

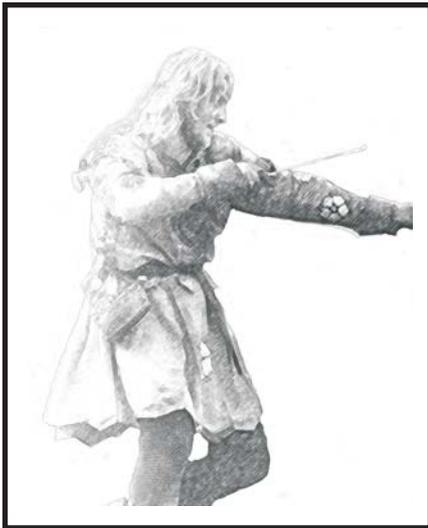


Part Three: Character Skills, Virtues and Flaws Listings

Character Skills

This section contains detailed descriptions of all the skills available to characters. These skills may be purchased with starting character points or with experience (unlike virtues and flaws). Some skills have prerequisites that the character must know before the skill can be bought, these are listed with such skills.

Combat Skills



These skills are all directly related to combat. Learning such a skill assumes that the character has had some degree of relevant combat training. If learning these skills with experience you must justify how you have come by them and have had sufficient time to practice. Any character with a combat skill may teach it to another character given sufficient time and the other character's ability to learn which is measured by experience.

Weapon Proficiencies

Any character may use any weapon but unless they have a proficiency in that type of weapon they will fight a poor and clumsy manner. Great effort should be made to fully role-play this, swinging blows in a slow and telegraphed manner.

Weapon proficiencies allow a character to fight to their full capability inflicting a single point of damage with any strike of that type of weapon.

When taking a one-handed weapon proficiency you must specify which hand you are proficient in. Consequently to use a one handed weapon in each hand you must buy two one-handed weapon proficiencies, one for each of your hands.

In the case of weapons that are designed to be used in one or two hands a single weapons proficiency is sufficient in either hand to use the weapon two handed.

Short weapon (under 24").

This skill makes the character proficient in the use of small weapons such as daggers and smaller short swords. The entire weapon length must be no longer than 24 inches if it is to be used with this skill.

Sword (under 48") Prerequisite: Short weapon.

This skill makes the character proficient in the use of swords and similar bladed weapons such as rapiers, cutlasses, scimitars and the like. The entire weapon length must be no longer than 48 inches if it is to be used with this skill.

Great Sword, Two-handed Only (over 48") Prerequisite: Sword

This skill makes the character proficient in the use of two-handed swords and similar bladed weapons. The entire weapon length must be no longer than 60 inches if it is to be used with this skill.

Cudgel (under 48") Prerequisite: Short weapon.

This skill makes the character proficient in the use of axes, hammers, maces, clubs and the like. The entire weapon length must be no longer than 48 inches if it is to be used with this skill.

Big Cudgel, Two-handed Only (over 48") Prerequisite: Cudgel

This skill makes the character proficient in the use of two-handed axes, maces, hammers, mauls and similar weapons. The entire weapon length must be no longer than 60 inches if it is to be used with this skill.

Staff, Two Handed Only (Under 60")

This skill makes the character proficient in the use of two-handed staves. To use this skill the weapon must not have any blades or spikes upon it nor be designed to strike with any particular end (such things are cudgels) The entire weapon length must be no longer than 60 inches and must be used with hands equally spaced along the centre of the staff (not with two hands and one end and swung like a great sword or spear).





Polearm, Two Handed Only Prerequisite: Staff

This skill makes the character proficient in the use of two-handed polearms. A polearm may be any hafted weapon with or without blades spikes or other adornments such as spears, pikes and halberds. Polearms that are specifically designed for thrusting with may be used in this manner but must be thoroughly weapons checked first and approved for that use. There is no official limit on the maximum length a polearm may be as long as it is declared safe during a weapons check.

Archery

This skill makes the character proficient in the use of all types of bow and crossbow. Please remember to have all your arrows or bolts weapons checked before use.

Thrown Weapon

This skill makes the character proficient in the use of all types of throwing weapon such as throwing knives, throwing axes and javelins. Throwing weapons may not have a solid core.

Armour Skills

Armour Skills allow characters to wear the more sturdy forms of armour providing they have bought such armour in character and have the appropriate out of character phys rep. Details of how armour protects a character from damage can be found in the **Death, Damage and Armour** section.

Wear Medium Armour:

Allows the character to wear medium armour for 2 AL of protection. Medium armour must be represented by heavy leather or studded leather armour. Furs are not sufficient and would be deemed as light armour. Padded jacket with metal reinforcement (such as studs) may be claimed as Medium Armour.

Wear Moderate Armour:

Allows the character to wear moderate armour for 3 AL of protection. Moderate armour must be represented by metal chain mail, ring mail or similar. Alternatively good quality latex plate armour may be used.

Wear Heavy Armour:

Allows the character to wear heavy armour for 4 AL of protection. Heavy armour must be represented by **metal** plate armour.

Other Combat Skills

Avoidance

Gives the character the ability to swiftly duck and side step blows aimed at them in combat. When struck by either melee or missile weapons the character may employ this skill to make the call "Dodge" and consequently avoid the blow. The character may not wear more than Medium Armour and use this skill as it impedes the dexterity required to use it. The skill may be purchased several times and **may be used once per day per pick**. This skill may only be used to avoid blows that the character can see coming and cannot be used if the character is under the effect of "Sleep" or "Freeze" calls or restrained in some way.

Forearm Block

Gives the character a degree of unarmed combat training. Using this skill the character may block weapon blows with their forearms as if it had been parried with a weapon. The call "Block" should be made while doing so and the character receives no damage to Health Levels or armour levels for doing so. The skill cannot be used unless an obvious and deliberate attempt to parry is made and may only be used if a character has no weapon in that hand. The character may not wear more than Medium Armour and use this skill as it impedes the dexterity required to use it. The number of times per day that the character may make this call is determined by the number of times this skill has been picked and is given in the table below

Number of Forearm Block Skills picked	Number of times that the skill may be used
1	Twice per day
2	Four times per day
3	Eight times per day
4	For one minute, four times per day
5	For five minutes, four times per day
6	For fifteen minutes, four times per day
7	Permanently in effect



**Mighty Blow Prerequisite: A two handed weapons proficiency**

Allows the character to summon up reserves of strength to inflict blows of great force upon an opponent with two handed melee weapons, specifically only weapons that fall under the following weapons proficiencies may be used: Great Sword, Big Cudgel, Staff, Polearm. When using this skill the character may make the call "*Mighty*". The number of times the character may make this call is determined by the number of times this skill has been taken as shown on the table below. This skill may only be used with weapons a character is proficient in. When using this skill you must make an effort to demonstrate the "heroic nature" of these mighty blows.

Number of Mighty Blow skills picked	Number of times that the skill may be used
1	Twice per day
2	Four times per day
3	Eight times per day
4	Four times for one minute per day
5	Four times for five minutes per day
6	Four times for fifteen minutes per day

Critical Strike Prerequisite: Any weapons proficiency

Allows the character to inflict great damage with a weapon they are trained in. When using this skill the character may make the call "*Double*". The skill may only be made when wielding weapons that the character is proficient with. The number of times the character may make this call is determined by the number of times this skill has been taken as shown on the table below.

