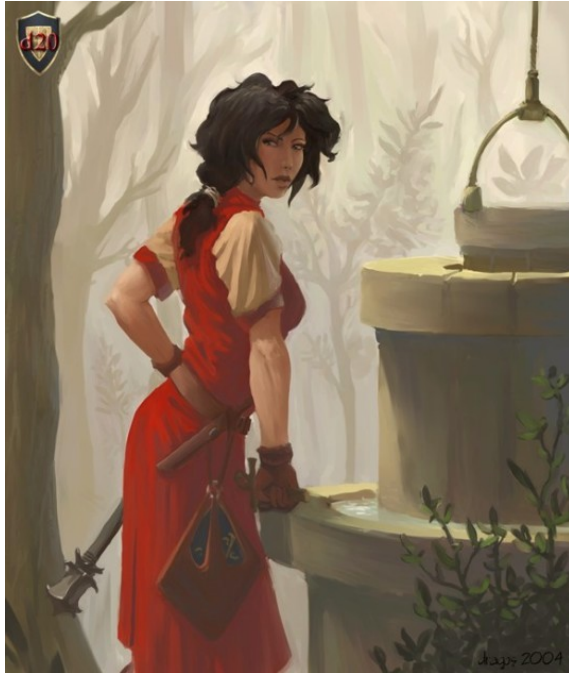


## RACES

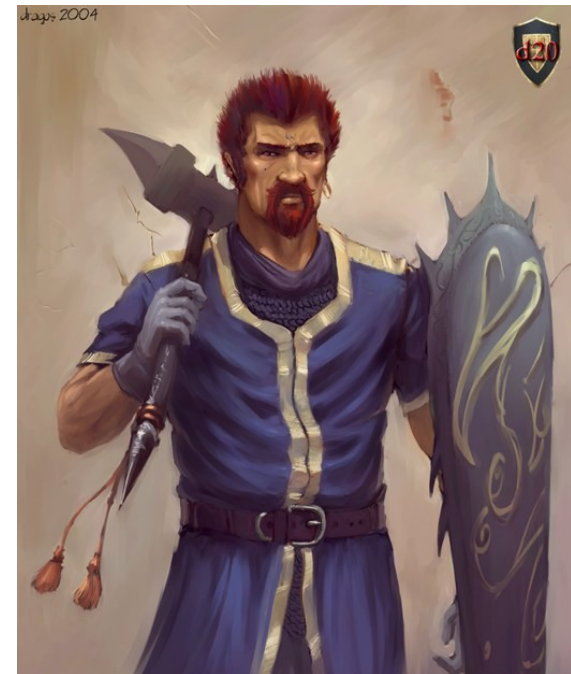


### **Human [0]**

#### **Description:**

The human race are most versatile and adaptable of the lawful races. They can be found in nearly any region of the globe, holding any profession (sometimes more than one) and becoming quite adept in all their endeavors. Considering their relatively short life spans, they are able to achieve much and populate areas quickly (due to their quicker reproduction rate). They tend to be more reckless than the elder races, being quick to fight, quick to love and often quick to die.

Some say the hands of Men will forge the future of the world.



## Elf [46]

- ST -1 [-10]
- DX +1 [20]
- Per +2 [10]
- Extended Lifespan 4[8]
- Attractive [4]
- Magery 0 [5]
- Night vision 4 [4]
- Skinny [-5]



- Detect (Hidden Doors) [10]
- Immunity to Ghoul Paralysis [5]
- Overconfidence [-5]

### Description:

The Elven race are the oldest of the Lawful races, and longest lived - often reaching ages in excess of 1500 years. It is rumoured that while in the heartwood of an Elven stronghold, they can in fact live forever.

Elves are born with a natural affinity with magic and keen night vision but are less bulky than humans though similar in height. Elves are raised proudly on elven lore and history and are given a very healthy self image (often arrogance) and will sometimes distance themselves from the other races due to their "superiority". Elves love nature and tend to feel most at home under the canopy of a great forest. Their dwellings will almost exclusively be found deep in ancient woods where they live high above the forest floor in tree homes.





### **Dwarf** [47]

- ST +1 [10]
- HT +1 [10]
- Move -2 [-10]
- Extended lifespan 3[6]
- Detect (hidden doors) [10]
- Detect (traps) [10]
- Magic Resistance 3 [6]
- Infravision [10]
- Stubbornness [-5]

#### **Description:**

Dwarves are a shorter, sturdier race of humanoids who take great pride in thick beards and stout ales. They live exclusively underground, usually in mountains by mining and carving their great halls into the rock. Some clans have been known to live in hills as well

doing as much burrowing as carving into stone, but the “Hill Dwarves” are second class citizens in the eyes of the proud “Mountain Dwarves”.

