry of society.

Trade Caste - cost 2pts. (occupied by merchants, tradesmen, most craftsmen, skilled laborers and common soldiers) - these are the highly skilled tradesmen, yeomanry and mercantile backbone of society, as well as common soldiers; they may not wield/wear suthra weapons or suthra armor.

Peasant Caste - cost 1pt. (occupied by farmers, and all 'unskilled' laborers) - the majority of the population, these uneducated masses may not use valah, suthra weapons, or suthra armor.

Outcastes are not really a caste as such, and are composed of the lowest members of society (escaped slaves, beggars, dishonored members of other castes, the dregs of society, those who have "unclean" occupations, dealing with waste and refuse). They are considered "untouchable"

and most people will not even allow them to approach (being touched by an untouchable means that the person so afflicted must ritually cleanse themselves before contaminating others), although being charitable to them is considered "good karma."

As an Advantage, the numeric value of your Caste represents how respected and potentially influential you are among members of your own Caste (your peers). Though this degree of standing is potentially recognized by those outside of your Caste as well, the value of this Advantage can generally be added to communication rolls whenever the player is attempting to impress, or sway the opinions of, other members of their caste in private or social circumstances.

Example: Adugar, a Peasant slave, has long been at the heart of a hidden group of individuals who plan on eventually rebelling against their harsh taskmasters. On the eve of the hopeful overthrow of the tyrants who have made their lives torturous, word has come that someone has killed their charismatic hetman, to whom they had looked for leadership in the coming rebellion. This news puts fear into the other peasants' eyes, and their hope turns to ashes. Seeing that his fellows have lost heart, and may potentially back down from the grim and glorious task at hand, Adugar steps up and stands before the throng of muttering jánah. Adugar's player has the skill Oration, and asks the GM if he can add to that the dice for his Caste Advantage to deliver a stirring speech to his Peasant brothers and sisters. The GM allows this, and with an exceptional roll, evokes a sense of solidarity that inspires a glorious gathering the next morning, thus paving the way to victory for the peasants and their families.

Contacts- (Wit)

Having Contacts as an Advantage indicates that the character essentially knows one or more individuals who are in positions within society that might prove advantageous to the character in some specific way, usually by allowing the character access to certain perks or aspects of these positions that would not normally be available to them without such a contact. Once purchased, the Advantage indicates a single individual as a Contact. Contacts may be turned-to in times of need, and any Skill rolls made to ask for aid from them, or to enact plans that depend upon their help, may be augmented by that particular Contact's value as the GM allows. The player purchasing this Advantage should define the specifics of the placement of the Contact, their name, the types of influence the Contact may have at their disposal, etc. Separate Contacts should be purchased, and raised, with separate points, and listed individually for the purposes of game-play. In general, the higher the number value of the Contact, the more influence or value they will provide concerning the situation of their placement. Contacts, unlike Allies, are not generally formed or maintained through highly emotional ties, and would not be willing to place themselves at any real risk in order to help the character.

Example: Subrani, a wily free-merchant and captain of the ship "Manu's Destiny" is attempting to form a profitable relationship with, and garner the good will of, the Great Aryah of the Line of Onamsah. Having such a relationship will enable the captain to trade with all of the Houses of that Line in several cities, thus enabling his profits to swell enormously. His desire to form that relationship in the first place came from a casual conversation in a busy teahouse with a Contact he has within one of the Houses of the Line of Onamsah, wherein he learned that, not only is the Great Aryah looking to secure trade with a dependable skyship captain, he ALSO has a particular love of exotic (and expensive) silks from far-away lands. This prompts Captain Subrani to send a message to his other Contact, the silk merchant Vuryanam, who may be able to provide him with just the fabric the captain needs to secure and sweeten the deal.

Fame- (variable)

The Fame Advantage represents that one or more aspects or actions of the character have made them famous (or infamous) to some extent. This Advantage, once purchased, should be given details pertaining to the nature and reasons for why the character has their particular reputation. A character could be famous for any number of generic reasons relating to any of their Characteristics (such a character renowned for their Strength or their Wit), for acts performed due to their excellence with some particular Ability or Skill (such as a famed assassin or talented musician), or even due to the ownership of some amazing object or specific bit of knowledge. The numeric value of the Fame Advantage not only represents the degree of Fame achieved for those particular traits, it also represents the number of dice that may be added to (or subtracted from, in cases

where this may aid the character) any rolls that might be affected by others' recognition of that character's particular type of fame. A character may even be famous for several different things, in which case they should purchase separate Fames, each with their own unique description.

Example: Vaitin, a scarlet snake, Dance Master of the House of Arhidásah, earned his fame while dancing in the courts of northern Visedhárá, before the Jade throne of Benang, and in many influential households of mighty lords all throughout Dárdünah. It was during a festival in Tishínia that he first performed before the kind and generous Aryah Arhidásah, of the line of Inuvkah. The old bear Arhidásah was delighted by the sinuous movements of the incredibly talented Vaitin, asking his chamberlain Sadbhúta to enquire as to whether the dancer's services could be retained on a more permanent basis for his House. Though Vaitin's talents certainly speak for themselves, it is when the Chamberlain recognizes him because of his Fame that she gladly offers Vaitin some well-deserved incentive to become a treasured and respected member of the House of Arhidásah.

Influence- (Will)

The Advantage of Influence indicates that the character has access to and potential influence over, some aspect of social, political, or even religious interactions, as well as the outcomes that are induced by them. This Advantage might allow the character to sway the decisions of important or powerful individuals who exist and act within the purview of the character's area of influence, or perhaps they can change the course of public events merely because of their strong ties with lower members of society. For this Advantage, the details of the area of specific influence, how it was attained, and the manner in which it is being maintained, is important to note. Separate areas of Influence should be purchased as separate Advantages, and whose dice may be added to any rolls where the character's influence might represent some appropriate benefit.

Example: The Mangai Karubahn, a kindly priest of Muhjibh, has seen how the poor peasants suffer in the slums outside of the city of Samudra. One of the larger wells that supply their water ran dry recently, and despite their efforts, the simple peasants have had no luck while digging for another source. Despite his attempts to convince the Temple to lend its aid, the Order of Muhjibh has been unable to divert its work efforts from the task of building a new temple in Ullésh to lend the locals any assistance. Karubahn had always been a respected member of the city council, however, and though he is aware that the fickle government wouldn't be easily swayed with any pleas to diminish the peasant's suffering, he uses his local political Influence to help Convince the Magistrate that their government needs to step in with whatever workforce is necessary to dig a new well in order to avert a disaster in the economy that might occur if peasants began dying off just before harvest season.

Mentor- (Wit)

A character with this Advantage has been the devoted student of a wise and knowledgeable teacher for a great number of years, and has developed the

Chapter II: Character Creation

BOOK ONE

kind of close and meaningful relationship that only a student and teacher may have. Often it is the case that a Mentor spent a great deal of time individually training the character in whatever specific discipline the player or GM chooses, and the degree of respect that both the Mentor and the student character has for one another has created a strong bond that enables the student character to approach the Mentor at any time to either seek assistance related to the specific field of study, or to further the character's education at a later date in their lives. Help attained from a mentor, however, need not be limited to merely the taught subject, since the degree of friendship between the two might warrant other kinds of assistance in dire times, which might even endanger the sanctity of their homes, and even the lives of either individual. Any dice roles dealing with the supplication for advice, help, or other aid from the Mentor may be augmented by the dice pool of this Advantage. The student will often be treated by the Mentor as if the teacher is also somewhat of a parental figure, as their relationship involved a great deal of care and discipline throughout the training of the student's character. The history the character has shared with their Mentor needs to be thoroughly developed for purposes of game-play.

Example: Istvan, Seer of the House of Arhidásah, has come to realize through several enigmatic visions that a terrible danger grows secretly within the ranks of his lineage, the Line of Inuvkah. Though Istvan is fairly powerful, he seems unable to pierce through the veils of Dream to see into the heart and identity of this threat. What he does know is that this sinister figure that skulks beyond the reach of his vision may threaten the very life of their Great Aryah Rajtármi. Determined to uncover the secrets of this mystery before it is too late, Istvan turns to another seer more powerful than he, but more importantly, one whom Istvan can truly trust with the delicacy of the situation, his revered Mentor Senúdah, an aged crow and legendary Seer who has served the House of Rajtármi loyally for many years. Istvan knows he has but to ask, and his old Master will assist him in the rigorous task of breaking through the powerful Wards of magic that conceal the identity of their lord's enemy. Little does Istvan know that this may be his elderly Mentor's last journey into the Dream.

Patron- (Pre)

Having a Patron (or Matron, if they are female) as an Advantage assumes that the character has, at some time in the past, established a profitable, or in some way dependant, personal relationship with a another individual. Their Patron may be the source of their income in some form or another, or may enable them to pursue some specific interest or another without worrying about having a vocation while developing their talents. In return, the Patron may expect something from the character, whether it is service of some kind, or merely the satisfaction of seeing the character become a success. Usually, the risks a Patron takes for their sponsored character are only monetary, though closer personal ties may develop to some extent. Consider that a Patron need not be an "upstanding citizen" and could

in fact be an individual of a criminal nature who coerces younger or more naïve individuals into a life of crime with the promise of riches and protection in exchange for obedience and personal profit. Communication rolls requesting the Patron's assistance or invoking the Patron's reputation may be augmented by the dice pool value of the Patron Advantage. It will be necessary to develop the nature of the Patron and their relationship with the character as befits their inclusion into the storyline.

Example: Ekávuh is a nightingale with a beautiful voice, despite his somewhat plain appearance. The vassals of Lady Invira, wife of the Aryah Andváhti, happened to be drinking in Kahvah's Leaf, a local teahouse, when they heard an amazing vocal performance by the unlikely little Ekávuh. Knowing their Lady's love of song, they soon brought her word of the talented singer, and within hours Ekávuh received an invitation to personally perform at the House of Andváhti. The Lady Invira was overwhelmed by the charming voice of the little nightingale, and showered her bewildered guest with gifts of silk and monies. Insisting that he become one of her personal retainers. The GM informs Ekávuh's player that, if they wish, they may spend the Story Points necessary to have the Advantage of Lady Invira as a Matron. The player agrees, and purchases the Advantage at a value of 4, making the Lady's love of his talents great indeed, and she seems to be willing to give in to his every whim! Not only is he provided a room of his own in the palace of Andváhti, he is given status as a member of the household, a stunning array of fine clothing to offset his somewhat plain appearance, and a stipend of crystal dalán to spend as he wishes! Now, if only he could find a way to convince his new Lord, the Aryah, to appreciate his presence as much as his wife seems to.

Resources- (Wit)

The Advantage of Resources represents either a general category or specific type of resource that is at the character's disposal to some degree indicated by the numeric value of the Advantage itself. A resource generally indicates either valuable items or individuals with specifically valued skills, that the character has access to, and the ability to fairly easily obtain these assets during times of need or desire. Merchants, for instance, might have as their Resources such goods with which they normally ply their trade. Nobles might have as a Resource the promise of a regiment of skilled warriors who will come to their aid when requested. The number value of this Advantage may be added to any dice role made to allow for the use of the resource itself, as well as being indicative of the perceived value of the resource's assets. Players who wish to begin the game with, or acquire during game-play, a specific piece of property that might enhance gameplay in these ways (such as a special riding beast, a skyship, a suit of living armor, etc.) may need to purchase it as a Resource.

Example: Captain Taki-Mahd of the Skyship Black Lotus has, throughout his diverse career as a "free merchant", made many valuable contacts and allies, though one of his most successful ventures involved the gaining of a small plot of land in the mountainous regions of southern Andhi. At first glance, the very

nature of the land seemed valueless, positioned as it was on the jagged, precarious slopes of the central ranges of the Asursammah Mountains. But the true worth of the land was not to be found above, but below, the rugged surface. Crystal mines had been dug into the mountainside long ago before the eruption of the nearby glass volcano known as the Mouth of Amasúrah. They had been abandoned after that fateful eruption, and newer more easily worked mines had been discovered by the princes of Andhi, leaving this mine to the angry spirits of the mountains. But to the rising fortunes of a wily free-merchant, the wealth offered by such an abandoned mine far outweighed the risks involved. After being gifted this land by the thankful royalty of Andhi following a daring rescue, Taki-Mahd's player spends the Story Points necessary to make the newly acquired crystal mine a profitable Resource.



Retainers- (Pre)

Having a Retainer represents the presence of an NPC (non player character) that has been hired by, placed at the disposal of, or bound by honor to, the character purchasing this Advantage. Such a person might be a valet, a servant, a weapons bearer, a cook, an apprentice, a musician, etc. The numeric value of the Advantage represents the general quality of each particular Retainer, and the nature and history of each needs to be created in advance so that they may be added easily to the storyline. Depending on the nature of the retainer, the value in dice may be added to rolls where either their skill or their quality might, as decided by the GM, possibly provide a bonus to attempt some specific feat, or impress those witnessing their talents. In general, having Retainers usually represents a degree of responsibility and care, as well as a modicum of status and respect, as it is assumed that they are not only somewhat beneficial to the character, but are also beholden to the character for their own upkeep and well being.

Example: Bahsün, a bulky older rhinoceros gentleman, historian, and antiquarian in the employ of the House of Namarsi, has become a member of an expeditionary force into the temperate forests of southern Háthiyar, near the mountains of Kantara. Coming with him, during the journey, are two

individuals who specifically serve his needs. One of them, a young porter who has merely been placed in charge of carrying Bahsün's general belongings during the rigorous hikes in the lower mountains, and the second, a faithful Retainer who has been at his side for years named Súmsi, a meerkat. Súmsi acts as Bahsün's personal valet and weapon's bearer, meticulously caring for the rhino's appearance just as he cares for, and dispenses his master's valah weapons, specifically the huge blunderbuss Bahsün prefers to use while hunting big game. The GM long ago determined that not only would Súmsi boldly remain near his master while a terrible suthra charges toward them, but also his consistently stoic gun loading skills would allow him to aid Bahsün by providing him with a ready-to-fire weapon immediately after discharging the one before it, as opposed to the rhino having to waste precious time trying to reload.

STEP #8 : Assign Your Drawbacks

As additional elements you may wish to consider during Character Creation, Drawbacks represent certain disadvantages or quirks you may assign your character. Taking a Drawback now actually provides you with one or more additional Ability Points that may be spent elsewhere during Character Creation or for later development of the character during game-play. This may become especially useful if you feel you are running low on Ability Points now, since you will soon be (in the next Step) purchasing the various additional Skills your character will need, and possibly increasing the value of those that came with your professional choice. **The number associated with any Drawback you may choose (see the Drawbacks List, pg. 122) represents two things, the number of Ability Points you get for choosing it (or Story Points if taken during game-play), AND the dice penalty taken from any roll made in-game that would be adversely affected by the nature of the Drawback (as explained in the Drawbacks description).** A GM should take careful note of any Drawbacks the player chooses for their character, since these should certainly have an affect on game-play, and potentially provide a rich source of fictional interest and role-playing opportunities for all the players as they interact with each other and take part in the growing story of the campaign.

A. The Drawbacks List (pg. 122) shows each Drawback and its Story Point Value. During Character Creation, this value is the number of Ability Points you will receive for choosing to take that particular Drawback. If you are considering taking any Drawbacks, please carefully read their descriptions that follow the list, discussing them

Chapter II: Character Creation

with the GM if necessary, to help you decide if that Drawback is something you are willing to play.

B. Once you have chosen your Drawbacks (if any) write them down on your character sheet, along with the numeric penalty that you must apply to any rolls pertaining to them (and specific descriptions if necessary). Additionally, you may now add a number of Ability Points, a positive number equal to the penalty, to your remaining number of Ability points you have left to spend on finishing your character.

C. If, while purchasing your Skills in the next Step, you realize that you need more Ability Points for Skills, you may come back to this step and take more Drawbacks if you wish. You

should be cautious, however not to take more than you are willing to have affect you in the game, since the GM is encouraged to employ them all against you at some point.

Taking Drawbacks During Game-play

Once Character Creation is over, and the game officially begins, situations may arise during game-play that may cause either the player or the GM to decide to assign Drawbacks to a character (usually as the result of some story-based misfortune that afflicts the character one way or another). If this happens, the same process outlined above should be followed, but instead of Ability Points being awarded to the player, Story Points will be given, which are capable of affecting Characteristics as well as the various skills and abilities that can purchased or raised. Please see the section concerning Story Points for further details.

Drawbacks List

DRAWBACK	STORY POINT VALUE
Absent Minded	2 pt.
Allergic	1-3 pt.
Amnesia	2 pt.
Bad Sight	2 pt.
Blind	6 pt.
Child	3 pt.
Color Blindness	1 pt.
Confused	2 pt.
Compulsion	1-3 pt.
Crippled	3 pt.
Cursed	1-5 pt.
Dark Fate	5 pt.
Dark Secret	1 pt.
Deaf	4 pt.
Deep Sleeper	1 pt.
Demon Plagued	1-5 pt.
Diseased	1-6 pt.
Disfigured	1-3 pt.
Driving Goal	3 pt.
Enemy	1-5 pt.
Excluded Adversary	2 pt.
Food Requirement	2 pt.
Hard Of Hearing	1 pt.
Hatred	3 pt.
Haunted	1-3 pt.

Illiterate	1 pt.
Infamous Relative	1 pt.
Intolerance	2 pt.
Light sensitive	2 pt.
Line Enmity	2 pt.
Lost limb	3 pt.
Low Self Image	2 pt.
Mild Phobia	1 pt.
Mistaken Identity	1 pt.
Moist Skin	2 pt.
Mute	4 pt.
Nightmares	2 pt.
Nocturnal	2 pt.
One Eye	2 pt.
Overconfident	1 pt.
Seizures	1-6 pt.
Severe Phobia	3 pt.
Short Fuse	2 pt.
Shy	1-2 pt.
Soft Hearted	2 pt.
Speech Impediment	1 pt.
Substance Addiction	1-6 pt.
Twisted Upbringing	1-3 pt.
Vengeance	2 pt.
Ward	3 pt.

Absent Minded- (2 pt.)

The character is incredibly forgetful, and in any situation deemed appropriate by the GM, the character's player may have to make a Default Skill roll of ½ Wit, at -1 dice, in order to recall even the most mundane of "exterior" facts (information outside the character's personal identity and expertise), such as other people's names, planned events, special occasions, the location of items, where they were going, what they had been talking about before they were side-tracked, etc. Such individuals will seem to be easily distracted, and might forget even important things in life-threatening situations, as ruled by the GM.

Allergic- (1-3 pt.)

There is a substance, be it animal, vegetable, or mineral, to which the character has some degree of allergic reaction whenever they come in contact with it. This reaction manifests as not only some sort of physical, "in-game fiction" (such as the character, sneezing, developing hives, swelling up, or becoming extremely sick), but also as a penalty to dice rolls (based on the points taken for the Drawback) made when dealing with the offending substance or functioning in situations

that would be adversely affected by the reaction to the allergen. The GM must be careful in dispensing allergic reactions with such a Drawback, insuring that the character is aware, in advance, of its potential severity (3 being the highest, 1 the lowest level of severity), the game effects of that severity, and the specific details of the type of allergy itself.

Amnesia- (2 pt.)

The character has developed some extreme gap in their memory which essentially causes them to forget certain key elements of their past as determined by the GM. In addition to any of these elements, the character will also forget up to 5 points worth of any other Drawback s they may have, also at the GM's discretion, which will still be present, but may manifest once again at the most inappropriate of times. Any character given this Drawback upon creation will be secretly assigned 5 Story Points worth of ADDITIONAL Drawbacks by the GM, who will allow the character the use of those additional points as the player sees fit, but will not inform the player of their character's further, forgotten Drawbacks until they are later revealed during game play.

Chapter II: Character Creation

BOOK ONE

Bad Sight- (2 pt.)

The character, for whatever reasons the GM or player decide, has poor eyesight, thus possibly requiring glasses (if appropriate), is always squinting, or is otherwise less capable of visually perceiving the world around them. Characters with this Drawback must take a -2 dice penalty for ANY vision-based perceptual skill roll attempted.

Blind- (6 pt.)

The character, either as part of their history, or as a result of in-game events, has totally lost their sight, either permanently or temporarily. Either way, the result is the same; for the duration of their blindness the character will have no chance of success while attempting any and all vision-based action or perception rolls, and any actions largely dependent on having sight (though perhaps possible without) would be made at a -6 dice penalty. The GM and player should decide on the story aspects of the character's blindness, creating interesting ways of incorporating it into the plot.

Child- (3 pt.)

The character, at this stage of their life, has yet to be initiated into the status of adulthood within Dárdüni culture, and their opinions, therefore, are not generally treated with a great deal of weight, importance, or seriousness. Respect, in general, has yet to be earned, and their wishes and desires are often ignored in favor of more "adult" wisdom and understanding. Any attempts at serious social communication must be made at a -3 dice penalty by any character with this Drawback.

Color Blindness- (1 pt.)

Depending on the nature of the color blindness itself, the character may see in only grayscale, or may have difficulty distinguishing between various shades of green and red. In general, it may cause little difficulty in everyday life, but certain circumstances, such as picking the right fruit or flower, identifying a person's clothing, or even certain art skills, may require visually based perception or skill roles to suffer a -1 dice penalty.

Confused- (2 pt.)

The character has the propensity to become easily confused and disoriented in stressful situations, causing comedic, irritating, or even dangerous effects, depending on the gravity of the moment. During such stressful or over-stimulating circumstances, at the GM's discretion, the character may need to make a Default Skill roll of $\frac{1}{2}$ Will at a -1 dice penalty to avoid performing any further related momentary tasks at a -2 dice penalty. This may apply to any or even all of the attempted Actions the character needs to take until they escape the circumstances causing their momentary confusion.

Compulsion- (1-3 pt.)

The character, over a long period of time or because of some immediate event, has developed the compulsive

desire to enact some type of strange or repetitive behavior. Examples of such could be bragging, talking, stealing, lying, self-mutilation, cursing, laughing, eating, murder, etc. Certain game situations may "feed" the compulsion, resulting in an appropriate moment where the urge to perform the behavior becomes strong enough for the GM to require the player to make a Default Skill roll of $\frac{1}{2}$ Will (at a negative dice modifier equal to the value of the Compulsion) to resist performing it immediately.

Crippled- (3 pt.)

The character, through birth, accident, or combat, has lost the use of one or more limbs, extremities, or body parts, either permanently or temporarily. From that moment forward (unless the damaged limb or body part is cured), any attempted actions that might be hindered due to this infirmity are made at a penalty of -3 dice. Depending on the storyline, any bodily extremity, feature, (except the head, of course) or even entire limbs may be crippled, though most, if not all, of the particular body feature will still be attached. Depending upon the concept of the Crippled feature, the additional Drawback of Disfigured may also apply.

Cursed- (1-5 pt.)

