

The cover art for 'Arcanis: The World of Shattered Empires' features a dramatic scene. On the left, a Roman-style soldier in purple and gold armor with a large red plume helmet looks intensely forward. On the right, a woman with long dark hair and a red dress is surrounded by a large, bright fireball, her hand reaching out towards it. The background is a dark, textured landscape. The title 'ARCANIS' is prominently displayed at the top in a large, golden, serif font, with 'THE WORLD OF SHATTERED EMPIRES' in a smaller, white, serif font below it. The overall mood is epic and fantastical.

# ARCANIS

THE WORLD OF SHATTERED EMPIRES

FAST PLAY

A stylized signature in the bottom right corner, likely of the artist Steve Meyers.





TACTICAL FANTASY... STORY FIRST ATTITUDE

## FASTPLAY

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# FAST+PLAY RULES

## THE BASICS

Like the mythic sagas of old, the tales of your Heroes will be rife with intrigue, danger, and wonder. Sometimes the Heroes will be interacting with each other or with characters controlled by the Chronicler with little to no need for dice. The players speak and act as their characters and the Chronicler responds in kind. Only when there are consequences for failure is an Action Roll called for.

Once the action gets rolling, the dice start flying. This may be a result of combat, or perhaps your character is attempting to sneak past a guard, or trick a servant into revealing something of his master's plan; regardless there is a price to be paid for failure.

## WHAT DICE DO I NEED?

A set of dice: d4, d6, d8, d10, and a d12. You will also need 2d10 for your Action Dice, which we recommend be different from your set as you'll need to keep track of them separately.

## THE ACTION ROLL

The Action Roll mechanic is straightforward. Just roll your Action Dice and your Attribute Die all at once and add them together. You always want to roll high if you intend to succeed. You will also add appropriate modifiers from Skill Ranks, Flaws, Talents, Tricks and/or Circumstances to the result.

To sum up, in order to perform an Action Roll:

1. Roll 2d10. (These dice are referred to as Action Dice)
2. Roll your Attribute Die (see Character Sheet) and add it to the result of your Action Dice
3. Add your modifiers from Skill Ranks, Talents, Tricks and/or Circumstances
4. Compare the result to a TN (a Target Number related to the action's difficulty)

## TARGET NUMBERS

The Action Roll is compared to a Target Number (TN) based upon the action's difficulty. The Chronicler sets the difficulty for most non-combat actions. In the case of combat, the TN is typically the target's Defense.

Table 1 Suggested Target Numbers

Trivial	5
Easy	10
Routine	15
Challenging	20
Daunting	25
Amazing	30
Improbable	35
Astounding	40

The Example TNs shown on Table 1 are mere guidelines; an Action Roll can face any TN the Chronicler desires.

## DRAMA

If an Action Roll adds nothing to the pace and furtherance of the story, or even worse, failure of an Action Roll would harm the sense of drama and excitement, then the Chronicler should just dictate the results. For example, if the characters are given horses to speed their journey, a *Ride* Action Roll should not be required merely to travel

## EXPLODING DICE

The Attribute Die can explode; this means that if the Attribute Die comes up its maximum value (For example, a d6 comes up with a result of 6), you roll it again and add the new result to the total. That result can also explode, which means there is no maximum result. As long as you can continue to explode, you can continue to roll.

The Attribute Die can explode whenever used, not only for Action Rolls, but also for damage or any other instance in which it is called upon. Only an Attribute Die may explode; Action Dice or Damage Dice (see Damage, pg... 10) do not explode.

## CRITICAL SUCCESS

If the result on the Action Dice is 20 (both dice come up as 10) then you automatically succeed. If you could have succeeded without the automatic success, or without your Attribute Die exploding, then you score a Critical Success, which provides additional benefits, such as critical strikes in combat and specific skill effects.





## CRITICAL FAILURE

If the result on the Action Dice is 2 (both dice come up a 1) then you automatically fail, regardless of the TN or any bonuses.

## DIE BUMPS & DIE PENALTIES

Both Die Bumps and Die Penalties may end up being applied to any die roll. A Die Bump increases any die it is applied to by one step and is capped at d12 unless otherwise noted. If the Die Bump is applied to a die that is already a d12, you gain a +2 bonus to the die roll instead. A Die Penalty reduces the die type by one step to a minimum of d4. If a Die Penalty is applied to a die which is already a d4, you suffer a -2 penalty to the die roll instead.

## SKILLS

The primary modifier for most Action Rolls is going to be some level of Skill. If you are attempting an Action for which you are trained in the appropriate Skill, you add your Rank in the governing Skill to the result of the Action Roll.

Any Skill can be used with almost any Attribute Die to provide for nearly any situation. For example, one might use *Athletics* with *Prowess* in order to actively compete in a contest; use *Logic* to form a game plan; use *Charisma* to trick an opponent into moving early, and then use *Vigor* to persist in the face of a long-lasting contest.

## FLAWS, TALENTS & TRICKS

The specialized modifiers to Action Rolls are noted on the supplied characters' sheet.

## CIRCUMSTANCES

Any bonus or penalty a character gains that is not defined by the character's abilities is a Circumstance Modifier. In most cases, the Chronicler will merely adjust the Target Number. Circumstances are handy for adjustments that do not affect all characters performing the same Action Roll.

## STACKING BONUSES

Bonuses granted through *Talents*, spells, or magic items do not stack with a bonus from a like source. Thus, bonuses from *Talents* do not stack with other *Talents*, nor magic items with magic items. However, bonuses from magic items and *Talents* do stack with each other. If two sources grant like modifiers, the larger of the two bonuses prevails.

## TRIVIAL TASKS

Some tasks are so simple to accomplish that a character has no need to succeed with an Action Roll. If the character could succeed at a task with an Action Roll result of 5 + modifiers, then there is no need to roll the dice. The chance of failure is so small that it's assumed the character can perform the task with little difficulty. If the consequences of failure are great, then the character should perform the Action Roll anyway.

## DYNAMIC ACTION ROLLS

Sometimes an Action Roll is actively opposed by another character. In such cases, both characters should perform appropriate Action Rolls, and the highest result wins. In the case of a tie, the highest modifier wins. In the unlikely result that the modifiers are tied, each character rolls and adds the governing Attribute Die to produce a winner, repeating this step if necessary.

## TRYING AGAIN

In most cases, a character can attempt a task again, assuming that the consequences of failure do not prohibit it. Remember, unless there are consequences for failure or limits in time and/or material, then there was likely no need for an Action Roll to begin with.





## PASSIVE ACTION ROLLS

Sometimes an Action Roll is needed to overcome the efforts of an unaware or absent character. In such cases, the Action Roll has a TN equal to the opposing Heroes' or Threats' passive skill value. This system works in a manner similar to Defenses and can govern many situations.

For example, an assassin may wish to sneak up behind a Hero who is currently distracted and has no cause for alarm. Rather than slow the pace of the game, and tip off the player, the Chronicler simply performs a *Stealth* Action Skill Roll against the Hero's Passive *Perception* Value. This system could also be used to defeat traps set by a skilled trappingsmith, spot a forgery, decipher a code, or any other situation one may imagine.

## HOW COMBAT WORKS

Heroes of legend are often called upon to face horrific beasts or defeat armies in epic battles; your Heroes are no different. When the time comes, skill at arms or the arcane arts of magic must be harnessed to achieve victory.

Combat in the Arcanis RPG is fluid. There are no rounds in which each participant performs a select amount of actions, and there is no guarantee that the characters will find time to do all that they wish. Instead of each character taking a sequential turn in a round, combat flows organically at a fast pace.

Combat follows this sequence:

1. Determine which characters are aware of their opponents; if all characters are aware of at least some opponents, then there is no need for Surprise (the encounters in this product do not use Surprise)
2. Each character or group of Minions rolls Initiative and sets their Clock to the result.
3. Each character acts when the Master Clock matches their personal Clock.
4. Each character advances their Clock by the Speed cost of their action.
5. Repeat steps 3 and 4 until the combat is complete.

## THE CLOCK

Combat in Arcanis is fluid. To reflect this, combat runs on a Clock. Each character's action has a Speed, which determines how long the action takes to accomplish and when the character can next act. Every time a character acts, he advances his Clock by a number of Ticks appropriate to the Speed of his action. The Clock starts at 1 and resets after 12. A Tick is an indeterminate brief period of time.

Whenever the Master Clock matches the character's Clock, it is time for that character to act. It is recommended that a device be used to record the Clock. Pencil and paper could suffice.

## INITIATIVE

At the start of a battle, each character rolls Initiative to determine when it is time to act. This is determined by rolling a number of d10s equal to their Initiative Score (See the character sheets). The character then chooses the lowest result and sets his Clock to that value.

If two or more characters have the same Initiative result, then the characters that are tied act in the order of their Initiative score (highest first). Any characters still tied should simply roll off to determine Initiative order. This tiebreaker applies at any time characters are acting on the same Tick of the Clock. It may be handy to note in which order tied characters will act before combat begins. Naturally, characters on the same side may freely determine the order in which they elect to act.

Once Initiative order is determined, start the Master Clock at 1 and begin to act.

**Initiative and Minions:** When it comes to *Minions* they are handled a little differently; each mob of minions possesses their own Initiative Clock, which is always advanced the Speed of the slowest action performed by a member of that mob.

## PUSH

Some actions and circumstances stun or provoke hesitation on the part of the characters. These effects Push a character's Clock, which means that the character advances his Clock by a given amount. A character may only be subject to one Push effect at a time. If the character is currently under the effects of a Push, that character may not perform any action with a Speed cost reflected as a Push





## RECOVERY

*Recovery* represents a period of time in which a character is off-balance after performing a complicated maneuver. Characters may not perform Combat Maneuvers while in a period of *Recovery*. The *Recovery* time is listed in the maneuver's description.

## STRAIN

*Strain* represents how long a player must wait to safely cast another Spell, though he may still perform any other actions. *Strain* can be ignored at the caster's peril. If a player wishes to cast another Spell whilst under the effects of Strain (that is after the Speed for the Spell has passed but before the Strain has ended) they suffer *Stamina* damage equal to double the current *Strain* total. Their *Strain* total in

## COMBAT CHARACTERISTICS

Each character has certain statistics that govern effectiveness in combat. This section summarizes each of these characteristics and details how to make use of them.

### DEFENSES

Each character has three Defenses – Avoidance, Discipline, and Fortitude – that collectively reflect the ability to avoid or resist attacks of all kinds. Defenses can be lowered by many circumstances appropriate to the individual Defense. For example, running would lower a character's Avoidance, whereas illness could lessen a character's Fortitude.

### AVOIDANCE

Avoidance is the character's ability to dodge attacks. It combines elements of the character's athleticism and anticipation. Whenever an attack seeks to physically strike a character, the attack targets the character's Avoidance. Avoidance is adversely modified by armor and benefits from shields.

### DISCIPLINE

Discipline is the character's ability to overcome adversity, resist attacks on the mind, and remain focused in the face of distraction. It combines elements of the character's force of personality and will. Whenever an attack seeks to deceive or dominate a character, the attack targets the character's Discipline.

## FORTITUDE

Fortitude is the character's ability to withstand severe trauma, poisons, and diseases. It combines elements of the character's health and conditioning. Whenever an attack would inflict trauma on the character's health and physical well-being, the attack targets the character's Fortitude.

## ARMOR RATING

Characters often have an Armor Rating (or AR) provided from physical armor, magic, or even natural traits. Unlike a character's Defenses, Armor Rating doesn't help a character avoid being hit; instead, it acts as a buffer against certain forms of damage. When suffering damage, simply subtract any appropriate Armor Rating from the total to determine how much Stamina to mark off of the character's total. Some effects may ignore some or all of your Armor Rating; such effects will note this in their descriptions.

## COMBAT MODIFIERS

Characters perform Attack Rolls in combat to determine success. An Attack Roll is an Action Roll and is governed by all the rules that apply to Actions Rolls. When compared to non-combat events, these Attack Rolls often have a greater number of circumstances that can modify their chance of success. To ease play, it is recommended that the character's common combat modifiers be calculated and recorded ahead of time. Circumstances and maneuvers that can further modify an Action Roll include:

### TACTICAL EDGE

A slight advantage provided by many circumstances, such as higher ground, greater numbers, a prone target, and more. A Tactical Edge grants a +2 bonus to the attacker's Attack Roll. No matter how many circumstances are granting a Tactical Edge, the character only enjoys a single +2 bonus.

### COVER

Barriers can impede attacks. Trying to fight through an open window, or shooting a person taking cover behind a tree can be challenging. Cover is relevant if the physical barrier is sufficient to impede attacks, rather than the ability to sense the target. For the purposes of the Arcanis game, there are considered to be 3 types of Cover, this product only makes uses of one:

**Partial:** The target is slightly obscured; most of his body are not blocked by the barrier. Attacks against this character suffer a -2 modifier. Intervening creatures can provide Partial Cover if the attack must pass through an occupied space.