Number of critical strike skills picked	Number of times that the skill may be used
1	Twice per day
2	Four times per day
3	Eight times per day
4	Four times for one minute per day
5	Four times for five minutes per day
6	Four times for fifteen minutes per day
7	Permanently in effect

Piercing Strike Prerequisite: A short or thrown weapons proficiency

Allows the character to find the weak spot in the targets defences when using **small or thrown weapon** types. The skill may only be used with weapons that the character is proficient with. When using this skill the character may make the call "*through*" providing the weapon they are using is edged. The number of times the character may make this call is determined by the number of times this skill has been taken as shown on the table below.

Number of Piercing Strike skills picked	Number of times that the skill may be used
1	Twice per day
2	Four times per day
3	Eight times per day
4	Four times for one minute per day
5	Four times for five minutes per day
6	Four times for fifteen minutes per day
7	Permanently in effect

Marksmanship Prerequisite: Archery

A character with this skill is an expert archer. Missiles fired from Bows or Crossbows by a character with Marksmanship now do "*Through*" damage. Call "*through*" when firing your bow or crossbow. May be combined with the Precision skill.

Precision Prerequisite: Archery

A character with this skill is an expert archer. Missiles fired from Bows or Crossbows by a character with **Precision** now do "*Double*" damage. Call "*Double*" when firing your bow or crossbow. May be combined with the Marksmanship skill.



**Leadership Prerequisite: Valour (mental skill).**

The character is a great leader and may protect those close to him from the effects of fear. The character may prevent or cancel fear effects on any character (including himself) within his vocal range the following vocals (or similar) must be used.

“By my command feel no fear, remove fear.”

The countered fear has no effect. The skill may be used against magical or natural fear effects. The number of times the skill may be used depends on the number of times that the skill has been purchased and is indicated by the table below.

Number of Leadership skills picked	Number of times that the skill may be used
1	Twice per day
2	Four times per day
3	Eight times per day
4	Four times for one minute per day
5	Four times for five minutes per day
6	Four times for fifteen minutes per day
7	At will

Physical Skills

These skills are abilities gained through the rigours of training and discipline of the body. As such they assume that the character has devoted much time training their bodies to a state where by these things can be achieved and spends some degree of time maintaining that state. If learning these skills with experience points then you do not need a teacher to instruct you however you do need to devote a reasonable degree of time to the task.

Break Bonds

The character has a limited degree of contortionism, which allows escape from any form or entanglements and bondage (including those created by magic). For example the character can escape from straight jackets, chains, manacles and similar devices. However they cannot escape from a locked room. The character spends 10 seconds obvious struggling or a minute quiet concentration at which point is free to move and if physically restrained should ask a referee for the restraints to be removed. ***Please note that Grand Design only allows actual physical restraint of a person with that person's consent, breach of this will lead to immediate and permanent revocation of membership!***

Endurance

The character is tougher than most and can withstand degrees of physical damage that others cannot, the character gains + 1 Health Levels to every location. The skill may be purchased multiple times to gain a greater advantage.

Mental Skills

These skills are abilities gained through the rigours training and discipline of the mind. As such they assume that the character has devoted much time training their minds to a state where by these things can be achieved and spends some degree of time maintaining that state. If learning these skills with experience points then you do not need a teacher to instruct you however you do need to devote a reasonable degree of time to the task.

Feign Death

Allows the character to enter a deep trance in which the character can reduce their breathing and heart rates to such low levels that they appear to all intents and purposes dead. This will fool a physical examination but not spells that reveal the health of the target. The character must be conscious to enter the trance and whilst under it the rate at which the character bleeds is halved (such that a limb will normally take 10 minutes of bleeding to become crippled and a further 10 minutes must elapse before the character dies). The character may leave the trance at any time and can hear (but not see) what is going on around them while they are in the state of trance.

Healing Trance Prerequisite: Feign Death

Allows the character to enter a deep trance in which their healing rates are accelerated dramatically. If the character has any form of regeneration abilities then they are doubled in rate while the character is in the trance and the normal restrictions preventing regeneration of limbs on zero health levels do not apply. If the character does not have any regeneration abilities then they regain 1 Health Level of damage to a location for every full 10 minutes that they spend in the trance. The character must be conscious, still and concentrating to enter a healing trance, however it may be combined with the Feign Death ability. Crippled limbs may not be healed via this means.





Valour

The character is mentally disciplined against all causes of fear. The character may call “Resist” whenever the target is a “fear” regardless of its source.

Intimidation

The character is an intimidating individual and may use this in his / her favour a number of times per day. Whenever the skill is used the character may make the call “fear 1 minute” against a single individual. The target must be in the immediate presence of the character and must be paying attention to them for the skill to be used. The skill may be used once per pick per day.

Knowledge Skills

Knowledge skills are acquired through a period of learning and study. Characters who take these skills should assume that they have come by them from some period of tuition or reading or from a prolonged period of trial and error. If buying these skills with experience it will take characters a much shorter period of time to learn it they have relevant source material or tuition from another character with the relevant skill.

Literacy

The character can read and write in any language that they can speak providing it has a written form.

Additional Language

You can learn one additional language for each purchase of this skill. When speaking in a language that isn't Saranth (the common tongue) you should make it clear to all within earshot that this is the case by prefixing the start of any dialogue with the name of the language it is being spoken in. All characters with this and the literacy skills will receive a symbolic alphabet sheet allowing them to translate and write documents in their additional language.

Mercantile Knowledge

Given a month of time in a single market city a character with this skill may establish a full price list of what goods are available there. The character will also glean the approximate demand for those goods and a general indication of which way trade prices in that city may fluctuate in the short term.

Tracking

The character is skilled at examining and following trails. The character **may** be able to examine terrain and from it learn what types of creature passed that way recently, how many of them there were and what direction they headed in. Players who have their characters purchase this skill must understand that it will function only at the referees discretion and that there may be times when this skill cannot be used due to out of character circumstances. This skill may be useful in downtime.



Expert Knowledge

The character is an expert in some field or has a great degree of knowledge in some area. The character may ask a referee for more information in circumstances where their expert skill is relevant. Players are free to decide exactly what field (or fields if this skill is bought several times) their character is an expert in. The more specific the field selected the more information will generally be given.

Examples of Expert Knowledge might be: Imperial History, Imperial Law, The Geography of a Specific Realm, Shipping Routes, Military Tactics etc.

Artisan

Characters with an Artisan skill are masters of a particular form of trade. This broadly encompasses all of the various trade skills employed in the Empire. In game terms this skill, regardless of what trade it represents, may be used during downtime to generate the character an income. Typically a character employing this skill will receive a sum of 100 thrones per month that the skill is used for. Work done in this manner is for some third party and the employer supplies raw goods (where logically required) at no cost to the character. In some circumstances the referee may rule that the character may not successfully use the skill to gain income (e.g. trying to make a living from metalworking whilst stranded in a remote swamp).



The Artisan skill may be purchased several times to gain knowledge of different trades, or may be purchased twice for the same trade. A character with two artisan skills in the same trade is considered a Master Artisan and gains an increase in the amount of income they can achieve per month. Additionally for those trades that can manufacture goods (see below) a Master Artisan can produce superior quality items or master crafted items that are suitable for enchantment.



Typical artisan skills are listed here although players may (with ref permission) invent their own. Each are treated identically in terms of game play with the exception of those that may produce manufactured goods (see below):

Typical Artisan Skills that do not produce manufactured goods: *Advisor, Mercenary, Architect, Guard, Money Lender, Seaman, Smuggler, Thief, Watchman, Pilot, Navigator* (or players may invent their own).