An unfortunate event or circumstance, either in the character's own past, or in the past of his family, seems to have marked the player in some significant way, such that they are cursed, to a greater or lesser extent for the actions of the past. The player or the GM must choose the nature of the Curse, as well as the severity of its affect on the character's life, thus determining the initial value of the Drawback. The curse might manifest as some form of recurring affliction or pestilence, ill luck of some kind, the loss of friends or assets through various circumstances, being doomed never to find love, the eventual terrible suffering of those one cares for, or various other natural or even supernatural misfortunes. At the GM's discretion, certain roles might even have penalties equal to the initial value of the Curse during circumstances where the nature of the Drawback may create discord.

Dark Fate- (5 pt.)

The character's life is doomed to, one day, lead to a terrible, unavoidable fate. Whether it is truly the end of the character's life or not is left to the discretion of the GM, but either way one can be assured that this event will be grim and mortifying, bringing at LEAST an end to the character's career and no doubt heralding an utter change of fate for their lives and quite possibly the lives of those around them. What is worse; the character is aware of their Dark Fate, though they may or may not have an idea of when it may occur, or whether they can or will reveal it to those around them, all at the discretion of the GM.

Dark Secret- (1-4 pt.)

The character keeps close to their heart a great and

horrible secret, the telling of which might bring some form of ruin, misfortune, and danger to themselves or even those around them. It is the player's choice as to whether they actually wish to keep this secret or not once the Drawback is assigned, but rest assured, there will be repercussions if the truth is revealed. The GM or player must decide the nature of the secret, as well as the different game effects the keeping, and the potential telling, of the Dark Secret may have. The value of the Drawback defines the severity of the secret and its potential in-game repercussions. The Dark Secret is almost always of a very personal nature to the character, and issues surrounding the keeping of it will occasionally crop up, and need to be dealt with, during the storyline of any campaign at the will of the GM.



Deaf- (4 pt.)

Simply put, the character is utterly deaf, and incapable of making any successful rolls concerning the perception of sound, unless the noise is in concert with vibrations powerful enough that they can actually be felt, in which case the character may recognize the sound event, though any nuances will be lost. The character may be assigned this Drawback either at creation, due to birth or some misfortune of the past, or by the GM as a direct result of some unfortunate in-game event. If the deafness is the result of a birth defect, then often the character may also have the Mute Drawback. If the deafness occurred as the result of some later injury or illness, the character might also have the Drawback of Speech Impediment.

Deep Sleeper- (2 pt.)

The character finds that, once asleep, it is fairly difficult to awaken without the help of another character,

unless they are reaching the end of their normal sleep cycle, this applies whether they are taking a little nap to catch up on an hour or two of lost sleep from the night before, or whether they are turning in after a hard day's efforts for a full night's sleep. Such a character would need to be prodded repeatedly, shaken, or even yelled at to draw them into a truly wakeful state, making it nearly impossible to react quickly to any situation presented to them when rising thusly. Any attempts to awaken them will be met with a -2 difficulty modifier, and the character's attempt to awaken themselves (using the default 1/2 Perception Roll) will be equally as difficult.

Demon Plagued- (1-5 pt.)

A terrible presence manifests itself in the character's life, in dream, in spirit, even in flesh. Perhaps conjured as punishment for the character's actions, perhaps accidentally released from an ancient prison, or perhaps even some aspect of the character themselves, a demonic being (or beings) of some kind occasionally makes its presence known in ways that bring some aspect of its hellish existence into play. Depending on the value of the Drawback the demon entity will bring negative influences into the character's life by either direct attack in extreme occasions, or through various manipulations using its dire will and power. Actual confrontation of this demonic force might occur for both the character as well as their companions from time to time, perhaps even resulting in a temporary "defeat" of the evil forces, only to have them return eventually to plague the character further. It may be assumed that, in such situations, the level of the demon (see the Summon Demon ritual) would be three times the power of the value of this Drawback. In any case the general power of the demon, the extent of the effect on the character's life, and the frequency of its appearance, directly relates to the Drawback's value.

Diseased- (1-6 pt.)

The character is afflicted with some Dárdüni disease that may or may not eventually claim their life. The severities of the disease as well as the consistency with which its effects interfere with the character's day-to-day life are determined by the chosen value of the Drawback. A list of diseases exists in the Appendices, and should be carefully referenced by both the player as well as the GM before any choices are made. A diseased character will often be shunned by those around them if the effects of the disease are profound enough, and might even have further Drawbacks, such as Disfigured, Lost Limb, Seizures, etc, as further evidence of the disease's effects.

Disfigured- (1-3 pt.)

A Disfigured character, either due to some sort of birth defect, or because of a physically damaging mishap such as violence or illness, has certain exterior

Chapter II: Character Creation

bodily features, which may run the range from merely disturbing, to downright horrifying and nearly impossible to look at. Disease, terrible burns, being mauled, battle wounds, etc could cause such disfigurement. The GM and the player should discuss the nature of the specific disfigurement, as well as the manner in which it was received, detailing any other effects of the disfiguring feature, as well as how the character may try to hide it (if at all). The value of any disfigurement indicates the dice penalty taken when rolling for any actions that involve social graces, communication, and general interaction with anyone who might be adversely affected by seeing the disfigurement.

Driving Goal- (3 pt.)

The character is consumed with the burning desire to achieve one great goal in their lives, whether for good or for ill. They are driven to complete this goal using nearly any means at their disposal, and most far-reaching actions they take beyond their immediate existence revolve in some way around achieving it. Because this Driving Goal compels nearly all the character's actions, any attempts to convince the character to do otherwise (even the character attempting to convince themselves) will be met with a -3 modifier. Driving goals will always have a fairly powerful, and personal emotional motivator, such as honor, revenge, love, hatred, etc, and may include such goals as, bringing about the end of a lineage or family, seeing a hated enemy destroyed or brought to justice, proving one's worth to a paramour, finishing a monumental task that brings glory to your house, etc. Such goals might sometimes be considered life-long ambitions, and depending on the will of the GM, may ultimately be unattainable.

Enemy- (1-5 pt.)

This Drawback indicates that a specific enemy or group of enemies wishes to do the character harm in some form or another. Such an enemy needs to be tailored to fit both the character's history (old and recent), as well as the storyline of the current campaign. A player may help to choose the nature of the enemy, though it is the GM's discretion as to how the enemy and their nefarious dealings will manifest in-game. In general, the greater the value of the Drawback, the more powerful the enemy will seem and the more frequently they may intrude on the character's affairs. Remember, an Enemy is more than a mere rival, they will often actively seek to do the character harm if they come in contact with them, and will always look for opportunities to do so even when not in direct contact. A higher value Enemy Drawback may even indicate an enemy who is actively devoted to hunting the character down, and may often seem to be "one step behind" the character at any given time.

Excluded Adversary- (2 pt.)

This Drawback is chosen to indicate, in adversarial

situations, a specific type of individual that the character (for whatever reason is decided upon) will ALWAYS exclude from any attempted attack. For instance, a player who decides that their character has sworn an oath of honor to NEVER attack children will choose "children" as their Excluded Adversary. Similarly, someone choosing never to cause harm to specifically Satyan priests, would choose "Satyan priests" as their Excluded Adversary, though this might indicate that they'd be willing to attack OTHER kinds of priests. The GM will decide how specific they'll allow any player to be, but in general, it needs to seem worth the 2pt value, and needs to fit within the storyline of the game. There could be many reasons for exclusion; age, caste, sex, jenu (animal) type, etc. However, a player might even choose to exclude as a type of person "any who have their back turned to me", or even, "those who are unconscious". Again, it is up to the player's imagination, and the GM's discretion.



Food Requirement- (2 pt.)

Having a Food Requirement is a Drawback commonly attributed through the Animal Templates, but might exist due to more abnormal physiological circumstances, such as a glandular disorder, some strange curse, an illness, etc. Having such a condition means that the character, for whatever reason, must have a certain amount and/or type of food each day in order to survive. Elephant jānah, for instance, have a Food Requirement which indicates that they must consume TRIPLE the amount of food an average sized jānah eats daily. As one can imagine, this may prove difficult when lost in a desert as group's rations dwindle. Whereas, most often, the Animal Template the player has chosen will indicate such a requirement when appropriate, the

player may choose to take such a Drawback on their own, and must discuss with the GM the nature of the food requirement. A player might choose, for instance, to have a purely vegetarian, or carnivorous Food Requirement, due to certain health issues. Failing to see to these needs will result in the effects of starvation through food deprivation (see Deprivation Damage, in the Combat section), either because the body rejects the inappropriate offering, or there is too little of the right type of food to be of help to the body. In addition, after missing the first meal without the proper food, the character will suffer a penalty of -2 to any rolls being made that require mental acuity, thus, any rolls based on Wit, Will, or Perception.

Hard of Hearing- (1 pt.)

Being Hard of Hearing, as the result of a wound, sickness, birth defect, age, etc is a Drawback that will crop up under various circumstances at the whim of the GM. The GM may, at any time, ask the player to make a Default Skill Roll of ½ their Perception with an additional negative dice pool modifier of -1, thus indicating the difficulty the character has when trying to hear whatever sound they are listening for. A character with a Perception of 6 would therefore only be allowed to roll 2 dice when trying to listen for most sounds if they happened to have the Hard of Hearing Drawback. A character failing such an attempt will either misconstrue what is heard, or may hear nothing whatsoever.

Hatred- (3 pt.)

This Drawback represents a burning hatred that the character harbors toward some other entity, person, organization, activity, mindset, dogma, etc. This Hatred might manifest in any number of ways, as the character may wish to confront, domineer, abuse, harm, kill, or even utterly destroy the source of the Hatred. When encountering some manifestation of the Hated thing, the player must make a Default Skill roll of ½ Will -2 to avoid immediately reacting in a manner deemed appropriate by the GM. As long as there is a clear understanding between the GM and the player in advance as to the nature of the Hatred, the source from which it stems, and the character's normal reactions when encountering the objects of their Hatred, the GM should generally feel safe in letting the character act out as the player sees fit whenever the Will roll fails. The GM should feel free to provide cues for more appropriate actions if the player fails to display the appropriate level of hatred for the situation, depending, of course, on how well or poorly the player rolled.

Haunted- (1-3 pt.)

A character who is Haunted finds themselves visited from time to time by strange dreams, nightmares, visions, bizarre sightings, fearful reminders, and other manifestations of some seemingly otherworldly or disturbing presence, event, or memory. Such a haunting might only come at night, during dreams, but will always

seem to be much more than merely a dream, as aspects of it often reflect uncannily in the waking world. Or perhaps, an actually sad or horrifying specter manifests before the character's very eyes, perhaps even before the eyes of their companions. The Haunting may sometimes arrive in the form of subtle whispers that emerge from a closet, or the darkened edge of a forest, or may even be seen as terrible shadows that lurk sometimes at the edges of the character's vision. A Haunting is always somewhat unnerving and disturbing, even if the specter chooses to communicate with the character in some way. The Haunting always seems to have some purpose or goal, and may eventually be "bought away" if the character decides to bring an end to the Haunting by fulfilling whatever obligations are set by the GM (as well as paying the Story Points). The force behind the haunting may wish revenge against the character, may wish aid from the character, or may simply be attached to some unlucky object the character now possesses. Situations deemed appropriate by the GM may be adversely affected by the character's mental state as a result of being Haunted, and they may have to suffer dice penalties from time to time as warranted by the value of the Drawback.

Illiterate- (1 pt.)

Simply put, the character has never learned to read or write written language of any kind. The effect this has is obvious in the game environment. Books are an indecipherable source of mystery and utter confusion. Scrolls filled with the written word are meaningless, and may as well be used to line the cabinets of such a disadvantaged individual. This Drawback may only go away if the player chooses to spend the appropriate Story Points, and has the character go through the process of gaining a literary education.

Infamous Relative- (1 pt.)

The character has the misfortune of having a relative, close or distant, secret or well known, whose life has been laced with some form of infamy. The character and Gamemaster may choose the nature of the infamy as well as the relative to whom it applies, but should maintain a general balance in the effect it will have on the campaign. A character with an Infamous Relative who is fairly well known should find that their degree of infamy brings slightly less trouble to the character since the subject may be brought up more often, whereas a secret infamy might be more severe, causing greater difficulties during those rarer occasions when the truth is brought to light. Examples of the types of actions that led to the sullied reputation of the character's relative could be murder, theft, heresy, treason, and other such terrible crimes, but care should be taken to insure that the overall affect upon the game is limited to the value of the Drawback.

Intolerance- (2 pt.)

An Intolerance represents that the character finds

Chapter II: Character Creation

BOOK ONE

it difficult to tolerate some particular circumstance or behavior, and will find themselves at a disadvantage when performing any actions while dealing with the intolerable situation. Such an intolerance might be due to the teachings of others, personal moral or ethical codes, or even some physical or mental attribute that compels the character's feelings and/or actions. Any character with the Intolerance Drawback must make any such rolls with a -2 dice penalty. A failure indicates that, due to the nature of the Intolerance, the character finds themselves incapable of performing their attempted action, and would in fact desire no more attempts due to their dislike of the particular situation.

Light Sensitive- (2 pt.)

The character has a particular aversion to bright light, and will react to any exposure (such as a sudden flash of light in dark surroundings, or prolonged travel in the light of the noonday suns) with much squinting, attempts to hide one's eyes, wincing discomfort, and other such behaviors. Such a Drawback indicates that the character will find it difficult to perform most tasks during such exposure, especially if the actions attempted depend on sight, which will have been somewhat blinded by the glare. Characters with this disadvantage may be required to roll any dice at a penalty of -2 when attempting actions the GM considers made more difficult by such hampered vision, including combat, movement, and any number of general skills and abilities.

Line Enmity- (2 pt.)

Upon Dárdūnah, a character's Line, and the bonds, loyalties, intrigues, and rivalries being a part of such a Lineage entails, are an important part of societal interaction. Being a member of a Line is like being a part of an extended family. An average Lineage consists of the Head of the Line (called the Great Aryah) upon which the Line is based, their direct relatives, the nobles beneath them (and their families), as well as all their retainers, servants, and various dependants. There are usually a number of separate Houses within the Line, spread through various cities throughout a particular country, each with their own head (called an Aryah), and a substructure of individuals relating to and serving their lord, and through them the Great Aryah. Though all separate Lines ultimately serve the ruler of whatever country they belong to (if they are truly loyal to that ruler), they do not necessarily always agree with one another, and there are often cases when Lines may view one another as rivals, or even enemies, due to some past slight which has caused enmity between them. Matters of honor and loyalty, being quite important on Dárdūnah, tend to be reflected in the actions of individuals who are members of Lines who may be at odds with one another. Having Line Enmity as a Drawback indicates that the character is a member of a Line that considers itself the "enemy" of another line, and though open aggression between them is not generally tolerated by the rulers and magistrates of the land (for the sake of public peace),

intrigues, back-alley politics, and assassinations have been known to be carried out because of such an Enmity, and characters with this Drawback may often find themselves in the middle of such unsavory events. Such a character, when dealing with social situations directly related to members of the enemy Line would suffer a penalty of -2 dice when making such rolls, at the discretion of the Gamemaster.

Lost Limb- (3 pt.)

The character, through whatever unfortunate past circumstance (birth defect, accident, combat, torture, etc.) have completely lost one of their limbs. At the GM's approval, a player may choose the limb they will have lost. The only stipulation is that the limb must have been a useful appendage and will be missed in its absence. Typically this refers to an arm or a leg, but other appropriate examples on Dárdūnah would be an elephant's trunk or a monkey's prehensile tail. Such a loss is reflected in the difficulty imposed upon the character whenever they attempt any skill that normally requires the use of the lost limb (a good example of this would be a one-armed character attempting to wield a spear). Though the character has, to some extent, learned to do without (though at times they may find there are certain things they can't do at all), they must make any roll deemed necessary by the GM at a penalty of -3 dice.

Low Self Image- (2 pt.)

Certain social situations, regardless of Caste, wealth, or standing, have caused the character to develop a somewhat negative self-esteem, which affects them fairly often when engaged in communication with others and activities meant to impress those around them. This condition is often a self-fulfilling prophecy, and due to the character's low self-image, they often find it difficult to interact comfortably with their peers or betters, and will, at the GM's discretion, suffer a penalty of -2 dice when attempting such actions. Failure in these cases merely results in some form of embarrassment or problem which further fuels the fires of the character's low self worth, and may cement that image in the minds of those around them, further exacerbating the character's personal issues.

Mild Phobia- (1 pt.)

Having a Mild Phobia as a Drawback means that the character, because of either long forgotten or painfully clear memories, has developed a slight degree of fear or apprehension pertaining to one specific type of thing, event, or situation. Some examples of phobias in general would be fear of the dark, fear of water, fear of enclosed spaces, fear of crowds or strangers, fear of loud noises, etc. The player would need to consult with the GM to insure their phobia choice was appropriate to the game, but the main affect on the character's behavior is intended to be a mild one. When confronting the object of their fear a roll against half their Will must be made

at a penalty of -1 die. Failure of this Will roll indicates that the character refuses to approach the subject of their phobia, and will retreat from it if already close, a partial success indicates that they will grudgingly approach it but will still avoid direct contact if possible, while a full success indicates that they will allow contact, but only briefly and if absolutely necessary. If it is impossible to avoid contact, or they unwittingly find themselves having to deal with it without choice, a character with a Mild Phobia will show extreme distaste and unhappiness, but will generally keep their wits about them, and will not succumb to panic. In any case, performing actions related to the phobia will be done at a dice penalty of -1.

Mistaken Identity- (1 pt.)

The character, due to physical similarities or situations of common social context, is sometimes mistaken for being another individual entirely, usually a person of some known reputation (good, bad, or otherwise). This situation will sometimes result in bothersome, confusing confrontations, wherein a total stranger may accost the character, in some way or another, based on their assumption that the character is actually this other individual whom they may resemble in some way. Though this will not generally have dire effects on the game (being merely a 1 pt. Drawback), it may create momentary distractions or confusion that may hinder the character and those around him in some small way on occasion. The GM should carefully consider the individual the character might resemble, so as to carefully weave such a similarity into the circumstances of the game's storyline.

Moist Skin- (2 pt.)

A character with this Drawback (often as a result of the type of animal they have chosen as the template for their character), has delicate skin that can easily become far too dry under average circumstances, and must be kept moist to avoid damage resulting from prolonged exposure to the sun, wind, heat, etc. Characters who have this Drawback due to their jenu (animal) type are often amphibian in nature, and usually spend a large amount of leisure time in and around water, and have developed a slight dermal intolerance to such circumstances, resulting in the propensity for easily dry, painful skin. Any character having this disadvantage often chooses to live in more humid environments (such as jungles and rainforests), bathe and swim often merely for comfort, and will usually have at their disposal scented body oils which they will use to keep their skin moist throughout the day. At least once a day such a character **MUST** moisten their skin or they will suffer a loss of 2 Stamina levels per day at the GM's discretion.

Mute- (4 pt.)

Simply put, the character cannot speak any intelligible language. Depending on the circumstance

surround their disability, they may be able to create some form of vocalization, be they grunts, squeaks, or cries, but nothing resembling words may be uttered. There are multiple circumstances that may cause the character to be, or become Mute. They may have been born that way, suffered head trauma, contracted a debilitating illness, or had their tongue cut out by an enemy. Muteness, like many other Drawbacks, may be "bought away" with Story Points and an appropriate in-game explanation or series of events describing how the character may have gotten their voice back.



Nightmares- (2 pt.)

A character suffering from this Drawback is plagued by frequently recurring nightmares that may or may not pertain to actual events revolving around the character and their past. The nightmares are a constant source of distress for the character, and an especially bad night of such trauma (at the GM's choice) may cause them to impose penalties (of up to -2 dice) on any rolls they deem appropriate throughout the next day due to lack of restful sleep the night before. The GM should sometimes have the characters "play through" the events of the nightmare while they sleep, involving the character in surreal scenarios which may actually seem to overflow in some small ways into their waking life, a reminder of their nightly suffering.

Nocturnal- (2 pt.)

Nocturnal characters, usually indicated by the Drawback being included as part of their chosen Animal Template, are most active and effective during the evening hours and have a daily cycle that revolves around sleeping through much of the daylight. Such characters would be lethargic and somewhat slow when forced to endure daytime activities, and would suffer a -2 dice penalty when rolling Initiative for situations that

Chapter II: Character Creation

may arise during these hours. The same penalty might be applied to the dice pools of other appropriate actions as well, depending on the ruling of the GM.

One Eye- (2 pt.)

The character, because of whatever set of unfortunate circumstances, is missing one of their eyes. This loss has resulted in greater difficulty when attempting to perform actions that require normal depth perception, such as missile combat, many movement skills (such as leaping and flying), and others that the GM decides would be affected by this disability. Any player with this Drawback would be required to roll such actions with a -2 dice penalty, with failure being the direct result of the misjudged distance involved in the act.

Overconfident- (1 pt.)

Overconfidence insures that the character is almost always willing to take on a challenge because the faith they have in themselves frequently overshadows their actual ability to perform the task at hand. Sometimes the result of this is that they fail to approach such actions with due caution, and may endanger themselves or others in an attempt to perform them. Any rolls made by the player to determine the wisdom of approaching a potentially dangerous situation would be affected by a -1 dice penalty, failure indicating that the character, because of their overconfidence, is unable to recognize the potential hazards of the activity, or at least downplays them so much in their own mind that they will continue in their endeavor unhampered by a more cautious approach, but also less prepared for any unfortunate results. The player of such a character would need to consider the manner the character would behave in such situations, and role-play the event accordingly.

Seizures- (1-6 pt.)

The character occasionally, or even frequently, suffers from seizures that can strike without warning, though they sometimes have a consistent trigger that may or may not be known to the character (or player for that matter, depending on how the GM wishes to manage this Drawback). Seizures cause a bodily event that momentarily affects the character's ability to interact with their surroundings, making it nearly impossible for them to respond to anything in an effective way once the seizure takes hold. Often manifesting during stressful situations, the GM should make the player roll half their Will minus the dice penalty of the severity of their Seizure Drawback. Failure indicates that they are struck by a seizure at that moment, lasting for a number of rounds equal to the Drawback's severity unless the player can succeed at the Will roll again during a single attempt in each successive round thereafter. Often seizures manifest as a sudden, shaking stiffness of the body, sometimes accompanied by spontaneous unintended exclamations and muscular contortions. This affects not only the character themselves physically and mentally, but such displays may also have an affect upon other's opinions

of them and how they are treated. The type and severity of the seizures suffered by the character may be chosen by the player within the range indicated above, subject to the GM's approval, and will indicate the dice penalty they must take while making ANY rolls as long as the seizure lasts.

Severe Phobia- (3 pt.)