Dwarves are naturally more resistant to magic, some say that the disbelief of a stubborn dwarf is a force to be reckoned with, even for supernatural forces. This however also bars a dwarf from gaining any proficiency in Magery.





- Halfling** [41]  
-ST -1 [-10]  
-DX +2 [40]  
-SM -1  
-Per +2 [10]  
-Move -1 [-5]  
-Longevity [2]  
-Throwing DX+0 [2]  
-Stealth DX+0 [2]

**Description:**

A halfling can often be mistaken by humans and elves as one of their own. In a crowd they blend in fairly easily merely appearing to be an adolescent. Their youthful mirth lets them get along well with the other races and can sometimes be found in the company of travelers regardless of race.

Halflings are energetic and very

coordinated but due to their diminutive size and light frames are seldom strong by human standards.

Halflings live in half-underground huts nestled in grassy fields of rolling hills and sometimes in light forests. They are known to be somewhat apathetic, preferring to enjoy food, drink and merriment as opposed to heavy labour and war-making and rarely get worked up about anything. Thus, halflings by nature, are the best of hosts. It is said that the greatest sight to a lost and weary traveler is the home fires of a halfling shire.







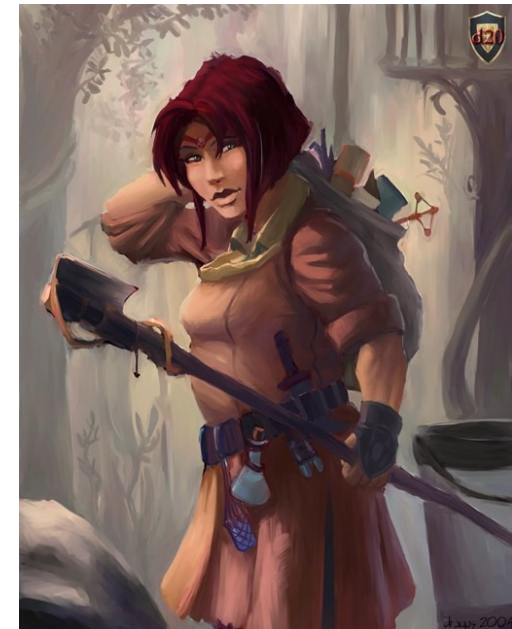
### **Gnome** [42]

- ST -1 [10]
- IQ +1 [20]
- SM -1
- Move -1 [-5]
- Longevity [2]
- Infravision [10]
- Detect (hidden doors) [10]
- Chummy [-5]
- Workaholic [-5]
- Detect (traps) [10]
- Artificer 1 [10]
- Single-Minded [5]

### **Description:**

A somewhat peculiar race in the eyes of the other lawful races, Gnomes enjoy spending their time working diligently in their chosen professions. They enjoy working and contributing to society and very

rarely engage in war and conflicts usually opting to flee and start over elsewhere. Gnomes get along well with Dwarves, sharing the same affinity for stone work, masonry and mining and have been known to even temporarily share living space in underground halls with Dwarves, but can sometimes be socially awkward with the other races. Their minds are usually on the tasks at hand and have little capacity for the niceties of polite conversation and savoir fair. They make excellent craftsmen and astute bureaucrats, possessing a single-minded focus on the tasks at hand, always keeping busy and rarely resting long enough to be seen sitting in inactivity.



## CLASSES



### **Barbarian** [31]

- Berserk [-10]
- ST + 4 [32] (Accessibility (While berserk)[-20%])
- Enhanced Move [20]
- Great Axe [1]
- Bow [1]
- Spear [1]
- Survival [1]
- Naturalist [1]
- Stealth [1]
- Swim [1]
- Brawling [2]
- Lower TL (TL2) [-5]
- Intolerance (specify) [-10]
- Social Stigma (uneducated) [-5]

### Description:

These are the brave warriors of the more primitive cultures scattered through out the lands. They are defenders of their tribes and clans, hunters traveling many leagues during migration seasons, and in all they do, are living manifestations of the primal power and drive usually only seen in forces of nature.



### **Cleric [38]**

- Mace [1]
- Shield [1]
- Power Investiture 1 [10]
- Turn Undead [35]
  - Innate attack 1d corrosive [18]
    - Corrosive [10]
    - Sense Based (Vision) [+150%]
    - Trigger(Holy symbol) [-10%]
    - Costs Fatigue (4) [-20%]
    - Undead Only [-20%]
    - Pact (Vow & Code of Honour) [-25%]
  - Terror [17]
    - Linked [+10%]
    - Pact (Vow & Code of Honour) [-25%]
    - Trigger(Holy symbol) [-10%]
    - Undead Only [-20%]
- Healing [30]
- Vow: Blunt weapons [-10]
- Theology [1]
- Fanaticism [-15]
- Code of Honour (Bringer of Light/Good) [-15]

### **Description:**

Men of arms of the church, defenders of the oppressed and keepers of the faith, Clerics are the right arm of the forces of Light. They are educated in theology, trained in combat and empowered by their faith. Clerics are able to

cast divine spells with their power investiture and live by the most strict of morals and are dedicated to their cause unto death, which helps them face the most vile and unnatural of fiends, allowing them to turn undead by mere force of will.