Artisan Skills that do produce manufactured goods: *Smith, Carpenter, Mason, Jeweller, Leatherworker, Armourer, Tailor, Potter* (players may not invent their own Artisan skills that produce manufactured goods).

Manufacturing Goods Using Artisan Skills

A character trained in an Artisan skill that is capable of producing manufactured goods may instead of simply employing their skill to generate an income take a quantity of raw goods and turn them into manufactured goods. Having a good supply of raw goods and knowing where best to sell your manufactured goods can make considerably more money than simply using your skill for a third party. Before you attempt to do this you should familiarise yourself with the concepts and rules discussed in the **Trade in the Archipelago**.

Characters taking artisan skills that allow them to produce manufactured goods will receive details on what quantities of raw materials they can turn into manufactured good in a given time scale with their character packs.

Producing a single master crafted item can take a considerable period of time and may require all manner of things. A character wishing to produce a master crafted item in downtime should approach a referee to determine what is required and approximately how long it will take. Master crafted items are rarely produced simply for trade due to the time and effort required, typically they are created specifically for enchantment and are the pinnacle of the artisan's skill.

Some trade skills allow a choice of what form the manufactured goods may take. The character must choose before the work is started what form the finished product will take, the choices available to a given artisan are listed in the table below.

Artisan Type	Raw Goods Required	Manufactured Goods Possible
Carpenter	Wood	Building Materials, Household Goods. Ship Building Materials, Superior Ship Building Materials
Smith	Base metals	Ironwork, Superior Ironwork
Armourer	Base metals	Weapons, Superior Weapons, Metal Armour (Moderate), Superior Metal Armour (Heavy)
Jeweller	Precious metals	Jewellery
Jeweller	Precious metals + Gems	Superior Jewellery
Mason	Stone	Building materials, Superior Building Materials.
Tailor	Cloth	Clothes
Tailor	Cloth + Dyes	Superior Clothes
Tailor	Silks	Clothes, Superior Clothes
Tailor	Hides	Clothes
Leather Worker	Hides	Clothes, Leather Armour (Light), Superior Leather Armour (Medium)
Potter	Clay	Household Goods
Potter	Clay + Dyes	Superior Household goods.





Using Leatherworking and Armourer Skills in the Field

These two artisan skills are exceptional in that they may be used during time in to repair damaged armour.

A Leatherworker can repair damaged armour that is made predominantly from leathers, fur, or quilted materials (light and medium armour). To make the repairs the character must spend 5 minutes per Armour Level they wish to restore to a location of a given piece of armour. A Master Leatherworker can restore two ALs per location to a single piece of armour for each five minute period taken.

An Armourer can repair damaged armour that is made predominantly from metal (moderate and heavy armour) and shields. Repairing metal armour and shield takes significantly longer than repairing leathers and requires the Armourer to be in a workshop (there may be workshop areas at events or players are free to bring suitable phys-reps of their own). The character must spend 10 minutes per Armour Level per location they wish to restore to a given piece of armour. A Master Armourer can restore one AL per location to a single piece of armour for each 5 minute period taken. Shields can be fully repaired in 10 minutes or 5 minutes by a Master Armourer.

Regardless of which skill is being used some effort should be made to phys rep the work. As such characters that wish to make repairs to armour during time in should bring appropriate phys-reps for the tools they would require to do the work (leather patches, needles and thread, metal working hammers etc).

Medical Knowledge Skills

Medical skills are all part of the mundane (non magical) healing arts.

Many of these skills refer to the application of bandages. There are two types of bandages:

Standard Bandage: Essentially a strip of material. Does not have to be paid for with in character money, a character may have as many standard bandages as they have phys reps for. Application of a bandage to a character with a location that has been reduced to 0 Health Levels will stop it bleeding and thus prevent the character from suffering crippled limbs and / or dying.

Medicinal Bandages: Application of medicinal bandages stop bleeding and heal 1 HL to the bandaged location. Medicinal bandages must be purchased with in character money or acquired from an Alchemist. They are good for one application only. These will have a green ribbon attached for ease of identification.

Phys reps for bandages must be fully applied and their effects (including the healing effects of medicinal bandages) only apply while the bandage remains on the location.

Bandages may only be applied with benefit by characters with the appropriate skills.

Bind Wounds

This skill represents a basic medical training. Characters with this skill may spend 30 seconds examining a willing character (or one who is not in a position to resist) to discover their maximum Health Levels and what they are currently. Characters may also use bandages and medicinal bandages on themselves and other characters. Only one bandage may be applied to any given location; if a bandage is already in place a new one will not help. Normal bandages may be removed to be replaced by medicinal bandages.

Nursing Prerequisite: Bind Wounds

Characters with the nursing skill may apply a second medicinal bandage to a location that has already been bandaged. Additionally after examining a character for 10 seconds as described in Bind Wounds the character will also discover if the target is poisoned or diseased along with current Health Levels.

Field Surgery Prerequisite: Nursing

Allows the character to restore a Health Level on a wounded character without the use of magic or bandages. This may be done a total of twice per patient character per day, but the individual characters may not receive this treatment twice to the same location on any given day. The process takes 30 seconds of undivided attention and the patient must stay still. Some degree of physical representation should take place such as stitching or the application of splints (but no actual physical contact / molestation of the patient without their consent please). The process is a painful one for the patient.

Treat Crippled Wounds Prerequisite: Field Surgery

Allows the character to restore a limb that has become crippled to fully functioning condition (see the combat section for how crippled limbs occur). The process is a long drawn-out one involving surgery, repeated treatments and exercises often taking many months. As such this skill can only be employed during downtime.





Alchemical Knowledge Skills

These skills furnish characters with knowledge of potions / balms / powders and other exotic manufactured compounds, these are divided into four categories:

- *Healing Preparations:* Heal damage to characters Health Levels or attempt to prevent them from dying from wounds they have sustained.
- *Poisons:* Designed to kill or reduce characters to unconsciousness.
- *Antidotes:* Prevent or cure the effects of poisons.
- *Alchemical preparations:* Any herbal or chemical compound that doesn't fall into one of the above categories is an alchemical preparation.

Characters who take skills that allow them to manufacture preparations will be given sets of recipes for the potions they know and an ingredient list. Preparation ingredients must be acquired before the preparation can be made. Most ingredients will be purchasable with in character money. Some may not be and the character will have to find other ways of acquiring them. Full rules will be supplied to characters taking these skills along with their character cards. The process of manufacture takes a prolonged period of time and can usually only be attempted during downtime.

Alchemical Lore

The character is skilled at identifying all types of potions and their effects. All Alchemical preparations will have a green ribbon attached to them. The player in possession of them will also have a laminate card for them. If you are allowed to examine the ingredient or potion then ask to see the laminate card. You will also have a Lore Sheet; compare the codes on the laminate with the Loreshet to discover what your character finds out. If the player does not have a laminate card then ask a ref or presume that the ingredient or potion is a fake. This is an OOC mechanic and should be treated as such.

Alchemy - Prerequisite Alchemical Lore

The character knows the basic principles of the manufacture of medicines, poisons and other herbal / chemical compounds. This allows the character to manufacture the less potent healing potions, poisons, medicinal bandages used by those with medical knowledges and other alchemical preparations. Typical potions made using this skill may restore small numbers of Health Levels, bring about death in a prolonged period or cure the less potent poisons. You will receive a more detailed Loreshet than with Alchemical Lore.

Manufacture Advanced Healing Potions - Prerequisite Alchemy

Allows the character to manufacture potent healing potions and balms from suitable ingredients. Typical preparations made using this skill may restore Health Levels or heal crippled limbs. You will receive a more detailed Loreshet than with Alchemical Lore.