Having a Severe Phobia as a Drawback means that the character, because of either long forgotten or painfully clear memories, has developed a powerful degree of fear or outright terror pertaining to one specific type of thing, event, or situation. As mentioned under Mild Phobia, there are many examples of such a disorder, and the player would need to consult with the GM to insure their phobia choice was appropriate to the game. But in the case of a Severe Phobia, the affect on the character's related behavior in the game should be quite profound. When confronting the object of their fear a roll against half their Will must be made at a penalty of -3 dice. Failure of this Will roll indicates that the character will flee in terror from the subject of their phobia, and will begin to helplessly panic, perhaps bringing harm to themselves or others if already immersed in the source of their phobia, a partial success indicates that they are able to remain somewhat in control of themselves but will refuse to even come near to the source of the fear, actively retreating from it if nearby, while a full success indicates that they are able to stand their ground with relative calm, but will still find ways to avoid ANY contact with the source of their phobia if possible. If they still cannot avoid contact, or they unwittingly find themselves having to deal with it without choice, a character with a Severe Phobia will most likely begin to panic, and at the whim of the GM may begin to cause mayhem of their own in an attempt to immediately extricate themselves from any further contact. In any case, performing actions related to the phobia will be done at a dice penalty of -3.

Short Fuse- (2 pt.)

This Drawback represents a character's propensity to negatively, angrily, or even violently react, with very little provocation, to the source of any stimulus that begins to annoy them or otherwise incite their outrage. Such individuals have slim to no patience for such aggravations, and though they may not broadcast their intentions, it becomes obvious quite quickly, through their explosive reactions, that they have swiftly reached the end of their flimsy tolerance. In any situation that might test their patience, honor, integrity, or anger, the GM might require the player to make a Will roll (using ½ their dice) at a -2 penalty. Failure indicates that the character is compelled to immediately react in some negative way, no doubt dictated by the GM based on the nature of the offense. Attempts by the character to react positively to any reasoning while thus affected will be made at a -2 penalty as well.

Shy- (1-2 pt.)

A shy character, regardless of their standing, caste, or affluence, finds it somewhat difficult to interact in social situations, often succumbing to the urge to avoid them because they find such situations fairly intimidating and uncomfortable. Such individuals are often viewed, in later adult years, as socially inept because they have never properly learned how to interact with others. The desire to back away from most social engagements is fairly strong, and the GM should require a roll of $\frac{1}{2}$ the character's will at a 1-2 dice penalty to determine whether they are able to resist the urge to exclude themselves. Even in cases where the repercussions would be dire if they failed to attend, a Shy character, thusly forced to make an appearance, will be visibly uncomfortable and will use any possible excuse to leave as quickly as allowed.

Soft Hearted- (2 pt.)

Being Soft Hearted, a character seeks to prevent, avoid, or mitigate the personal suffering of others. They will often take active rolls in doing so, and will even place themselves at some risk, believing that there are few excuses that warrant allowing others to feel pain or distress if at all possible. Often such individuals will stop what they are doing, regardless of its immediacy, to render aid to even the smallest of living things, and will react in a mildly offended manner if questioned or scolded about their actions. Though they will not necessarily go out of their way to seek out sufferers, since the root of their behavior is actually a dislike of the uncomfortable feelings that well up inside them when around such situations, a character actually witnessing the suffering of another living thing must make a Will roll of $\frac{1}{2}$ their dice at a penalty of -2 to resist the temptation to become involved in an attempt to bring the suffering to a positive end.

Speech Impediment- (1 pt.)

A character with a Speech Impediment, though they may be perfectly intelligent and well versed in their native tongue, has some physical or mental flaw that is a hindrance when attempting to communicate with others verbally. This may take the form of a lisp, a stutter, a slur, a rasp, or any other number of possible affectations that the player is capable of consistently making when actually speaking the part of their character in role-playing situations. Though the game effect may not necessarily be extreme, it should be evident to any who hear the character talk, and will cause a penalty of -1 die to be applied to any verbal communication rolls attempted by the player.

Substance Addiction- (1-6 pt.)

This type of Drawback indicates the addiction to, and possible abuse of, one or more of the various substances on Dárdūnah upon which many popular and sometimes forbidden vices are founded. Usually these substances are considered drugs of one form or

another, regardless of how they are taken and in what amount. As a result of the Substance Addiction, there would be many situations in the game wherein the character would be tempted to act in some foolish, deviant, or underhanded way so as to allow them easier access to feeding their addictive needs more swiftly. Depending on the chosen severity of this Drawback, the player would be required to endure a penalty (1-6 dice), when attempting a Will roll (one-half their total Will) to resist the urge to give in to the activity supporting their vice in some way. Also depending on the severity, the potential action could be legal or utterly criminal, and may run the gamut from lying to murder or worse. Failing in this roll indicates that the character gives in to their baser needs, and will create excuses in their own mind indemnifying them of any real guilt or blame concerning the negative results of such an action. In such situations the GM should feel free to inflict upon the character any number of humorous or dire results that the character later discovers have occurred because of their weakness.

Twisted Upbringing- (1-3 pt.)

Having a Twisted Upbringing indicates that the character was raised in some way as to impart some strange belief or behavior that goes against the societal norm in some way. Similar to a Compulsion, but not as severe as far as game effects are concerned, such a character simply is this way because that is how they have been taught, thus acting out of ignorance of what is considered "normal" to the average person. Such behavior may go on for years before the character is even made aware of their oddity, and even then the way they were raised may have ingrained such strong reactions that they might find it difficult to change their behaviors or beliefs, assuming they even desire to do so. The differences in their upbringing from those around them gives others the impression that there is something "not quite right" about the individual, a feeling shared to some extent by the character themselves pertaining to the behaviors of others around them. This tends to make general communication somewhat stilted and uneasy on both sides, resulting in a penalty of -1 to -3 dice on all face-to-face communication rolls. Once the difference is perceived, either on the character's part or by those around them, it may be possible to expose the twisted nature of their upbringing, giving the character the chance to change their ways in deference to more "normal" standards if desired.

Vengeance- (2 pt.)

A character with this Drawback is driven in some way to fulfill a vendetta against someone or something that has wronged them or those close to them in some prominent or personal way. The reason behind the vengeful need may be something as simple as slighted honor, in which case the desired vengeance would arise each time such a slight occurred (thus indicating that the character merely possesses a vengeful nature in general),

or perhaps the character is compelled to personally right a terrible wrong committed to themselves, their family, or their Line, and the burning drive for revenge carries them forward till justice is finally served. In any case, at the GM's discretion, when the opportunity to enact their vengeance or to further their vengeful plans arises, the character will be hard-pressed to resist dropping everything they are doing to pursue the opportunity. Any rolls of ½ Will made to deny such a temptation will be made at a -2 dice penalty, regardless of the supposed priority of their current engagements.

Ward- (3 pt.)

Having a Ward means that the character has been assigned or has chosen to take under their care an individual or creature that they have sworn to personally protect or otherwise nurture. This is considered a great responsibility, and the shirking of these duties would no doubt constitute an extreme loss of honor or even worse consequences, such as death, depending on whom the individual may be. This obligation alone constitutes a fair amount of distraction and hardship, as it is assumed that the Ward is incapable of defending themselves properly for whatever reason, and is usually a liability in most dangerous situations. Attempts to be convinced, or to convince themselves that they should act outside the nature of the obligation would be made at a penalty of -3 dice, and would be done under extreme duress and obvious discomfort.

STEP #9 : Assign Your Skills

Similar to Animal Abilities, Skills are actions a character can perform, both in and out of combat, by rolling a pool of dice associated with them. Skills, however, represent abilities that have been learned throughout the character's lifetime. **The value of a Skill (its dice pool) is based on the Characteristic it is linked to, and can sometimes be augmented by additional dice from an appropriate Talent or Advantage (subject to GM approval).** The complete Skill List (starting on pg. 135) shows all Skills separated into three distinct categories, Performance (skills for doing things), Craft (skills for making things), and Knowledge (skills for knowing things). After each Skill is listed its Characteristic Link. In the duplicate of this list on your Character Sheet you should already have noted the Skills that came with your profession (possibly including several of them that you are still free to choose for yourself, noted as numbers beside the column categories). It is during this Step that you will claim some additional Basic Starting Skills, choose any undesignated Professional Skills, adjust existing Skill values to match the Characteristics they are based on, purchase more Skills if you wish, and even buy up any of their values even further if desired (assuming you have enough Ability Points remaining to do so).

Before actual game-play begins, it would also be VERY wise to familiarize yourself with all the Skills you possess so that they will be easier to use.

A. First, take note of these Basic Starting Skills that all beginning characters have (see following list). These Skills were not included with the professions, cost no Ability points to purchase, and each have a starting value of 3. Each Skill on this list should be noted on the Character Sheet (by filling in the diamond-shape to its left), and by writing the value of 3 in the space to its right. At this time, if the value of any Basic Starting Skill is less than its Characteristic Link, you have the option of spending a single Ability Point to raise that Skill to its full linked value. Once game-play begins, however, you may no longer buy up these Skills in this fashion (see *Buying and Raising Skills During Game-play*, pg. 134).

- Brawling
- Camouflage
- Climbing
- Convince
- Dodge/Block
- Language (Native Tongue)
- Regional Knowledge (Home City)
- Religion (General Knowledge, All Faiths)
- Search
- Shadowing
- Stealth
- Throw
- And finally, choose any single additional Skill

that you think fits into your character concept, as long as it has a good fictional explanation approved by the GM.

B. You may now refer to any numbers you may have written down earlier at the top of the columns, beside the three categories of Skills (Performance, Craft, and Knowledge). These numbers (if any) represent how many Skills you may now freely choose, from that particular category, as a part of the Initial Skills that came with your profession. Once you have chosen them, fill in the diamond to the left of that Skill.

C. Each of the Initial Skills that came with your profession (including those that you just chose during sub-step B) should now be given a starting value

equal to their Characteristic Link. Write this value in the blank to the right of each of these Skills on your Character Sheet. This represents the number of dice you roll to perform that particular Skill.

D. Before purchasing any other Skills, let's consider Magic Ritual, Martial Arts, and the general combat related Skills. If these Skills didn't come with your Character Archetype (profession) or get chosen as your additional Starting Skill, and you wish to have some or all of them, now is the time. If you wish to perform either Magic Rituals or Martial Arts in the game you must first determine whether you will be using either the "basic" rules (detailed in Steps #10 and 11, Basic Compendium), or the "complex" rules (detailed fully in Chapters I and II of the book "Magic and Martial Arts"). If using the "basic" rules, simply move on to the next sub-step "E", purchasing either Magic Ritual or Martial Arts according to those guidelines. If using the "complex" rules, purchase either Skill using sub-step "E", but then immediately refer to the book Magic and Martial Arts, carefully following the detailed instructions for purchasing each specific Magic Ritual and its Disciplines (pg. 11), or each specific Martial Art Style and its Maneuvers (pg. 62), before returning to this book to purchase any other Skills and completing the rest of this Step. In either case, if these Skills were included in your profession, you needn't pay any points to buy them, but you may have to spend more on them if using the "complex" rules. For Martial Arts, either basic or complex, assume that any melee or missile weapons used (not valah, suthra, or animal abilities) can be wielded using the Martial Arts dice unless otherwise noted under the specific Style or Maneuvers in the "complex" rules. For all other general combat related skills, it's important to understand them before purchasing them in the next sub-step. The Melee, Brawl, and Missile Skill are for those who haven't purchased, or who don't always wish to use, their Martial Arts. Melee is hand-held weapon combat, Brawl is unarmed combat, and Missile is standard projectile combat. The

Valah Skill is for those who wish to fire guns or cannons, and the Suthra Skill is for those who wish to use the native, living insects as weapons and armor.

The GM may have already decided to use one or the other rule sets for the group as a whole, or may allow players to choose individually. The "basic" rules for either Skill use the more simplistic and general concepts covered fully in this book in Steps #10 and 11. The "complex" rules, found in the book "Magic and Martial Arts", are more expensive to purchase for either Skill, but open up a much broader and more detailed range of specific functionality that may add a great deal of flavor to the game. We highly encourage both players and GMs to read the information for either option thoroughly before deciding.

E. Now you should seriously consider purchasing additional Skills (see the Skill List, pg. 135, and their following descriptions) to expand your character's abilities. Skills may be purchased in one of two ways: (1) Spend 1 Ability Point and get the Skill at a starting value of $\frac{1}{2}$ of its Characteristic Link, rounded up.....or... (2) Spend 2 Ability Points and get the Skill at a starting value equal to its full Characteristic Link. Once purchased, note them on the Character Sheet and fill in their appropriate value.

Read the Skill descriptions carefully before you buy them so you know what you are getting! It is important to mention that (depending on the value of your Characteristics) spending a little more now to get a Skill at its full Characteristic Link, may be less expensive than saving a point now and having to buy it up later when game-play begins, since Skills get a bit more expensive and restrictive to buy and increase in-game. Please read the section on Buying and Raising Skills During Game-play (pg. 134) for further details before making your choices now.

F. You may now choose to either keep the value of your Skills at their current level, or to "buy them up" with some of your remaining Ability Points. At this point, any Skill whose value now is less than the value of its linked Characteristic may be raised with Ability Points, point per point, till it reaches the value of its Characteristic Link. Once the Skill value is equal to or higher than its Characteristic Link, then the player must expend 2 points (Ability or Story) to raise the Skill value one point above its Characteristic Link's current value, 3 more points to raise it to two above its Characteristic

Link, 4 **additional** points to raise it to three above, and so on. You may only increase Skills more than one point at a time now, during Character Creation.

G. Finally, you should erase any marks you may have made in the diamond shapes to the left of your Skills. These will be used later in the game to indicate when you have used a Skill successfully, letting you know that you may be able to buy an increase in its value, if you desire.

Buying and Raising Skills During Game-play

There must be fictional considerations for purchasing or raising the value of any particular Skill, such as finding a mentor to teach you, stating that you are engaged in practice sessions, and successfully using the Skill once you have learned it. For the sake of rules simplicity, if your character can find a teacher, acquire some form of written instruction, or simply begin practicing on their own at a certain Skill, then they may purchase that Skill after a number of in-game days equal to 13 minus the value of their Characteristic that would be linked to that Skill. The GM must ultimately decide whether learning any particular Skill requires a teacher or not, since fictional situations may vary within the campaign. **Purchasing a Skill in-game costs 1 Story Point, and gives you that Skill at a starting value of ½ of its Characteristic Link rounded up, indicating that your abilities begin as those of a novice.**

During game-play, once a Skill is purchased, then continued successful use of the Skill (i.e., practice) allows you to purchase an increase in its value. When you achieve a full success when using a Skill, you may fill in the diamond to its left as a reminder that you may now spend Story Points to increase the value of the Skill by one point, after which time you should erase the mark you made till the next time. **Please note, you may only increase Skills one point at a time during game-play, and then only once per game session (at the most).**

Once purchased, a player may choose to raise their Skill values in either of two ways:

#1. When increasing the value of Skills that are less than their Characteristic Link (i.e. less than your character's Characteristic value which that particular Skill is linked to), they may be increased one point for every Story Point spent till they reach the value of their Characteristic Link. Once the Skill value is equal to or higher than its Characteristic Link at any given time, then the player must expend 2 Story Points to raise the Skill value one point above its Characteristic Link's current value, 3 points to raise it two above its Characteristic Link, 4 points to raise it three above, and so on. The cost of raising a Skill is always dependent upon the current value of the Skill as

it relates to the current value of its Linked Characteristic in this manner.

Example: Richard has chosen to purchase the Martial Arts skill for his character during game-play. As this skill is based on his Agility, which happens to be a ranking of five, by spending one Story Point to purchase it Richard now has a Martial Arts skill of three (½ his Agility rounded up). After numerous gaming sessions, Richard has succeeded in raising this Martial Arts Skill, point per point, till it equals the value of its Characteristic Link of 5. Now, if Richard successfully utilizes this Skill during a future game session, he may choose to raise his Martial Arts to 6, costing him 2 Story Points. Later, if his Agility remains at a value of 5, and he once again wishes to raise his Martial Arts, this time to a 7, he will need to expend 3 Story Points.

#2. The easiest way to raise Skill values, however, is to raise the Characteristic values to which they are linked. As explained under STEP #4 (Assign Your Characteristics), raising a Characteristic by one point immediately raises all linked Skills and Animal Abilities by that same amount, up to the maximum Skill and Ability limit of 12. Though this may seem expensive (since it costs a number of Story Points equal to the current Characteristic's value to raise that Characteristic by one), it is actually much cheaper than spending the points necessary to raise each Skill individually, once it has reached the same value of its Characteristic Link. **Please note, at no time may any Skill have a value greater than 12 unless allowed by the GM under legendary, and no doubt incredible, fictional circumstances.**

The Skill List

This list, and the descriptions that follow, describe all skills available in the game. It should be noted that some skills, such as Language, can apply to one specific limited specialty, and in those situations may have empty parenthesis where you may list whatever particular specialization applies (such as the country of the language you know, or the specific region, area, or location your Regional knowledge skill pertains to). If you feel the need to denote a specialty concerning any other Skill listed, feel free to add parentheses of your own, writing in whatever specifics might be appropriate to the Skill. Denoting such specialization means that using that Skill applies specifically to that area of expertise, and may provide more specific and meaningful (as opposed to more general) effects in the game, depending on the situation and the GM's whim.

Additionally, on the character sheet there will be blank spaces left at the bottom of each of the Skill categories (Performance, Craft, and Knowledge). If the GM allows or requires new Skills for your game campaign, you should write them there, under their appropriate category, keeping track of them as you would any other Skill.

For easier reference while looking through the descriptions, Skills are listed in alphabetical order after each category heading. Performance Skills begin on page 136, Craft Skills begin on page 144, and Knowledge Skills start on page 150.

Skill List

Performance		Craft		Knowledge	
Acrobatics	(Agl)	Alchemy	(Dex)	Aerial Navigation	(Wit)
Acting	(Pre)	Amber Craft	(Dex)	Ancient History	(Wit)
Brawling	(Agl+Str)÷2 *	Armor Craft	(Dex)	Architecture	(Wit)
Bribery	(Will)	Basketing	(Dex)	Art	(Wit)
Camouflage	(Per) *	Bow Craft	(Dex)	Cartography	(Wit)
Climbing	(Agl) *	Breed Suthra	(Wit)	Cryptography	(Wit)
Contortion	(Agl)	Brewing	(Wit)	Crystal Lore	(Wit)
Convince	(Wit) *	Brick Maker	(Dex)	Culture	(Wit)
Dancing	(Agl)	Charcoal Burner	(Wit)	Current History	(Wit)
Debate	(Wit)	Chitin Craft	(Dex)	Customs	(Wit)
Dodge/Block	(Agl) *	Cooking	(Wit)	Divination	(Wit)
Dress Wound	(Wit)	Create Poison	(Dex)	Economics	(Wit)
Duel Dancing	(variable)	Create Trap	(Wit)	Famous Jánah	(Wit)
Escape	(Dex)	Crystal Craft	(Dex)	Fashion	(Wit)
Etiquette	(Pre)	Disguise	(Per)	Geography	(Wit)
False Trail	(Per)	Dye Making	(Wit)	Heraldry	(Wit)
Fastdraw	(Dex)	Fire Craft	(Wit)	Herbal Lore	(Wit)
Fasting	(Will)	Forgery	(Dex)	Horticulture	(Wit)
Gambling	(Wit)	Gardening	(Wit)	Intrigue	(Wit)
Gaming	(Wit)	Glasswork	(Dex)	Jenu Lore	(Wit)
Haggle	(Will)	Illuminating	(Dex)	Land Navigation	(Wit)
Hunting	(Per)	Incense Maker	(Wit)	Land Vehicles	(Wit)
Intimidation	(Pre)	Jeweler	(Dex)	Language	(Wit) *
Lock Picking	(Dex)	Kratellassi	(Will)	Legends	(Wit)
Magic Ritual	(Ess)	Medicine Craft	(Dex)	Lineage	(Wit)
Martial Arts	(variable)	Music Craft	(Dex)	Literature	(Wit)
Melee	(Agl)	Paper Craft	(Wit)	Magic Theory	(Wit)
Missile	(Dex)	Pottery	(Dex)	Martial Lore	(Wit)
Mouth Reading	(Per)	Powder Craft	(Wit)	Mathematics	(Wit)
Oration	(Pre)	Rope Work	(Dex)	Medical	(Wit)
Pick Pocket	(Dex)	Scribing	(Dex)	Mineral Lore	(Wit)
Research	(Per)	Shipwright	(Dex)	Music	(Wit)
Riding	(Agl)	Silk Craft	(Dex)	Nautical Navigation	(Wit)
Search	(Per) *	Stone Craft	(Dex)	Poisons	(Wit)
Seduction	(Pre)	Strategy	(Wit)	Politics	(Wit)
Shadowing	(Agl) *	Suthra Leather	(Dex)	Regional	(Wit) *
Singing	(Dex)	Tailor	(Dex)	Religion	(Wit) *
Sleight-of-hand	(Dex)	Tattooist	(Dex)	Ritual Lore	(Wit)
Stealth	(Agl) *	Tool Craft	(Dex)	Sign Language	(Wit)
Surgery	(Dex)	Train Suthra	(Agl)	Sky Ships	(Wit)
Suthra Use	(Will)	Valah Craft	(Dex)	Survival	(Wit)
Swimming	(Agl)	Wax-working	(Dex)	Suthra Lore	(Wit)
Tactics	(Wit)	Weapon Craft	(Dex)	Tradition	(Wit)
Throw	(Dex) *	Weaving	(Dex)	Water Vessels	(Wit)
Tracking	(Per)	Wheelwright	(Dex)	Weapons	(Wit)
Valah	(Dex)	Wood Craft	(Dex)	Weather Lore	(Wit)

* = "Free" Basic Starting Skills

Chapter II: Character Creation

PERFORMANCE SKILLS

Acrobatics- (Agl)

The character has a degree of proficiency in certain acrobatic abilities, be it back-street acrobatics used by experienced thieves, the more spectacular feats as seen in circuses or traveling performance troupes, or even specialization in Aerial Acrobatics that you may imagine certain winged characters being able to perform. Though the use of this skill will most certainly be impressive within the context of additional dice roles while duel-dancing or engaging in some form of athletic competition, in game terms the player may choose to utilize this skill in two different ways. First, this skill is used to determine feats of agility during movement, i.e. walking a tightrope or doing a cartwheel. Secondly, during combat, the Acrobatics roll may be used to augment your standard defense rolls, dodge/block attempts, and any martial skills used for defensive maneuvers. Every Success that is rolled is considered to be a part of a pool of successes that can be drawn from, as the player desires, to help negate any attacks that round.

Acting- (Pre)

A character possessing this skill has the ability to mimic the mannerisms, body language, and basic vocal characteristics of an assumed personality. The skill can be used to either openly create a character for entertainment purposes, or to augment the realism of a Disguise roll and/or a Convince roll while secretly hiding one's true identity or assuming the identity of another. Successes in either of these cases can either stand alone or add to another roll if a certain number of successes are required beyond the standard two due to a difficulty factor. Half-successes, failures, and botches, may have minimally impacting, hilarious, or even tragic results depending on the gravity of the situation.