## CONCEALMENT

Concealment is similar to Cover, though the benefits are restricted to the ability to sense the target. For example, darkness may provide Concealment against some enemies, and none whatsoever against others. Characters with Concealment can use the *Stealth* skill to hide from opponents. For the purposes of the Arcanis game, there are 2 types of Concealment:

- **Standard:** The character is obscured, but perceptive characters may be able to spot him. This Concealment permits *Stealth* Action Skill Rolls with no modifiers.
- **Total:** The character is completely obscured and cannot be seen. The character enjoys a +2 or better (Chronicler's discretion, reliant upon circumstances) modifier to his *Stealth* Action Skill Rolls to avoid being noticed. Regardless of the result, the character remains unseen and enjoys a Tactical Edge against all opponents until revealed. Attacks against a character with total Concealment suffer a -6 modifier unless they are Area of Effect attacks.

## LINE OF SIGHT

On occasion, barriers and concealment are suitable to completely hide an enemy. Attacks and other effects typically require that the character have line of sight to the target. Line of sight need not be solely physical; barriers, smoke, darkness, any other similar circumstances can suffice to confound line of sight. As noted under Total Concealment, attacks directed blindly suffer a -6 modifier. In all cases, attacking without line of sight requires that the character have some other method of knowing the enemy is there (Chronicler's discretion).

## LINE OF EFFECT

Completely impermeable obstacles block line of effect. This is not the same as line of sight; a glass window can permit a character see his enemy, but would block effects from passing through. In most cases, a character requires an unobstructed line of effect for attacks and other actions. Exceptions will be noted in the ability's description.

## MOVEMENT PACE

Some characters are faster than others. A character's Pace represents how far a character can move related to the Speed cost of that movement. Since all movement advances a character's Clock, a high Pace is helpful to the mobile character.

## MOVEMENT TYPES

A character's Pace determines how quickly a character can move along the ground, but on occasion characters and creatures move in other fashions. This product makes no use of these other movement types.

## MOVEMENT RESTRICTIONS OCCUPIED AREAS

Characters may not move through areas occupied by enemies unless those enemies are three or more size categories larger or smaller, but may move past allies with no issue. Characters may not end their movement in an area occupied by another creature unless that creature is at least two size categories larger or smaller. A character moving into or through an area occupied by an enemy may be subject to Free Strikes (See Creature Size below).

## DIFFICULT GROUND

Sometimes the condition of the ground can make it hazardous to move at more than a snail's pace. Areas of difficult ground restrict characters' movement to the Advance action and prevent use of the Charge Combat Maneuver or any other maneuver in which the character would move at a rate greater than his Pace.

## OBSTACLES

Obstacles that do not require a character to climb over them using the *Athletics* skill, such as low walls or the trunks of fallen trees, require that the character cross them at a Speed of 4. Characters may be able to vault such obstacles as described in the *Athletics* skill.

## INADEQUATE SPACE

If forced to squeeze into an area smaller than is typically necessary for a creature of its size (see Creature Size), the creature suffers certain disadvantages.

- If in an area suitable for a creature of 1 size category smaller, the creature grants enemies a Tactical Edge, and suffers a -2 penalty to attacks.
- If in an area suitable for a creature 2 size categories smaller, the creature's Avoidance is reduced to 11, and it suffers a -6 penalty to attacks.

Creatures may not fit into areas suitable for creatures more than 2 size categories smaller.





## CREATURE SIZE

As creatures come in all sizes, there are special rules governing their movement and position. All heroes and foes in this adventure are Medium-sized.

### MEDIUM

The default size for creatures is that of the races described in the character codex. These races and other creatures of comparable size require an area approximately 5 feet on a side for unimpeded movement and actions. Melee range is adjacent, meaning they can typically reach and strike targets within approximately 5 feet.

## ACTIONS IN COMBAT

When the Master Clock advances to match the character's Clock the character can act. There are practical limits to what a character can do in a single action, so characters are restricted to one action each opportunity, except for Trivial Actions (which simply add +1 to your action's speed cost). Some effects may restrict which actions a character may select based on the action's category.

## MOVEMENT

### ACTIONS

#### CAUTIOUS ADVANCE

For a Speed cost of 4, the character can move a distance equal to their Pace.

#### DASH

For a Speed cost of 3, the character can move a distance equal to their Pace. Unlike the Cautious Advance above, the character may be vulnerable to Free Strikes from nearby enemies.

#### DOUBLE TIME

For a Speed cost of 4, the character can move a distance equal to twice their Pace. The character may be vulnerable to Free Strikes from nearby enemies.

#### RUN

For a Speed cost of 4, the character can move a distance equal to three times their Pace. The character's Avoidance is reduced to 11 until his next action. The character may be vulnerable to Free Strikes from nearby enemies.

#### STAND UP

Standing up from prone has a Speed cost of 2. The character may be vulnerable to Free Strikes from nearby enemies.

## DROPPING TO PRONE

Any Hero may drop to prone as a Trivial Skill Action. The character may be vulnerable to Free Strikes from nearby enemies.

## ATTACK ACTIONS

Any actions that attempt to strike a target's Defense are Attack Actions. Attack Actions are generally Combat Maneuvers (which consist of Weapon Tricks or Martial Maneuvers) or spells. Many Combat Maneuvers are gained from specific training reflected by Talents, but all characters have access to some rudimentary attack options. Attack options that are specifically noted as a Combat Maneuvers may not be combined with any other Combat Maneuver – such as a Martial Technique – or the casting of a spell.

## ATTACK OPTIONS

### BASIC ATTACK

A character may perform a weapon attack (not a Combat Maneuver) in a balanced fashion, with consideration to both defense and accuracy. Ranged weapon attacks (including Ranged Martial Techniques) make the attacker vulnerable to Free Strikes from adjacent enemies, unless otherwise noted.

### GUARDED ATTACK

A character may focus his efforts on his own defense, using attacks to discourage blows as much as attempting to strike the enemy. The character makes an attack with his weapon but does not add his Prowess Attribute Die to his Action Roll. In return, the character adds his Prowess Passive Value to his Avoidance until his next action. Any attacks during this period (such as Free Strikes) also do not add the character's Prowess Attribute Die.

### UNARMED ATTACK

Characters not trained in the *Melee: (Unarmed)* skill that attempt to attack an armed character may provoke a Free Strike; if hit by the Free Strike, the character's attack is foiled. Characters trained in *Melee: (Unarmed)* are treated as armed in all circumstances and may perform Combat Maneuvers and Basic Attacks unarmed with no penalty.

### USE A COMBAT MANEUVER

A character may opt to use a Combat Maneuvers. Combat Maneuvers consist of Simple Combat Maneuvers, Weapon Tricks, or Martial Techniques. These Maneuvers are listed on the relevant character sheets of the pre-generated characters provided.





## SIMPLE COMBAT MANEUVERS

Simple Combat Maneuvers may be performed by anyone without any special training. This list is only for this product, the complete RPG has many more.

### CHARGE

The character rushes across the battlefield to strike his foe, fortifying his blow with the force of his momentum. The character moves up to twice his Pace and attacks the target the moment he is within reach of it. The character gains a +2 bonus to his Damage Roll for this attack. The character's Avoidance is reduced to 11 until his next action. He may be vulnerable to Free Strikes from nearby enemies along the path of his Charge, but the target of the Charge is not entitled to a Free Strike from this movement. This action has a Speed cost of 3 plus the Speed of the weapon used in the attack. This is a Combat Maneuver with Recovery: 2.

### FEINT

Cunning and quick characters can put enemies off balance. As an Attack Action, a character may make a *Deceit (Pr)* Attack Roll against a melee target's Discipline. If successful, the character can immediately make a Basic Attack with a +4 bonus against the same target. This is a Combat Maneuver with Speed: +2 and Recovery: 2.

### TOTAL DEFENSE

A character may elect to forgo offense altogether in an effort to preserve his own skin. The character takes the Delay action and adds his Prowess Value to his Avoidance until he ends his Delay and acts. This is a Combat Maneuver with Recovery: 4.

### TWO WEAPON FIGHTING

Characters may attack with two weapons, but without specialized training characters suffer penalties to the attempt. To attack with two weapons, make a Basic Attack with the primary weapon and advance your Clock 2 Ticks; upon your next action you then make a Basic Attack with the second weapon, after which you advance your Clock by the highest Speed Cost of either of your weapons +2. Your primary weapon attack suffers a -3 penalty and your secondary weapon suffers a -4 penalty. This is a Combat Maneuver with Recovery: 2; the Recovery is applied after the second weapon attack.



### CAST A SPELL

A character may cast a spell if they possess the appropriate Talents. The spell casters amongst the characters provided have their spells listed on the character sheet. The Arcanum represented by the characters, require the practitioner to have at least one hand free and the ability to speak clearly in order to manipulate the raw energy of creation into a usable form.

To cast a spell, the 7 steps (in practice most of these "steps" are shorthand):

1. Choose the Spell that you wish to cast.
2. Choose which Adaptations, if any, to apply.
3. Calculate the CTN (Casting Target Number), Speed, and Strain.
4. If the final CTN is greater than your Passive Arcanum Skill value (See your character sheet) you must perform an Arcanum Action skill roll against the final CTN to successfully cast the Spell. If you fail, the Spell fizzles; advance your clock by 1 and gain Strain equal to the Spell's final Speed cost.
5. If you successfully cast the Spell, Advance your clock by the Spell's final Speed.
6. Perform all necessary attack rolls (if any). Apply the Spell's effects immediately (assuming you succeed). There are no interruptible spells in this example.

Note the Strain cost of the Spell. Casting spells while under Strain can be painful, see pg.... 5





## WILD ASSAULT

A character can forgo his own safety in a frenzied attempt to strike the enemy. The character performs a melee attack with a +2 bonus to his Action Roll. Reduce the character's Avoidance by 3 until his next turn. This is a Combat Maneuver with Recovery: 2.

## OTHER ACTIONS

### ASSIST ALLY

In the heat of battle, the surest path to victory is an ally you can rely upon. You can use the Assist Ally action to bolster another character's attacks or Avoidance by distracting an enemy. Choose a target you can strike with a melee attack and an ally that can also strike that target. Advance your Clock by your weapon's Speed to provide your ally with a bonus equal to your Prowess Passive Value to either their Avoidance Defense or next melee attack roll against the targeted enemy.

### DELAY

Functionally, electing to Delay has a Speed cost of 1 and the character repeats this action every Tick until such time as he desires to act. When the character elects to act, simply advance the Clock to the current Tick and add the Speed cost of his action as appropriate. A character that is delaying may elect to perform a single action in the midst of another character's turn. The delaying character picks the moment to act, performs the action, and advances his Clock as appropriate. Once the delaying character has finished, the interrupted character continues, if possible, at the point of interruption.

### INCIDENTAL MOVEMENT

Characters may move up to 10' while performing another action. The character may perform this movement at any point before, during, or after their action. The Speed cost of the character's action is increased by +1 per 5' moved. Incidental Movement cannot be combined with any action that already includes movement (such as a Charge).

### PICK UP AN OBJECT

For a Speed cost of 2, the character may pick up an object on the ground within reach. Picking up an object makes you subject to Free Strikes from nearby enemies.

### READY A WEAPON OR SHIELD

Unless otherwise indicated by a weapon description or a Talent, readying a weapon or shield has a Speed cost of 2. Alternately, drawing a single weapon or readying a shield may be combined with a Cautions Advance for no additional Speed cost.

## SHEATHES/STOW A WEAPON

Unless otherwise indicated by a weapon description or a Talent, sheathing or stowing a weapon has the same Speed cost as attacking with the weapon.

### TRIVIAL ACTIONS

Some actions may be combined with other actions, causing a slight delay. Only one Trivial Action may be taken during a given Character's turn.

### USE A TALENT

Certain Talents are actions in and of themselves. In many cases these actions can be described as Marital Maneuvers or Move Actions. (See Character Sheets)

## FREE STRIKES

On occasion, characters take reckless actions, either out of desperation or sheer necessity. As a result, nearby enemies are able to take advantage of this opportunity with a Free Strike. The character makes a Basic Attack (melee only) against the target, but may not perform a Trivial Action as part of that attack. The attacking character Pushes his Clock by the Basic Attack's Speed instead of advancing it as normal. The most common situations that warrant Free Strikes are listed below.

**Table 2 Actions which Permit Free Strikes**

Action	Example
Movement	Standing up from prone, charging, advancing, running
Combat Maneuvers	If noted in Maneuver description
Skill Use	Complex or Demanding Skill Actions

### MOVEMENT

If a character Stands Up, Charges, Advances, or Runs within an area that an enemy can reach with an attack, they may be subject to Free Strikes from adjacent enemies.

### INTERRUPTIBLE ACTIONS

If a character attempts an Interruptible Action while under threat of attack, that character is suitably distracted to permit a Free Strike.

### COMBAT MANEUVERS

Certain Combat Maneuvers are dangerous, and their description will note that they provide the opportunity for a Free Strike.





## SKILL ACTIONS

Complex and Demanding Skill Actions require enough concentration to provoke Free Strikes.

## NOT AN ACTION

Various minor tasks that take no appreciable time can be performed whenever a character acts. These trivial feats include dropping held items, falling prone, or ceasing to sustain a spell. A character may perform one such task every time the character acts; these have no Speed cost. Speaking is also free, but not restricted except when the Chronicler decides that there is not enough time for such a discussion.

## ANIMALS & SUMMONED CREATURES IN COMBAT

Animals and Summoned creatures act as a single unit when in combat; thus, they both share the same Clock and always advance their Clock by their slowest action, just as if they were a pack of minions.

## INJURY AND DEATH

Stamina and Wounds represent how difficult your character is to defeat.