Manufacture Advanced Poisons / Antidotes - Prerequisite: Alchemy

Allows the character to manufacture potent poisons, blade venoms and antidotes from suitable ingredients. Typical poisons made using this skill reduce victims immediately to unconsciousness and may bring about death in a short period of time. You will receive a more detailed Loreshet than with Alchemical Lore.

Advanced Alchemy - Prerequisite: Alchemy

Allows the character to manufacture potent alchemical preparations from suitable ingredients. Typical preparations may grant those consuming them extra Health Levels for a limited period of time or plunge them into a trance like state where the solution to difficult problems may reveal themselves in cryptic form. The character can also produce unusual materials from appropriate base compounds such as the much sought after Red Quicksilver. You will receive a more detailed Loreshet than with Alchemical Lore.

Experimental Alchemy - Prerequisite: Advanced Alchemy

The character is an expert alchemist and can devise recipes for alchemical preparations of their own design given sufficient time and resources.

Magical Skills

These are the skills of the spell casters of the empire. Magic is the casting of spells via the learning and will of the caster. The skills listed below are those that allow a character access to these powerful art forms. Characters wishing to purchase any of these skills (with the exception of **Will**) with experience points rather than with their starting character points require a tutor to instruct them. For further information on the nature of the three **schools of magic** and how magic is employed in game see the **Magic In the Archipelago** chapter.





Part 3

Arcane Attunement

This skill represents the foundation stones of a Mage's learning and is a prerequisite to all the skills that allow the casting of spells. A character with Arcane Attunement understands the basic theoretical principles by which it is possible to cast magic from all of the three schools. In game it grants the character the ability to identify some of the basic properties of magic artefacts and effects that have a Blue Ribbon attached. You will need to ask the owner of the item concerned to see the laminate card that goes with it. If they or the card are not present ask a ref.

Circles of Magic Prerequisite Arcane Attunement

Each of the three schools of Magic (Astral, Natural Philosophy and Rhabdomancy) use the term circle to denote progress within their arts. The various levels of understanding are assigned a circle which start at the first circle (being the basic understanding of how to cast the magic of that school). There comparatively few spells casters in the Empire of the third circle and Mages of this level of understanding are considered powerful individuals. There is known to be a fourth circle of understanding and possibly more beyond that.

All spells are graded by circle and spell casters may only learn those from circles they have attained.

Characters must buy the circles within a given school in strict sequential order starting with the first. Additionally characters must have the skill Arcane Attunement before buying the first circle in any school. You may not buy circles from more than one school of magic unless you have the virtue Additional School of Magic.

Characters that start the game with a number of circles of magic will know a number of spells from each of their circles as selected by the organisers. These will be recorded on the character's sheet. See **Magic In the Archipelago** for more information on the types of spell available to each of the schools.

Will

All spell casting requires the mental exertion of the caster to manipulate the forces of magic at their command. This skill represents the degree to which the character has trained his or herself to manipulate those energies. When a Mage's will is gone then they will be able to cast no further spells until their will returns.

Buying this skill gains the character 1 **will point**. Will points are expended when a spell is cast each spell requires a number of will points to cast it equal to the circle of magic to which it belongs (e.g. 1 for a first circle spell, two for a second circle spell etc). To play an effective mage characters should buy this spell many times to increase the limits of their spell casting potential. Used will points return at dawn each day.

Create Invested Item Prerequisite Arcane Attunement

Investment is a magical technique whereby a Mage can imbue objects with stored spells. These spells can then be activated by anyone speaking the activation phrases woven into the item during its enchantment. Further details of the use of this skill as a means of creating magical artefacts can be found in **Magic in the Archipelago**.

Ritual Architect - Prerequisite Arcane Attunement and Literacy, or (Giants only) Arcane Attunement and Architectural Memory (virtue).

Ritual Architects understand far more closely than other Mages the theory of ritual. Before any ritual can be undertaken it must be planned for some considerable length of time and a Ritual Text produced (see **Magic In the Archipelago** for further details of how to plan and carry out a ritual).

This skill allows a character to create and interpret Ritual Texts. Mages who aspire to become a Head Ritualist are well advised to take some degree of this skill as it allows the correct interpretation of ritual plans possibly created by another character. Between one and ten character points / experience points may be invested in this skill, the more points invested the greater the skill of the character in interpreting and creating ritual texts. Characters with this skill will be provided with a Loresheet. By comparing the symbols on the Loresheet to those on the ritual texts laminate characters will be able to discover information about the quality of the text without referring to a referee.

Divine Skills

These are the skills of the devotees and priests of the many Gods worshipped throughout the Empire. The skills listed here are all gained through devotions to a particular God. Thus they require no tutor to learn merely time spent in contemplation and worship of the chosen Deity. Those particularly blessed may be able to work mysteries (divine spells) in the name of their chosen faith. Further information on the skills available to the followers of the Gods, how mysteries may be enacted and on the Gods themselves can be found in the **Religion In the Archipelago** chapter. You will be given a detailed description of your religion, including the Strictures you will be bound to with your character sheet. Strictures apply to Devotees, Reverents and Celebrants of a faith, and breaking them risks the wrath of your chosen deity or power.



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Devotion

Devotion represents the first degree of true initiation into the doctrine of a particular religion. To become a devotee a character must have spent several months studying or contemplating the nature of their chosen religion. Many individuals within the Empire are devoted to a religion. Purchasing this skill would be appropriate for any character who believes firmly in a religion but is not an active preacher or priest.

Devotion is the prerequisite for all of the skills that allow a character to cast mysteries. Additionally many advantageous mysteries can only be cast on characters that are devoted to the same religion as the individual performing the mystery. When this skill is purchased the player must specify what religion his / her character is devoted to. Details on what Gods and religions are known to exist in the world can be found in the **Religion Within the Archipelago** chapter.

A character may not become a Devotee of another faith by picking this skill more than once. Should a character wish to change faith then this skill may be purchased again replacing the original devotion, but be aware that this usually carries a side effect...

Faith

Faith is required to work the Mysteries of a given God. The greater a character's faith the more frequently that character will be able to work the Mysteries currently available to him.

Faith is represented in game by **Faith Points (FPs)**. Each time this skill is purchased the character gains one FP. It may be purchased any number of times. Every time a Mystery is performed the character will be required to expend a number of FPs (one for a Lesser Mystery, three for a Greater). When all of the character's Faith Points are spent they may work no more Mysteries.

Spent Faith Points return at dawn each day.

Reverence Prerequisite: Devotion

Characters with Reverence have joined the ranks of the priesthood of their particular chosen religion. Reverence is a step up from Devotion and requires the character to actively pursue the cause of their religion. In exchange for this a character can gain Lesser Mysteries and create Herb Bundles (see Religion In the Archipelago).

Lesser Mystery Prerequisite: Reverence

Characters with Reverence cannot simply perform Lesser Mysteries with that skill alone. Instead each Mystery must be acquired separately by spending time in worship to or in the service of the character's chosen God.

Each time this skill is purchased the character will gain one of the Lesser Mysteries (as chosen by the organisers) from those available to the God in question. The character may then perform that Mystery by expending one FP. Characters starting the game with Lesser Mysteries will receive full details of them on their character sheet.

Piety Prerequisite: Five Lesser Mysteries

Characters with Piety are exalted members of the clergy of their chosen God. Piety is a step up from Reverence and raises the character to the rank of Celebrant. This requires the character to act as a paragon of the virtues and commandments of their religion. In exchange for this a character can gain Greater and Divine Mysteries and create Binding Thorns (see Religion In the Archipelago).