Brawling- (Agl+Str.) ÷ 2

The Brawling skill represents the basic abilities of untrained, unarmed combat that any character may possess unless otherwise noted due to some form of physical disability. Since Brawling is a Combat Skill, it should not only be recorded in the standard Skill area on the character sheet, but also in the special Combat area as well. As it is also a Basic Starting Skill, the character is automatically assigned a beginning score of 3 for Brawling without having to expend any Ability Points. Any score higher than that will have to be purchased in the standard way as described in the earlier sections. This skill should in no way be confused with the trained, open-handed Martial Arts skill and its various styles, which allow for many specialized moves and advantages not available to the common bar-room thug or peasant laborer. Even an untrained eye would recognize the crude inferiority of a brawling street-fight when compared to the classic styles of a trained martial artist. Please note, the Brawling skill's Characteristic Link is the average of the character's Strength and Agility, meaning that if a

character wishes to spend two Story Points to get their full Brawl Skill value (instead of the value of 2 they get for free), then that value will be determined by adding their Strength plus their Agility then dividing the total by two (and rounding up to the nearest whole number if necessary).

Bribery- (Will)

A character with the Bribery skill has the ability to persuade others, who ultimately may be willing to forgo ethics in return for potential gain, to succumb to their desires, look the other way, or otherwise engage in or act as conspirator to some form of mischief. Unlike the situations surrounding the use of the Convince skill, it is generally assumed that both parties are made aware of some form of underhandedness involved in the use of Bribery. This means, of course, that whatever special gains are hoped for if the roll is successful, are in most cases balanced out by the potential risks involved with failure. Depending on the situation, a half success results in a higher price being demanded, though they will eventually succumb to the temptation if the reward becomes large enough. A failed roll (no successes) results in the bribe being refused, often joined by the threat of exposure or punishment for making such an attempt. A Botch when using this skill automatically results in a public spectacle being made out of the fact that the bribe was even attempted, and, depending on the laws of that particular region, some form of punishment may soon follow. That is, of course, if the offending character can be caught. Success, however, does have its rewards. Two successes rolled in a Bribery attempt means that the target is willing to be bribed, though there may be some misgivings resulting in curiosity, nervousness, or caution. At best, a basic success of this kind can be assumed to only temporarily sway the bribed individual's loyalties. Any successes beyond two will cumulatively sweeten the deal in some way; perhaps less money or valuables are required, or perhaps they will only request a small favor of some kind instead. Extremely high rolls in this skill may also mean that a modicum of secrecy is maintained even long after the event takes place, or even if the plan goes awry and the bribed individual is directly questioned about the affair.

Camouflage- (Per)

Possessing this skill means the character has an eye for blending things in with the surrounding environment, whether that be one's self, someone else, or some chosen object be it large or small. Levels of difficulty may be added by decreasing the number of dice with penalties, if there are numerous or obvious elements which make such an attempt less likely to succeed. Examples of such elements would be; object size, lack of workable materials in area, difficult-to-hide features; or even the area knowledge possessed by those whom the character is trying to be fool. As with most skills, Camouflage follows the rules set for standard successes or failures, though sometimes the Game Master may allow the

intended target of this ruse the chance to make any special Perception-based rolls in an attempt to negate the successes of the Camouflage, therefore revealing the hidden object. As it is also a Basic Starting Skill, the character is automatically assigned a beginning score of 3 for it without having to expend any Ability Points. Any score higher than that will have to be purchased in the standard way as described in the earlier sections.

Climbing- (Agl)

This skill refers to the ability to ascend near vertical surfaces with either bare hands (if enough natural handholds exist) or with appropriate tools (if the surface is too sheer). A skill roll will be needed for every 10 feet of distance climbed. A success means that the character has traveled upwards. Every success above 2 adds 1 foot of to the amount scaled. A partial success means that the character stayed in the same location. A failure means a loss of ground. A botch indicates a fall of the entire distance climbed (see rules for falling damage). Unless your hands are made free through the use of equipment, attempting any action, including dodge or combat related maneuvers, requires an additional climb roll to maintain one's hold. Success means the character stays in place, failure and botch are as stated above. As it is also a Basic Starting Skill, the character is automatically assigned a beginning score of 3 for it without having to expend any Ability Points. Any score higher than that will have to be purchased in the standard way as described in the earlier sections.

Contortion- (Agl)

Possessing Contortion allows a character to bend and twist their body in amazing ways so as to achieve several different effects. Within reason, a successful use of contortion could allow a character to escape from confining bonds, add successes to a combat escape roll, slip between narrow bars, and generally fit in or through remarkably small spaces. Failure simply means that the character is incapable of contorting their body to the extent necessary to achieve the effects desired. A botch results in self-inflicted damage equal to the number of ones rolled, representing over-extended muscles and possibly improperly dislocated joints.

Convince- (Wit)

The Convince skill enables the character, through well-spoken dialogue or descriptive actions, to sway the opinions of one or more individuals toward the direction of the character's desired point of view. Success (and the addition of multiple successes) means that the target of the skill is effectively swayed, with more and more

successes indicating varied levels of cooperation. If, for example, the individual already dislikes, or has reason to distrust the character, or any number of elements at the GM's discretion, they may decide to apply a difficulty to your roll. A partial success means that, though the target is not entirely convinced, they are still willing to listen to the character's reason. A failure indicates that the target is not convinced, and that they no longer wish to listen to the character's entreaties. A botch results in an angry and potentially explosive resulting exchange, which could have fairly messy results if a particularly powerful target or a crowd situation were involved. As it is also a Basic Starting Skill, the character is automatically assigned a beginning score of 3 for it without having to expend any Ability Points. Any score higher than that will have to be purchased in the standard way as described in the earlier sections.



Dancing- (Agl)

This skill represents the character's ability at some form of dancing art. Depending upon the learned styles and their social contexts, the performance of such dance could have a number of different effects, depending on the situation. Successes are indicative of a well-done performance with the accompanying desired effects. Partial successes, failures, and botches would have variable effects according to the situation, but would have the general effect of the rolled success level.

Chapter II: Character Creation

BOOK ONE

Debate- (Wit)

Similar to Convince, the Debate skill allows the character to sway the opinion of affected individuals through the use of witty speech. Debate, however, is meant more to be engaged within a public and open forum. This use of this skill indicates a pre-existing conflict of opinion with opposition, and will be used to convince the observing parties as much if not more than the actual opponent of the debate. Situations to which debate might apply would include arguments in court, public discussions between political leaders, etc. Difficulty factors or bonuses could be applied to any character depending on the mental or emotional disposition of the crowd.

Dodge/Block- (Agl)

This skill allows a character to attempt to dodge or block projectiles, hand-to-hand weapons, and other falling or flying objects both in and out of combat situations. Any such action is considered a Reaction or a Defense during a combat round, and is subject to all of the modifiers pertaining to the round itself, while the use of this skill outside the combat round is rolled at full dice in most circumstances. Unlike other combat related maneuvers and actions, whose dice are linked to the Characteristic the character's martial style is related to, the Dodge/Block skill is a separate skill because it is linked only to Agility, and can be used both in and out of combat. There are specific Martial Maneuvers listed under specialized Martial Styles that can be listed as an Action, Reaction, or Defense, but these are only used in combat situations. This skill can be used in conjunction with Acrobatics. As it is also a Basic Starting Skill, the character is automatically assigned a beginning score of 3 for it without having to expend any Ability Points. Any score higher than that will have to be purchased in the standard way as described in the earlier sections.

Dress Wound- (Wit)

This skill allows the character some rudimentary talents with first aid, be it patching up scrapes and gashes to setting basic breaks and sprains. Dress Wound heals damage as stated on the Recovery Table in the combat section of the rules, healing subdue damage first followed by fatal damage. If a character is bleeding, you must roll enough successes to heal at least one point of fatal damage to stop the blood loss from continuing. Failing to do so represents the inability of the character to properly treat those wounds and will result in the subject continuing to bleed until dealt with through surgery or death. The same character cannot attempt back-to-back checks in this skill. Please note that you may use the more complex system of medicines as noted in the World Guide, in the chapter pertaining to the Medical Arts of Dárdünah, as well as reference the Infirmary Relations Table located in that book's Appendices. The special medicines and drugs mentioned in this more complex system actually give bonuses to certain medical Skill rolls as well as add an interesting amount of fiction to the

practice of such skills.

Duel Dancing- (variable)

This skill uses beautiful and artful movements as an impressive display of physical prowess. Its Characteristic Link is based on the Martial Skill the player primarily uses. It is usually performed prior to actual combat and is meant to intimidate or impress your opponent. It may be rolled once at any time during a combat round. Every two Successes rolled indicate an additional die the player may add to any single roll in that round. This skill may also be used as a form of bloodless sparring between two duel dancers, whom would both roll their Duel Dancing Skill against one another. If either rolled higher than the other, then the difference between Successes rolled indicates an amount of additional dice the winner may add to any single roll in the following combat. The impressed loser may choose to bow down, admitting defeat, i.e. offering one's throat to the dominant.

Escape- (Dex)

With the use of this skill, the character may attempt to extricate themselves from capture. This could be anything from removing shackles or rope bonds to breaking out of a cage or prison. A successful attempt means the character is able to release their bonds in 10 rounds (1 minute) with each success over two shaving an additional round off of the total time. A half success indicates the character has made progress towards escape, yet would need an additional attempt for further progress. A botch would mean the character has further entangled themselves with possible injury depending on the situation.

Etiquette- (Pre)

The character with this skill knows the internal workings within a given culture or society. This skill can be specialized. For instance, you may know the intricacies of a royal court or you may know the ins and outs of the various street gangs in a particular city. The more specialized a character is the more detailed the information they know and vice versa. This skill is used when an individual wishes to impress people within a given society, or fool someone into thinking the character is a member of said society. A successful etiquette roll will divulge a correct course of action within a given circumstance with multiple successes granting a greater respect from the group involved. A half success would allow the individual to act accordingly but with a rude edge or seeming confusion. A botch indicates the character has so embarrassed themselves, that they are removed from the situation or worse.

False Trail- (Per)

The character has the ability to make someone else believe they have traversed in a direction thoroughly different than the one actually gone, by breaking branches and twigs or creating extra footprints in conjunction with attempting to cover the actual trail. Generally, this skill

is used when the character does not wish to be followed, be it out in the woods or down winding alleyways. This skill is rolled against some other persons shadowing skill or tracking skill with the higher roll indicating the successful party.

Fastdraw- (Dex)

This allows the character to draw forth their weapon of choice with impressive speed, thus requiring no additional Action to do so. Players with this Skill may roll it at any time during a combat round, providing they can spare an Action to do so. If they are successful, then they may immediately shoot, launch, throw, or in any way attack with, whatever hand-held melee/projectile weapon they possess and have access to (that has not been previously drawn and readied), all using up only that one Action. Two rolls are used, the Fastdraw Skill, and then the Martial Skill for the weapon, but require only a single Action to be used for that round, as long as the Fastdraw was successful. If the Fastdraw failed for any reason, then it is assumed they had to use an Action to draw the weapon, AS WELL as another Action to actually employ it. A botch could mean a dropped or broken weapon leading to humorous, sticky, or even deadly situations.

Fasting- (Will)

This skill allows a person to go for prolonged periods of time without food or drink. Legends all speak of great yogis and ascetics fasting on a mountainside or disappearing for years into a desert carrying enough water for a few days. A character choosing to fast can survive without food a number of days equal to the successes rolled showing no detrimental effects. Fasting can also be used to improve Magic Ritual rolls by adding a number of dice equal to half the successes rolled (rounded up). In cases of poison or disease, fasting can be used to cleanse ones body by raising their vigor one point for every two successes rolled until the affliction is cured. This cannot raise the vigor score higher than their original value. Botches could mean any number of things, depending on the circumstance and the GM's whim. A character could be trying to prolong the stores of grain by eating less and find they have successfully consumed twice what they normally would have. If they are fasting for magical purposes, a subtraction from the number of successes due to distraction by hunger.

Gambling- (Wit)

Gambling allows the character to be able to read the probabilities of a situation and use them to their advantage, generally when there's money on the line. This skill can be used in two separate ways. In a head to head with another character, each person would roll on their score with the person with the most successes being the victor. A player may also choose to pass time with gambling, whiling away a few hours in a gambling den to see if maybe their ship has come in. Success would indicate a profitable night with greater success bringing

greater rewards. A half success would mean breaking even and a botch could mean you lost everything or you owe more money than you could possibly imagine and you now have 2 weeks to find it or else.

Gaming- (Wit)

Gaming is the ability to play one or more different games from cards and dice, like Esati Arohana a popular children's game throughout the world, to games of skill and tactics, like Gi and Khikhi Zakava. A player matches their gaming skill directly against an opponent's skill with the character rolling the higher number of successes coming out the winner. This could have a variety of repercussions depending on the situation surrounding the game being played. Is it a friendly game between strangers or part of the court intrigue of a round of Gi during Tishinia's Kekra Festival?

Haggle- (Will)

This skill grants the ability to negotiate the value of various items to be traded or purchased, thus making the deal amenable to both parties. The haggle skill is generally rolled against someone else's haggle skill with the difference of successes sweetening the pot for the winner. Greater successes mean better deals while a botch could indicate the player should make sure they're still wearing everything they started the day in.

Hunting- (Per)

Hunting allows the player to track and capture or kill any prey for food or sport. This is generally accomplished in a rural or wilderness setting. A character that is hunting rolls their hunting skill against an evasion roll for the creature being hunted. The higher number rolled would be the victor. If this is the hunter, the number of successes the creature rolled minus the number of successes the player rolled over the creatures successes, indicates the length of time it took to accomplish the hunt. If the hunted is the victor, well, looks like the hunter goes hungry today. With a botched roll, the players could find themselves lost or the hunter becomes the hunted. They could find they have fallen down a hidden well which could actually lead to an entirely different adventure. The GM should feel free to add or subtract difficulty dice depending on circumstance, is it stormy out, daytime, nighttime, plains or woods.

Intimidation- (Pre)

Through the use of vocal control and body language, the player is able to force other characters into doing their bidding. A ship's captain, a sergeant at arms, street thugs and librarians are all good examples of people with high intimidation skills. A successful roll would mean the player has brow-beat their intended target into submission, with a greater number of successes bringing a greater quantity of groveling. A half success denotes the player has just given their target an uncomfortable feeling or the idea that the player isn't too happy with

Chapter II: Character Creation

them. While a botch could mean the player was just out-intimidated or they just pushed the intended target into a berserker rage.

Lock Picking- (Dex)

The player has an understanding of the internal workings of locks and, with the right tools, how to open them. A success indicates the player opens the lock at hand with multiple successes lessening the amount of time spent on the task. A half success would require an additional skill roll and force the player into committing more time to the operation, while a botch would mean a broken pick or jammed lock or the player has misjudged which door to open and accidentally picked the lock of the local militia's barracks.

Magic Ritual- (Ess)

This skill endows the player with the knowledge and the ability to manipulate the spiritual and magical forces surrounding Dárdūnah, the realms of Dream and sometimes beyond. A character choosing this skill must have the Sir'hibas talent. Magic Ritual can be purchased multiple times. For each ritual the player wishes to know, they must purchase this skill. Using the general magic rules presented here in the Basic Compendium, once each Ritual is purchased, the player may attempt to perform the various magic feats related to that type of ritual magic (see Step #10: Filling Out Mystic Disciplines). Or, if the player wishes to use the more complex and specific system of Ritual Magic, replete with specific descriptions of many different rituals, disciplines and their various powers and specific details,

then see Chapter I of the book, "Magic and Martial Arts", for a more in-depth explanation of the fiction and functionality of Dárdūnah's rich system of Ritual Magic. A player may also purchase a basic Magic Ritual Skill that is non-specific, which will allow them to assist in rituals they do not know to some extent. When attempting any given ritual, the players may find themselves making a roll for each discipline or feat they try to accomplish within that ritual (again, see the section on Filling Out Mystic Disciplines for details). The number of successes rolled will of course determine the effect of that discipline. A full success indicates the ritual proceeds as planned, with more success increasing the outcome or decreasing the time spent, depending on the discipline attempted and the GM's whim. A half success may mean the player has succeeded in their attempt but not quite accomplishing their specified goal. A botch could have humorous, dire, or even far-reaching consequences, again depending on the ritual and discipline. The effects of your ritual may not be immediately apparent, such as some weather manipulation or rituals of endowment. Also, it may be necessary to roll against an opponent's ritual skill in cases of combat between two Sir'hibasi.

Martial Arts- (variable)

Any trained, stylistic combat using either weapons or unarmed attacks and maneuvers. For the purposes of this game it is possible to either totally depend upon the types of simple maneuvers described in the Location Maneuvers Table (see Combat) for a basic Martial Arts skill, or additionally use the more complex and specific Martial Styles described in the book "Magic and Martial Arts". A character may purchase the basic Martial Arts if they wish, or if the character has had the opportunity to learn a specialized Martial Style, they would purchase a separate Martial Arts skill for that specific Martial Style (see Chapter II of Book Two: Magic and Martial Arts for more info on purchasing Martial Styles), either skill would be raised separately. The character can thus learn separate styles merely by purchasing that Style as a new Martial Skill whenever the opportunity presents itself either during character creation, or during the storyline in-game. When rolling the Martial Arts Skill dice pool, a player is generally attempting to perform any of these three Actions: A Maneuver (as listed within any Location Maneuvers Table, such as Disarm, Stun, Cover, etc.), A Multi-Maneuver (a bundled series of Maneuvers, such as those listed in the specific Martial Styles), and a Defense (as described earlier, a Reaction used to negate an enemy's attack successes). A roll of at least two successes is needed for any of the style specific special effects to function. A half success indicates your maneuver was only capable of inflicting minimal damage and if



there was a special feature, it failed. Please note that the Martial Arts skill's Characteristic Link is "variable", meaning that one might practice the basic martial skill based on their Strength, Agility, or possibly the average of the combination of these. And if the character chooses a more specialized Martial Style, it may be based on Strength, Vigor, Agility, Dexterity, Perception, or Essence, or the average of a combination of any of these (see Martial Styles).

Melee- (Agl)

Melee is the ability to use non-ranged, hand-held weapons of any kind (blades, clubs, polearms, etc), without the finesse of specific Martial Arts training. A melee maneuver may be attempted on any Action during a combat round. This constitutes one of the players Declared Actions. It takes a single Action to draw a weapon that isn't at the ready or to change weapons. The successful use of the Fastdraw skill negates the need for that Action. Most rolls for melee are rolled against an opponent's Defense roll, with the exception of inanimate targets that do not have a defensive skill. Rolling more successes than your opponent indicates a successful strike and resulting damage depending on the weapon used and any modifiers to be added from other skills and attributes. Stationary or inanimate targets require at least two successes to hit, with a half success meaning a glancing blow or a strike with the flat of the blade, depending on the character's intentions with the strike. A Botch could mean a dropped or broken weapon or personal injury or any number of events that could make the character a little more uncomfortable.

Missile- (Dex)

Any basic ranged combat using thrown (like daggers, hurling discs, darts, etc.) or hand-fired weapons (like bows and crossbows, but excluding Valah weapons) of any kind without the finesse of specific Martial Arts training. The missile skill may be attempted on any Action during a combat round. This constitutes one of the players Declared Actions. It takes a single Action to draw a weapon that isn't at the ready or to change weapons. The successful use of the Fastdraw skill negates the need for that Action. Most rolls for missiles are rolled against an opponent's Defense roll, with the exception of inanimate targets that do not have a defensive skill. Rolling more successes than your opponent indicates a successful strike and resulting damage depending on the weapon used and any modifiers to be added from other skills and attributes. Stationary or inanimate targets require at least two successes to hit, with a half success meaning a grazing blow or an arrow that doesn't stick. A botch could mean a snapped bowstring or an errant shot that hurts a friendly NPC or a noise during a silent attack that alerts a number of guards, anything that fits the situation at hand.

Mouth Reading- (Per)

This skill grants the character the ability to

extrapolate conversations of other people from a distance by observing the specific movements of their mouths as they speak. A full success rolled indicates the character is able to understand the spoken words, with a half success learning a general gist and a botch learning nothing or even false information. Multiple successes could show the character even subtler nuances to the speech, thus allowing for the reading of subtext within the conversation. Difficulty could be subtracted for lowlight, obstructed views of the target or a target that is actively trying to be discreet.

Oration- (Pre)

The character is able to speak well in a public recital. This recital could be a spontaneous act or a planned event, either with an audience of one or many. Oration is used to keep that audience listening, whether to entertain or to teach. On rolling a full success, the character would relate all of their pertinent information or story to an audience, with multiple successes bringing in various levels of enthrallment or enjoyment. A half success could indicate a confused audience or a limited amount of the information is communicated, while a botch could get you booed off the stage or even sentenced to death by an irate Khan.

Pick Pocket- (Dex)

This skill grants the ability to forage for valuables or any desired object in another person's possession unnoticed. This could apply to worn jewelry, the contents of purses, pockets, pouches or bags, or any object worn or carried upon the potential victim. A successful Pick Pocket roll would grant the character the desired item, with further successes possibly bringing forth more prizes. A half success would mean a failed but unnoticed attempt, with a botch gaining the attention of the victim with all the repercussions that could bring.

Research- (Per)

Research allows the character to investigate a given topic through a combination of archival study and practical application. The character would glean new information on a topic from a given archive or lab with a successful Research roll. Multiple successes could indicate more detailed findings. And a botch could mean a gathering of false information sending the character on a wild goose chase or a lab explosion injuring everybody in the room and destroying the lab itself.

Riding- (Agl)

This is the ability to use any trained, jānah-bearing suthra for transportation, whether it runs, flies, or crawls. This skill would need to be purchased for each suthra the character wishes to be able to ride. Generally speaking, it is assumed that the character is able to perform any riding attempt without having to roll any dice. A roll could be made when a character is stressed

Chapter II: Character Creation

BOOK ONE

or attempting to control a strange suthra. With a full success, the character's attempt moves forward. More successes could mean the rider is able to coax a little more out of the creature or ride with such deftness and skill as to impress any onlookers. A half success could mean the character is able to coax the creature forward but is unable to gain any control. While a botch could mean the character sends the creature into a wild fury and it flails around madly in an attempt to rid itself of its current burden.

Search- (Per)

The character with this skill is adept at finding *jánah* or things that are hidden or lost. A hand mirror from a noble's dressing room, a specific merchant's stall in a bazaar, another character hiding in the woods or an alley, these are all things that could require a Search roll. With a full success, the character is able to find what they were looking for. Multiple successes could lower the amount of time spent or allow the character to find more than they bargained for. A half success would mean spending more time in the search and rolling another attempt, while a botch could mean that the character successfully alerts any guards or villains to their presence or they find a nest of rather poisonous spiders that make their escape from daylight up a nearby sleeve or pant leg. As it is also a Basic Starting Skill, the character is automatically assigned a beginning score of 3 for it without having to expend any Ability Points. Any score higher than that will have to be purchased in the standard way as described in the earlier sections.