Stamina represents your character's physical and mental toughness – the level of abuse you are willing to take and are capable of sustaining. No matter how much Stamina you suffer, your character is not subject to any long-term effects, and until your character runs out of Stamina his ability to act is not diminished in any way. The legacy of Stamina damage is, at worst, minor aches and scratches; Stamina returns swiftly with rest.

Wounds represent the fundamental survivability of your character. Suffering Wounds will diminish your character's capacity to act, and represents severe injuries. Wounds require extended rest to recover, and usually require the attention of a skilled healer.

## THE DAMAGE ROLL

Actions that can cause harm to characters have a damage roll. The amount of damage is either detailed in the action (typically in the case of Arcanum) or determined by the weapon. To resolve damage is simple, following these three easy steps:

1. Roll the attack's base Damage Dice and, if applicable, the corresponding Attribute die, adding any modifiers from Talents or other sources.
2. Subtract the target's applicable Armor Rating.
3. Subtract the total from the target's Stamina.

Once the character is out of Stamina, that character is Vanquished. The character has been knocked out of the fight, probably unconscious (at the discretion of the Chronicler), and his fate is out of his hands. Treat the character as Helpless, though the character will not die without outside influence.

Remember, an Attribute die can explode even when rolling damage!

## WOUNDED

If a character suffers a Wound, that character is Wounded. The most common way to suffer a Wound is due to a Critical Success from an Action Roll that strikes the target. Characters have very few Wounds, and if a character runs out of Wounds, that character may suffer permanent harm, even death. Characters that are out of Wounds but still have Stamina remaining are conscious, but are Helpless and likely in terrible pain. Regardless, when a character is out of Wounds, that character is Vanquished.

Wounded characters suffer penalties that affect their ability to act. Whenever a character suffers a Wound, that character suffers a –1 penalty to all Action Rolls. This penalty persists until the Wound is healed and is cumulative for each Wound suffered.







## VANQUISHED

Characters that are Vanquished rarely die unless their entire group is Vanquished at the hands of a murderous enemy. It is recommended that Chroniclers reserve lethal encounters for major climactic points in the story. Heroes shouldn't die hollow and meaningless deaths.

If a character is Vanquished due to Stamina damage, that character will not die unless murdered while Helpless. The character will awaken per the Recovery rules (See Healing and Death), even without any assistance.

If the character is Vanquished due to Wound damage, that character requires the assistance of a skilled healer or the character will likely drift into Beltine's Cauldron. The character immediately makes a Routine (TN: 15) Action Roll to avoid death. The character may elect to use either Vigor or Resolve for this roll. The character survives upon success, for now; the afterlife awaits those that fail. Non-combat healing and recovery is not required for this adventure.

## FATE

Heroes are destined for greater things. To represent this, each Hero begins his career with a pool of points equal to the Hero's lowest Attribute. This is the Hero's *Fate Score*. These *Fate Points* may be used to gain small benefits during game play.

## SPENDING FATE

Heroes may only spend a number of *Fate Points* per adventure equal to their *Fate Score*. Even powers or items that permit the Hero to gain the benefits of spending a *Fate Point*, without actually spending one, count against this limit. Unless otherwise indicated, spending *Fate Points* is not an action.

There are many uses for Fate, but for the purposes of this product the following 6 should suffice:

- The Hero may ignore any current Wound penalties for the remainder of the scene. Any Wounds suffered after this choice would apply as normal.
- The Hero may reroll an Action Roll, abiding by the new result.
- The Hero may elect to automatically succeed on an Action Check to avoid death due to being Vanquished by Wounds.
- The Hero may reduce Stamina damage suffered by an amount equal to his Fate score (from a single source of damage).
- The Hero may end a period of Strain, Recovery, or Push.
- The Hero may, at the Chronicler's discretion, break the rules – in effect, do the impossible.





# HOW TO READ A THREAT

## SAMPLE THREAT

MONSTER NAME ARCHETYPE [VARIATION] (TIER #)		D#, SIZE, TYPE (SUB)	
AVOIDANCE	FORTITUDE	DISCIPLINE	
##	##	##	
St (Wo):	# (#)	Pace:	##' *
AR:	#	Initiative:	#d10
Fate:	#	Fate Value:	#
* Pace notes: Only if needed (ex. Flight)			
<b>Attacks:</b>	<i>Attack:</i> Bonus d# (d#) +# <i>Speed (Recovery):</i> # (#), Range: <range> <i>Attack:</i> Bonus d# (d#) +# <i>Speed (Recovery):</i> # (#), Range: <range> Special Rules for attack above (only if attack has special rules)		
<b>Special: Casting/Moves</b>	<i>Spells Cast at:</i> +X <i>Passive:</i> XX List Spells/Manuvers/Special Powers here		
<b>Talents:</b>	List Talents		
<b>Traits:</b>	List Traits		
<b>Flaws:</b>	List Weakness		
<b>Skills</b>	(+#, ##, ##) Skill, Skill, Skill, Skill, Skill		
<b>Gear:</b>	If Any		

As you can see, threats feature many aspects you should be familiar with by now. To be brief, we will cover just the changes.

### THREAT ARCHETYPE, VARIATION, & TIER:

Here you will see the Threat's Monstrous Archetype (Minions, Common, Elite, or Adversary), any possible Variations (Brute, Dammed), and it's Tier.

### BASE DIE:

When running a Threat, the base die is rolled for all Attribute die rolls, including skill use, attack, and damage rolls.

### TYPE:

While these types mostly serve to handle interaction with spells/magic items (such as a ward that repels Undead), they also possess a few qualities common to all creatures of that type. Some examples of Threat Types are Beasts, Elementals, and Constructs.

### TRAITS:

These are unique traits that are part of a creature's physiology instead of a learned Talent, and thus cannot be taken or copied by spells like steal capacity.

### SKILLS:

Skills are the creature's primary skills, which are always represented by three numbers. The first is the universal bonus for all listed skills, the second represents the listed skill's passive value, and the last number is the passive skill value for all untrained skills.





# SOMETHING'S ROTTEN IN THE STATE OF OSTERMARK

## INTRODUCTION

Welcome to Arcanis: the World of Shattered Empires! This adventure is designed to show off the versatility of the Arcanis RPG game engine as well as provide an evening of fun for a few new friends.

One of the largest and most powerful nations of Arcanis is Milandir, and this adventure takes place in its Eastern Marches. Milandir is a prosperous nation, and typically an honorable one, though every place has its flaws. One of Milandir's great flaws is a certain arrogance – the Milandisian people think very highly of themselves, and are wont to express this high opinion in “helpful” terms. “Everybody would be better off if they were just more like us” is a common sentiment. This perceived superiority has its benefits for the surrounding world. When the Infernal Hordes of the far north invaded Milandir's Eastern Neighbors King Osric IV, with the support of the Church of Milandir, declared a Crusade against them. A costly and long war purchased the temporary safety of the people of the Hinterlands.

Now, a generation later the threat has returned. Not willing to squander the gains purchased in Milandisian blood, the King has declared another Crusade. The heroes have come to answer the call.

## ADVENTURE OUTLINE

**Scene One:** Wherein the heroes come to the town of Lienz and are introduced to Sir Ernst and are directed to the Mercenary mustering camp. The heroes are provided with an opportunity to befriend another mercenary from Altheria by the name of Mustafa.

**Scene Two:** Wherein the heroes uncover indications that all is not as it should be. They discover that several new arrivals have been taken, including Mustafa.

**Scene Three:** Wherein the heroes overcome some of their fellow mercenaries already possessed by infernal forces and obtain entry to the catacombs.

**Scene Four:** Wherein the heroes confront cultists, led by Sir Ernst, performing dark rites designed to sow demonic infestation into the ranks of the Crusade.

## MAJOR SUPPORTING CHARACTERS

**Sir Ernst:** The real Sir Ernst of Sylvania is held below the farm house. His torture is used to power certain dark ceremonies. The “man” the heroes meet is in fact a devil that has taken the unfortunate Knight's form. This devil has taken a position of power small enough to escape notice, but great enough to corrupt a small, but potentially vital, part of the Crusade's military.

**Mustafa:** Mustafa is a gregarious sharpshooter from Altheria. He has the customary mahogany complexion and broad face of his homeland. He is wearing a bright green turban. He is quick with a joke and difficult to offend. An easy man to like and arrives when the heroes do. Mustafa is drugged and is next in line for possession when the heroes (hopefully) save the day.

## SCENE ONE: WELCOME TO THE CRUSADE

Please paraphrase the following (read if you must)

*For your own purposes, be it a sense of worth, desire for coin, or merely the prospect of excitement, you have come to Milandir to join in the Sixth Crusade of Light to drive the Hordes of Hell back to that infernal place, or at least the Lordship of Iron.*

*After a long, but not difficult, journey from Almeric you arrive in the town of Lienz. If it were not for the crusade, it would be a sleepy town; but now mustering camps surround it, swelling the population by at least a factor of ten. Dozens flow into the town alongside you, and as you make your way in, you can see dozens more arrive in chaotic spurts. Others march out to the East – in organized regiments – presumably to join the fight.*

The heroes are assumed to know each other already, having fought together in Almeric or earlier, so in character introductions are not needed.

It is presumed that the characters would seek out organizers or officers at this point as they are experienced mercenaries and they can easily find mustering tables where various older people are collecting information. When they elect to





fall in, the heroes are right behind a tall dark-skinned man from Altheria with a flintlock rifle slung across his back and a curved sword at his hip. Make certain to mention both the rifle and the bright green turban he is wearing, as it will be important later.

This is Mustafa and he immediately greets them.

Mustafa recognizes a veteran bearing in (most) of the heroes, and wastes no time introducing himself. **“Salutations, I am Mustafa. I know no one here, so now I will know you.”** He says this with a big grin and something of a twinkle in his eye. He will seek to learn about the heroes and make other small talk while sharing information about himself. Mustafa is a veteran of the Shining Patrol, the army that faces the reptilian horrors of the Kraldjur Morass south of Altheria. He made many Milandisian friends in these battles, and has come to join the Crusade to help Milandir much as her soldiers have aided Altheria in the past. If asked about his rifle, he takes great pride in it and boasts of his skill.

Keep up the rapport as long as the players remain interested. The moment it dies down conveniently matches up with the moment when the heroes (and Mustafa) reach the front of the line. The old woman at the table will gather information about the heroes. She will be deferential to Gustav, recognizing him as a nobleman. She will ask for:

- Name
- If they have any Sarishan Steel Weapons (only Kastos does ) the players ask what that is, these weapons are particularly vicious against infernal creatures
- If they’ve every fought any infernal creatures (they haven’t)
- If they are priests (only the Kio)
- If they’ve every fought in a war (all have)

She will judge the heroes to be particularly capable and will hand them a sheet. She will direct them to the tent behind the rows of tables and instruct them to speak with Sir Ernst. It is at this point that they part ways with Mustafa who is directed to another part of camp.

*You are admitted into a large pavilion that is a bustle of activity. Various messengers stream in and out at a constant and alarming rate. Despite the apparent chaos, everyone seems to know exactly where to go... except you. A man takes immediate note of your obvious lack of purpose and strides right up to you. “Muster sheet” he says and holds out his hand.*

Assuming the characters hand over the sheet from the old woman, the man will say “follow me” and guide the characters into another section of the tent. This room is somewhat less boisterous, and several men are grouped around a table with what looks like a map of the area on it. Only one of the men within is armed. **“Sir Ernst, more prospects.”**

*The man addressed, the only armed person in the room other than you, turns to regard you. “Potential recruits for Felix’s Irregulars then?”*

Ernst looks the heroes over, raises an eyebrow and unless the heroes speak up says,

**“OK then, put them in the western camps with the other foreigners.”**

If the heroes ask questions, Ernst will indulge them briefly – perhaps two questions if they are quick. Some expected questions are:

- “Who is Felix?” – **“Count Felix is a veteran of the previous Crusade known for his unorthodox approach to problems – somebody must think you are capable”**
- “Who are Felix’s Irregulars” – **“Count Felix has been instructed by the King to form small versatile groups to solve unusual problems”**
- “When do we get Sarishan Steel Weapons” – **“If we ever have any to spare, we will let you know”**
- “How goes the War?” – **“It has hardly begun, minor skirmishes at most”**

The heroes are directed to the northwest of town and told to find space in one the tents with green flags.





## SCENE TWO: SOMETHING'S NOT RIGHT HERE

*“The first thing that greets you is the smell. The tents are pitched in a field near a farmhouse with little regard for regular placement or orderly arrangement. Unlike the rest of the camp, which was clean and generally well organized; these fellows seem content to live in squalor. Shortly after you arrive Mustafa joins you in the western camps, his affable greeting trailing off into stunned amazement at the conditions of the camp.”*

The heroes arrive at the tents with green flags and they are in a sad state of disrepair. None of the “soldiers” present seem to have much interest in setting things right, except for some of the newcomers. The smell is awful, it doesn’t appear that fresh latrines have been dug in weeks, and the gear of the men here is ill kept. Alexander would notice several men that are obviously former-legionnaires and that no Coryani legion camp would be permitted to be in such a poor state.

If the heroes take charge to get things in order, only their fellow new arrivals seem willing to participate in the clean up / organization, the rest remain apathetic, and get surly when the issue is pressed. If the heroes don’t move to get things squared away, Mustafa will, with the same results.