Greater Mystery Prerequisite: Piety

Characters with Piety cannot simply perform Greater Mysteries with that skill alone. Like Lesser Mysteries each Greater Mystery must be acquired separately by spending time in worship to or in the service of the characters chosen religion.

Each time this skill is purchased the character will gain one of the Greater Mysteries (as chosen by the organisers) from those available to the religion in question. The character may then perform that mystery by expending three FPs. Greater Mysteries (as the name suggests) are much more powerful than Lesser Mysteries.

Divine Mystery Prerequisite: Five Greater Mysteries and a quest.

The working of a Divine Mystery by a Celebrant in the name of their religion is probably as close as any mortal will come to their Deity or power whilst still in the mortal world. Divine Mysteries are extremely powerful but acquiring them is proportionally difficult.

Once a character has amassed five Greater Mysteries and sufficient experience to gain a Divine Mystery there is a chance that they may be given the opportunity to gain a Divine Mystery.

Gaining a Divine Mystery is always done by undertaking a quest of some sort revealed to the character through their faith. If the quest is successfully achieved then the character will be blessed with the knowledge of one of the most powerful Mysteries given to mortal creatures.





Virtues and Flaws

Virtues and flaws are presented here grouped by type and ordered by cost. Flaws are shown with a negative cost next to them while virtues a positive cost. In the majority of cases virtues and flaws have 'All' stated next to them indicating that it is available to all races at the cost shown. Some virtue or flaw descriptions however state next to them restrictions on availability or modifications to the cost based on race; these should be obvious but if in doubt contact the organisers for clarification.

Compulsory Flaws

Characters of certain races automatically gain these flaws. If you are required to take any of these flaws then you gain no advantage in terms of gaining for virtues or character skills (they are effectively 0 point flaws).

Aversion to Pain (Children of The Moon Only)

You are quite frail and physical injury of any kind can overwhelm you with pain causing blackouts. If any of your locations drop to zero Health Levels then you fall into unconsciousness and can only be reawakened when all of your locations are restored 1 or more Health Levels. The normal rules regarding bleeding, crippled wounds and death still apply.

Intolerance of Extreme Light Levels (Children of The Moon Only)

You are uncomfortable in very bright or very dark surroundings. When faced with extreme levels of light (such as a sunny day) you will feel a need to try and cast a shadow over your face and head (usually by means of a hood or veil). In very dark conditions you feel claustrophobic.

Aversion to Sunlight (Whisperers Only)

Your skin cannot tolerate being sunlight and burns badly if exposed to it for more than a minute or so. You must cover as much of your skin as possible when in direct sunlight. Failure to do so results in you losing one Health Level for every minute that the given location is exposed. When a location reaches zero Health Levels it starts to bleed as normal and as usual Health Levels cannot drop below zero. Whisperers often adopt long gloves, hoods and masks or veils during the day to cover areas of skin not normally covered by clothing.

Life Linked Duality (Storm Born, Stone Born Only)

You are intrinsically and unavoidably linked to your life partner, he or she who was created at the same time as yourself. Should your life partner die then you will suffer greatly and permanently from it. Should this occur then any Physical, Mental and Supernatural virtues you have taken immediately cease to work. Additionally you will lose one Health Level to all locations permanently. Should you decide to play a Storm or Stone Born without another player playing your life partner then it is assumed that your life partner is already dead and the above effects apply.

Corpse Finder (Corpse Moss Only)

You have an inner urge to find corpses for your fellow moss to merge with. Whenever you are confronted with a human corpse you are taken with a strong desire to acquire it and see that it is taken back to the city of Drachmobar in the Realm of Jawaristan. There the body will provide an opportunity for a new Corpse Moss to be created. While this urge is strong it does not put you beyond reason and you are under no obligation to become hostile if you are prevented from acquiring the body.

Physical Flaws

All must be fully phys repped.

- 1 Hunch Back (All)

You have a hunched back. You are occasionally regarded with distrust, fear or contempt by ignorant individuals.

- 1 Poor Hearing (All)

You are slightly deaf and will struggle to hear whispered conversations. You find yourself continually having to ask people to speak up.

-1 Mutilated (All)

You bear some dramatic scar or wound somewhere obvious on your person (such as the face). Conventional healing methods and magic will not remove the scar.

-1 Slow Healer (All)

You recover from physical injuries more slowly than most people. You do not regain any lost Health Levels from overnight rest; instead you require a week's full rest to do so. You cannot make use of any skill or virtues that would normally allow you to regenerate.





-2 One Eye (All)

You only have one eye. Either you were born deformed or have lost an eye at some point during your life. Conventional healing methods and magic will not restore the missing eye. You may not use the Precision or Marksmanship skills.

-2 One Hand (All)

You only have one hand. Either you were born deformed or have lost a hand at some point during your life. Conventional healing methods and magic will not restore the missing hand. You cannot use skills that require the use of two hands (such as using two handed weapons, staves etc). Archery skills can still be used with weapons that are specifically designed for use in one hand (such as pistol crossbows).

-2 Vulnerable To Poison (All)

Poisons have a dramatic effect on your body. All lethal poisons will kill you in half the called time (so a call of "poison 2 minutes" will kill you in 1 minute). Normally non-lethal poisons (calls of "poison") will kill you in 5 minutes.

-2 Deep Sleeper (All)

You are a naturally deep sleeper. All calls of "Sleep" made against you will last double their called duration (e.g. a call of "sleep 1 minute" will put you out for 2).

-2 Poor Balance (All)

You are naturally unsteady on your feet and can be easily knocked down by brute force. Any blow from a melee weapon that strikes (is not parried) you will knock you off your feet.

-3 Rapid Bleeder (All)

You bleed profusely from even the most minor wounds. Limbs reduced to zero HL become crippled in two and a half minutes and if still untreated you will die in a further two and a half minutes. If the Head or Chest bleeds for two and a half minutes you will die. If your throat is cut then you die in fifteen seconds.

-3 One Leg or Foot (All)

You only have one leg or foot. Either you were born deformed or have lost a leg or foot at some point during your life. Conventional healing methods and magics will not restore the missing leg.

-3 Weak (All except Storm Born / Stone Born)

You are exceptionally physically weak. You may not use any weapons proficiencies, wear any armour or use a shield. Carrying any form of heavy burden will rapidly tire you out to a point where you cannot continue to walk.

-3 Unaffected by Herbal Healing (All)

Alchemical preparations will for some reason not work on you. You cannot be healed by medicinal bandages (although they will stop you bleeding) or by potions that restore lost Health Levels.

-3 Unaffected by Magical and Divine Healing (All)

Magical and divine healing will for some reason not work on you. You cannot be healed by any spell or mystery that would normally cause you to regain Health Levels.

-3 Weak Grip On Life (All except Storm Born / Stone Born)

Your body cannot stand physical trauma and quickly dies if any part of it becomes severely injured. If any of your locations spend a period of time greater than one hour on zero HL then you die. If you reach time out with any part of you body on zero HL then find a referee immediately.

-4 Wasting Disease (All, -5 Storm Born / Stone Born)

You have a horrible wasting disease that magic and medicine have failed to cure. You have however discovered that alchemical preparations can be created that hold off the effects of the disease. You may never naturally have more than 1 HL per location. You must drink a potion that suppresses the disease within one year of your first appearance IC and every year thereafter. If you fail to do this your physical condition deteriorates over the period of the following six month until eventually you will die. How to acquire the suppressing potion is left entirely in the character's hands.