Seduction- (Pre)

This skill grants the character the ability to convince another person, generally of the opposite sex, to do the character's bidding through the use of voice control, body language, and contact. Generally placing them in a state of enthrallment, and plying them to the character's will with the promise of gratification. A successful Seduction would convince the person of what a good idea the character has and then to pursue whatever plans had been set forth. Multiple successes could bring the target person into a deeper sense of enthrallment or allow the character to have to promise less. A half success could peak the interest of the person, but they would still be unwilling to act on the character's wishes. A botch, the character ends up horrifying or insulting the person from such an indecent proposal that any further attempts would be greeted with scorn and possibly violence.

Shadowing- (Agl)

Shadowing grants the ability to follow someone without being seen or even the chance to know that you are being followed. Be it through the streets of a busy city or across a mountain pass, a character may attempt to shadow another person to find out where they are going. A successful Shadowing attempt means the character has followed their target unseen with more successes possibly

granting the character any new information or insights about the person being followed, or even an opportunity to accomplish a desired action like picking the person's pocket in a secluded alley. A half success might mean the character has temporarily lost sight of their mark and might need a successful Search or Tracking roll to lay eyes on them once again. While a botch could mean the character searches through the crowded street only to turn around and see their target approaching them with a dozen unfriendly looking sidekicks blocking off any escape routes. As it is also a Basic Starting Skill, the character is automatically assigned a beginning score of 3 for it without having to expend any Ability Points. Any score higher than that will have to be purchased in the standard way as described in the earlier sections.

Singing- (Dex)

The character with this skill has the ability to create sweet music with just the use of their voice all for the entertainment of others. Be it one person or a mass of thousands, any attempt to sing in front of an audience requires a Singing skill roll. With a full success, the character is able to complete the song, thus entertaining the selected audience. Multiple successes could mean the character has so overwhelmed his audience that they are brought to tears from the recital or the character has garnered the attentions of a wealthy merchant prince or powerful Sir'hibas who wishes to retain them as their personal voice. A half success could indicate a poorly received performance or a bored audience, while a botch could get the character booed off the stage or placed in the bad graces of the previously mentioned Sir'hibas.

Sleight-of-hand- (Dex)

Through agile hand movements and clever repartee, the character with this skill is able to misdirect the eye of any observer creating a false impression of the event while concealing the nature of what truly occurred. Sleight-of-hand could be used as a performance in and of itself or to bring forth a set of loaded dice to favor the character in a friendly game of Yantro or even to slip an item unseen into a pocket or sleeve while shopping in the local bazaar. With a full success, the requested action is performed, while more successes could allow the character to so fool the observing party that they believe actual sorcery was involved. A half success might mean the action is unsuccessful and the observer is left with a feeling of wariness or wrongness about them or the situation and will keep a close eye on any further movements by the character. While a botch could mean the observer saw the clumsy attempt and will deal with the character as befits the situation.

Stealth- (Agl)

This skill allows the character to move around any terrain, urban or rural, without being seen, heard or sometimes, even smelled. While a character may choose to use Stealth at any given time, it is generally rolled against another character's skill or ability. With a

successful roll, the character is able to conceal themselves from any watching eyes and be one step closer to gaining their chosen objective. A half success could mean the person was able to hide but would need another roll to try and move. A botch could indicate that anyone who could see would, as the character clumsily attempts the moving bush trick. As it is also a Basic Starting Skill, the character is automatically assigned a beginning score of 3 for it without having to expend any Ability Points. Any score higher than that will have to be purchased in the standard way as described in the earlier sections.

Surgery- (Dex)

Characters with this skill are able to better tend to the healing of serious injuries like compound fractures and gaping wounds. This skill uses the Recovery Table in the combat section, but, unlike Dress Wounds, it heals fatal damage first followed by subdual. For every non-success rolled, the patient loses that number of Vigor until recovered through rest or magical means. A botch results in further injuries or disfiguring the patient based on the number of ones rolled and the GM's discretion. Please note that you may use the more complex system of medicines as noted in Book Three: World Guide, in the chapter pertaining to the Medical Arts of Dárdūnah, as well as reference the Infirmary Relations Table located in that book's Appendices. The special medicines and drugs mentioned in this more complex system actually give bonuses to certain medical Skill rolls as well as add an interesting amount of fiction to the practice of such skills.



Suthra Use- (Will)

This is the skill to use or manipulate any trained or domesticated suthra. An attempt could be made with a wild suthra, but it's the GM's discretion as to how a particular creature would react. On a successful attempt, the creature responds positively to the character's prodding and adjusts their actions towards the character's whim.

Swimming- (Agl)

Swimming allows the character to propel themselves through or remain afloat in a liquid medium. On a successful skill roll, the character covers a distance equal to their standard movement rate or possibly just treads water, depending on what the character was attempting to do. A character may only keep swimming at a steady pace for a number of minutes equal to their Vigor, at which point they must rest a number of rounds equal to the number they wish to continue swimming once they have rested, up to the amount of their Vigor total. Any failed attempt would indicate the character starts to sink and will begin taking damage as per the rules of air deprivation in the combat section.

Tactics- (Wit)

A character with Tactics has a keen understanding of the use and manipulations of military units, the advantages and disadvantages of each unit, and the affects each unit has, be it on a battlefield or on a game board. Tactics is then rolled against another person's Tactics skill with the higher skill roll granting the winner an immediate advantage in any upcoming confrontation. The outcome of that game or battle could be known with but a single roll or, with the GM's discretion, many rolls, depending on the situation and the story.

Throw- (Dex)

This is the ability to pick up and hurl any object the character has the strength to lift with some accuracy. The primary concern for the Throw skill is to hit the target, damage could be a secondary effect caused by the nature of whatever is being thrown. With a full success the target is made, the pebble strikes the window, the grappling hook is set at the top of the wall, or whatever it was the character attempted to throw hits the intended target, within reason. As it is also a Basic Starting Skill, the character is automatically assigned a beginning score of 3 for it without having to expend any Ability Points. Any score higher than that will have to be purchased in the standard way as described in the earlier sections.

Tracking- (Per)

A character with the Tracking skill would be able to find the trail of any person or creature that passed through an area. If the person

Chapter II: Character Creation

BOOK ONE

being tracked has the False Trail skill, the Tracking roll is attempted against that skill with the tracking character either finding or losing their target depending on who has the greater number of successes. With a simple Tracking attempt, a full success would indicate a found trail with multiple success giving more details to activities performed when the creature being tracked passed through. Any failed attempt would indicate a lost trail or the clues of passing are too old for the character to make out.

Valah- (Dex)

Any ranged combat using black-powder weapons of any kind (pistols, rifles, cannons, etc.). These weapons are named after the jánah who first invented the flintlock mechanism for guns, and whose ancestors supposedly discovered the explosive properties of the powder itself. The Valah skill may be attempted on any action during a combat round. This constitutes one of the players declared actions. It takes a single action to draw a weapon that isn't at the ready or to change weapons. The successful use of the Fastdraw skill negates the need for that action. Most rolls for Valah are rolled against an opponent's defense roll, with the exception of inanimate targets that do not have a defense skill. Rolling more successes than your opponent indicates a successful shot and resulting damage depending on the weapon used and any modifiers to be added from other skills and attributes. Stationary or inanimate targets require at least two successes to hit, with a half success meaning a grazing blow or a bullet that doesn't penetrate the targets armor. A botch could mean a mistake was made during loading creating a misfire or the weapon explodes damaging anyone nearby.

CRAFT SKILLS

Alchemy- (Dex)

A character with this skill has a degree of proficiency in the sometime mystical science of collecting and combining elementary matter to produce essential and compound or complex substances. Depending on the skill score, a character may be able to perform simple tasks, such as extracting pure salt from brine-water to complex operations like producing weapon grade laminate resins or even certain forms of acid. The GM must approve whatever substance the character attempts to create before a skill roll is made.

Amber Craft- (Dex)

The Amber Craft skill enables the character to harvest, mix and implement the various forms of amber saps on Dárdūnah. Some sap harvests are destined to be mixed for the creation of various bonding agents, such as amberkettle for hard durable permanent bonding agents or Bojjiah Gum for pliable moldings and temporary airtight seals where contraction and expansion is necessary. Generally, the amber sap is

harvested from the trunks of large, willowy trees, known as ambertrees, which grow near bodies of fresh and brackish water. Poured into specially-made molds or on special oiled shaping tables, the amber sap is worked and formed before it eventually hardens to a strong plastic consistency after exposure to the air. Amber may also be used as a thick lacquer to add strength and durability to wooden or bamboo platelets woven together as a base for some armor. If the attempted creation were a weapon or armor a separate skill check roll would be needed for the desired item to be crafted. Dusts, powders and other pigments are often used to create unique looks and designs in the hardening amber.

Armor Craft- (Dex)

Whether it is leather, chitin, amber, crystal or living suthra, this skill refers to the ability to select/collect the materials for and creating/repairing the various types of armor used in the lands, and to appraise the relative condition of any armor inspected. Some armor may require the addition of a separate craft skill or knowledge. Since a piece of living suthra armor is actually a living organism raised from a larval form to be shaped and trained as it grows, a little skill in Train Suthra and Suthra Lore might be a good idea.

Basketing- (Dex)

This skill means that the character has a degree of proficiency with selecting various grasses, vines, branches or leaves and turning them into things such as baskets, hats, mats, hut walls, etc. A character with enough skill could turn simple grass into a work of art. The character may make simple baskets for hanging plants around the home or larger baskets used in transporting goods for trade caravans or even, if skilled enough, be commissioned to craft an ornate trellis to be placed in an imperial garden.

Bow Craft- (Dex)

Similar to Armor Craft this skill refers to the ability to find and select the materials for and creating or repairing Bows, Crossbows, and their respective ammos, and to appraise the relative condition of any weapons or ammos inspected. The crafting of certain bows may need a separate craft skill roll as well. If, for example, the bow required the working of amber, an Amber Craft skill check may be needed as per the GM's discretion.

Breed Suthra- (Wit)

Breed Suthra grants the character a degree of proficiency in the care, upkeep, and rearing of both domesticated and wild suthra and the keeping of wild suthra that don't "do well" in captivity. Generally, the character has the knowledge to deal with one particular suthra and would need an additional skill to handle multiple types of creatures. A zookeeper, therefore, would have the knowledge and ability to breed and raise many different suthra, while a chinti herder would be only able to raise that specific breed.

Brewing- (Wit)

This skill refers to the ability to select the supplies & materials needed for the creation of wines, beers, or liquors. When choosing this skill, the character is assumed to be a vintner, a brewer, or a distiller, not all of the above, although, a vintner may make different wines or a brewer may craft different ales or beers. The creation of a ritual wine, a frosty tavern brew or any other type of alcoholic beverage is covered by this skill. Characters with the brewing skill never have a shortage of friends.

Brick Maker- (Dex)

This skill refers to the ability to build forms & ovens, and select raw materials for the creation of bricks. The making of certain bricks can be a long process. First, the clay is dug from the ground. The clay is then mixed with water by mashing it into a large bin with the feet until it is the right consistency. At this point, various ashes and sands could be mixed in to make different colors. The colored clay is placed in wooden molds, and then fired in a kiln for six days and nights at very high temperatures. Some bricks are made from the mixing of clay and straw and then fired in the sun. These are generally used in the making of peasant dwellings and other less notable structures. Depending on the skill of the maker, bricks may range from simple brown blocks that make up a garden wall to a shimmering ingot sparkling atop a temple in the light of the False Dawn.

Charcoal Burner- (Wit)

This is the craft of taking various hardwoods and making little charcoal wafers that burn longer than plain wood, these wafers are used in rituals, heating, cooking, and the very common practice of incense burning. The process usually takes four or five days as the character would cut down and pile the wood, burn it, at a certain point extinguish the flame and gather up the remains that would then be pressed into biscuits of various size. These would then be gathered and sold to whoever needed it and the process would begin anew. A character choosing to be a Charcoal Burner would be constantly covered with soot and always smell as if something were burning close by.

Chitin Craft- (Dex)

This craft allows the character to create, from the hard exoskeleton of different suthra, various artifacts. By shaping and bending the chitin in certain ways, a skilled craftsman could create a headdress, belt or armband, wall hangings or decorations, or even furniture. Weapons and armor would require a separate craft skill check. With the addition of a Suthra Lore skill, the character would be able to determine which creatures chitin would be better for certain applications based on tensile strength or flexibility. Whether crafting a simple necklace from a leather cord and a small carapace or creating a wall mural map of the known world for a great library, a character with this skill is able to visualize and

create any item from a piece or many pieces of chitin, depending on the skill level and the GM's permission.

Cooking- (Wit)

A jánah with this skill cannot merely put a stick through a plump grub and lay it over a fire, but can also find spices, fruits, vegetables, grains, roots, etc. and fabricate a delicious meal. Whether sitting around a campfire or trying to placate the most finicky of Aminars, the character has an understanding of the mingling of flavors and textures to create a well-rounded meal that satisfies the hunger and the palate.

Create Poison- (Dex)

This skill is not one that is usually advertised by the jánah that practice it. It allows for the collection of base ingredients, concoction of poisons and antidotes (if available), knowledge of the various delivery systems, and identification of the various symptoms of different poisons. In order to use this skill, the character must also have levels in the Poison Knowledge. The creation process requires a number of hours to perform equal to the points of damage the specific poison causes per round, and requires successful roles in both the Poisons knowledge and the Create Poison skill.

Create Trap- (Wit)

Whether for jánah or suthra, this skill allows the character to devise and lay all different kinds of traps, including spike traps, needle traps, snares, pits, and nets. This skill is VERY deadly when used in conjunction with the Create Poison skill. The creation of a certain trap could take seconds for the quick snare or even days or weeks for trapping hallways to tombs or secret bases in the sewers. Bear in mind, a trap may be so complex as to need the Architecture knowledge.

Crystal Craft- (Dex)

With the exception of weapons and armor, this skill allows the character to create artifacts from crystal of differing form and function. Ranging from complex works of art to the most mundane of household items, it is used by the rich and poor alike. The crystal is dug from the sides of mountains or from mines deep beneath the earth and is then brought to the craftsman to be made into the desired item. It is then either cut and shaped into its desired form or melted down and poured into a mold designed by the craftsman. A character with this skill would also be able to tell what crystal would best be suited for which purpose and how to manipulate it to fit that purpose. Certain crystals have their own inherent properties. Depending on their skill level and the crystal being used, the character may be able to create a work as simple as an eating utensil with a glowing crystal handle or as complex as a chandelier that sings when struck by sunlight.

Disguise- (Per)

The skill of looking like someone other than oneself,

Chapter II: Character Creation

BOOK ONE



this skill covers altering the appearance, changing of the voice, and mimicking the movements of others. This skill would also allow a character the chance to recognize when another is trying to disguise themselves. Depending on the level of skill the character possesses, the disguise can be as simple as a different set of clothes or the dyeing of ones fur to the use of full prosthetics to create body parts the character doesn't necessarily have, such as a tail or crest.

Dye Making- (Wit)

The world of Dárdūnah is rich with colors, and the effects of the airborne crystal particles that paint the skies are often mimicked in the clothes of the Jánah. This skill allows a character to find the components necessary to make the various dyes used in textiles, it also allows for choosing the best dye for the application (I.e. A dye for Amnoli cotton may not take as well to fine Hardazi silks). Similarly, this skill would be used to determine the proper ceremonial dyes to be used in ritual markings that will be painted on the skin, fur, feathers, or scales of jánah, or upon walls of buildings and cloth banners.

Fire Craft- (Wit)

Fire Craft is the skill of creating fire, whether through basic or chemical means. Characters with this skill gain an understanding of the materials used for different kinds of fires, and with enough skill can determine what is needed to build fires that provide the most warmth, burn best under wet conditions, burn brightly, smolder longer or produce more (or less) smoke. The character will also have knowledge of the safety measures needed to control the blaze.

Forgery- (Dex)

Forgery is the skill of falsifying documents, emulating the signature of others, and even creating "official" looking instruments, such as a wax seal or signet. When used in concert with the Illuminating

skill, it could be possible to forge the crest one of the great houses of Dárdūnah.

Gardening- (Wit)

Characters with the Gardening skill have an understanding of the relationship of plant, soil and water. Depending on the skill level, the character might tend a small vegetable garden, cultivate rare and exotic orchids or be chosen as a groom for the water lily gardens of the Temple of Nagamissa in Benang.

Glasswork- (Dex)

Characters with this skill have the knowledge of crafting glass. A glassblower from Lagasi, a window maker in Ekapa, both would be able to find the raw materials of crystal and sand and melt it down for the making of glass. With enough skill, a character would then be able to mix in, at the proper proportions, additives that would affect the color or the refractive properties of the glass that would then be shaped, blown, molded or cut.

Illuminating- (Dex)

The character is able to visualize an image and can then, through the use of paints, inks, stains, charcoals, chalks or any other medium, place it on to a surface. The character with this skill could be drawing people with charcoal and papyrus in a stall at a local bazaar, capturing the power of a herd of wild suthra in full stride with oily pigments on stretched hide or even illustrating books with colored inks in one of the libraries of the Academy of Nilám in Hanálu. Generally, a character with the Illuminating skill has chosen a particular medium that suits them or was taught to them and may have a style that is either realism, individual expression or of a more regimented school or doctrine.

Incense Maker- (Wit)

Drift through any market square, any temple or shrine, and most homes and the true aroma of Dárdūnah

is tasted. The drifting tendrils of smoke mark the presence of the ever-important incense maker. The character choosing the Incense Maker skill knows the mixing of base materials, such as powdered wood aloes, to other aromatic ingredients, such as resins and oils or other powdered woods, leaves, blossoms, or spices, and either left in powdered form or shaped into sticks, cones and biscuits to be burned in rituals, cleansings, healings and odor removal. Also the character has an understanding of the relationship between each ingredient with the divine, so they can tell how particular incenses could be used in the healing arts or which incense to burn for a specific desire or to please which Devah.

Jeweler- (Dex)

With an understanding of form and function, the Jeweler is able to craft various forms of worn body decoration for the jānah of style, be it draped, hung, pierced or tied. A character with the Jeweler skill might spend all their time crafting necklaces and bracelets from beads and leather cords or, given enough skill and reputation, might be asked to craft a crystal shard into a pendant for the daughter of an Aminar.

Kratellassi (Krah-teh-LAH-see)- (Will)

Kratellassi is the time-honored tradition of using and commanding the insect like suthra known as kratella for hunting and sport. Mostly used by members of the warrior caste, it is sometimes a source of enjoyment for the occasional wealthy merchant or high priest. A character playing either the peasant caste or outcaste would rarely, if ever, have access to a kratella, and so cannot choose this skill without the GM's permission.

Medicine Craft- (Dex)

The Medicine Craft skill allows the character to create the medicines used in the healing arts. This also grants the character a limited knowledge of how these tinctures, ointments, salves and spirits affect the humors, the biles and all the other elements that make up the workings of the body. Please note that you may use the more complex system of medicines as noted in Book Three: World Guide, in the chapter pertaining to the Medical Arts of Dārdūnah, as well as reference the Infirmary Relations Table located in that book's Appendices. The special medicines and drugs mentioned in this more complex system actually give bonuses to certain medical Skill rolls as well as add an interesting amount of fiction to the practice of such skills.

Music Craft- (Dex)

This skill grants the character the ability to play one of the various instruments, as well as compose the music, that fills the landscape of Dārdūni culture. The thrum of the various percussion instruments drives the melodic wailing of the reeded nagaswaram as the many

stringed swar-mandal accompanies a young singer gifted with the voice of a devah, the character with this skill may play around a campfire with friends and companions or be searching for the gift of patronage from a wealthy merchant, or with enough skill and renown, a prince.

Paper Craft- (Wit)

An individual skilled in Paper Craft knows the process of creating paper, as well as which materials might be used to make a stronger paper, or a finer paper, or possibly one that would be sought by particular members of many of the great houses.

Pottery- (Dex)

Characters with Pottery know the process of shaping and firing different clays and mixtures for the creation of earthenware, stoneware, and porcelain, as well as the various glazing techniques involved to make a vessel watertight or for the more artistic decorations seen on any of the ceramics painted by the master potters of the Isvar of Ullésh with a glaze crafted from the sands of the Kanyi Sea. Many potters spend their lives sculpting the figurines that adorn many of the roadside shrines scattered across Dārdūnah. This art is a many-stage process involving the careful mixing of the clays to remove excess moisture and trapped air, sculpting the clays into the desired objects through various methods, heating the objects in a kiln till the clay has hardened and fused (during which a piece might actually explode if air was accidentally trapped in the clay), the creation and application of glazes onto the newly fired objects, and finally a last heating in the kiln to melt the glazes onto the surface of the object. Their creators and owners often prize well-crafted pieces, which survive this process.

Powder Craft- (Wit)

Powder Craft is the gathering, grinding, and mixing of the various ingredients that become the explosive powder used in fireworks and valah weapons. Each of the great houses has their own crafters who, through their own proprietary process, extract crystal nitrates to be mixed with charcoal and brimstone, in exacting proportions, thus creating a black powder with an extremely volatile nature. When touched with but a single spark, the powder burns at a rapid rate and with enough force created to launch a projectile across a battlefield. A skilled crafter would also know of other substances to add that would affect the color or length of the burn, or the amount of smoke that would be created. If a character found making the powder is not of the Sunborn, dire actions are always taken, usually to the detriment of the character involved.

Rope Work- (Dex)

Rope Work is the ability to weave and wrap various fibers to create lengths of rope as well as the repair and splicing of ropes. Rope was usually made by families or teams of rope makers who would perform, what is called,

Chapter II: Character Creation

a rope walk, generally in lengths long enough to be used on any of the great ships that sail the seas and skies. A character with the Rope Work skill would have an understanding of the twines and yarns that could be used to make the strongest ropes, the wheel and pulley based contraption, known as a jack, which twists the twines into rope, and the knot-tying and weaving skills necessary to make use of the many varieties of rope. Many a skyship captain sails in search of good quality rope to keep their ships trim.

Scribing- (Dex)

A character with the Scribing skill is usually a professional copyist of manuscripts and documents, but, can be a writer or journalist, or, sometimes, a public clerk or secretary. Many academies employ scribes and scribes to copy many of the ancient texts of the world and those copies would then be illuminated for the consumption of the sunborn. This skill assumes the character is literate in at least one language, the use of this skill enabling them to write beautifully, and copy accurately, nearly any text with which they are at least somewhat familiar.

Shipwright- (Dex)

The shipwright has the ability to select the materials and build a ship, whether for sailing the seas or the skies. Shipwrights construct, fit out, commission and repair all types of vessels from small pleasure craft through to a range of competitive, commercial and naval vessels. These vessels are generally built from a wood and amber resins with the use of "Sky Crystals" to keep sky ships aloft. Shipwrights may prepare preliminary sketches of structural parts and sections, produce templates and patterns from full-size detail drawings, fit out internal and external components of vessels, position sections accurately prior to any permanent fastenings, prepare slipways and construct cradles used to support ships during construction, transportation, launching and slipping, supervise the launching and slipping procedures or even carry out repairs on any damaged vessels.