A Cleric must adhere to the ways of Light, trying to help and protect the needy. If he does not follow the ways of Light fanatically his true Faith, healing abilities and Power Investiture may begin to fade until he has properly atoned.



### **Fighter [30]**

- Brawling [1]
- Broadsword [1]
- Shield [1]
- Knife [1]
- First Aid [1]
- Combat Reflexes [15]
- High Pain Threshold [10]

#### Description:

Warriors, foot-soldiers, knights, mercenaries, archers, all make up this catch-all “men of arms” category. These are the rough and tumble folk who get the job done when things get ugly. They defend the commoners, guard the king, patrol the castle, conquer the wilds, slay the dragons and are the ones you want covering your back in times of conflict.

These are often the men and women of legend. The larger-than-life heroes, and the pinnacle of fighting prowess.





**Mage** [30]

-Magery 2 [25]

-Alchemy [1]

-Thaumatology [1]

-Hidden Lore [1]

-Staff [1]

-Innate Attack:Beam (skill) [1]

**Description:**

The mage is a scholar in the supernatural physics of magic. They are always literate, and are skilled in the use of spells. Wizards and mages spend most of their time pouring over their spell book(s), enchanting items and seeking new spells. They seldom waste their time on physical endeavors, preferring to leave those details to the “less gifted”, and can often come across as weaklings. But once mastered, the mechanics of magic can be a formidable tool and powerful weapon.



### **Thief** [35]

- Streetwise [1]
- Escape [1]
- Pick Locks [2]
- Pick Pockets [2]
- Climbing [2]
- Stealth [4]
- Traps [2]
- Knife [1]
- Detect (traps) [10]
- Contact (Thieves Guild, skill 12, fairly often appearance 9, usually reliable) [10]

#### **Description:**

These are the rogues of the land, nimble, discrete, and sometimes shady. They are often men and women of morals with an interest in the more nefarious pursuits and find their skills sought after by wayward adventures. Though their methods may be less than praise worthy, they are often quite effective in a fight, and

invaluable when the element of surprise is paramount. Thieves make great infiltrators and treasure hunters, gaining adventurers valuable information, disarming traps, slipping past guards, sneaking into dragon lairs and altogether side-stepping otherwise bloody encounters.

A Thief can fairly often get information, rare items and shady jobs done through the local Thieves Guild by payment, favours or trades. The Thieves Guild is not easily contacted otherwise and are not an organization to be taken lightly.



- Ranger** [22]
- Survival [2]
  - Tracking [2]
  - Plant Empathy [5]
  - Animal Empathy [5]
  - Bow [2]
  - Shortsword [1]
  - Stealth [1]
  - Hunting [1]
  - Navigation [1]
  - Weather Sense [1]
  - Swimming [1]

**Description:**

The men and women who marshal the Kings hunting lands, the frontiersmen who patrol the border lands or the scouts that are sent ahead of the front lines are usually rangers. They are

extremely self reliant, knowledgeable about nature, excellent trackers and accomplished hunters. They are comfortable being alone leagues away from civilization for extended periods of time, able to live off the land when supplies run out and effective warriors. Rangers are survivalists.



### **Bard [30]**

- History [1]
- Attractive +1 [4]
- Charisma 1 [5]
- Fast Talk [2]
- Leadership (+1 inspire) [1]
- Enthrallment [1]
- Public Speaking [2]
- Persuade [1]
- Acting [1]
- Musical Instrument [2]
- Savoir Fair [2]
- Streetwise [1]
- Stealth [1]
- Magery 0 [5]
- Broadsword [1]