-4 Frail (All, -5 Children of the Moon)

You are exceptionally frail. Whenever a limb is reduced to OHL it becomes immediately crippled. The limb will bleed as normal and unless treated causes death through blood loss in 5 minutes.

-4 Mute (All)

You are mute and cannot speak. For some reason your body's vocal mechanisms are damaged beyond the repair of magic or medicine. You may not cast spells or mysteries.





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-5 Blind (All)

You are totally blind and must role-play as such. You can only cast spells or mysteries that are cast upon yourself or by touch.

Physical Virtues

+1 Ambidextrous (All)

You find that once you have learnt to use a weapon successfully in one hand you can easily apply that skill to your other hand. If you learn a one handed weapon proficiency in one hand you automatically acquire it for the other hand as well.

+1 Unencumbered by Armour (All)

You find that your physical movements are not restricted by armour in the same way as other people are. You may make full use of the avoidance skill whilst wearing moderate armour.

+1 Rapid Healer (All)

You gain 2 Health Levels (if required) to any injured locations with a full night's rest.

+1 Dual Breathing (Tritons only)

You have gills on the side of your neck (phys-rep required). You may breathe underwater (phys rep not required!), you may choose to be unaffected by any airborne poisons or gases.

+2 Extremely Tall (Wind Dancers Only)

You are an exceptionally tall example of your race and are sometimes regarded as a freak. You may play a Wind Dancer if you are in excess of the maximum height restriction.

+2 Exceptionally Short (Giants Only)

You are an exceptionally small example of your race and are sometimes regarded as a freak. You may play a Giant if you are under the minimum height restriction.

+2 Light Sleeper (All)

You are a very light sleeper and consequently recover quickly when put to sleep by natural means or otherwise. You will awaken in half the called time of any sleep effect made against you (e.g. a call of "*Sleep 1 minute*" will only force you into unconsciousness for thirty seconds).

+3 Resistant to Poison (All, + 2 Corpse Moss)

Your body is particularly resistant to poison. All lethal poisons will take twice as long to kill you as the called durations (e.g. a call of "*Poison 2 minutes*" will take 4 minutes to kill you). Non-lethal poisons e.g. calls of "*Poison*" will not affect you at all and you may call "*Resist*" in response to them.

+3 Hardy Physique (All except Children of the Moon)

Your body is extremely resilient to large amounts of damage. Your limbs can never become crippled. If a limb bleeds for 10 minutes you will die as normal.

+3 Regeneration (Storm Born / Stone Born / Corpse Moss only)

Your body regenerates damage naturally limiting the amount of healing you require. Every five minutes that may restore one HL to any one location that is not currently on zero HL. You do not have to be concentrating or even conscious to use this ability.

+4 Extreme Endurance (All except Children of the Moon)

You can within stand pain and trauma far in excess of the tolerances of other people. If one of your vital locations (head and chest in most cases) reaches zero HL you may remain active for 1 minute before passing into unconsciousness.

+4 Legendary Strength (Giants, Storm Born, Stone Born, +5 for Imperial Humans, not available to other races)

You have the strength of a great hero. You always count as having one level more (up to the maximum available) in the Critical Strike and Mighty Blow skills than you have actually purchased. (Thus characters with this virtue count as having one level in these skills even if they have not purchased them at all). You gain the Break Bonds skills for free.

+5 Catlike Balance (Imperial Humans, Children of the Moon, Whisperers, +4 Tritons, not available to other races)

You are exceptionally dexterous and have the balance and poise of a great acrobat. You may make the "*dodge*" call twice per day for each pick of the Avoidance skill you take. You are not knocked down by calls of "*Mighty*" successfully directed against you and should call "*resist*" in response, however you should stagger whilst doing so and do still take the damage inflicted. Should you parry a melee blow inflicting "*Mighty*" then you do not have to stagger.



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Mental and Supernatural Flaws

Variable - Cursed (All)

You begin the game under a curse of some type. The curse has perhaps been placed on you since birth, or may have been acquired recently through an encounter with an enemy. The more points of flaws you allocate to the curse the more potent and difficult to remove it will be.

Variable - Haunted (All)

An undead creature or spirit continually menaces you. The creature may want you to do something for it or may simply want you dead. The more points of flaws you allocate to this problem the more powerful the creature (and any followers it commands) will be.

-1 Compulsion (All)

You feel a compulsion to undertake some particular action on a daily basis or perhaps whenever possible. Examples may be polishing your favourite weapon, turning three times at signs of bad luck, etc. You will go to extreme lengths to satisfy your compulsion and will become extremely angry or distressed if you are prevented from doing so.

-1 Unusual Fear (All)

You have an overwhelming fear of something unusual, something you are unlikely to encounter on a daily basis. If confronted by the object of your fear you will be forced to flee or be reduced to a trembling wreck if escape is not possible. A fear of a specific type of animal, claustrophobia and a fear of heights are all examples of this flaw.

-1 Delusions (All)

You believe passionately in something that is simply not true. If anyone attempts to convince you otherwise you will become extremely agitated if not angry.

-1 Academic Block (All)

You cannot master any of the skills of academia, your mind simply cannot comprehend them. You may not use any of the following skills: Literacy, Additional Language, Expert Knowledge, Mercantile Knowledge.

-2 Obsessed (All)

You are obsessed by some item in your belonging, which treat as your most prized possession and will do anything to keep safe. You frequently check to ensure the object is still safe. If the object should be lost then you will do anything, including violence, to retrieve it. If the object should be destroyed then you may go insane.

-2 Violent Temper (All except Giants, -3 Storm Born)

You have an enormous and violent temper that often boils over. You cannot stand to be insulted and will often become verbally abusive if not physically violent should anyone slight you. Sometimes all it takes is for an individual to express an opinion contrary to your own to send you into a fury.

-2 Vulnerable to Curses (All)

For some reason curses placed upon you are always more potent than the caster intended.

-2 Tormented By The Mabden (All)

The Spirit Family the Mabden have taken an interest to you and delight in tormenting you at inopportune moments. Members of their family will seem to follow you wherever you go causing trouble for you.

-3 Common Fear (All)

You have an overwhelming fear of something commonplace, something you are likely to encounter on a daily basis. If confronted by the object of your fear you will be forced to flee or be reduced to a trembling wreck if escape is not possible. A fear of a specific race or type of magic would be an example of this flaw.

-3 Vulnerable to Malign Effects (All)

You are vulnerable to some magical / mental and divine effects. Calls of *Fear*, *Sleep* and *Freeze* always last for double their called duration against you. If you have taken other flaws that affect these then the effects are cumulative

-4 Coward (All except Stone Born / Storm Born)

You cannot stand the sight or even thought of physical violence. Should you witness combat you are forced to flee or be reduced to a trembling wreck if escape is not possible. If cornered you may defend yourself but find it impossible to go on the offensive.





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-4 Pacifist (All except Stone Born / Storm Born, -5 Giants)

You have an inability to grasp any of the concepts of warfare. Alternatively you may be so opposed to physical violence that you cannot permit yourself to participate. You may not use any weapon proficiency nor may you make use of any form of spell or mystery that **directly result in harm coming to another individual.** **You may not use a shield or wear armour.**

Mental and Supernatural Virtues

Variable - Curse (All)

You have a natural ability to pronounce a curse once in your lifetime upon a foe. The more points of virtues you allocate to this ability the more powerful and difficult to remove it will be. Additionally the more revered you become in the eyes of those around you the more potent the curse will be. This ability is so potent that your ghost may return after death to pronounce your curse upon its victim.