Silk Craft- (Dex)

A character with the Silk Craft skill can cultivate any one type of silk extruding suthra, harvest the silk strands and then craft the strands into threads. These threads are then woven into the Cloth of the Sunborn. The raising of these suthra can take months and whole villages are sometimes dedicated to the harvest of their threads. Some suthra are actually killed in the harvesting process, thus, making their silk precious indeed. A silk crafter would also be aware of the different properties of the threads they harvest and how they are woven together, which threads would make a stronger rope or which would make a finer cloth, as well as what dyes to use for more vibrant colors.

Stone Craft- (Dex)

All throughout the lands can be seen the trappings of the Stone Crafter. The character with the Stone Craft

skill knows the cutting and carving of various forms of stone from the great quarries and the use of this stone in the building of bridges, temples, shrines, palaces, and all manner of various structures, as well as, the logistics used in transporting the cut slabs to the work sites. Stone Crafters may also be able to shape chunks of hard rock into the statuary in a city plaza or imperial garden or the smaller sculptures seen at many of the roadside shrines that dot the landscape of Dárdūnah.

Strategy- (Wit)

A character with Strategy has the ability to use all the forces at their disposal for the implementation of a plan for a specific goal, whether for an upcoming battle or for the infiltration of a palace or stronghold or even to score points against an opponent in a sporting event. With a successful skill roll, the GM would provide the character with possible solutions they may act upon, as if they were their own ideas, to carry out their plan and achieve the desired goal. A failure would also bring forth solutions the character could act upon with, possibly, grievously detrimental outcomes, though they will enact them assuming they will be successful.

Suthra Leather- (Dex)

Characters with the Suthra Leather skill know how to skin almost any of the suthra found throughout the world, domestic or wild, and the process of tanning the skins, hides, or pelts taken from them. Whether making leather for shoes, harnesses, belts, straps, or armors, this skill allows the character to identify the best process for a specific outcome and which tools are best associated with each technique. A skilled leather crafter would also be able to decorate the leather they work with, fabricating a weapon sheath for a noble hero's blade with intricate patterns swirling along its length or creating a braided thong to be used as a charm bracelet for a child.

Tailor- (Dex)

The tailor has the ability to cut and sew various fabrics and materials to make, repair, or alter garments such as saris and other body wraps, coats or jackets, and dresses, as well as for draperies and curtains, especially to specific requirements or measurements as requested by members of the Sunborn. The tailor also has an eye for the details of various fabrics and how to craft a garment to hang in a more appealing way or to accentuate certain body parts, as well as, what colors to choose that compliments a person and grants them a greater appeal.

Tattooist- (Dex)

Many people choose to decorate themselves with imagery and patterns applied directly to the skin, be it a tribal pattern of weaving knot work or a pastoral scene of stylized and exquisite beauty or even a simple caste marking. A tattooist has the ability to inject inks into the surface of the skin, usually with an artistic flair, that both reflect the rank and attitudes of a particular individual. Tattooist encompasses the entire realm of

body art, including piercing, scarification, branding, and body painting. An individual skilled enough might be able to concoct a tincture to inject into the skin that would actually color the fur, scales, or feathers that grew from that location.

Tool Craft- (Dex)

A character with Tool Craft has an innate understanding of the physical limitations of a given situation that would then enable them to develop an appropriate tool to complete that task more easily and possibly better, as well as the ability to build the standard tools already in use throughout the world. If a character has manufactured a tool to aid them in performing a specific task, with the GM's discretion, they may find they gain an advantage when attempting that task.

Train Suthra- (Agl)

Throughout all of Dárdūnah can be found the many creatures or suthra that populate the world, flying, crawling, burrowing, and running, both wild and domestic. The suthra trainer has the ability to train these creatures for certain services, be it a pet, a protector, a means of locomotion or even entertainment. This skill is a must for anyone who wishes to raise suthra for the purposes of armor or weapons.

Valah Craft- (Dex)

Amongst the high caste known as the sunborn and some select few of the trade caste can be found a weapon that causes the common foot soldier to quake with fear. With its deafening report and burst of smoke the valah weapon makes its presence heard and felt, for soon will follow the shattering of armor, and the agony of shredding flesh and bone. A character with the Valah Craft skill knows the shaping and building of these firearms, be it pistol, rifle, or canon, and has a keen eye for the balance between form and function. Particularly skilled individuals may create a piece of such exquisite beauty that the viewer barely sees its destructive nature, for one can get lost in the delicate scrollwork inlaid along a barrel and stock or gaze in wonder at a large crouching suthra that belches forth with a thundering roar a projectile that splinters a ships mast into dust.

Wax-working- (Dex)

Whether harvested from suthra hives or tapped from plant resins, the wax-worker is able to collect wax in its many forms and mix it into a substance usable for the day-to-day functions of life on Dárdūnah. Skilled manufacturers can make candles, polishes for woods and resins, and sealing waxes for documents or containers as well as tell you what formulas work best for each purpose. Wax-workers may also be able to fabricate small sculptures or carvings of fruits or suthra as well

as different molds for amber and glasswork. Many a merchant makes their bread and butter from the sale of candles, for most everyone wishes to see when it's dark.

Weapon Craft- (Dex)

With an understanding of the relationship between weight and balance, a character with the Weapon Craft skill can select the best materials to use and then build the various hand-to-hand weapons that can be seen throughout the world. A fine crystal blade with leather wrapped hilt and amber pommel, an amber spearhead with dangling silk tassels affixed to a long hardwood shaft, a stone axe head with a stylized suthra head carved on the side attached to a dark handle wrapped with brightly dyed leather, these are just a few of the items that can be created by a skilled weapon smith.



Weaving- (Dex)

The weaver is a staple of society wherever one travels, for they have the ability to interlace fibers and threads of various types, either by hand or with a loom, into bolts of cloth to be used for clothing and drapery or into tapestries, rugs, or carpets with intricate patterns or pastoral scenes. A character with enough vision and skill could be a prized commodity for any large temple or palace, for not only can a tapestry be a work of art, it could also chronicle an event or happening in history.

Wheelwright- (Dex)

The Wheelwright is a master of crafting wheels for carriages, carts, wagons, riding chairs, sedans, rickshaws and any other mode of wheeled transport that can be found. From choosing the proper materials for each piece to the assembly of the entire wheel, a character with the Wheelwright skill has knowledge of the tools

Chapter II: Character Creation

BOOK ONE

needed and an ability to shape and carve these materials into a wheel suitable for its intended cart or wagon and the skill to make sure the wheel's rotation is true. The wheelwright is also able to maintain and repair wheels of all kinds. The skilled wheelwright is a valued member of any town, village or city.

Wood Craft- (Dex)

A mainstay in all levels of society, whether for artistic or utilitarian purposes, the skills of wood crafting are never under-utilized. With this ability, one may build, make, and carve a variety of things using the many different types of woods found in the world. This skill additionally provides a basic understanding of the qualities of wood, how best to harvest and maintain them for production, and a knowledge of the many tools, accessories, and techniques used for woodworking when measuring, cutting, shaping, assembling, and finishing.

KNOWLEDGE SKILLS

Aerial Navigation- (Wit)

Glancing skyward, a young child spies something floating serenely through the clouds and dreams. Perhaps they imagine captaining a mighty sky galleon, soaring upon a makdi's back, or taking winged flight. In convoys, a lone vessel, or as a solitary flyer, the skies of Dárdūnah are used for trade and travel alike. Aerial Navigation, commonly used to pilot a sky ship through the clouds, is also used when finding your way across the world on the back of a flying mount, or using the power of one's own wings to traverse unfamiliar areas. When attempting to navigate under any such circumstances, an Aerial Navigation Skill roll must be successfully made.

Ancient History- (Wit)

Ancient History is the knowledge of the Golden Age of Dárdūnah when the Devah ruled the city-states, the following dark ages when the Devah fought amongst themselves and subsequently left the world for the edge of heaven, the build up to the Twilight Wars, and the early events which shaped the nations as they are known today. Characters skilled enough with this knowledge would then be able to relate legends and stories of the Devah and their affect on the world or a specific region, as well as many of the great heroes that affected the societies and cultures more than a thousand years ago.

Architecture- (Wit)

The knowledge of Architecture allows the character the understanding of the relationship between form and function when designing a construct, be it bridge, palace, temple, or step well, as well as the ability to identify the historical period when a structure was built. With the help of a skilled stone crafter or woodworker, the architect can create many of the grand structures seen throughout the world, such as the wondrous temples and tombs with their elaborately carved walls

depicting the stories of the devah, a great palace with its huge opalescent central dome and surrounded by many carved towers, a desert fortress with its massive gates and round towers crowned by domed roofs, all linked by delicately carved parapets, the whole facade enriched with intricate bas-relief engravings.

Art- (Wit)

Art is the knowledge of the popularized cultural aesthetic and what moves people, specifically with the conscious arrangement of colors, forms, movements, or other elements in a manner that affects the sense of beauty, as well as the study of these activities and their history. A character skilled with this knowledge may have a general art knowledge or choose a more specific focus such as mosaics, tile work, painting, sculpture, etc.

Cartography- (Wit)

A character skilled in Cartography knows the tools and techniques for making and reading the maps and charts of the world or of specific regions. A cartographer may be adept at plotting landmarks for land travel or charting trade winds for sailing vessels, usually with a scale of distance and a compass mark orienting the viewer toward the direction of the rising sun. The Cartography knowledge can mean the difference between an indecipherable sketch on a piece of parchment and a map to a lost temple.

Cryptography- (Wit)

Cryptography allows the character the skill of communicating in or deciphering secret writings or ciphers. A character with this skill would also be able to recognize patterns inherent in groups of texts, pictures or symbols and possibly derive any intended meaning from them. Character would use this skill under such situations as attempting to unravel the mysteries of an ancient, cryptic set of symbols carved on the stone border of some forgotten door, or attempting to decipher the secret scrawl on the prison wall of a dead slave who was attempting to reveal the terrible secrets of his master before execution.

Crystal Lore- (Wit)

Crystal Lore is the understanding of the physical properties and characteristics, as well as, the myths, legends and lore surrounding the various crystals of Dárdūnah. A character with this skill would then be able to identify the different crystals and their uses or functions, whether a particular crystal is valuable for the use of currency, or if it could be forged into a weapon, or if it could be melted down for use in other things such as glass. Certain types of crystals might aid in the use of magic rituals or may be used as a receptacle for sorcerous energies and summoned entities, others give off light and heat, while, still others allow for the powering of the great sky ships plying the heavens. Every crystal has a use, and the skilled individual would be able to identify these properties. This skill would also grant the

knowledge of where to find a particular type of crystal and how to harvest it, as well as its rarity either in a given region or the world as a whole. “May your crystal never shatter”.

Culture- (Wit)

A character with the Culture knowledge has an understanding of the overall behavioral or societal differences of the various groups of people and nations of Dárdūnah, such as the particular laws governing a region, the religious or philosophical focus of its people, if one particular devah is preferred over another, the style of dress, or even how they react to foreigners. Using this skill effectively will usually give a character useful insight into effectively dealing with that culture in a positive way, or allow them enough understanding to help them avoid particularly sticky situations.

Current History- (Wit)

Current History refers to events and happenings from the age immediately after the Twilight Wars leading up to the modern day. A character with this knowledge would then have an understanding of these more “current” events and how they shape the religious and political movements, artistic expressions, economics, and attitudes of the time. It should be noted whether a character chooses knowledge in world history or a specific regional history. Being informed of world events by effectively using this skill at the right time might greatly affect the way the character would choose to act, and where the character would choose to travel. Such knowledge may help them decide whom to ally themselves with, and where to make the most profit.

Customs- (Wit)

The Customs knowledge allows recognition of the particular practices and etiquette of a specific people or region. Whether one shakes hands or bows, if a guest is required to offer a gift to his host, if one should speak of death or dying in polite company, and other idiosyncrasies of a people are all within the understanding of a character with this knowledge. Making use of such knowledge might enable a character to endear themselves to those whose customs they choose to embrace, or allow them to avoid the pitfalls of inadvertently breaking some obscure custom of the reason they are visiting.

Divination- (Wit)

Divination is the art or act of foretelling future events. Whether through the use of tarot-like cards, bones, entrails, crystals, vision-inducing trance, strange drugs, or any other tool, the character with this knowledge has gained a connection with the supernatural and with this communication they are able to interpret the most probable course of events. Highly skilled characters may develop enough of a reputation to be considered prophets and possibly make predictions far into the

future. This skill could be used in conjunction with other sir’hibas skills, or may stand alone as its own gift. There are many who trust in such portends, just as there are many who take it with a grain of salt due to the prevalence of charlatanry.

Economics- (Wit)

Economics is the social science that deals with the production, distribution, and consumption of goods and services and with the theory and management of economies or economic systems. Characters skilled with this knowledge would, therefore, be especially versed in matters of currency and trade and may find themselves in the employ of very powerful individuals, and quite possibly, if they are skilled enough, making financial decisions for the running of a nation. Most merchants have some sense of economic, with the most prominent and wealthy being quite skilled. And no treasurer in the entire world would be without such knowledge.

Famous Jánah- (Wit)

A character with the Famous Jánah knowledge recognizes the various people of import in the world of Dárdūnah. Whether one of the various world leaders, a great hero for a particular nation, or an artist or craftsman of great renown, skilled characters would be able to hear a name and tell you who that particular person was or was, and why they were famous. With enough skill, a character could recognize someone by sight. This skill would also grant some knowledge of the people throughout history that had a direct influence on society as well.

Fashion- (Wit)

With the Fashion knowledge a character gains an understanding of the prevailing trends in styles and fashionable customs of a specific region, as in the current dress preferred by polite society, the favored mode of transportation, or a particular poet that happens to be in vogue at a particular time. Characters with this knowledge would then be able to better blend with the populous as a whole and thus be accepted by individuals who would normally look upon a stranger with distrust or disdain. Such knowledge doesn’t necessarily reflect what is “beautiful”, merely what is commonly popular, both among the elite as well as the mundane.

Geography- (Wit)

Geography is the study of the lands and its features and of the distribution of life throughout these lands, including civilized life and the effects of this life on the surrounding areas. Of primary importance would be the knowledge of the names and places within specific regions, such as, bodies of water, deserts, forests or mountain ranges, as well as, the climate changes throughout the world. Characters with this skill might know how dangerous a particular range of mountains may be concerning the known passes through it, the rigors to be found in the steaming jungles or the arid

Chapter II: Character Creation

wastes, and what terrain-based pitfalls to expect while traveling across the rolling hills of the Hardazi steppes.

Heraldry- (Wit)

Heraldry offers an understanding of the various crests and sigils used to identify different houses, lineages, and political loyalties seen throughout the world. With this knowledge, a skilled character would then be able to identify the owner of a sky ship by the flags that it flew, which of the great houses controlled the greater portion of a particular city by the crests emblazoned on flags, signs or clothing, or even which army belonged to which nation on a battlefield. As the relationships, both good and bad, between the various Houses and Lines of Dárdūnah play such a major role concerning the political intrigues of the world, many individuals would have at least some small understanding of the various heraldic symbols.



Herbal Lore- (Wit)

Herbal Lore is the awareness of the various properties of the plants, herbs, and fungi of Dárdūnah, as well as, their dusts, spores, secretions, and pulp, as well as how they affect the humors of the body. Therefore, a skilled individual would be able to identify a health issue with any jānah or suthra, and be able to tell what plant or fungus would best aid with that problem. They would have a fairly clear idea of which state the plant or fungus must be compounded so as to be best suited to aid the patient, whether it should be dried, mixed into a tonic, or mashed to a paste.

Horticulture- (Wit)

This knowledge is the science or art of cultivating and harvesting fruits, vegetables, flowers, or ornamental

plants on a grander scale than simple gardening, and is the skill required to function as a farmer. A character skilled with this knowledge would then be able to understand what is needed to plant, grow and harvest any of the particular crops that benefit life on Dárdūnah, whether growing vast fields of grain, groves of fruits or nuts, or even grasses used in the feeding of suthra or thatching of roofs.

Intrigue- (Wit)

A character with the Intrigue knowledge is better able to glean details from the “rumor mill” and manipulate that information for the betterment of their own position. Particularly skilled individuals would also know who to speak with to feed rumors, true or otherwise, into the general public and sway popular opinions to their own ends. With enough skill, a character could find themselves consorting with powerful friends and playing power broker for some of the great houses. Since knowledge is power, a master of Intrigue might find that they are able to make many influential contacts, though the risk of creating just as many dangerous enemies should be evident.

Jenu Lore- (Wit)

Every jānah has its own unique powers, abilities, strengths and weaknesses. The Jenu Lore knowledge grants the character a familiarity with those specific species related details that make up a particular jānah type. While some jānah may have a predisposition toward belligerent behavior others may have a more timid or docile manner, some may be naturally stronger than others, some find it easier to operate in darker environments or nighttime, while still others may have powerful natural poison, or find they can't stray too far from a body of water without detrimental effects. A character skilled with this knowledge would then be able to adjust their reactions when dealing with the different jānah.

Land Navigation- (Wit)

One of the many constants surrounding life is the necessity of travel, getting from here to there. Land Navigation allows the character the ability of finding one's way across any expanse of land when traveling in a cart, on jānah-bearing suthra, or on foot. Whether journeying across the vast savannas of Hāthiyar or to the local market just across town, an individual skilled in Land Navigation will get there quicker, safer, and generally more effectively. When navigating over land, it is usually necessary to make at least one roll of the skill, perhaps more over longer distances, or when trying to stay on course during adverse conditions or through confusing terrain.

Land Vehicles- (Wit)

With the Land Vehicles knowledge the character is able to identify the various forms of non-suthra land

transport, such as, carts, carriages, and rickshaws, and the function of each, as well as what is needed for their proper upkeep and repair. This skill would also encompass a form of transport known as a Sand Skiff, found in certain desert areas, that rides along the dunes propelled by wind and sail. Though this skill does not enable the operation and use of these vehicles (this requires the Land Navigation skill), it does benefit the user with an understanding of the craftsmanship, form, function, repair, and theories of its operation.

Language- (Wit)

The Language knowledge allows the character the ability to speak one of the various languages of Dárdūnah, and with greater skill comes greater fluency. Some languages may have multiple dialects, but a having a Language skill for that particular tongue might allow them to discern the nuances between them. A successful skill roll when trying to speak with an individual with severe accent would overcome the difference between most dialects, affectations, and colloquialisms. As it is also a Basic Starting Skill, the character is automatically assigned a beginning score of 3 for one language of their choice without having to expend any Ability Points. Any score higher than that will have to be purchased in the standard way as described in the earlier sections. This skill must be purchased again for each additional language the character wishes to speak.

Legends- (Wit)

Throughout history, within each age, a few individuals or events will rise above all else and leave their mark on the world. Every child hears the story of the great treasure fleet that disappeared without a trace, or the floating palace in the clouds, or the many heroes that fought alongside the devah at the end of the Golden Age. The Legends knowledge provides an individual with an understanding of the folklore and legends of a particular area or even the world as a whole, both epic and humble, from the mighty clashes of the devah with the horrors and demons of Narákah, to the simple hauntings of a monastery, or wonders of some obscure enchanted glade.

Lineage- (Wit)

This knowledge grants the understanding of the various lineages and all of the familial Houses, great and small, that swear allegiance to and make up each Line. A character with this knowledge would then be able to tell which Lines are Royal Lines, break down the hierarchy of a particular line, as well as know the political dealings of each of the particular Houses within each Line. Characters with enough skill, and the right connections, blood or otherwise, may know, with the GM's permission, some secret of a Line, or if the Line is influential enough, something that could cause ripples of grand proportions within the societal structure.

Literature- (Wit)

A character choosing the Literature knowledge is a scholar of the written word, such as religious texts, poetry, as well as the accounts of fables and myths that are scattered throughout the land. With enough expertise in the skill, many times, comes a familiarity with the authors and their lives and how their surroundings may have affected their writings, whether a particular poet was working for a wealthy patron or a poor ascetic sitting at the bottom of a crystal mountain telling stories to pilgrims for food. Such a knowledge skill might also afford the character the ability to recognize the content of a particular piece of literature merely by hearing its title, or an understanding of the value, power, or revilement of that particular content. Such a knowledgeable character will have awareness of current and past literary trends, and perhaps be able to recite certain bits or literary ideas from memory during special occasions.

Magic Theory- (Wit)

Magic Theory is the understanding of the workings of magic and how it relates to the forces of nature and the supernatural. A character with this knowledge would know all about the duháma or soul, the mystic energy known as prána, the Web of Life, the Great Cycle of life, death, and rebirth, and the Dream, and how they all apply to the performing of magic rituals and their various disciplines, as well as some familiarity with the various elementals and demons and what it takes to summon and control them. With enough skill, a character could speculate upon the outcome of a particular ritual and what possible consequences could result or grant them some insight into the nature of an ancient magic that may have been cast upon an area, building, or lineage and any possible countermeasure that may be created.

Martial Lore- (Wit)

The martial styles of Dárdūnah are many and varied, whether derived from the teachings of a particular devah or by viewing the movements of a suthra defending its young, or even by meditating on the essence of a mountain or the wind. The Martial Lore knowledge allows the character the ability to identify any of the differing fighting styles, their history, and how they developed within society, as well as where they fit into that society, such as whether the style is strictly taught to royalty within the warrior caste or priest within a temple, perhaps even how closely a style's secrets are guarded.

Mathematics- (Wit)

Scattered throughout the scriptures of the Partakám can be found many prayers and meditations to focus the mind toward the order granted by the Great Father and the Great Mother. These meditations allow the character an understanding of how the universe is structured and the relationship of all things. A character choosing the

Chapter II: Character Creation

Mathematics skill has the ability to use these meditations to aid in the computations of various formulae, whether for simple addition, subtraction, multiplication, and division or the higher concepts of geometry and even more complex equations. This skill also relates to an understanding within many other skills and abilities, such as sculpture and music, architecture, engineering, and magic, to name a few.

Medical- (Wit)

Injuries and illness are a part of daily life. The Medical knowledge helps one deal with these things. A character choosing this skill has gained an understanding of the body and how it works, from the prána, the balance of the four elements that make up the body and their traits, as well as the four essential fluids or humors. This skill also grants the character the knowledge of different medicines, their functions, and how best to use them in treating ailments of the body and mind.

Mineral Lore- (Wit)

From the jutting mountains of Andhi to the rolling deserts of Amnol, the verdant forests of Kúttá, to the lush jungles of Visedhára, the prána permeates the earth granting unique properties to every crystal, rock, and stone. Mineral Lore grants one a degree of knowledge pertaining to these properties and how best to utilize the different minerals within the day-to-day life of Dárdūnah. From a small stone that always points in a certain direction to a crystal to be crushed for medicinal use, a character with enough skill in this knowledge can tell where one is likely to find a particular mineral, its properties and uses, and just how rare it might be.