Eventually, the new arrivals (hopefully with the leadership of the heroes) will get a barracks tent squared away – one that was discovered to be empty, and at least make a small area of cleanliness and order in the camp.

After a while a pecking order of sorts becomes obvious. Some of the soldiers here are shown great deference by the others. These men do not take charge, do not bear any obvious signs of rank or show any obvious cause for such deference, but they are respected none the less. If any of the heroes pay more attention, have them perform Routine (TN 15) Empathy (Insight) Action Rolls - these can be performed untrained – any character that succeeds will get the distinct impression that this deference is due to fear.

Encourage a little bit of snooping, as there are other strange goings on that will reinforce that something isn’t right. If the heroes run off to tell Sir Ernst, they will get a bit of the run around but will eventually be permitted to speak with him. He will thank the heroes and promise to investigate that very night.

The following are other oddities each customized to the strengths of each of the heroes, so that information suited to them is provided.

**Alexander** – Several of the men are weaving dolls out of straw. These men put a great deal of effort into the working of them and items of cloth are added. If the player expresses any interest on details, have him roll Perception (Insight) and any result other than a critical failure will reveal that one of the dolls is made of darker reeds and it finished with a bit of green cloth on the head.

**Kastos** – Two cloaked figures come to the edge of the camp and speak with two of the recruits that the others fear. The body language of the men demonstrates that they hold these cloaked figures in great respect. If he listens in, he can make out that they are speaking in Elorii, but an accent that Kastos has never heard before – have him make a Perception (Insight) roll, but don’t worry about results that aren’t critical failures.

**Kadina** – Some of the men have portions of their tunics sticking to their backs. Upon closer inspection, it appears that this is due to streaks of blood. Have her make a Knowledge (Logic) roll; don’t worry about the result unless it is a critical failure. If she succeeds, she notices that the pattern suggests a ritualized flagellation.

**Gustav** – One of the Coryani soldiers is an attractive woman. If Gustav goes to work his charms on her, he overhears some men talking outside her tent – they are speaking in an odd dialect of Altherian. They say that the father needs new homes for their brothers.

After a suitable amount of snooping move on to the following:

*“As evening falls, you see Sir Ernst ride up to the Farmhouse, waiting for him are 2 cloaked figures, and they speak for a few moments. The cloaked figures bow and depart, taking 2 horses from a corral north of the farm house. Ernst has no attendants and when he goes into the house, no sign of life appears, not a single flickering lantern, no smoke from the chimney, nary a sound.”*

As experienced war fighters, the heroes would not find it odd that a nobleman would take over a local house as his own, but the lack of livery, attendants or even simple signs of comfort is certainly odd. At this point you should steer them back to the tent. If the heroes want to check out the farmhouse, nudge them back to the tent for some vital items of gear.





*“You return to your tent, and none of your fellows are here. There is no sign of any trouble - but Mustafa’s rifle is lying in the center of the tent.”*

Have the heroes make Perception (Insight) Action Rolls, any result of 20 or higher, or the highest result if none are over 20 notice a small amount of blastpowder – just enough for one rifle shot, on the floor not far from Mustafa’s gun. They find no blood, broken furniture or other signs of trouble except this. If any Hero checks the rifle, a single bullet is loaded, but no powder, and the ramrod is missing.

If the character go outside and look, have them make a Routine (TN: 15) Perception (Insight) check, anyone that specifically says they are looking at the farmhouse succeeds automatically. Those that succeed see a group of men carrying bundles into a cellar. Green cloth is hanging from one of the bundles. It is assumed that the heroes go save the day.

### SCENE THREE: TO THE RESCUE.

This encounter is designed to introduce the player to the initiative system and combat without greatly taxing their character’s abilities. It is a warm up that will allow the players to understand the clock, and how their characters interact with it.

If the heroes are acting like heroes, they have come to get their friend back. The men here are possessed by demons and will attack right away in hopes of killing the heroes and preserving their secret.

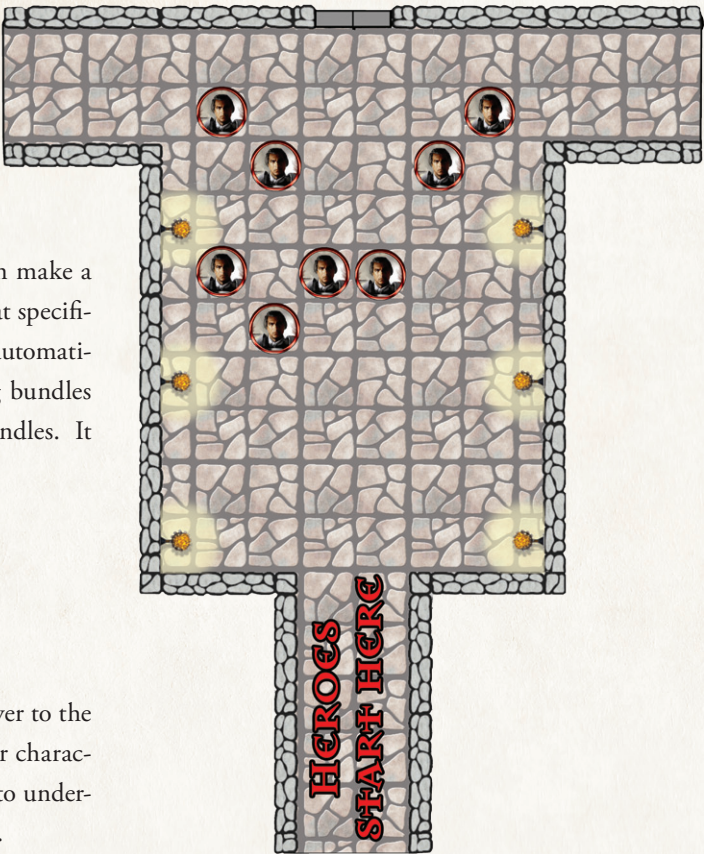
*“The cellar door has been left open and as you enter, it quickly becomes obvious this house hides something more. A set of shelves on the far wall has been moved aside and a hewn-stone passage awaits. You hear sounds of passage below and torch light flickers from the opening”*

Assuming the heroes proceed:

*“Stairs lead downward to a corridor that extends into the earth. You can hear an indistinct murmuring from up ahead. Eventually the passage opens into a larger chamber. Tarnished copper doors lay at the far end, and several of the soldiers from camp stand facing it quietly chanting something in an unknown and unpleasant sounding tongue. As you enter, one turns and says, ‘Our father welcomes you to his house hold’ – With this they*

*all turn on you with swords drawn.*

*Roll Initiative.* The enemies will fight to the death. Once they are dispatched the large door awaits.



GUARDS		D6, MED, HUMAN	
MINIONS (TIER 1) 2 PACKS OF 4			
AVOIDANCE	FORTITUDE	DISCIPLINE	
16	15	18	
St (Wo):	1 (1)	Pace:	25'
AR:	2	Initiative:	2d10
Attacks:		Broadsword +3	d8 (d6)
		Speed: 5, Range: Melee	
		Light Crossbow: +3	2d6 (d6)
		Speed (Reload): 2 (8), Range: 40'/750'	
Reloading is interruptable, 40' is the range increment, -2 for each beyond the 1st.			
Talents:		Wolf Pack Tactics, Quick, Opportunist	
Skills		(+3, 18, 15) Athletics, Melee: Balanced, Ranged: Marksman, Perception	
Gear:		Leather Curirass, Broadsword, Light Crossbow (6 Bolts), Common Garb	





The copper doors are tarnished and green and there is the head of a carrion bird with antlers in relief on its face, an obvious infernal image. None of the heroes have the appropriate Knowledge to know which one. If the heroes listen they can't hear anything unusual unless they put their ear to the door – and which point they hear a similar cadence to the soldiers chanting.

## SCENE FOUR: MEET THE NEW BOSS

The copper doors open outward (towards the heroes) and do so with ease – they must have some kind of careful balancing as they should be quite heavy.

*“You open the doors to an earthen passage, as they open you can hear chanting similar to that of the soldiers. As it reaches a crescendo, you hear an agonized scream and then silence.”*

It is assumed the heroes press on, but as they do they hear the following.

*“Shabriribenoeth, Lord of the many agonies, I offer the suffering of this noble knight and ask only for a soldier to take this vessel to pursue your will.”*

*“You reach the end of the earthen passage and witness a horrific sight. Hanging upside down from the ceiling is a man, at least you presume it is a man, since he looks more like a giant wound, cuts cover his entire body, and his face has been skinned. Below him you see Mustafa strapped to a stone altar. At the head of the altar there is a man wearing white blood-stained robes and a copper mask of a carrion bird with antlers – much as the symbol on the doors before. Arrayed about the altar you see a little over half a dozen soldiers with their arms outstretched as if in supplication. Any hope of stealth is dashed as the white-robed man is facing you.*

*‘Ah, the prospects. I should have sent you on to the front immediately’ with a grandiose gesture he instructs his men, ‘gentlemen, please remove our uninvited guests’*



HEROES  
START HERE

This combat is more complicated and will tax the resources and cunning of the heroes. The false Ernst is a sorcerer of some ability and he is protected by 8 soldiers and his primary lieutenant. Each group of minions will attempt the gang up on a hero and bring him down quickly. Remember to take advantage of the Tactical Edge and Wolf Pack Tactics of the minions to make their attacks more deadly.





SIR ERIST		D10, MED, INFERNAL (DEVIL)	
ADVERSARY THREAT (TIER 1)			
Avoidance	Fortitude	Discipline	
18	20	19	
St (Wo):	60 (2)	Pace:	40'
AR:	2	Initiative:	3d10
Fate:	1	Fate Value:	3
<b>Attacks:</b> <i>Pick, Horseman's</i> : +3 d8 (d10) Speed: 5, Range: melee			
<b>Special:</b> <i>Spells Cast at</i> : +3 <i>Passive</i> : 20			
<b>Casting</b> <i>Spells</i> : All Universal Spells, Elemental Bolt, Confound, and Force Push.			
<b>Talents:</b> <i>Arcane Spell Casting</i> : Eldritch			
<b>Notable Traits:</b> <i>Energy Aura</i> : Fire,			
<b>Flaws:</b> <i>Vulnerability</i> : Sarishan Steel			
<b>Skills</b> (+3, 20, 17) Athletics, Empathy, Melee: Unbalanced, Arcanum: Sorcery, Perception			
<b>Gear:</b> <i>Pick, Horseman's, Robes</i>			

## TRAITS AND FLAWS

### ENERGY AURA

**Benefit:** Any time Sir Erist is successfully attacked in melee, the attacker suffers the d10 Fire Damage.

### VULNERABILITY

**Flaw:** Sarishan Steel deals an additional d8 Stamina damage against both Sir Erist and Claudius. If a creature is dealt Wound damage by a source to which they are vulnerable, they suffer an additional Wound.

## TALENTS

### WOLF PACK TACTICS

**Benefit:** When attacking an opponent in melee whom is also engaged in melee with any of your allies, you gain a +1 to hit and damage.

### QUICK

**Benefit:** Reduce the Speed cost of Movement Actions including Incidental Movement by 1 to a minimum of 1

CLAUDIUS VERENUS		D8, MED, HUMAN (INFERNAL)	
COMMON [POSSESSED] (TIER 1)			
Avoidance	Fortitude	Discipline	
16	16	15	
St (Wo):	20 (1)	Pace:	20'
AR:	4	Initiative:	3d10
<b>Attacks:</b> <i>Greatsword</i> : +3 d10 (d10) Speed: 6, Range: Melee			
<b>Talents:</b> <i>Furious Rage (Already Active, Might d10), Die Hard (Speed 2, Heal d8+2)</i>			
<b>Notable Traits:</b> <i>Regeneration</i> <i>Speed (Strain)</i> : 0 (10) Heal 8 stamina			
<b>Flaws:</b> <i>Vulnerability</i> : Sarishan Steel			
<b>Skills</b> (+3, 19, 16) Athletics, Battle, Melee: Balanced, Mettle, Perception			
<b>Gear:</b> Great Sword, Milandisian Gothic Cuirass			

GUARDS		D6, MED, HUMAN	
MINIONS (TIER 1) 2 PACKS OF 4			
Avoidance	Fortitude	Discipline	
16	15	18	
St (Wo):	1 (1)	Pace:	25'
AR:	2	Initiative:	2d10
<b>Attacks:</b> <i>Broadsword</i> +3 d8 (d6) Speed: 5, Range: Melee			
<i>Daggers</i> : +3 d4 (d6) Speed: 3, Range: 15'			
<b>Talents:</b> <i>Wolf Pack Tactics, Quick, Opportunist</i>			
<b>Skills</b> (+3, 18, 15) Athletics, Melee: Balanced, Ranged: Thrown, Perception			
<b>Gear:</b> Leather Cuirass, Broadsword, Daggers (2), Common Garb			





**NAME:** Alexander Lianis of Annonica

**ARCHETYPE:** Arcane

**BACKGROUND:** Former Legionnaire (Legio Lex Talionis)

**RACE:** Human

**NATIONALITY:** Coryani

**CHURCH:** Mother Church of Coryan

**DEITY:** Hurrian, God of Storms & Honorable Combat

**HERO TIER (RANK):** 1(1)



ATTRIBUTES

	SCORE	DIE	PASSIVE VALUE
<b>might:</b>	5	D8	+3
<b>proiess:</b>	7	D10	+3
<b>quickness:</b>	5	D8	+3
<b>uigor:</b>	5	D8	+3
<b>charisma:</b>	3	D6	+2
<b>insight:</b>	4	D8	+2
<b>logic:</b>	7	D10	+3
<b>resolve:</b>	3	D6	+2

DEFENSES & HEALTH

<b>AVOIDANCE:</b>	19	<b>STAMINA:</b>	52
<b>FORTITUDE:</b>	18	<b>WOUNDS:</b>	3
<b>DISCIPLINE:</b>	16		

ARMOR WORN

LORICA MUSCULATA

ARMOR RATING
2

FATE

CURRENT FATE	3
BASE FATE	3

**INITIATIVE:**

3D10

**PACE**

**PACE:** 30' **W/GEAR:** 25'

WEAPONS

WEAPON	SPEED	ATTACK (ATTRIBUTE DIE)	DAMAGE (ATTRIBUTE DIE)
GLADIUS	5	+3 (PR)	D8 (MI)
DAGGER	3	+3 (PR)	D4 (MI)
PILUM	5	+2 (PR)	D8 (QU)

WEAPON NOTES:

*Pilum:* is a ranged weapon, may be thrown 40' (2 Range increments of 20')

Weapon Tricks (See back for descriptions)

*Gladius: Throw the Blade*

*Pilum: Render Shield Worthless*

*Dagger: Pommel Strike*

SPELLS KNOWN

For description of Alexander's spells, see  
Spells page 27 & 28

**Universal:** All, **Battle:** Arc of Lighting, Force Push,  
Quickened Step, **Elemental:** Elemental Bolt, **Illusion:**  
Confound

TALENTS:

Your character's bonuses have already been adjusted  
to reflect the following talents: *Arcane Spell Casting*  
(Eldritch), *Armor Proficiency* (Light & Shield), *Weapon*  
*Training* (Gladius, Dagger, Pilum, Hand Axe, Light  
Spear), *Prestidigitation*, *Prodigy: Sorcery*.