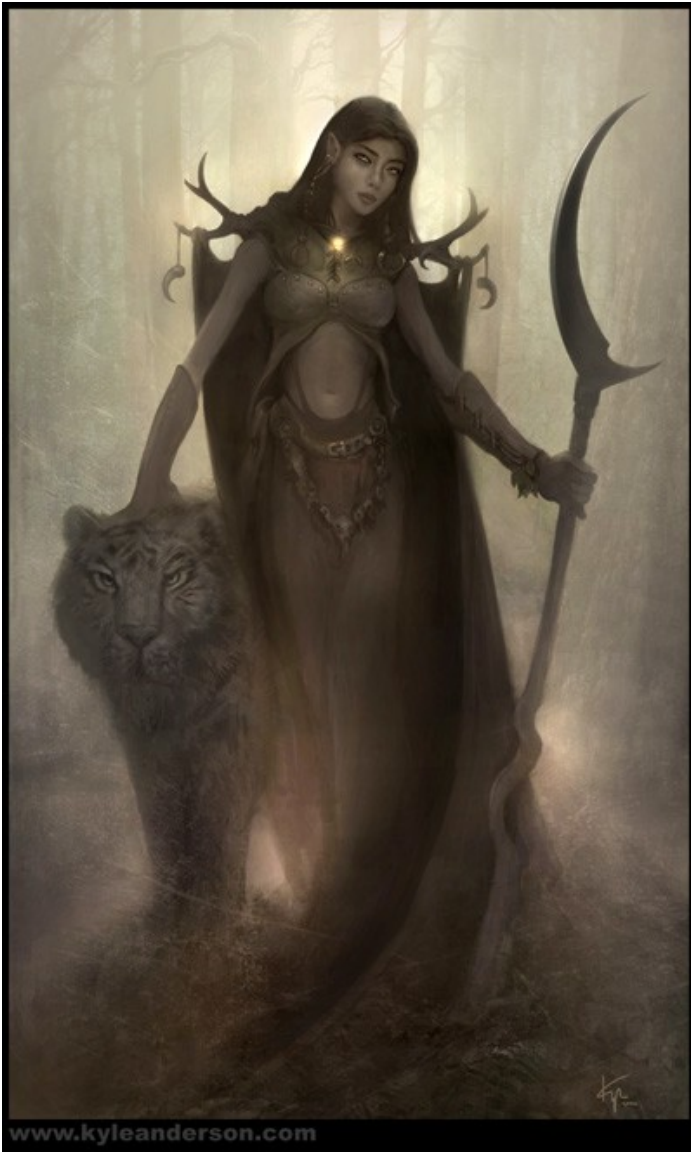
### **Description:**

These rascalions are often very versatile in their abilities. They live by their wits and their good fortunes, always seeming to land on their feet.

Bards can entertain, inspire, fight, use magic and can often smooth talk their way out of sticky situations.

Bards are the jack of all trades yet masters of none.





**Druid** [22 + shapeshift]

- Herb Lore [2]
- Naturalist [1]
- Survival [2]
- Stealth [1]
- Magery 1 [15]
- Staff [1]
- Shapeshift [var]
- Speak with animals [25]
- Speak with plants [15]
- Lower TL (2) [-5]
- Dead Broke [-25]
- Sense of duty (Nature) [-10]

**Description:**

The children of the wilds, and protectors of the land, druids are often mysterious loners who are so in tune with the natural world around them that they do not fit in with civilizations. They are the gentle breeze through the trees, they are the roaring of the wild beasts, they are warmth of summer yet the cold of winter, druids are one with their surroundings.

A druid is completely self reliant and free of any dependencies on civilization. They live like the animals and possess great power through their close connection to nature, able to harness the very forces of nature through magic.



### **Paladin [44]**

- Divine Smite [15]
  - Striking ST 4
    - Accessibility (only on Supernatural Evil) -60%
    - Costs FP (3) -15%
- Higher Purpose (Fight Evil) [5]
- Healing (injury only) [24]
- Savoir Fair [1]
- Riding [2]
- Detect (Evil) [20]
- Lance [2]
- Broadsword [2]
- Shield [2]
- Theology [1]
- Code of Honour (Chivalry) [-15]
- Fanaticism [-15]

#### Description:

Usually taken as a squire and trained from a young age, Paladins are often of noble birth. With a strong moral compass, they are taught the ways of Light and well

trained in combat in order to defend it at all costs (to themselves). They are armed with the righteous sword and shielded by the faith. Once they have completed their training they are commissioned to travel the lands helping those in need and defending the helpless. Paladins are revered in the towns of men, often enjoying free lodging and other services from the locals, and seen as a blessing and a sign of good fortune.



### **Monk [45]**

- Ambidextrous [5]
- Extra Attack [25]
- Enhanced Defense (Dodge) [15]
- Enhanced Defense (hand Parry) [5]
- Combat Reflexes [15]
- Acrobatics [1]
- Karate [2]
- Trained By a Master [30]
- Meditation [1]
- Stealth [1]
- Power Blow [1]
- Pressure Points [1]
- Pressure Secrets [1]
- Body Control [1]
- Theology [1]
- Vow (Never refuse request for aid) [-15]
- Vow (Donate to needy, may not own more than he can carry) [-15]
- Discipline of Faith (Mysticism) [-10]
- Wealth (Dead Broke) [-25]
- Striking ST +1 [5]

### **Description:**

Almost always orphaned children, Monks are promising disciples of the faith who have been taken in and shown the secret ways of unarmed combat. They are trained vigorously in martial combat, theology and high moral standards. Once they reach maturity in the ways of life they are commissioned to travel the lands helping those in need and giving to the poor.

It has been mused that the monkhood is the under privileged man's Paladin-hood.