+2 Resistance to Curses (All)

You are naturally resistant to curses. Curses aimed at you are often greatly reduced in potency or simply do not affect you at all.

+2 Sight of the Mabden (All, Requires Blood of the Mabden virtue)

You have the sight of your Mabden parent. As a side effect of this your eyes are unusual in colour or nature (phys rep contact lenses required). By virtue of your supernatural sight you are always able to see invisible people. You may treat characters making the invisible hand signal (hand raised clearly in the air fist closed) as though they are in plain sight. You are **not** aware however that they are under some effect that would render them invisible to most people. If you encounter illusionary effects you may be able to see through them (at the referees discretion).

+2 Visionary (Children of the Moon Only)

You have the temperamental gift of vision and prophecy. If you cast prophetic magic or magic that reveals information to you in the form of visions you get more and clearer information than most other people. Occasionally the future can reveal itself to you in the forms of dreams or hallucinations.

+3 Blood of the Mabden (Imperial Humans, Giants, Wind Dancers only)

Members of the Mabden Spirit Family sometimes take form in the mortal world posing as ordinary individuals. Sometimes these spirit creatures become parents to mortal children whilst embodied in the mortal world, you are the child of one such occurrence. The blood of the Mabden flows in your veins, once you have reached full adulthood you will no longer age. Diseases cannot affect you. You receive favourable treatment in any dealings with the Mabden Spirit Family including Rhabdomantic ones.

+3 Magic Resistance (All, +2 Children of The Moon)

You have a natural resistance to hostile magic. Once per day you may make the call "*Resist*" versus any one hostile spell or mystery. No vocals are required for this action. You must be conscious to use this ability.

+3 Resistance to Malign Effects (All)

You are resistant to some magical, mental and divine effects. Calls of *Fear*, *Sleep* and *Freeze* always last for half their called duration against you. If you have taken other virtues or skills that decrease the duration of any of these calls then the effects are cumulative.

+4 Strong Mantra (Scatterlings Only)

The effect of your mantra upon you is particularly powerful and enables you to resist malign effects. If you are targeted by any call of *Fear* or *Sleep* you may immediately repeat your mantra three times and then "*resist*" that call. If you are targeted by another such effect while in the process of resisting the first effect then you can resist that too by repeating your mantra a further three times.

Divine Flaws

Variable - Enemy of The Faith (All)

You have been singled out by a particular faith as enemy of their belief (please choose one from the list of religions provided in **Religion In the Archipelago** and provide reasons why in your character background). Many members of this faith are aware of your name, actions and perhaps description. The more points of flaws you allocate to this problem the greater the offence you will have caused and the more severe the punishment the selected faith will want to see handed out to you.

-1 Harsh Punishment (All)

If you become a devotee or priest of a God and break one of the strictures of that religion you will be singled out for particularly harsh punishment by your chosen deity or power.



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-2 Cannot Be Blessed (All)

For some reason you cannot receive the blessings of any God. Any attempt to bless you always fails.

-2 Painful Mysteries (All. You must have purchased at least one Mystery to purchase this flaw).

You find that when casting Mysteries you are filled with terrible pain. After casting any Mystery you become wracked with agony and must role-play as such.

-5 Spurned by the Gods (All)

The Gods have taken a dislike to you and you may not become a devotee of any religion. You automatically acquire the Cannot Be Blessed flaw (without getting virtue or character points for it).

Divine Virtues

Variable - Blessed (All)

A God of your choosing has blessed you. The more points of virtues you allocate to this ability the more powerful and difficult for you to lose it will be.

+1 Lenient Punishments (All)

If you are the devotee of a God and transgress against that God by committing one of its sins the punishment you receive will be light in comparison to others in the same situation.

+2 Motionless Mysteries (All)

Your mysteries are not limited by the requirements of making hand gestures. You need not have one hand free to cast any of your mysteries.

+4 Quickly Replenishing Faith (All, +3 Giants, +3 Wind Dancers)

You are able to restore yourself more rapidly to a state where you can continue to cast the mysteries of your God. Half of your maximum faith points (round up) are restored to you at sun down. All of your faith points return as normal at dawn.

+4 Relic Creation (All, Only players with characters who are extremely dedicated to their chosen God should consider taking this skill)

There seems to be a far greater tendency than normal for objects associated with you or which you interact with to become relics of your faith. This has occurred already several times in your life but for some reason you do not have access to these relics. After you die most assume that part of your body or one of your possessions will become a relic of your faith.

Magical Flaws

You must start the game with at least one circle in one of the schools of magic to purchase any of these flaws.

-1 Slow Writer (All except Giants)

You write much slower than other mages. It takes you considerably longer than most to produce teaching scrolls and ritual texts.

-1 Slow Learner (All)

You find it difficult to learn new spells be it from written material or from a tutor. Although you are usually able to grasp new spells eventually it takes you considerably longer than most to do so.

-1 Poor Tutor (All)

You find it difficult to express yourself when tutoring others. Consequently when others attempt to learn spells from you it takes them longer to grasp the concepts in question than it would from most tutors.

-2 Exaggerated Gestures (All)

Your magic requires the use of flamboyant gestures to succeed. You must make obvious and dramatic gestures when casting spells that require free use of both of your hands.

-2 Booming Vocals (All)

Your magic requires the use of loud and exaggerated vocals to succeed. You must make obvious and dramatic vocals when casting spells.

-2 Few Starting Spells (All)

Your repertoire of spells is considerably less than most other mages of similar experience. You start the game with approximately half the selection of spells you would normally know.





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-2 Incomprehensible Writer (All except Giants)

Others find your writing messy, incoherent and rambling. You have no problem understanding your own written material and are unaware that this is the case. Other people cannot use teaching scrolls or ritual texts you create.

-2 Magic Side Affect (All)

You suffer some sort of strange and hindering side effect after casting spells. Typical effects could be bouts of extreme pain, visions, dizziness or intense waves of emotion.

-2 Slow Investor (All)

You struggle with the technique of investment finding it hard to imbue your magic into objects. If you attempt to use investment to create magical items the process takes a lot longer for you than for most.

-2 Inability with Ritual (All)

You have great difficulty understanding the principles and techniques involved in rituals. You may not use the ritual architect skill. You may take part in rituals but your presence will not help or may even hinder the proceedings.

-2 Limited Star Knowledge (All, You must have at least one circle of Astral Magic to take this flaw)

You have spent little time in studying the motions of specific stars and coming to understand what they represent. You start the game with less information than other Astral Magi on the movements of stars and what those stars represent or have influence over.

-2 Inability with Undead (All, You must have at least one circle of Natural Philosophy to take this flaw)

You find it impossible to master the techniques of raising and creating undead creatures. You cannot learn such spells.

-2 Flawed Life Drawing (All, You must have at least one circle of Natural Philosophy to take this flaw)

You struggle to draw life from other creatures and use it to heal yourself. You also find it impossible to power natural magic with your own life energy. When you cast spells that normally allow you the option of healing yourself with stolen Health Levels or storing them in your Phylactery you may only do the latter. If you cast a spell that requires the expenditure of Health Levels they must come from your Phylactery and not from your own person.

-3 Magical Deficiency (All)

You have a flaw in your understanding of certain types of spells. Choose one of the types of spells below and whenever you attempt to cast such a spell you must spend twice the normal Will requirements.

Types of Deficiency:

All spells that directly cause harm to another individual.