The following talents as well as weapon tricks  
granted by weapon training are shown on the next page.  
*Battle Magi*, *Quick*, *Spell Affinity* (Whirling Blade), and  
*Strength of the Coryani Heart*

EQUIPMENT:

*\*Denotes in backpack:*

Gladius, Lorica Segmentata, Dagger,  
Lg Shield, Backpack, tent, bedroll\*,  
tinderbox\*, mess kit\*, waterskin\*,  
whetstone\*, belt, sheath, common  
garb, rations (1 week) and 20 silver

SKILL (PRIMARY ATTRIBUTE)	ACTION ROLL BONUS	PASSIVE VALUE
Arcanum: Sorcery (Lo)	+4	18
Melee (Balanced) (Pr)	+3	18
Melee (Pole-Arms) (Pr)	+1	16
Ranged (Thrown) (Pr)	+3	17
Battle (Lo)	+2	17
Deceit (Ch)	+2	16
Linguistics (Lo)	+2	17
Tracking (In)	+2	16
Stealth (Qu)	+1	15
You suffer a -3 penalty to all Mi & Qu based action skill rolls.		





## TALENTS

### STRENGTH OF THE CORYANI HEART

**Benefit:** You gain a +2 to all Mettle: Stand Firm Action Skill Rolls.

### BATTLE MAGI

*In the heat of battle you are a force of nature, slashing with blade as you burn with spell!*

**Benefit:** When under the effects of Strain you gain a +1 bonus to your Avoidance as long as you have a blade in hand. This bonus does not stack with shield bonuses.

### QUICK

*You're fast on your feet*

**Benefit:** Reduce the Speed cost of Movement Actions including Incidental Movement by 1 to a minimum of 1

### SPELL AFFINITY

*You have mastered a single spell beyond all others.*

**Benefit:** Anytime you cast *Whirling Blade*, Any time you cast this spell with any of its Adaptations you lower the CTN of the spell by 2.

## WEAPON TRICKS

### THROW THE BLADE

*You can throw any blade with impressive accuracy.*

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +0 (2)

**Range:** 10' (1 Target)

**Effect:** *Weapon's Damage +1*; you throw your sword.

### POMMEL STRIKE

*In your hands, it's not only the pointy end which hurts.*

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +0 (1)

**Range:** Melee (1 Target)

**Effect:** *Weapon's Damage -1*; you deal Bludgeoning damage instead of Piercing or Slashing damage.

### RENDER SHIELD WORTHLESS

*With an attack you can make a shield simply too cumbersome to use.*

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +2 (0)

**Range:** Weapon Range (1 Target)

**Effect:** *None*; if you successfully strike, your Target's shield becomes worthless. The Target is unable to defend with it or perform any weapon tricks which involve the shield. The Target also suffers a penalty to Avoidance equal to half the shield's SP until the shield is dropped.

The shield remains worthless until the weapon used in this maneuver is removed. The Target or an ally of his may remove the weapon as a Demanding (Speed: 6) skill action.

## FLAW

### IMPATIENT

*You have no capacity for repetitive tasks or waiting around and have a short attention span.*

**Effect:** Your character suffers a cumulative -2 penalty on any repetitive (non-combat) skill roll. For example, if your character fails to climb a wall, he would become frustrated and rash and thus fail to take proper precautions to avoid falling.

## LANGUAGES SPOKEN:

Low Coryani, High Coryani, Milandisian, Altherian, Ying Hir

## BRIEF CHARACTER HISTORY

Since you were a boy, your life has been the legions. All you have really known is either war, or boredom while waiting for war. Your gift manifested at a young age, and you were taken under the tutelage of a Battlemage of the Legio lex Talionis. After many years your skill was such that you were provided to the Senior Centurion of the First Cohort and fought in the vanguard of many engagements. As the Empire shed provinces, your duties set you against quarrelsome lords, and seditious regions rather than external threats to the empire and your taste for your duties waned.

Mustering out, and accepting the land your service awarded, it soon became clear that you lacked the wealth to make something worthwhile of your farm. You have since bartered your sole marketable skill in Almeric, which has ample opportunities for mercenaries but even less purpose to the conflicts. You have come to Milandir in the hopes that the crusade against the infernal hordes will provide clarity of purpose and meaning to war. Serious-minded, you approach trouble head on. You prefer to be surrounded by light-hearted folks so that you can enjoy life vicariously through them – you have seen far too much bloodshed to ever truly be at peace.





**NAME:** Kadina Ha'taven, Weilder of the blade "Implacable".

**ARCHETYPE:** Divine

**BACKGROUND:** Mercenary

**RACE:** Kio

**CHURCH:** None

**DEITY:** Cadic; God of Shadows, Music, & Murder

**HERO TIER (RANK):** 1(1)

**NATIONALITY:** League of Princes

ATTRIBUTES

	SCORE	DIE	PASSIVE VALUE
might:	3	D6	+2
PROWESS:	6	D8	+3
QUICKNESS:	7	D10	+3
UIGOR:	4	D8	+2
CHARISMA:	7	D10	+3
INSIGHT:	4	D8	+2
LOGIC:	3	D6	+2
RESOLVE:	4	D8	+2

**INITIATIVE:**

3D10

**PACE**

PACE: 30'

W/GEAR: 25'

WEAPONS

WEAPON	SPEED	ATTACK (ATTRIBUTE DIE)	DAMAGE (ATTRIBUTE DIE)
KIO SWORD (1H)	3	+3 (PR)	D6 (QU)+1
KIO SWORD (2H)	4	+3 (PR)	D8 (QU)+1

**WEAPON NOTES:**

The Kio sword is an Adaptable (two-handed) & Quick weapon, allowing you to use it one handed or two (reflected above), you may also use Quickness instead of Might on damage rolls (all ready included above)

Your Kio Sword is also of Exceptional Make, granting +1 damage and lowering the weapons base speed by 1 (yes, reflected above)

Weapon Tricks (See back for descriptions)

Kio Sword: Rapid Strike

SKILL (PRIMARY ATTRIBUTE)	ACTION ROLL BONUS	PASSIVE VALUE
Arcane: Cants (Ch)	+3	18
Melee: Balanced (Pr)	+3	18
Athletics (Mi)	+2	16
Acrobatics (Qu)	+2	17
Persuasion (Ch)	+2	17
Ride (Qu)	+2	17
Stealth (Qu)	+2	17
Knowledge: Religion (Lo)	+1	15
Streetwise (In)	+2	16
You suffer a -1 penalty to all Mi & Qu based action skill rolls.		

DEFENSES & HEALTH

AVOIDANCE:	17	STAMINA:	51
FORTITUDE:	16	WOUNDS:	2
DISCIPLINE:	17		

ARMOR WORN

KIO HAUBERK

ARMOR  
RATING  
3

FATE

CURRENT FATE	3
BASE FATE	3

SPELLS KNOWN

For description of Kadina's spells, see Spell page 27  
**Universal:** All, **Anathema/Benedictions:** Castigate Deity  
**(Cadic):** Manipulation of Shadow, **Corpus:** Brittle Bones,  
Diminish Fatigue, Restore Senses

TALENTS:

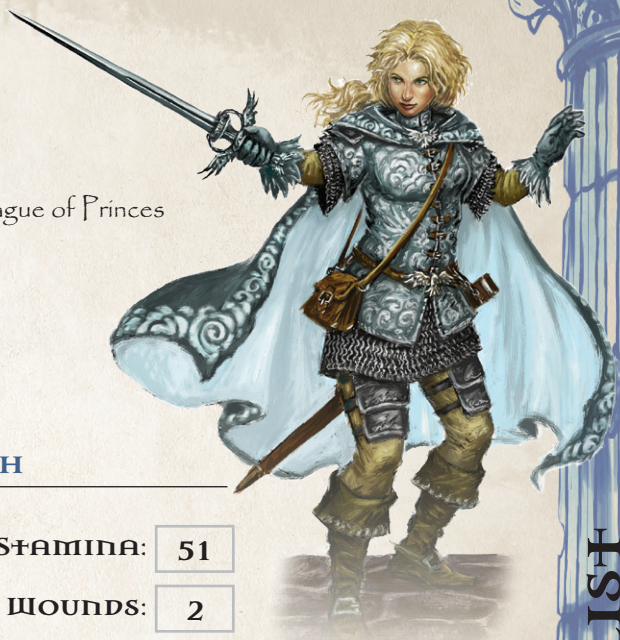
Your character's bonuses have already been adjusted to reflect the following talents: *Divine Spell Casting (Cadic), Armor Proficiency (All Light, Kio Hauberk), Weapon Training (Short Sword, Kio Sword, Dagger), Prestidigitation, Heirloom (Kio Sword), Prodigy: Cants*

The following talents as well as weapon tricks granted by weapon training are shown on the next page. *Spell Affinity: Diminish Fatigue, To Know the Gloom of Night, Campaigner, and Blessed Vitality*

EQUIPMENT:

\* Denotes in backpack

Exceptional Kio Sword, Kio Hauberk, Backpack, tent, bedroll\*, tinderbox, mess/cooking kit\*, waterskin\*, whetstone\*, belt, common garb, rations (1 week)\*, and 60 silver coins.





## TALENTS

### BLESSED VITALITY

**Tier I:** Once per Scene, as a Speed 2 action, you regain Stamina equal to d(Ch) plus your Passive Vigor Value.

### CAMPAIGNER [SKILL]

*You have taken part in a military campaign or have just lived the rigors of the military life; as such you are used to being marched and always being ready.*

#### Benefits:

**Forced March:** You gain a +2 bonus to all Mettle: Perseverance Action Skill Rolls.

**Light Sleeper:** While asleep you gain a +4 bonus to your Passive Perception Value.

**Always Ready:** You may sleep in Light or Medium armor without suffering any penalty.

### HEIRLOOM

*You possess the Kio Sword "Implacable".*

**Benefit:** You possess *Exceptional Kio Sword* named *Implacable*. This sword is a treasured family heirloom with its own history; and it's ownership brings you honor and respect.

When dealing with people who recognize the item and its history you gain a +1 bonus to all Charisma Action Skill Rolls when using Social skills. The bonus granted by having this item stacks with all other bonuses.

You are considered a "person of note" in your home nation.

Anyone from your native nation (or other Kio) have a chance to recognize the heirloom you carry by performing a *Daunting* (TN 25) *Knowledge: History* (Lo) Action Skill Roll.

People from other nations may also attempt to recognize the heirloom, though it is more difficult (increase the TN by 15).

### SPELL AFFINITY

*You have mastered a single spell beyond all others.*

**Benefit:** Anytime you cast *Diminish Fatigue*, Any time you cast this spell with any of its Adaptations you lower the CTN of the spell by 2.

### TO KNOW THE GLOOM OF NIGHT

*The darkness of night is a welcome sight to the children of and those blessed by Cadic.*

**Benefit:** You may see perfectly in non-magical darkness out to a range of 30'.

## WEAPON TRICKS

### RAPID STRIKE

*With a flick of the wrist you can strike faster than any serpent.*

**Attack:** Avoidance (Qu)

**Speed (Recovery):** -1 (2)

**Range:** Melee (1 Target)

**Effect:** Weapon -3 damage.

**Special:** While Rapid Strike cannot lower an attack speed below 3; it can be used as part of an advanced maneuverer to offset a speed increase. If this trick is used with a weapon which already possess a speed of 3 then this technique deals Weapon -2 damage

## FLAW

### HEROIC

*You must always help those in need.*

**Effect:** Your character must help those that cannot help themselves, even if such help is the to the character's own detriment. You will always give gold to beggars, will always defend the urchin from bullies, will always champion the powerless against a tyrant, etc. Your character suffers a -2 penalty to Insight rolls to determine if those that are in apparent need are deceptive about their situation. Your character never earns fate points for selflessly assisting others.