Music- (Wit)

Choosing the Music knowledge grants a character some insight into popular trends and styles of music within a specific region, as well as musical history. This knowledge also allows a character the ability to recognize, by name or face, individuals of renown within musical circles, such as a famous sitar player or singer, even a particular maker of fine instruments. Particularly skilled characters would be able to tell the best place to find an instrument of superb quality, the origins of many of the traditional melodies, or even the musical preferences of the Aminar of Sustrum.

Nautical Navigation- (Wit)

All throughout Dárdūnah can be seen the various ships and boats plying their trade along the rivers, lakes, and seas. Nautical Navigation grants a character the ability to pilot one of these watercraft across a lake or expanse of ocean, down a river, or through a harbor, whether working a trade ship from Barja within the Sea of Vigára, fishing for your family off the coast of Magár, or traveling upriver by raft from the local village to a lost temple said to be haunted by demon spirits.

Poisons- (Wit)

Poisons come in many forms, whether derived from the sap of a plant, the crushed shell of a certain suthra, or even the venom secreted from the stinger of another, and can be applied in a variety of ways. Some toxins are injected, some are inhaled or ingested, while still others are applied directly to the skin. The Poisons knowledge allows a character the ability to distinguish between different poison types, how they would have been made, the most likely form of their delivery, as well as the symptoms associated with them and, if possible, any antidotes available. This skill is a prerequisite for anyone who wishes to learn the Create Poison craft skill.

Politics- (Wit)

Every court has its intrigue and the political body as a whole has its own agenda. The Politics knowledge grants a character the ability to perceive and judge the face value of this agenda, such as, if the Aminar of a certain country supports the war effort of neighboring country while the Illustrious Mangai frowns upon this war, the Aminar must choose wisely what he does to support it without losing favor with the priesthood and thus much of the masses. This skill could also be used at a more local level, such as, the dispute by two neighboring villages over land rights of a certain stretch of ground rich in sky crystals.

Regional- (Wit)

With the many different countries comes a diversity of peoples and places. The Regional knowledge grants a character an understanding of a country and its particular geography, weather, and geo-political and economical practices, such as, whether the country is a dry, arid region or a tropical jungle bordered by crystal mountains, whether the waters off the coast are stormy or a favorite target for pirates, whether the country is a heavy exporter of silks or makes most of their income in the trade of slaves. The information known is of a general sort with a higher skill granting more detailed knowledge. As it is also a Basic Starting Skill, the character is automatically assigned a beginning score of 3 for one Regional Knowledge of their choice without having to expend any Ability Points. Any score higher than that will have to be purchased in the standard way as described in the earlier sections. When purchasing this Skill, denote in parenthesis beside it the specific region (i.e. country or area) known.

Religion- (Wit)

Within the world of Dárdūnah a rich thread ties many individuals together into one cohesive group. That thread is faith. The Religion knowledge grants an understanding of the various practices, general or specific, of ritual and belief pertaining to the two major religions of the world and any of the sub-cults within each. A character with this knowledge would then know the various holy days and what rituals are performed

during these times as well as the day-to-day practices that most folk adhere to, whether a devotee of the Mahist faith with an inclination toward a particular devah or an adherent to the Dáru faith from Khanate of Hardazi with their belief in but one god. As it is also a Basic Starting Skill, the character is automatically assigned a beginning score of 3 for one Religion Knowledge of their choice without having to expend any Ability Points. Any score higher than that will have to be purchased in the standard way as described in the earlier sections.

Ritual Lore- (Wit)

The lighting of candles, the burning of incense, the inscribing of circles, the high-pitched nasal chanting of a sir'hibas in meditation, these are just some of the trappings of both magic and religious ritual. Choosing the Ritual Lore knowledge gives the character a general understanding of the types of rituals practiced in magic or religion, both past and present, as well as insight into the desired affect of those rituals and the historical precedent that may have lead to their creation. A skilled character, therefore, should be able to recognize a ritual performed by the components left behind, possibly design a ritual with all of the trappings needed based on the desired outcome or, with enough skill, trace an outcome back to the ritual performed.

Sign Language- (Wit)

In and among certain guilds or houses can be found a means to speak with others that is quick and silent. Through a series of hand and arm movements, the Sign

Language skill grants the ability to communicate with others within the same organization, whether members of one of the great houses scouting the route their Aryah will travel, or brother thieves casing a mark. With higher skill comes even more complex movements and a greater level of communication. Among the deaf and mute of the world there is a simple form of sign language that has arisen in recent times, bridging the limits of their communication. Though it is not commonly taught, it has grown in practice amongst the many that need it. Characters choosing this skill should decide which form of sign language they know and the reasons for having it.

Sky Ships- (Wit)

From the main mast to the sail rudders, the sky crystals to the sky anchors, flying a sky ship is a complex series of rudder steerage, sail placement, and the casting of anchors to the different levels of the sky to catch their directional winds. The Sky Ships skill grants the character the knowledge of the different types of ships found in the sky, the various pieces of each sky ship, as well as what is needed for upkeep and repairs. Characters with this knowledge would also understand the complex function of the various crystal works as well as the series of gears and levers that control the riggings and crystal dampeners. With this awareness, a character would then know the strengths and weaknesses of each vessel, any weapons it may carry, the crew needed to sail that vessel, as well as identify the country of origin and possibly the ship maker.

Survival- (Wit)

The lands of Dárdūnah are vast, with many countries and many cultures. Within each of these countries can be found numerous areas as yet untouched by civilized hands. The Survival knowledge allows a character a deeper understanding of the wilds of Dárdūnah and what is needed in order to survive within them, be it desert, forest, plains, or mountains. Whether seeking shelter from the rains in the jungles of Andhi, searching for water or food in the deserts of Amnol, lighting a campfire in the plains of Háthiyar, remaining hidden in the steppes of Bakári, or finding one's way through the mountain passes outside Tishínia, having skill in Survival when traveling the world can mean the difference between arriving at your destination, and becoming one of the lost souls never to be seen again.

Suthra Lore- (Wit)

There are a myriad of creatures scattered about the landscape of Dárdūnah, from herds of large beasts grazing on the savanna to tiny winged creatures kept in a cage as pets. A character with the Suthra Lore knowledge has



Chapter II: Character Creation

BOOK ONE

a familiarity with the creatures of the world, their history and physiology, their care and feeding, as well as any personality traits that may be associated with certain types or breeds. With this skill a character would be able to tell whether a particular suthra was wild or domesticated and what its use was if tame, whether the suthra was territorial and would charge on sight, or if they were uncaring of being disturbed and thus approachable, whether a suthra nursed its young for a period of time, or released it upon birth to fend for itself, whether a suthra was solitary by nature, or kept to a herd or pack, even whether a suthra had one use in a certain part of the world, while having totally different uses elsewhere. The different number of creatures seems endless but so is the knowledge available to the Suthra Lore scholar.

Tradition- (Wit)

The river had been a source of life and nourishment since the dawn of time, and every spring the young women coming of age would make a pilgrimage of many days travel to its source to bathe and sing the rituals of fertility. Every group of people has their traditions, which are the broad sweeping generational customs that make up their day-to-day lives. The Tradition knowledge endows the character with an insight into these conventions and cultural beliefs, thus allowing a deeper understanding of the region and its people. There are as many traditions and practices as there are cultural groups, and with enough skill, a character can find they understand a particular group of strangers more, and possibly find acceptance where there might have been only animosity and distrust.

Water Vessel- (Wit)

Throughout the harbors and rivers, many boats toil away at the bidding of their captains, fishing, transporting of goods or people, or just sailing about for pleasure. The Water Vessel knowledge grants the understanding of the functions and pieces of various boats, ships and all manner of watercraft as well as the identification of the different crafts, their uses, countries of origin, manufacturers, and the crew necessary to sail them. When attempting a water voyage, whether across a lake, a river, or an ocean, a character with this knowledge can help you choose the right craft for the job and tell you what it will take to operate that vessel.

Weapons- (Wit)

The graceful arc of a crystal blade, the simple purity of a wooden staff, the deadly surety of the living suthra, and the smoky report of a valah, all these weapons have a unifying quality. They are used to attack and defend as needed by their owners. The Weapons knowledge allows a character the ability to discern between the various weapons of Dárdūnah, how, where, and by whom they may have been made, their preferred uses and in what situations they best function. While this skill does not mean you can use a particular weapon, with the right

training, the knowledge gained from this skill can help you become a master of it.

Weather Lore- (Wit)

Whether using a complex series of graphs, charts, and mathematical functions, mystic rituals to consult with the spirit world, or relying on the aching of a bunion, a character with this skill has some knowledge of the weather and its potential patterns within a specific region. While this knowledge does extend to a general awareness of historical patterns throughout the world, such as a particularly windy locale or a city that's always foggy in the morning, the specifics of weather prediction require the character to be present within that region for a certain amount of time, long enough for the patterns to become clear for that individual. If a character is planning to travel or planning an invasion, it's always good to know what's happening with the weather. May the morning rains wash away your nightmares.

STEP #10 : Filling Out Mystic Disciplines

For those who have chosen the path of the Sir'hibasi, thus purchasing the appropriate Talent (the Sir'hibas Talent), it is now time to further consider what type of Sir'hibas you wish to play, which will largely represent the range of powers that may be at your character's disposal. Players who have not chosen a character that will be employing the mystic disciplines may move on to the next step of character creation.

There are essentially two ways that magic can be dealt with in the Dárdūnah game, using either the basic rules offered here in the Basic Compendium, or the more advanced and in-depth complex rules, which include specific Ritual and Discipline descriptions offered in the separate book, "Magic and Martial Arts", located in the chapter on Magic. For years, prior to the development of the advanced rules concerning the unique ritual magics of Dárdūnah, the early games we ran allowed players choosing to be sir'hibasi of some kind to pick from four different types of magical disciplines, corresponding to the four different basic types of magical practitioners that exist, which are also found in the more advanced rules.

A. If the GM has chosen to use the basic rules for ritual magic, and your character desires to be able to use magic in some way, you should have already purchased the Sir'hibas Talent, and the Skill called Magic Ritual should have come as one (or more) of the Skills included with your profession, been chosen as one of your Basic Starting Skills, or purchased as an additional

Skill in Step#9, part “E”. Now it is time to review The Four Basic Types of Sir’hibasi (pg. 157), find the type that suits your choice of profession or character concept, and write down the name of the Ritual designated at the end of the description in the Mystic Disciplines section of the character sheet (If your profession listed more than one ritual, or you choose to purchase more than one, pick two of the types to represent your rituals). To the right of the Ritual, under Dice, write the value of your Magic Ritual (its dice pool number), which should correspond to the value already indicated for that ritual under the Skills section. This number should always reflect the value of this particular Magic Ritual Skill itself, and should be adjusted as the corresponding Skill is raised. You must have one specific Magic Ritual Skill for every Magic Ritual you possess, and their value can vary as each particular skill is raised individually. To avoid confusion, note the ritual type in the parenthesis beside the Skill as well. Under Disciplines/Descriptions, list the specific names and general data (taken from the book “Magic and Martial Arts”) pertaining to each Discipline that came with, or you have purchased for, that particular ritual, so that you may refer to it more easily when using it during the game.

B. If the GM has chosen to use the complex rules for ritual magic, and your character desires to be able to use magic in some way, you should have already purchased the Sir’hibas Talent, and you should have already been directed to reference the book “Magic and Martial Arts” to choose the type of Magic Ritual(s) you have (coming from your profession, chosen as one of your Basic Starting Skills, or recently purchased in Step#9, part “E”), and to augment them with various Disciplines bought using even more Ability Points (in addition to the initial Ability Points already spent for the ritual itself). It is now time to write down the name of the Ritual(s) you possess in the MYSTIC DISCIPLINES section of the character sheet. To the right of the Ritual, under Dice, write the value of your Magic Ritual (its dice pool number), which should correspond to the value already

indicated for that ritual under the Skills section. This number should always reflect the value of this particular Magic Ritual Skill itself, and should be adjusted as the corresponding Skill is raised. If you wish, you may purchase more than one Magic Ritual for your character. You must have one specific Magic Ritual Skill for every Magic Ritual you possess, and their value can vary as each particular skill is raised individually. To avoid confusion, note the ritual type in the parenthesis beside the Skill as well. Under Disciplines/Descriptions, list the specific names and general data (taken from the book “Magic and Martial Arts”) pertaining to each Discipline that came with, or you have purchased for, that particular ritual, so that you may refer to it more easily when using it during the game.

C. Lastly, just because you may specialize in specific rituals doesn’t necessarily mean you can’t have a general understanding of how any given ritual magic functions in a practical manner. If you wish to be able to generally assist another sir’hibas while performing a ritual that you do not know (by following the rules of Assistance, pg. 20), then you must purchase yet another Magic Ritual Skill (using two Ability Points), name it “general” in the parenthesis, and assign it a starting value equal to your Essence (as with any purchased ritual). You may then use this Skill when attempting general magic other than the rituals you have already purchased, and may increase this Skill as you would any others.

The Four Basic Types of Sir’hibasi

For the purposes of the simplified rules of ritual magic, the player need only choose from one (or more) of the following types of sir’hibasi, each of which is associated with a generic Magic Ritual that encompasses the various disciplines of their mystic art. It is possible, though rare, to be knowledgeable in more than one type of mystic art (such as being both a Seer and a Summoner), though such a jānah would have devoted their lives to obtaining such knowledge, and may have little else in the way of prominent skills and abilities. Then, depending on the type of sir’hibas chosen for your character, you should fill out your Mystic Disciplines by listing the Ritual(s) associated with your choice, and

paying for each one by purchasing it as an individual Magic Ritual Skill according to the rules concerning the buying of Skills for your character. Once purchased initially with two Ability Points (as with any Skill) the dice pool rolled to determine the success of the Ritual is equal to its Characteristic Link, which in the case of Magic Rituals is the character's Essence.

Healer Sir'hibas- The Healer Sir'hibas, often, though not always, of the Priest Caste, are trained in the arts of mending the mind, body, and sometimes even the spirit of those whom they serve. They often draw from their very own vitality in order to restore the health of their patients, as can usually be seen by the degree of exhaustion after any particularly demanding ritual. Such acts of magic usually entail meditative chanting, the laying-on of hands, the use of crystals to focus their power, and sometimes even deep trance. During these rituals it is not uncommon to see glowing, golden prána (PRAH-nah), the radiant essence of the sir'hibas' life force, seem to flow forth from the hands or eyes of the healer, bathing the wounds of the patient in its healing warmth. The ritual commonly performed by Healer Sir'hibasi is often simply known as the Ritual of Healing.

Seer Sir'hibas- There are those who have trained in the arts of seeing the past, present and future, to search for things believed long lost or craftily hidden, and even peer into minds and dreams of others. These are the Seer Sir'hibas. Most of the rituals with which they work their arts plunge them into deep meditative trances that can last for scores of minutes or many hours, causing them to seclude themselves in private chambers filled with burning incense and the sounds of humming crystals. Here they invoke dreams through which the Seers catch glimpses of the answers they seek. Sometimes the dreams that carry their visions come unbidden, troubling their sleep with half-formed wisps of prophetic imagery. Often such images are clouded with symbolism that must be deciphered, though a very skillful Seer can call up lucid visions of startling clarity. The ritual commonly performed by Seer Sir'hibasi is often simply known as the Ritual of Dreamwalking.

Sorcerer Sir'hibas- The Sorcerer Sir'hibasi use rituals to affect the apparent attributes of the world around them, changing, increasing, or diminishing them in some way or another. Though forms of meditation and chanting play a major role in the fabrication of such magics, it is highly common to find the Sorcerer using small carvings, sculptures, or other such representations of the subject he wishes to alter or affect. During ritual, within the mind's eye, the Sorcerer conjures images of that which is to be affected and uses the tools that have been made to coax reality toward the desired state. Through rituals such as these, permanent changes can be made in some cases, and elaborate illusions woven in others. Often, depending on the strength or desire of the individual sir'hibas, the changes wrought upon something, or someone for that matter, will eventually

vanish, revealing the truth beneath. There are tales, however, of such alterations lasting for years on end, even surpassing the life of the very Sorcerer who cast them, a blessing or curse upon that which has been affected. The ritual commonly performed by Sorcerer Sir'hibasi is often simply known as the Ritual of Endowment.

Summoner Sir'hibas- Among the ranks of sir'hibasi there are those who have learned the magics that call out the secret names of things far away and hidden, bidding them come, be seen, and obey. These are the Summoners, and their art is ancient and often feared. By certain rituals of summoning these sir'hibasi can call up swarms of deadly suthra or perhaps shades of the dead, spirits of the storms and elements or even chitinous demons from the depths of Narákah. Since the summoner reaches out to clutch the life force in some way, in an attempt to bind it to his will, these rituals are not only taxing but also potentially dangerous, as it is not always possible to perfectly maintain control of that which is called. There can be no doubt, however, that the abilities of a summoner are respected, if not feared, by most jānah. The ritual commonly performed by Summoner Sir'hibasi is appropriately known as the Ritual of Summoning.

Performing Rituals Using the Simplified Rules

Any time the player chooses to use these Rituals they will be asked by the GM to make several rolls using that specific Magic Ritual Skill dice pool, first when starting the ritual itself, and then again at various times during the ritual whenever the sir'hibas attempts some unique or new feat of magic or tries to bring about some new effect. Such rolls represent the sir'hibas performing the various different Disciplines that the ritual requires. The player may be asked by the GM to remove some dice from their dice-pool if the attempted feat is a difficult one, and the player may even find that they are making a contested roll against another sir'hibas, depending on the situation.

The GM will then attempt to describe whatever mystic event happens that is associated with the ritual, based upon the varying degrees of success the player had while rolling the Magic Ritual dice pool. These Basic Compendium magic rules might seem quite simple, but they require a great deal of proactive imagination on the part of the player as much as the GM, since none of the intricacies of the various Disciplines of each Ritual are spelled out concisely as they are in the more complex advanced rules for Magic offered in the Magic and Martial Arts book.

Learning More Rituals During the Game

Once the game has begun, it is certainly possible to learn new and different types of Magic Rituals. The same ritual may be enacted in many different ways across

different countries by different styles of sir'hibasi, and learning such arts (or gaining the knowledge through self instruction and practice), can be an intensive and time-consuming process. As with any Skill, if your character can find a mystical mentor, acquire some form of written instruction, or simply begin practicing on their own with the magics of a certain Ritual, then they may purchase that Magic Ritual after a number of intensive in-game training days equal to 13 minus the value of their Essence. The GM must ultimately decide whether learning any particular Magic Ritual requires a sir'hibas mentor or not, since fictional situations may vary within the campaign. As with any attempts at using an unknown Skill, practicing the magic of an unknown ritual may only be attempted using $\frac{1}{2}$ of the character's Essence rounded up, unless they are assisting, or being helped by, an experienced sir'hibas, in which case they may use their general magic Ritual Skill, if they have it. Purchasing a Magic Ritual in-game costs 1 Story Point (plus the cost of any Disciplines purchased, if using the "complex" rules), and gives you that particular Ritual at a starting value of $\frac{1}{2}$ of the character's Essence rounded up, indicating that these new Ritual abilities begin as those of a novice. This value may be raised, as with any Skill, one point at a time, at the cost of one Story Point per point raised till it reaches its full Characteristic Link, at which point it may be raised normally. This represents continued training till the student has achieved a level of satisfactory competence.

Considering the Complex Rules for Magic

Characters investing in the greater detail of the complex system of Magic should read thoroughly through the chapter on Magic in the book "Magic and Martial Arts", to get a firm understanding of the concept of Dárdüni ritual (which is somewhat different from most fantasy settings), and should additionally consult with the GM to insure that the types of magic the character wishes to practice fits within the context of the campaign that is being run. That particular chapter of "Magic and Martial Arts" also contains a great deal of potentially inspiring information concerning the fiction behind Dárdünah's very unique type of ritual magic.

The magic of Dárdünah is somewhat freeform in nature, depending on varieties of different rituals to achieve effects that might vary widely from individual to individual. Within the chapter about more complex magic, most of the better known rituals are described to some extent, as are their common results and limitations, but players and GMs alike are urged to apply their own creativity to the details of the various rituals to help give them a further unique and mysterious quality.

For the purposes of filling out the Character Sheet using these more complex rules, the player should consider looking through the various listed Magical Rituals in Book Two (Magic and Martial Arts), and

talk with the GM about which rituals, if any, should be chosen for the character at the start of the game, based on the type of sir'hibas the player has chosen. Once these choices have been made it is necessary to purchase those rituals, and their associated Disciplines, with the appropriate number of Ability Points. The player should then write a brief summary of the ritual's description and statistics in the Mystic Disciplines section of their Character Sheet. For further information about the specifics of purchasing these more complex mystic Rituals and Disciplines, please refer to the Magic and Martial Arts book, Chapter I: Magic, and specifically the section on The Basic Rules for Purchase and Use of Rituals and Disciplines in that same book.

STEP #11 : Filling Out Combat and Martial Styles

An entire chapter of this book has been devoted to the details and intricacies of combat, with yet another chapter, located in the supplementary book, "Magic and Martial Arts", devoted exclusively to some of the various additional martial arts styles used across the world. For the purposes of filling out these sections of the Character sheet it would be wise to familiarize yourself somewhat with the Combat Chapter in this book (pg. ???) before proceeding, especially considering that many aspects of the Dárdünah game revolve around the rituals of combat in various ways. Once a general understanding of the combat system has been achieved, which should include further information concerning the purchasing of combat-related abilities and skills (which you may have already done in Step #9: Assign Your Skills), you should decide if you wish to make use of the more advanced and varied types of Martial Styles located in the book "Magic and Martial Arts", reading chapter two of that book in preparation for choosing one of those martial styles as your own. You can then, with greater certainty, continue with this step of Character Creation.