## LANGUAGES SPOKEN:

Kion, Low Coryani, Uden, Harnen

## BRIEF CHARACTER HISTORY

There are rumors, and you are certain they are baseless rumors, that one of your ancestors was not a Kio. Such a thing is ridiculous, your family has all of the grace, speed, and longevity of proper people, but they hound your line regardless. Positions of prestige are denied to you, even though you are the most qualified. After being passed up one too many times you have set out to sell your sword, if the lords of Capharra will not grant you the position you deserve, you will claim your own destiny in the wider world. To those outside, you are Kio – a figure of grace, elegance and inscrutable motive; a weapon as deadly as you are beautiful.

Greatness is your birthright and you will purchase it through sword and spell. You display outward confidence, but in fact harbor doubt deep in your heart. You seek ever more dangerous tasks to prove your worth and extract flattery from those around you to sooth your ego. Violence is always an option; because that is the one thing you know you are good at.





NAME: Gustav Feliks val'Sheem

ARCHETYPE: Expert

BACKGROUND: Noble Born

RACE: Val (val'Sheem)

CHURCH: The Milandric Orthodox Church

DEITY: Larissa

HERO TIER (RANK): 1(1)

NATIONALITY: Almeric (Moratavia)



ATTRIBUTES

	SCORE	DIE	PASSIVE VALUE
might:	3	D6	+2
proWess:	7	D10	+3
quICKness:	4	D8	+2
uIGOR:	3	D6	+2
charISMA:	7	D10	+3
INSIGHT:	5	D8	+3
LOGIC:	5	D8	+3
RESOLVE:	4	D8	+2

DEFENSES & HEALTH

AVOIDANCE:	18	STAMINA:	51
FORTITUDE:	16	WOUNDS:	2
DISCIPLINE:	17		

ARMOR WORN

ARMORED JACKET

ARMOR RATING
1

FATE

CURRENT FATE	3
BASE FATE	3

INITIATIVE:

2D10

PACE

PACE: 20'

W/GEAR: 20'

TALENTS:

Your character's bonuses have already been adjusted to reflect the following talents: *Armor Proficiency* (All regional light armors), *Weapon Training* (Side Sword, Dagger, Flintlocks), *Weapon Mastery* (Side Sword)

The following talents as well as weapon tricks granted by weapon training are shown on the next page. *Leadership*, *Fortune Favors the Bold*, *Honeyed Tongue*, *Political Maneuvering*, *Seductive*, *Stealthy*, *Two-weapon fighting*, *Challenge*.

WEAPONS

WEAPON	SPEED	ATTACK (ATTRIBUTE DIE)	DAMAGE (ATTRIBUTE DIE)
SIDE SWORD	4	+3 (PR)	D8 (QU)
DAGGERS (2)	3	+2 (PR)	D4 (QU)
FLINTLOCK PISTOL	2	+1 (PR)	2D6 (QU)

WEAPON NOTES:

Flintlock Pistol: Has a reload speed of 10, with a range of 875' with 50' increments. You possess 10 shots of blast powder. You may also use it as an blunt weapon (using the Melee: Unbalanced skill) as a speed 4 weapon dealing d6 (Mi) damage.

SKILL (PRIMARY ATTRIBUTE)	ACTION ROLL BONUS	PASSIVE VALUE
Melee: Balanced (Pr)	+2	18
Ranged: Marksman (Pr)	+1	18
Deceit (Ch)	+3	18
Empathy (In)	+3	18
Etiquette (Lo)	+1	17
Larceny (Qu)	+2	17
Persuasion (Ch)	+4*	18
Perception (In)	+2	17
Ride (Qu)	+1	16
Stealth (Qu)	+3	17
Streetwise (In)	+1	16
Linguistics (Lo)	+1	16

\*When performing the Persuasion: Seduce skill action you gain an additional +1

EQUIPMENT:

\* Denotes in backpack

Adorned Flintlock Pistol, Side Sword, Dagger, Noble Garb, Backpack, tent, bedroll\*, saddle bag, mess/cooking kit\*, waterskin\*, garb – common, rations (1 week)\*, cloak, 5 torches\*, tinderbox\*, and 140 silver coins





## TALENTS

### CHALLENGE

*Enemies find it hard to ignore you.*

**Benefit:** As a Simple skill action you may issue a challenge to a single opponent within 30', whom must be able to see and hear you. When you issue the challenge, perform a *Persuasion (Ch)* or *Intimidate (Ch)* Action Skill Roll against your target's Discipline. If successful, the target considers you a significant threat and attacks you for the next 12 Ticks. This does not mean that your target will always blindly charge forth disregarding their own safety (unless the target is particularly simple minded); how the target attacks you is their choice. For example, they may command others to attack you, use a missile weapon, or simply charge. You may only issue a Challenge to one target at a time.

**Special:** A target can only be under the effects of a single Challenge at a time. Any further attempts to Challenge the target fail until the duration of the original challenge has expired. While under the effects of a Challenge, if a target is damaged by anyone other than the challenger, they gain a +3 bonus to their Discipline against this Talent for the remainder of the Scene.

### FORTUNE FAVORS THE BOLD

*Luck is a fickle mistress, but She favors those who make their own fortune.*

**Benefit:** You gain one Fate Point per day; this point is refreshed every morning and cannot be saved.

### LEADERSHIP [SKILL, TIERED]

*"Cry Havoc and let slip the dogs of war!"*

**Benefit:** Per Tier. Unless otherwise noted, all abilities share the same characteristics (Sp 4, Duration: Instant, Range: 60').

**Tier I: Rallying Cry:** Once per Scene, you may call upon your allies and inspire them to greater acts of heroism. You restore d(Ch) +2 per Talent Tier in Stamina to all allies in range.

### POLITICAL MANEUVERING [SKILL]

*When any of your allies commit a social blunder, you know how to step in and what to say.*

**Benefit:** Once per Scene you may step in and attempt to correct a political or social blunder on the behalf of an ally. You may replace your *Persuasion (Ch)* Action Skill Roll with your ally's failed Action Skill Roll.

### HONEYED TONGUE

**Benefit:** You gain a +1 bonus to *Persuasion (Ch)* and *Deceit (Ch)* Action Skill Rolls.

### SEDUCTIVE

**Benefit:** When attempting to use the *Persuasion: Seduce* skill option, you gain +2 to your *Persuasion (Ch)* Action Skill Roll

### STEALTHY

**Benefit:** *The Shadows are Known to You:* You gain a +1 bonus to *Stealth (Qu)* Action Skill Roles when hiding or moving silently.

### TWO-WEAPON FIGHTING

*You know how to fight with a weapon in each hand.*

**Benefit:** After you attack with your main weapon, you may perform a basic attack with your off-hand weapon 1 Tick later.

You suffer a -2 to hit with both attacks (with a further -1 if one of the weapons is not light). Once both attacks are resolved, increase your Clock by the slower weapon's Speed +2.

*For example,* Caius is battling two zombies and the player wishes to attack one of the zombies with both weapons. He leads the attack with his Gladius, then (if he is still alive) upon the next Tick of the Clock attacks with his Pugio. At this point he advances his Clock by 7 (the Gladius being slower with Speed: 5 +2).

## FLAW

### EXPENSIVE TASTE

*Your character only accepts the finest goods.*

**Effect:** Your character spends 25% more for all purchases. As long as a better item is available.

## LANGUAGES SPOKEN:

Low Coryani, High Coryani, Milandisian and Altherian

## BRIEF CHARACTER HISTORY

Born to a val'Tensen prince, you would normally be expected to take up the fight to put your line on the throne. Alas, your mother's bloodline manifested and you have been passed up in favor of your younger brother. You were groomed from infancy to stand with your brother as he carved out his claim to the throne of Almeric, but you found that entirely too tedious. Instead you've set out for a life of adventure and excitement, riding off with a handful of sell swords to "save the world" from the infernal hordes beyond the Godswall. That one of your companions is a beautiful, graceful and dangerous Kio priestess makes the journey much less tedious.

You seek adventure and excitement, always. You fill any quiet time with antics and banter – the life of "adventure" you have set out upon has proven to be filled with a great deal of tedium. You don't really mind hardship as long as there is something interesting about it, but you are happy to splurge on creature comforts when the opportunity arises. You act the fool, but in fact you are shrewd and quick witted.





NAME: Kastos  
 ARCHETYPE: Martial  
 BACKGROUND: Soldier of Retribution  
 RACE: Elorii (Mârokene)  
 CHURCH: None  
 DEITY: Belisarda  
 HERO TIER (RANK): 1(1)

NATIONALITY: Entaris



# ATTRIBUTES

	SCORE	DIE	PASSIVE VALUE
Might:	7	D10	+3
Prowess:	7	D10	+3
Quickness:	5	D8	+3
Vigor:	4	D8	+2
Charisma:	3	D6	+2
Insight:	5	D8	+3
Logic:	3	D6	+2
Resolve:	4	D8	+2

## DEFENSES & HEALTH

Avoidance:	17	Stamina:	53
Fortitude:	17	Wounds:	3
Discipline:	18		

## ARMOR WORN

BRIGANDINE ARMOR

ARMOR RATING

4

## FATE

CURRENT FATE

2

BASE FATE

3

INITIATIVE:

PACE

3D10

PACE:

30'

W/GEAR:

25'

## TALENTS:

## WEAPONS

WEAPON	SPEED	ATTACK (ATTRIBUTE DIE)	DAMAGE (ATTRIBUTE DIE)
BASTARD SWORD 1-H	4	+4 (PR)	D8 (MI)
BASTARD SWORD 2-H	5	+4 (PR)	D10 (MI)
LONG BOW	5*	+4 (PR)	D10 (QU)

### WEAPON NOTES:

- Kastos' Bastard sword is made of Sarishan Steel

\*Possess a reload time of (2)

Your character's bonuses have already been adjusted to reflect the following talents: *Advanced Armor Training*, *Armor Proficiency (all Elorii Armors)*, *Weapon Training (All National Weapons)*, *Weapon Mastery (all Elorii Weapons)*

The following talents as well as weapon tricks granted by weapon training are shown on the next page. *Bloodline of Stone*, *Die Hard*, *Disciplined*, *Forward Stance*, *Martial Technique x2*, *Wolf Pack Tactics*

## EQUIPMENT:

\* Denotes in backpack

Bastard Sword, Brigandine Armor, Longbow with 20 Arrows, Military Kit (Backpack, tent, bedroll\*, tinderbox, mess/cooking kit\*, waterskin, \*whetstone, belt\*, boots, breeches, scabbard, sheath, common garb, rations (1 week)\*, and 10 silver coins.

SKILL (PRIMARY ATTRIBUTE)	ACTION ROLL BONUS	PASSIVE VALUE
Melee: Balanced (Pr)	+3	18
Ranged: Archery (Pr)	+3	18
Mettle (Re)	+3	17
Athletics (Mi)	+3	18
Heal (Lo)	+2	16
Battle (Lo)	+3	17
Tracking (Lo)	+2	16
Wilderness Lore (Lo)	+1	15

You suffer a -3 penalty to all Mi & Qu based action skill rolls.

KASTOS - HE WHO SPEAKS WITH STEEL





## TALENTS

### BLOODLINE OF STONE

**Benefit:** **Tier I:** *Stone is my Flesh:* Once per day (Speed: 3, Duration: Scene, Range: Self), you strengthen your skin with the blessings of your bloodline, granting you Natural AR of 3. (Increasing your worn armor value by +1)

### DIEHARD

**Benefit:** **Tier I:** Once per scene, as a speed 2 action, you may restore d(Vi) plus your Passive Resolve Value in Stamina.

### DISCIPLINED

**Benefit:** Gain a +1 bonus to your Discipline against skill-based non-magical attacks and Mettle action skill rolls.

### FORWARD STANCE

**Benefit:** You may suffer a -1 to melee attack rolls in exchange for an extra d4 melee damage die.

### WOLF PACK TACTICS

**Benefit:** When attacking an opponent in melee whom is also engaged in melee with any of your allies, you gain a +1 to hit and damage.

## MARTIAL TECHNIQUES

### LUNGE

*You can close the gap on your opponents very quickly indeed.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed:** +1 (2)

**Range:** Melee

**Effect:** *Weapon;* you can move up to 15' before performing this attack. Movement provided by this maneuver may trigger free strikes.

**Weapons:** Any melee weapon or unarmed.

**Special:** This combat maneuver may not be combined with any other movement action.

### SWEEPING STRIKE

*You strike in a wide arc, catching several enemies at once.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +3 (0)

**Range:** Melee

**Effect:** *Weapon;* you may perform an attack against any two opponents within melee reach. Each attack must be rolled separately.

**Weapons:** Any melee weapon or unarmed.

## WEAPON TRICKS

### MIGHTY SWING

**Category:** Base

**Attack:** Avoidance (Mi)

**Speed (Recovery):** +1 (3)

**Range:** Melee (1 Target)

**Effect:** *Weapon* +5.

**Weapon:** Bastard Sword

### POINT BLANK SHOT

*You opponents quickly learn to keep their distance.*

**Category:** N/A

**Attack:** Avoidance (Pr)

**Speed (Recovery):** None (see below)

**Range:** Nil

**Effect:** Anytime you attack a Target within 15' you reduce the Target's AR by 2. (To a minimum of 0)

**Weapons:** Bows (all)

### TRICKS OF THE TRADE; COMBINING MANEUVERS

*In the Arcanis Role Playing game you may combine 2 Base maneuvers (Tricks or Techniques) into an Advanced maneuver.*

• **Restrictions:** Both base maneuvers must be able to be performed with the same weapon.

• **Speed & Recovery:** Use the slowest maneuver's Speed cost and apply the faster maneuver's Speed cost as additional Recovery. In cases which both maneuvers possess the same Speed, use the maneuver with the highest recovery as your Base maneuver.

• **Effects:** The effects of both maneuvers are combined. Single Target effects are applied to all Targets when combined with a multiple Target maneuver.

## FLAW

### CURSED / DAMNED

*You have either committed a terrible deed that has turned the Gods' favor from you, or have offended a powerful wielder of magic*

**Effect:** When your Fate pool fills at the beginning of a tier, you receive 1 less Fate point. Also, you may not spend Fate points to reduce damage.

## LANGUAGES SPOKEN:

Elorii, Low Coryani, Kion, Undir

## BRIEF CHARACTER HISTORY

You trained in the armies of Entaris, and served the nation's interests in the skirmishes common to the League. Your commander has instructed you to go forth and fight in the wars of men to learn their capabilities. You have been appalled by the insignificant causes that humans will war over, and you have learned that abundant practice has made humans (as well as Kio, Gar, Varghast, etc.) Deadly enemies. Working as a mercenary, you threw in with a Kio and have worked your way north, recently working in Almeric. You find the prospect of a battle with a clear enemy appealing and have persuaded some of your fellows to join the Crusade against the Lordship of Iron.

You are stubborn, holding strongly to preconceived notions. You do not "come around", in the rare cases that you change your mind, you switch over entirely, and hold your new position with the same resolute certainty. You will not abandon your allies, you will always be the last to leave, and the first to enter (unless given reason not to be).





## UNIVERSAL SPELLS

### DISCERN RESIDUE

**Category:** Base

**CTN:** 16 (Special, see Effect)

**Range:** Self (10' Radius)

**Speed (Strain):** 2 (+1)

**Duration:** Instant

**Effect:** Regardless of your Arcanum skill ranks, any time you cast this spell you must always perform an Arcanum Action Skill Roll. If your Passive Arcanum Value is 14 or higher, you cannot fail when casting this spell, even if you roll two 1s. Your Arcanum roll determines how much you are able to detect. With a successful casting of this spell, you instantly detect the presence of any spell within range.

- With a Challenging (TN: 20) Arcanum Action Skill Roll, you detect the number of different magical effects within the spell's radius.
- With a Daunting (TN: 25) Arcanum Action Skill Roll, you learn the exact location of each aura and its relative strength (the Tier of the creature who created the magical effect).

**Special, Understanding:** If you successfully pinpoint a spell effect, you may perform a Daunting (TN: 25) Arcanum: (Knowledge) Action Skill Roll to decipher the spell's Tradition (the Tradition used by the caster specifically, not all the ways it can be cast). You gain a +2 bonus to this roll if you are able to cast spells of the same spell Tradition.

### UNRAVEL THE THREAD

**Category:** Advanced

**CTN:** 18

**Range:** 60'

**Speed (Strain):** 5 (+3)

**Defense:** None (See Effect)

**Effect:** All spells, regardless of tradition or source share one of the same elements, elements which every accomplished caster know how manipulate allowing them to dismantle them, pulling upon the right thread to unravel its power. If you successfully cast Unravel the Thread, perform an Arcanum Action Skill Roll against the Passive Arcanum Value of the creature that cast the spell. If you are successful the spell is dispelled.

### WITCHLIGHT

**Category:** Base

**CTN:** 16

**Range:** Self

**Speed (Strain):** 2 (+1)

**Duration:** 1 hour

**Effect:** You create a ball of Witchlight that orbits you at head-level. This orb sheds light equivalent to a lantern

**Adaptation:** Increase the CTN by 3 to summon forth an additional ball of light that may move at your command. The ball of light has a pace of 60' and may move no farther than 30' from you.

**Adaptation:** Increase the CTN by 6 to summon forth 2 additional balls of light which may move as above, for a maximum of 3 balls of light.

## ANATHHEMA/BENEDICTION

### CASTIGATE

**Category:** Base

**CTN:** 18

**Range:** 30' (1 Target)

**Defense:** Discipline

**Speed (Strain):** 5 (+2)

**Duration:** Instant

*As the spiritual authority of your deity, you may show the unfaithful and the infidels the error of their ways.*

**Effect:** Your Target suffers (Primary) damage that bypasses all natural AR or AR provided by worn armor.

**Adaptation:** Increase the CTN by 4 and Speed by 1 to change the spell's range to 30' (10' radius), affecting multiple Targets.

**Adaptation:** Increase the CTN by 4, and Strain by 1 to add a d4 damage die. This Adaptation may be applied multiple times, each time applying a Die Bump to the damage die.

## BATTLE SPELLS

### ARC OF LIGHTNING

**Category:** Base

**CTN:** 17

**Range:** Melee (1 Target)

**Defense:** Avoidance

**Speed (Strain):** 4 (+2)

**Duration:** Instant

*With a quick prayer, arcs of lighting spring from your hands.*

**Effect:** At its most basic level, this spell allows you to create an arc of lightning that you may discharge at enemies adjacent to you. The miniature lightning arc delivers d6 (Primary). Targets wearing armor made up of 50% or more metal or who are submerged in water suffer an additional 2 points of damage.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to change the spell's range to 30' (1 Target).

**Adaptation:** Increase the CTN by 3 and Strain by 2 to affect an additional Target. The Targets affected must be in squares adjacent to you or each other. This Adaptation may be applied twice, to a maximum of three Targets.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

### FORCE PUSH

**Category:** Base

**CTN:** 17

**Range:** 30' (1 Target)

**Defense:** Fortitude

**Speed (Strain):** 3 (+1)

**Duration:** Instant

*You create a ball of force that rushes towards your Target, pushing them away from you.*

**Effect:** If you successfully strike your Target, he is forced 10' directly away from you. Creatures who hit a solid immovable object before reaching the spell's outer edge suffer damage as if they fell the distance they traveled. Large size and larger creatures are only moved 5'.

**Adaptation:** Increase the CTN by 3, and Strain by 1 to move the Target an additional 10'. Large size and larger creatures are only moved an additional 5'.

**Adaptation:** Increase the CTN by 2, Speed by 2, and Strain by 1 to also deal d6 (Primary) Stamina.

### QUICKEN STEP

**Category:** Advanced

**CTN:** 18

**Range:** Self

**Speed (Strain):** +1 (+3)

**Duration:** Instant

**Effect:** You gain a +15' bonus to your Pace. This spell is performed while moving, thus this spell's Speed cost is added to any actions you perform. For example, if you cast this spell and Charge, your action's total Speed cost would be 4+ weapon Speed (3 for Charge and 1 for the spell) Unlike other spells, Quicken Step cannot become an interruptible effect, as it is performed in conjunction with a movement based action.

**Adaptation:** Increase the CTN by 3 to increase the bonus Pace by 5'.





## CORPUS

### BRITTLE BONES

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+1)

**Range:** 30' (1 Target)

**Duration:** Next attack\*

**Defense:** Fortitude

(\*or end of Scene)

**Effect:** The next successful weapon attack on the Target deals an additional d10 damage.

**Adaptation:** Increase CTN by 4, Speed and Strain by 2 to affect an additional Target within range.

**Adaptation:** Increase the CTN by 2 to increase the spell's Range by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

### DIMINISH FATIGUE

**Category:** Base

**CTN:** 17

**Speed (Strain):** 4 (+2)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Fortitude (Auto-Fail if desired)

**Effect:** This spell allows the caster's touch to restore d8 (Primary) Stamina to the Target.

**Adaptation:** Increase the CTN, Speed, and Strain by 1 to change the range to 30' (1 Target)

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the healing die. This Adaptation may be applied multiple times.

### RESTORE SENSES

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+3)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Fortitude (If desired)

**Effect:** If the Target has been Blinded or Deafened by natural means, whether induced by magic or not, this spell will restore their sight or hearing just short of the regeneration of the organ.

## DEITY SPELLS

### MANIPULATION OF SHADOW

**Category:** Base

**CTN:** 17

**Speed (Strain):** 1 (+1)

**Range:** Self

**Duration:** Scene (D)

*You are able to siphon a small amount of Shadow Stuff into the Mortal Realm and craft it into specific items.*

**Effect:** All shadow items created with this spell disappear 12 Ticks after leaving the casters hands.

- *Tendrils of Fine Manipulation:* The use of this spell allows the caster to summon forth very fine tendrils that enables him to pick a lock without the need of lock picks. The caster gains a +1 bonus to all Larceny: (Pick Locks) Action Skill Rolls when using these picks.

- *Shadow Rope:* The caster is able to manifest 10' of shadow stuff in the form of a rope. The rope remains manifested until the caster has not been in contact with it for 5 seconds or the caster wills it away.

- *Shadow Dagger:* The caster is able to manifest a stiletto dagger. Treat this dagger as a regular dagger; this weapon is also considered a magical weapon when used against creatures protected from mundane weapons.

**Adaptation (Shadow Rope):** Increase the Strain by 1 and the Speed by 1 for each additional 10' of added to the length of rope.

**Adaptation (Shadow Dagger):** Increase Strain by 1 to create an additional dagger.

## ELEMENTAL SPELLS

### ELEMENTAL BOLT

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+2)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*You create a spark of elemental energy that rushes forth and strikes at a foe.*

**Effect:** Choose an element (Earth, Air, Fire, or Water). Elemental Bolt deals d6 (Primary) damage of the chosen elemental type.

**Restriction:** You must already have an available source of the element somewhere adjacent to use that particular element, unless you are capable of producing it yourself (for example a val'Ossan casting a Water spell).

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to affect an additional Target within range.

**Adaptation:** Increase the CTN by 6, Speed by 2 and Strain by 4 to change the range to 30' (10' Radius).

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## ILLUSION SPELLS

### CONFOUND

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+3)

**Range:** 30' (1 Target)

**Duration:** Scene (D)

**Defense:** Discipline

*You quickly draw your Target into a tapestry of willfully woven redundant words wrecking any semblance of clear thought.*

**Effect:** Apply a Die Penalty the Target's Logic and Resolve die the remainder of the Scene.

**Adaptation:** Increase the CTN by 2 and Strain by 1 to increase the spell's range by 10'.

### TRICKS OF THE TRADE; COMBINING SPELLS

*In the Arcanis: the Roleplaying Game you may combine 2 Base Spells into as single Advanced spell. To form an Advanced Spell, both Base Spells must share the same Duration, and Area (if applicable).*

The final Spell then takes on the following characteristics

- **CTN:** Equal to the sum of both CTNs - 15.

- **Speed & Strain:** Equal to highest Spell Speed and Strain cost + half of the lower Speed and Strain cost (min of +1).

- **Range:** Equal to the shortest Range and number of targets. Area Spell Ranges are equal to the smallest Area and the shortest Range (For example, an Advanced Spell built with two spells having a 15' Cone and 20' Area (10' radius) would be reduced to 15' Cone).

- **Effects:** The effects of both Spells are combined; if the new Spell attacks two different Defenses, then a single roll is used to determine the success of the Spell. If the Spell fails to bypass one of the target's Defenses, only apply the effect that successfully bypassed the other Defense. If the Spell fails to bypass either of the Defenses, the Spell fails as usual. Regardless of the combined effects, when combining two damaging spells only one of your primary casting Attribute die may explode.

- **Advanced Spells and Adaptations:** You may add Adaptations of either Base Spell to the final Advanced Spell.