A. When filling out the COMBAT area (consisting of combat statistics as well as weapons) let's start with STAMINA, which is normally your Vigor + Will x 2, unless you have the Talent Toughness, in which case it is Vigor + Will x 3. Either way, calculate the final number and fill in the blank to the right of the equation. Just below STAMINA, there are slots where you should record numbers (rounded up) that represent 2/3rd your full Stamina and 1/3rd your full Stamina, and you will notice that

Chapter II: Character Creation

they each correspond with a penalty number. These penalties are applied to all rolls whenever CURRENT STAMINA reaches that number or lower, and represent the body and mind of the character beginning to fail as it suffers more and more damage. The CURRENT STAMINA box (directly below) should be filled lightly so that it can be changed and adjusted during combat and healing. As circumstances dictate you should change Current Stamina as necessary to reflect the health of the character, leaving the "full" Stamina figure alone so that it may be referenced. Full Stamina generally only changes if the Characteristics linked to it change, or if Toughness is purchased later in the game. The Stamina value is the number of damage levels you can take before you become unconscious when your Stamina reaches 0. If damage continues to occur until you reach -10 Stamina, your character dies. There are several factors that might cause a continuing loss of Stamina such as severe bleeding, disease, and

other events that will need to be carefully monitored and recorded in the spaces provided below CURRENT STAMINA. The ARMOR section represents the combination of any natural Body Armor you may possess (an Animal Ability) combined with any constructed armor you own and wear. The difference between the two types of Armor is that natural Body Armor, as part of the body, is not limited by Strength, whereas, worn armor may only have a maximum value of half your character's Strength, rounded up, before it begins causing penalties to your base Agility. The total Value of each, added together, is what you may subtract from damage levels taken each time you are successfully hit, unless otherwise noted under the specifics of the attack, or source of damage. Decide on the type of armor you wish to wear (if any) from the choices offered by the GM, according to constraints allowed by your own strength, your caste, or perhaps issues of affordability (see the section on Armor, pg.???) for further details). Living Suthra Armor,



for example, can only be worn by Sunborn or higher caste, and should require the Advantage of a specific Resource to possess. Once you have decided, write the name of the armor in the blank provided, and its numeric value (the number of damage levels it absorbs per hit) to the right. Copy any Body Armor you have as well in the next space, noting its value also. The CURRENT ARMOR box, directly below it should be filled lightly in with the total of these numbers so that it can be changed and adjusted after combat and armor repairs (worn armor loses 1 level of value after each combat in which it took hits, and must be repaired to have its full value restored). For Melee, Brawl, Missile, Martial Arts, Valah, and Suthra, merely copy the value associated with that same Performance Skill into the space to its right. Martial Arts, in particular, is meant to represent your general Martial Arts Skill (if you have it), not any one particular Martial Style. These numbers should always match the values of their associated Skill. For "Other", you may use this space to remind yourself of any Natural Weapons Animal Abilities or other special attacks you may have, noting the value to the right. Below COMBAT, the WEAPONS area can be filled in with the names of the weapons you carry or own, and though you may certainly use the exotic names shown with the illustrations (starting on pg.???) you should probably also designate what they are (pistol, crystal sword, amber dagger, etc.) to avoid confusion during the game. To the right, under Range, designate smaller, hand-held weapons as "S" for short range, medium-to-large weapons as "M" for medium range, and missile/valah weapons as "L" for long-range. This may help avoid confusion during combat. In the "Special Attacks/Adjustments" area, feel free to list any strange weapons or new types of attacks or attack adjustments that may affect you after combat, or under special circumstances.

B. If the GM has chosen to use the basic rules for martial arts, and your character desires to be able to use martial arts in some way, the Skill

called Martial Arts should have come as one of the Skills included with your profession, been chosen as one of your Basic Starting Skills, or purchased as an additional Skill in Step#9, part "E". You should have already noted the value of your Martial Arts Skill in the appropriate place in the Combat Section of your Character Sheet. This number should always reflect the value of your Martial Arts Skill itself, and should be adjusted as the corresponding Skill is raised. When using the basic rules for martial arts, you will have no need to fill out the Martial Styles area of your Character Sheet, and you will only be referencing the general Location Maneuvers Table (Basic Compendium pg. ???, as well as on the back of the Character Sheet) when using your Martial Skill.

C. If the GM has chosen to use the complex rules for martial arts, and you imagine your character to be a trained martial artist, you should have already been directed to reference the book "Magic and Martial Arts" to choose a particular Martial Style to represent the Martial Arts Skill you have (coming from your profession, chosen as one of your Basic Starting Skills, or recently purchased in Step#9, part "E"), and to augment it with various Martial Maneuvers bought using even more Ability Points (in addition to the initial Ability Points already spent for the Martial Arts Skill itself). It is now time to write down the name of the Martial Style(s) you possess in the MARTIAL STYLES section of the character sheet. To the right of the Style, under Dice, write the value of your Martial Style (its dice pool number), which should correspond to the value already indicated for that Martial Art under the Skills section. This number should always reflect the value of this particular Martial Arts Skill itself, and should be adjusted as the corresponding Skill is raised. If you wish, you may purchase more than one Martial Style for your character. You must have one specific Martial Arts Skill for every Martial Style you possess, and their value can vary as each particular skill is raised individually. To avoid confusion, note the Martial Style name in the parenthesis beside

the Skill as well. Under Maneuvers/Descriptions, list the specific names and general data (taken from the book "Magic and Martial Arts") pertaining to each Multi-Maneuver that came with, or you have purchased for, that particular Martial Style, so that you may refer to it more easily when using it during the game. Also note, when using a particular Martial Style, you will use the specific location maneuvers table associated with that style, as opposed the using the general Location Maneuvers Table on the back of the character sheet.

D. Lastly, when using the complex rules, just because you may specialize in specific Martial Styles doesn't necessarily mean you can't have a general understanding of basic martial arts. If you wish to be able to perform Dárdūnah's more general martial maneuvers, thus using the general Location Maneuvers Table (Basic Compendium pg. ???, as well as on the back of the Character Sheet), then you must purchase yet another Martial Arts Skill (using two Ability Points), name it "general" in the parenthesis, and assign it a starting value equal to your Agility, your Strength, or a combination of both divided by two and rounded up (see the Martial Arts Skill description). You may then use this Skill when attempting general martial maneuvers other than those associated with the specific martial style(s) you have already purchased, and may increase this Skill as you would any others. Additionally, having this general Martial Skill allows you to mix any maneuvers from the general Location Maneuvers Table with those of your specific Martial Styles during the same combat round (normally not allowed).

Combat Skills

These are the various listings for most of the combat skills commonly used to cause damage in the game, some of which may not even apply to your particular character's skill set. Read the descriptions of each to familiarize yourself with them further, or better yet, read their full description in the Skills section.

Melee - This refers to the Melee skill, which is the ability to use non-ranged, hand-held weapons of any

kind (blades, clubs, pole arms, etc), without the finesse of specific Martial Arts training, which means that this skill does not utilize the Location Maneuver Table.

Martial Arts - This refers to the character possessing the basic Martial Arts skill (meaning they may attack using the general Location Maneuvers Table). Basic Martial Arts may be purchased initially, and does not refer to a specific Martial Style (see Book Two: Magic and Martial Arts) unless this skill is purchased again for that particular Style, which needs to be recorded elsewhere in the Martial Styles section of the Character Sheet.

Brawl - This refers to the character merely knowing the rough and tumble Brawl skill (which does not utilize the Location Maneuver Table). Brawling does not have to be initially purchased, since it is a Basic Starting Skill and is automatically given with a starting value of 3 (unless bought up to full initially).

Missile - This refers to the Missile skill, and is any basic ranged combat using thrown (like daggers, hurling discs, darts, etc.) or hand-fired weapons (like bows and crossbows, but excluding Valah weapons) of any kind, and requires a level of skill and finesse allowing the user to utilize the Location Maneuver Table.

Valah - This refers to the Valah skill, and is any ranged combat using black-powder weapons of any kind (pistols, rifles, cannons, etc.), and requires a level of skill and finesse allowing the user to utilize the Location Maneuver Table.

Suthra - This refers to the Suthra Use skill, and is the skill to use or manipulate any trained or domesticated suthra for the purposes of attacking with them as a living suthra weapon, requiring a level of skill and finesse allowing the user to utilize the Location Maneuver Table.

Other - Use this space to fill in the name and value of any other type of basic attack not listed here, which could include Natural Weapons from the Animal Abilities, or some other unique attack. In addition, you might also find it handy to list other often-used combat-related skills here, such as Acrobatics or Fastdraw, merely as a reminder of their usefulness during a battle.

Weapons

In this area you should consider listing the weapons that you enjoy the idea of your character having, or those ones that are most suited for them according to the needs of the campaign. There are a wide variety of Middle Eastern and Far Eastern style weapons types that you could choose from, and merely looking through the many examples of weapons that were common to ancient India would offer a plethora of ideas that would easily adapt to the Dárdūnah setting. Upon Dárdūnah, however, the materials used to craft such weapons vary incredibly from those of Earth. These unique materials can create a wide array of visual difference that will at first seem quite alien to those who are used to the standard fare of metal and wood. There are glittering

crystal swords, knives of amber, axes and pole arms crafted from iridescent suthra chitin, and even living insect whips.

Before filling out this portion of the character sheet, you should go to the chapter on Combat and take a moment to read the Weapons of Dárdūnah section, which contains subsections on weapon types, their ratings, and their descriptions. Your GM may also have either recommendations or limitations for which weapons they will allow in their campaign, as well as further information pertaining to some societal restrictions concerning the use of weapons by certain castes. Once your weapons are chosen, list them here, along with their damage statistics, for quick reference during combat.

Special Attacks

Any complex or specialized attacks or actions attributed to your character should be listed here. There may be special abilities associated with what animal you are, perhaps information on some specific poison you might use, or any other type of special attack. If not at the beginning, this space might be used later in the game as the complexity and power of your character grows, and new and unusual combat actions or powers are created or become available.

Complex Martial Styles

As mentioned earlier, there is an entire chapter in the book “Magic and Martial Arts”, devoted specifically to the many different types of martial art styles that are currently used on Dárdūnah, each with their own name, history, varying maneuvers and their descriptions. Though you may copy or print-out any of those styles you may choose (if martial arts is something you see your character doing), using those copied sheets for complete reference, it may also be wise to jot down abbreviated versions of each Style’s name, Martial dice-pool value, maneuver names, and their brief descriptions of the basics needed to perform them. This will make it easier to reference during combat. Remember, for each Martial Style you choose, you must purchase a separate Martial Arts skill slot, and spend varying points depending on which of each Style’s maneuvers you wish to possess. Please read the chapter on Martial Styles in the book “Magic and Martial Arts” to pick a style that might suit you, to learn about the specifics of how they work, and to find out what it costs to purchase them for your character. Otherwise, if you are content to use the basic Martial Maneuvers of the Location Maneuver Table as seen in the Combat chapter of this book, and on the back of the Character Sheet, feel free to ignore this section and move on to the next step.

Learning More Martial Styles During the Game

If you are using the “complex” Martial Arts rules,

once the game has begun, it is certainly possible to learn new and different Martial Styles. Learning new Styles from a master (or gaining the knowledge through self instruction and practice), can be an intensive and time-consuming process. As with any Skill, if your character can find a teacher, acquire some form of written instruction, or simply begin practicing on their own to develop a new Style, then they may purchase that Martial Style after a number of intensive in-game training days equal to 13 minus the value of their Characteristic upon which the Martial Style is based. The GM must ultimately decide whether learning any particular Style requires a master or not, since fictional situations may vary within the campaign. As with any attempts at using an unknown Skill, practicing the maneuvers of an unknown style may only be attempted using $\frac{1}{2}$ of the character’s appropriate Characteristic rounded up. Purchasing a Martial Style in-game costs 1 Story Point, plus the cost of any Maneuvers purchased, and gives you that particular Style at a starting value of $\frac{1}{2}$ of the character’s appropriate Characteristic rounded up, indicating that these new Martial style Maneuvers are performed with the skills of a novice. This value may be raised, as with any Skill, one point at a time, at the cost of one Story Point per point raised till it reaches its full Characteristic Link, at which point it may be raised normally. This represents continued training till the student has achieved a level of satisfactory competence.

STEP #12 : Filling Out Story Points

A. At this point in the Character Creation process, you should have now spent all the Ability Points you need to spend to buy all your character’s various attributes. You were only given so many by your GM to do this based on the Power Level of the campaign they intend to run, and most players have used them all up at this stage, simply because some things are “cheaper” to purchase during initial character generation. However, once all the purchasing is done, if there are ANY Ability Points remaining from your allotted amount that have gone “unspent” they should now be recorded in the Story Points section of the Character Sheet, at the bottom of the second page. Simply fill in the number of bubbles corresponding to the number of points you had left over, and you’re done with this Step!

These Story Points, as explained in the first chapter, may later be used to buy more and better attributes for

your character, improve the ones you already have, and even change aspects of game events themselves (at the discretion of the GM). Your GM will present one or two more to you every game session or so as a reward for good role-playing and clever advancement of the plot of the game through actions taken as part of the story.

STEP #13 : Filling Out Notable Acquaintances

In this section you should consider writing down the names, characters, and general notations concerning the other players in your group. In the thick of the action, it's good to have a tiny reminder of the details of the other characters around you, so that you can respond to them appropriately when trying to role-play with them. Nothing breaks the mood of a good bit of role-playing like having to stop to ask, "Hey, what are you again?" Knowing the jenu (animal type) of your fellow players, and especially being able to refer to their (sometimes strange and complex) names is always a great thing in a game as fiction-rich as Dárdünah.

In the lower portion of this same section is a similar area to record any special Contacts or Enemies that you may meet on your adventures. Having information on these NPCs close at hand will be just as rewarding as remembering your fellow players, and will enhance the game experience significantly.

A. In NOTABLE ACQUAINTANCES, under Player Characters, write each player's name, followed by the name of their character, then their character's jenu (the animal they play), and finally, any notes that might remind you of any useful information pertaining to them during game-play, such as their particular specialties, their profession, quirks, a tidbit of their history, etc.

B. In NOTABLE ACQUAINTANCES, under Contacts and Enemies, write the names of any important NPCs (non-player characters) that your character might know at the very beginning of the game, especially any who represent specific Advantages (such as allies, contacts, resources, retainers, etc.), or Drawbacks (such as enemies, hunted, dark secret, etc.) having to do with individual people you may need to deal with. Beside each name briefly describe them and the circumstances surrounding their importance to your character.

Like your Advantages and Drawbacks in general, the

GM should pay particular attention to notable individuals in any character's life, bringing these NPCs into the action as often as possible as supporting characters of the over-arching storyline. Personal interaction of this nature can truly help to drive a campaign forward as the players are drawn into the events surrounding the lives of people other than themselves, with NPCs being the best way for a GM to portray the flavor and feel of the world-setting and fiction directly into game-play.

STEP #14 : Final Touches

And here you are,..you're almost DONE! You are practically ready to play now, but there are a few more things you may want to flesh out to personalize your character even further. These are the final touches that really round a character out, and make them unique. You will note that on the front of the Character Sheet there are several areas beneath your basic description that need a little attention. Who knows, you may have already filled them out? But if not, then by now you no doubt have a reasonably good idea about just who your character is, up close and personal. These are the questions you may want to answer to help you fill these areas out:

A. Dárdüni inhabitants LOVE to adorn their bodies, their fur, their feathers, and their scaly hides, with all manner of colorful, intricate, and identifying markings and works of art. Does your character have any strange or unique tattoos, dyed designs, branding patterns or other distinguishing marks on their body? How visible are they? Fill in the answers to these questions in the section on the front of the character sheet called "Tattoos / Brandings / Distinguishing Marks".

B. Every jánah is different, and depending on the lives they have led, and the trials and tribulations they have dealt with, each of their personalities would tell an intriguing story of their own. Does your character have any specific personality traits, quirks, or interesting habitual mannerisms that should be noted for the purposes of role-playing? Fill in the answers to this question in the section on the front of the character sheet called "Habitual Mannerisms"

C. Dárdünah's cultures are varied



and wondrous to behold, and few things demonstrate this more than the beautiful and different types of clothing, dress, and garb that they wear on a daily basis. What would your character dress like on a day-to-day basis? Would they enjoy the luxury of colorful flowing silks, or the rugged uniform of official service? Are there special clothes you wear to indicate your loyalties to those you serve, that should be described to people who see you? Fill in the answers to these questions in the sections on the front of the character sheet called “Common Attire” and “House Dress”.

D. No *jánah* is without a past. And nothing helps to fuel a storyline like an intriguing history to draw from. What are the most prominent and interesting details concerning your character’s background? Are there dark secrets that you protect that may one day be brought to light? Have you been an explorer of many nations? Are you fully aware of your own mysterious origins? And by what means did you come to develop some of your most treasured skills? Fill in the answers to these questions in the section on the front of the character sheet called “Background”.

E. And finally, on the *Dárdünah* Item List (found at the end of the book), on another sheet of paper perhaps, or in an unused section of your character sheet, you should start to list the things

that your character may own. These are the items, equipment, and tools-of-the-trade they may have at their disposal. Does the character reside in a place conducive to their profession? What items would mean the most to them? Do they own property? Do they have wealth? Are there servants that care for their needs? Or do they, themselves, see to the things they must buy, keep, and care for? Those who have a working knowledge of the healing arts may keep supplies of herbs, medicines, and other natural remedies on their person. Someone who works with *suthra* may keep small amounts of feed handy, carry little baskets to capture small creatures they find, or possess bridles, tack, harnesses, and grooming equipment for herd *suthra* or riding beasts. A sculptor would certainly carry about them the tools necessary to carve and shape the media in which they work. And incense makers, apothecaries, and herbalists alike would all have at their disposal samples of the very things they peddle, and certainly the supplies they need to make them. For the purposes of generating a number to represent money they may have at hand or in their purse at the start of the game, a simple way to calculate it would be to take the value of their Caste Advantage and multiply it by their Wit score. This would generate a small number of *dalán* (crystal coins worth about \$5.00 or so). A method like this could also be used to

extrapolate a daily, weekly, or monthly stipend for their character (if deemed appropriate or necessary by the GM). Carefully consider such questions, do a bit of research pertaining to the profession you have chosen, either in the World Guide, online, or in a public library, then fill in the Dárdūnah Item List with the GM's approval.

As with all such things left to the player's or GM's discretion, do the right thing, and don't go overboard and go crazy with the stuff you try to claim you already own or can carry. Use common sense and a little self-discipline by choosing things wisely and appropriately to add to the fun and creativity of the game and its storyline. Yes, the GM should carefully consider the things players say they want to start with, using the situations of their campaign as a guide, but the players should refrain from treating this like a "free-for-all" or using this as an excuse to try to "slip one by" the GM. No Gamemaster enjoys having to act like the "game-police", always having to check if their players are "getting away with something". I guarantee that this game is not about "winning" by always seeming to have "exactly what you need" on hand, it's about acting out a great story, and providing a creative atmosphere complete with its exciting ups and downs,...full of the thrill of victories as well as the agony of defeats worth retelling later on.

Fleshing out this list fully is entirely up to the ruling of the GM and the creativity of the player. After all, it IS your character,...thus it is your responsibility to do a little fun research concerning the profession you have chosen for yourself. With the use of just a little time over the weekend, any number of juicy tidbits can be found on the internet that will greatly enrich your gaming experience, and give you plenty to refer to when role-playing your character. After all, the cultures of Dárdūnah are based upon a rich tapestry of traditions here on Earth, all of which can be researched and studied quite easily, from India, to Persia, to ancient China, any of which could provide endless resources for fleshing out your character. And for cultural paradigms that are native to Dárdūnah alone, the best thing you could do would be to immerse yourself in the fiction contained in the supplemental book called the "World Guide", which illustrates fairly well the many unique details pertaining to the various aspects of daily Dárdūni life.

Being creative and inventive in the game is what Dárdūnah is all about, and taking the time to research and understand the interesting details pertaining to your chosen profession, and the unique items it employs, will greatly enrich your playing experience and may even provide a chance at additional role-playing bonuses awarded by an appreciative GM. A wise individual playing a potter, might convince the GM to give them a bonus when crafting a special vase as a gift to impress their Lord, if they were to recall their research pertaining to unique types of glazes (and make the appropriate dice

rolls) to find a certain type of rare, volcanic ash to mix with their pigments. Certain interesting techniques learned while a player researched methods of animal handling might be employed in the game by their suthra-trainer character, and could inspire the GM to allow them to roll a few additional dice when teaching their war chinti some deadly new battle maneuvers. Though these may seem less glamorous than one would expect from tales of heroic adventure, I have personally given players bonuses for their intelligence and creativity in life or death situations in-game as well, such as one particular player who had done some research concerning primitive methods of dressing wounds, and realized, as one of their fellow characters lay bleeding to death high in the windswept mountains, that they could stop the flow of blood by packing the deep wounds in snow until they could get him to their doctor, who could properly dress the horrible injuries. Research and creativity should be encouraged, especially when it adds to the flavor and excitement of the game's storyline.

Thoughts Concerning Materialism in the Game

Even though you may start out with some dalán (money) in your character's pocket doesn't mean that you should go out and immediately purchase more items with it. Acquiring wealth and money for your characters in the Dárdūnah game is seldom meant to be a driving goal for the players themselves, and in fact, should be as underplayed as possible. That's not to say that many a mission couldn't revolve around the daring deeds and mishaps required to find some ancient and forgotten treasure, but the fun of it would be getting there and winning the prize, not tediously managing the money afterward. The spirit of excitement and adventure should not have, at its core, the player's need to "get more cash" so that your character can go "buy more stuff".

The actual dalán cost of particularly expensive or important possessions should be utterly overshadowed by the fact that there needs to be a real purpose in the game's storyline for getting such an item, and such an acquisition might go hand-in-hand with the expending of Story Points for it to become an Advantage for that character. Certain possessions that would prove to be a tremendous advantage to a particular character would need to be bought as an actual Advantage known as a Resource (such as a flying mount, a skyship, a special magic-enhancing crystal, etc.). If haggling over the cost of such an item with a merchant or criminal in the game should lead to some interesting development or twist in the plot and story, then by all means come up with some reasonable terms for determining the values being bandied about "in character", but otherwise, it's always best to skip over such boring parts and move on to the action and fun!

The profession one chooses to occupy in the game, likewise, should only be the launching point for a set of interesting activities and circumstances that lead to

adventure. Though you may, in fact, choose to be a doctor in the game, your game-play should, by no means, be spent in the continuous drudgery of day-in and day-out trips to your office or shop to dispense throat ailment teas and toe-fungus elixirs. If you and your friends start the game as outcast beggars, you should NOT spend all your precious game-hours begging in the streets for spare crystal coins. How boring and dull! These are things done by people who spend their time worrying about how much money they need to survive on a day-to-day basis. This is not the stuff of adventures! This is not the reason why people should play Dárdūnah!

Likewise, there should be less focus on personal possessions unless there is a specific reason you should need those things to drive some fun element in the storyline or campaign. Of course, you would want things that not only seem appropriate to your profession, but ALSO might be useful in situations of fun role-playing or adventuresome antics! Money should be treated in the same way. Certainly, if spending money is something that can add fun to the progression of the story, then feel free to ask the GM to tell you what type of stipend you receive monthly from your Lord's chamberlain, or how many dalán you snatch from the purse of a fat merchant, or the profit from a particularly successful batch of pottery, etc. But never let such industry get in the

way of the story itself. If it's more fun to assume that the players have enough on them to visit an expensive gambling den for a night of revelry, then don't blink an eye over them winning hundreds of dalán throughout the evening, or merely saying "I pay the fellow..." when it's time to leave. Of course, it might just be equally as fun for a poor rogue to sheepishly admit that he has NO money to pay, and then get dramatically chased down a dark alley by hired thugs intent on retribution!

Character Creation Conclusion

The GM will need to be consulted during all of these considerations, so they're confident that you are properly fleshing out these final aspects of your character, and to insure that not only does it fit into the paradigm of the game they are choosing to run, but also that your character has everything they need to feel like they are a part of the living, breathing world of Dárdūnah. Once these things have been fulfilled, at least to some extent, CONGRATULATIONS!!! You are now ready to leap head-first into an experience that we hope you will find as rewarding to play as it was for us to create for you. Welcome to Dárdūnah, World of the False Dawn!