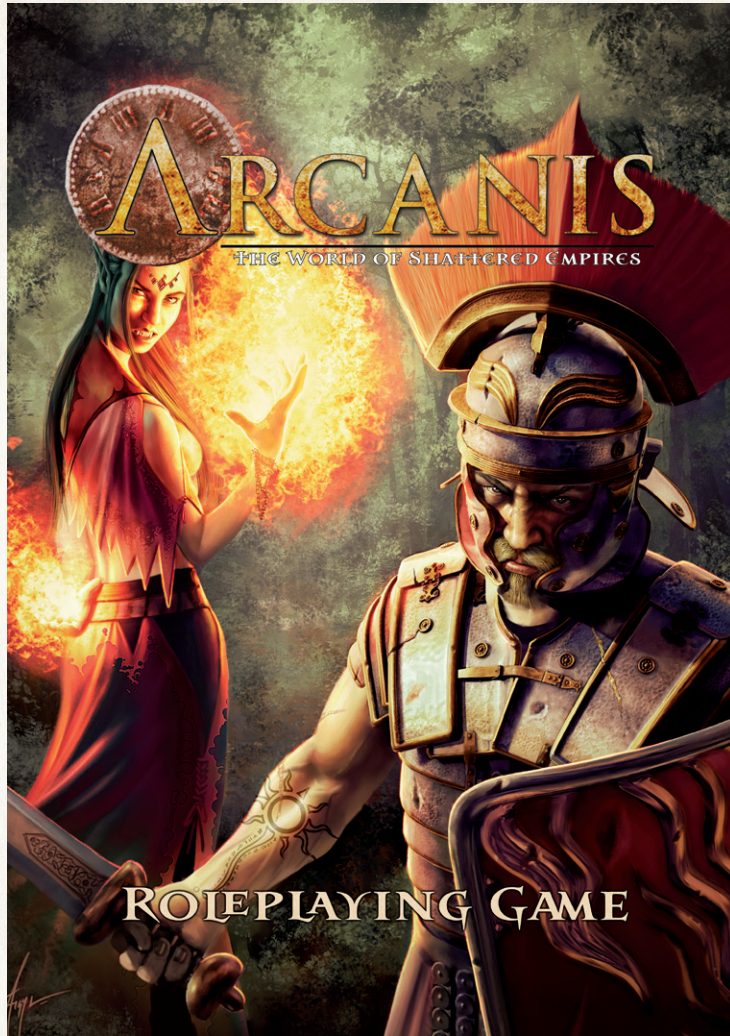








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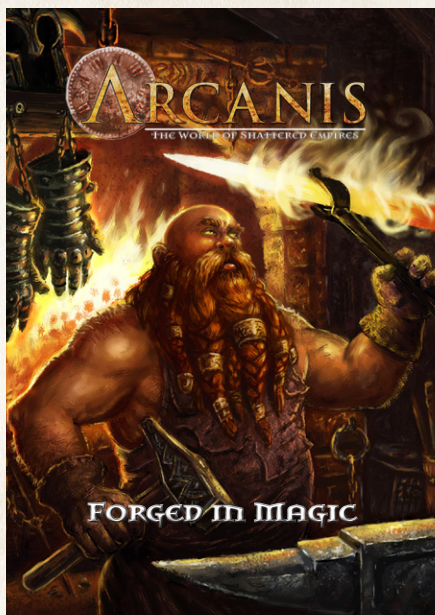
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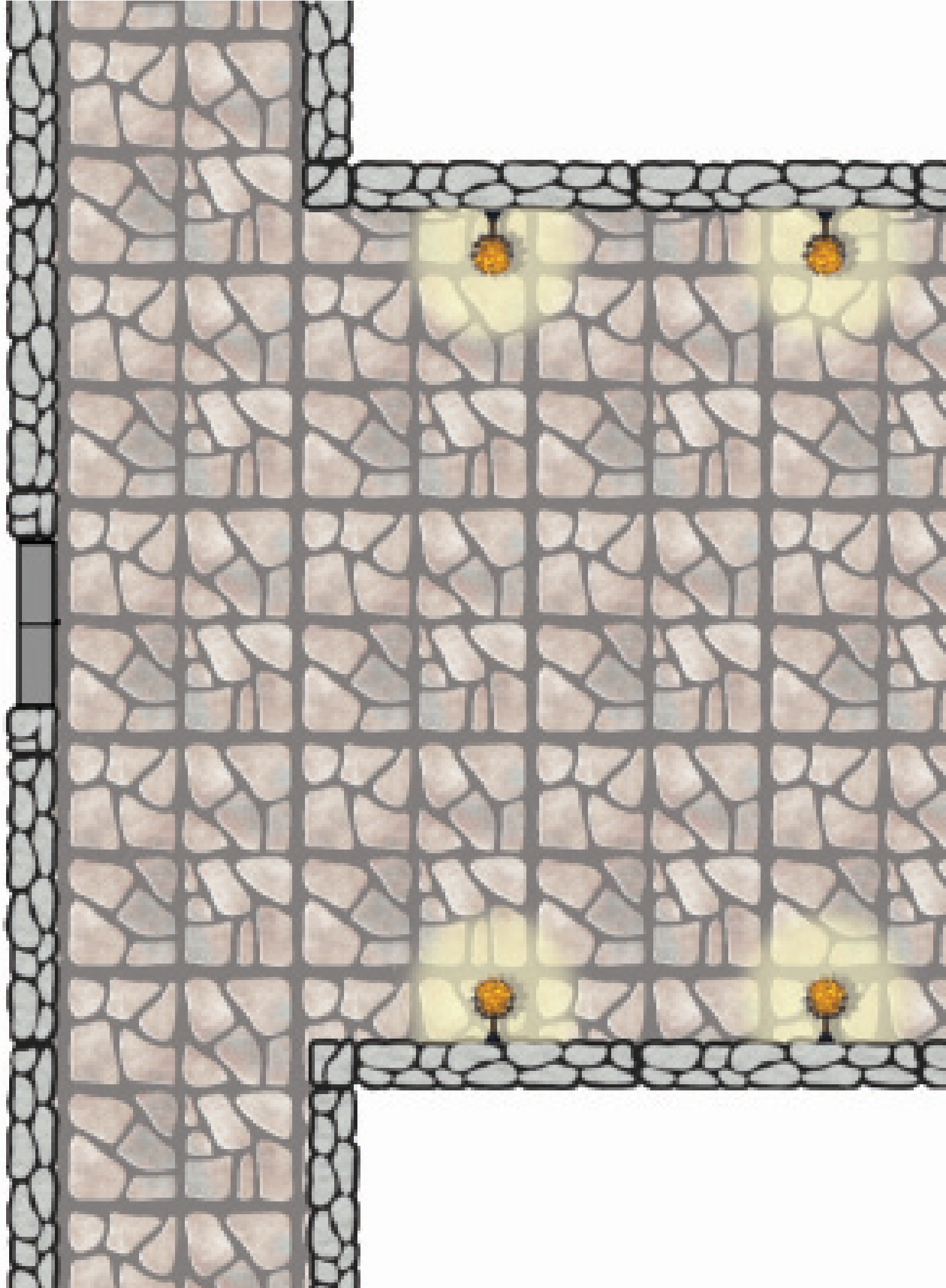
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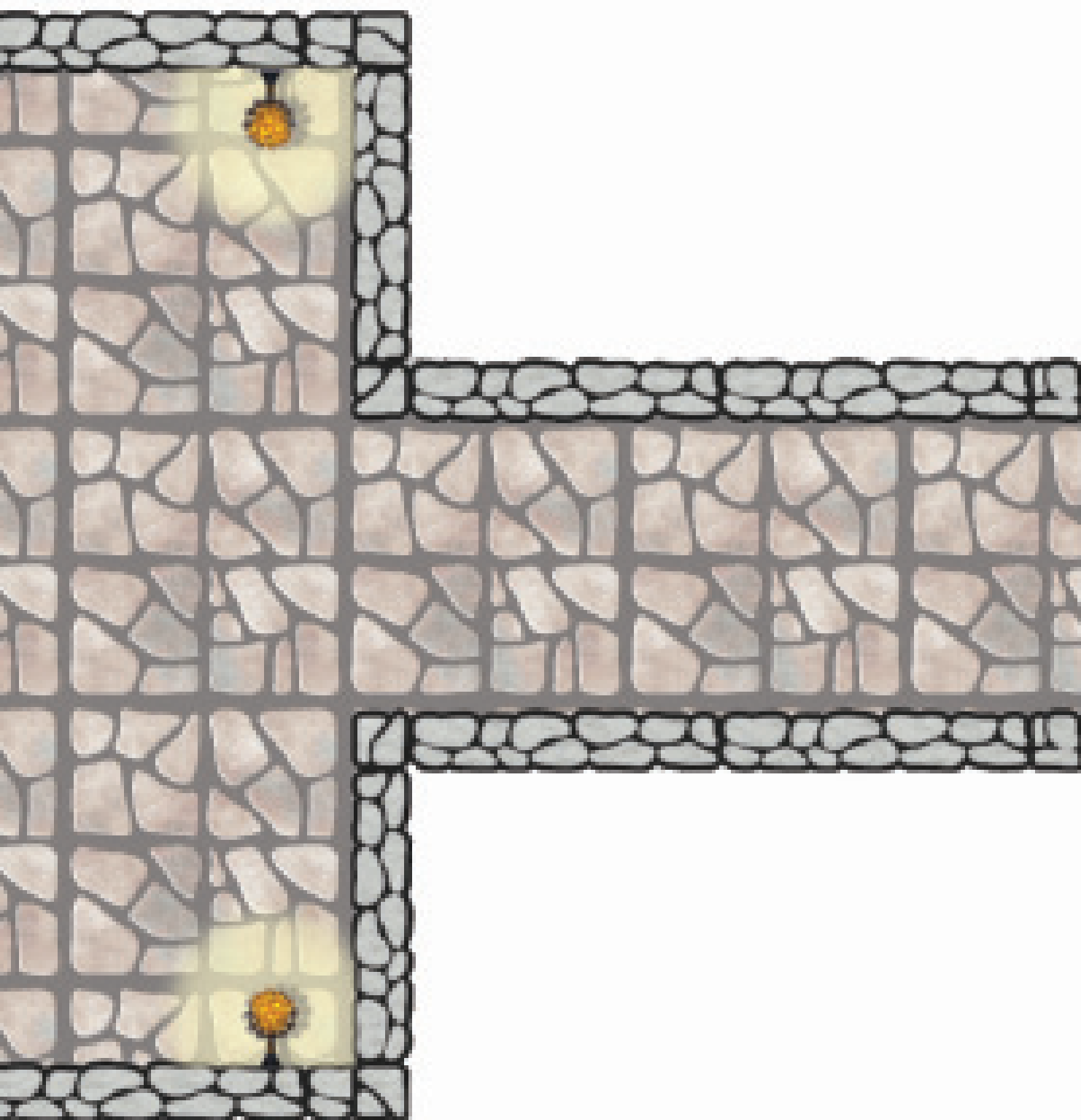
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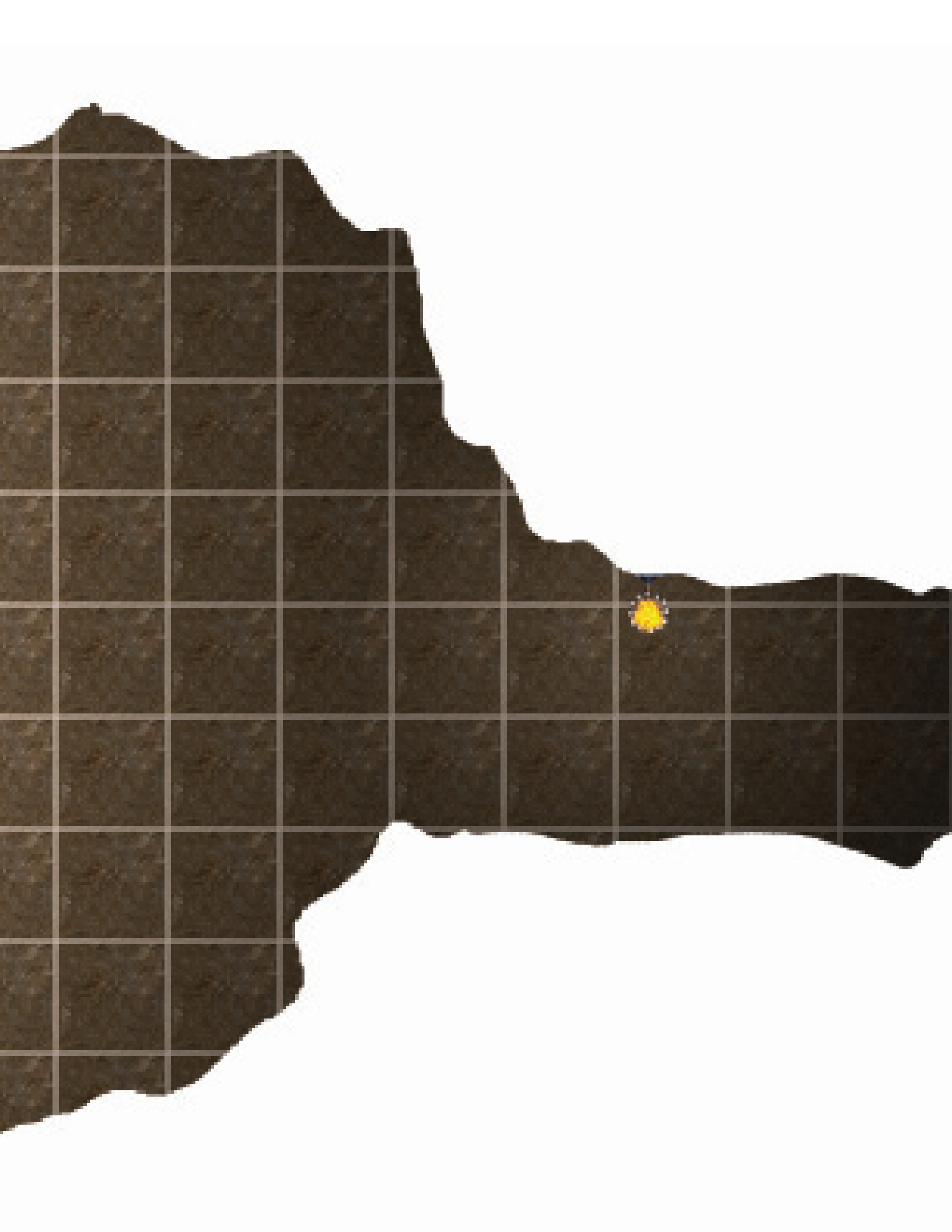














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