All spells that are cast upon yourself.

All spells that imbue an object with magical properties.

-4 Weak Ephemeris (All, You must have at least one circle of Astral Magic to take this flaw)

You are unable to create a fully formed Ephemeris. Your Ephemeris will only store a maximum of one and a half your total will in spells.

-4 Flawed Phylactery (All, You must have at least one circle of Natural Philosophy to take this flaw)

You are unable to create a fully formed Phylactery. Your Phylactery will only store half the Health Levels (rounding up) that should be available to a Natural Philosopher with your number of circles in the school.

-4 Difficult Spirit Patron (All, You must have at least one circle of Rhabdomancy to take this flaw)

Your spirit patron is particularly difficult to deal with. Whenever you summon your spirit patron you find that they demand much more from you than other Rhabdomancers are expected to pay for tuition or aid. Additionally you have in a past summoning agreed to perform any one service your patron desires at any time of their asking. The nature of that service is entirely down to them.

-5 Weak Willed (All, You may not take this flaw if you have learnt any Astral Magic)

You find that once your will is spent it is extremely difficult for you to regain it. Instead of returning at dawn, your will is only replenished on the first day of every month. This makes it impossible for you to charge an Ephemeris; thus you may not study Astral Magic nor may you create invested items.



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Magical Virtues

Variable - Magical Library (All)

You have a collection of scrolls and tomes on various aspects of magical theory. You start the game with a number of teaching scrolls and possibly ritual texts. The collection may be relevant to many of the circles of magic. The more points of virtues invested in the library the larger and more sought after the texts contained will be.

Variable - Access to Ritual Site (All)

You have by some means gained access to a ritual site. The site may be a temporary site of which only you have knowledge. Alternatively you may have struck a deal allowing you limited access to one of the Empire's established ritual sites. The more points of virtues you allocate to this the more powerful the site you have access to or the more beneficial the arrangement you have made.

+1 Prolific Writer (All)

You write much faster than other mages. It takes you considerably less time than most to produce teaching scrolls and ritual texts.

+1 Quick Learner (All)

You find it simple to learn new spells be it from written material or from a tutor. You are able to grasp new spells in considerably less time than most.

+1 Excellent Tutor (All)

You find expressing the concepts of magic clearly to others very easy. Consequently when others attempt to learn spells from you it takes them much less time to grasp the concepts in question than it would from most tutors.

+2 Motionless Caster (All)

Your magic is not limited by the requirements of making hand gestures. You need not have one hand free to cast any of your spells.

+2 Additional School of Magic (All, you may not choose this virtue if you have any circles of Astral Magic)

You have learned how to focus your will over two schools of magic, something that eludes most mages. You may purchase circles of magic from both Philosophy and Rhabdomancy (with starting character points or later with experience points).

+2 Fast Investor (All)

You are a master of the technique of investment and can create invested items in a much shorter time than most.

+2 Ritual Master (All)

You are exceptionally talented in the art of ritual. You have a knack for producing excellent ritual texts. When involved in the performance of a ritual your presence has an enhanced effect on the final outcome.

+2 Artificer (All)

You find that you are able to produce manufactured items that are ideal for your own enchantment. If you produce a master crafted item using an artisan skill you have a significant bonus to both the time required and the final effect or enchantment you bestow upon that item. This applies to both ritual and invested enchantments.

+2 Additional Starting Spells (All)

You find that your repertoire of spells is more extensive than most mages with the same circles of magic as yourself. You start the game knowing more spells than you would otherwise.

+2 Enhanced Life Drawing (All)

You find that you are able to draw life from creatures using Natural Philosophy in a far more efficient manner than most. Whenever you cast a spell that allows you to take Health Levels from a victim you may transfer the full amount to your Phylactery AND use the full amount to restore any Health Levels you may have lost yourself.

+2 Enhanced Star Knowledge (All, You must have at least one circle of Astral Magic to take this virtue)

You have spent a long time in studying the motions of specific stars and coming to understand what they represent. You start the game with more information than other Astral Magi on the movements of stars and what those stars represent or have influence over.

+2 Architectural Memory (Giants Only)

You can design ritual text stored entirely within your own memory and gain a significant bonus when performing such rituals. See **Magic of the Archipelago** for more details.





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+3 Magical Proficiency (All)

You excel in your understanding of certain types of spells. Chose one of the types of spells below and whenever you attempt to cast such a spell you spend half (rounding up) the normal will requirements.

Types of Proficiency:

All spells that directly cause harm to another individual.

All spells that are cast upon yourself.

All spells that imbue an object with magical properties.

+4 Strong Epheris (All, You must have at least one circle of Astral Magic to take this virtue)

You are able to create an exceptional Epheris. Your Epheris will store three and a half times (rounding up) your total will in spells.

+4 Strong Phylactery (All, You must have at least one circle of Natural Philosophy to take this virtue)

You are able to create an exceptional Phylactery. Your Phylactery will store one and a half times the Health Levels (rounding up) that should be available to a Natural Philosopher with your number of circles in the school.

+4 Favoured By Spirit Patron (All, +3 Whisperers. You must have at least one circle of Rhabdomancy to take this virtue)

You are particularly favoured by your spirit patron. Your patron family always seems to go easy in comparison to other Rhabdomancers when making deals with you, they seem to be more forthcoming for you when summoned for aid. In the past when you have done something they disapproved of you were punished only lightly. Other Rhabdomancers may resent you for this.

+4 Additional Spirit Patron (All, +3 Whisperers. You must have at least one circle of Rhabdomancy to take this virtue)

By virtue of your extreme diplomacy or cunning you managed to persuade your first spirit patron to allow you access and patronage from one additional Spirit Family. As a result you now have two Spirit Families the second of which must be chosen for you by the organisers. You have access to spells available to both Spirit Families giving you a wider possible repertoire of spells than other Rhabdomancers and making your magic more versatile. However it can be difficult to keep both spirit patrons happy and there may be times where you must decide against the interests of one in order to please the other.

Alchemical Flaws

You must start the game with the Alchemy Skill to take any of these flaws

-1 Few Starting Recipes (All)

You seem to know less recipes than other alchemists of your understanding. You start the game with less potion recipes than other alchemists

-2 Slow Brewing Process (All)

It seems to take you much longer to prepare ingredients and brew potions than others. If you attempt to make potions during time in it will take you significantly longer than other alchemists.

-2 Unusual Side Effects (All)

For some reason potions brewed by yourself always seem to have some sort of unwanted side effect. The side effects vary from brew to brew and potion to potion but they always seem to be there and seldom seem to be beneficial to the recipient.

-3 Poor at Finding Herbs (All)

You seem to struggle to locate herbs growing in the wilderness, even in areas where the herbs you are looking for are supposedly plentiful. Whenever you forage in the wilderness during downtime for herbs you will have little success in comparison to other Alchemists.

Alchemical Virtues

+1 Many Starting Recipes (All)

You seem to know more recipes than other alchemists of your understanding. You start the game with more potion recipes than other alchemists.

+2 Extra Starting Herbs (All)

You have been fortunate enough to acquire some extra herbs recently and now have them at your disposal. You start the game with more herbs than other alchemist characters.



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+2 Rare Herbs (All)

You have been lucky enough to acquire a few examples of some particularly rare herbs. You start the game with a few examples of some of the more difficult to acquire herbs.

+3 Excellent at Finding Herbs (+2 Corpse Moss)

You seem to excel at locating herbs growing in the wilderness. Whenever you forage in the wilderness during downtime for herbs you will have more success in comparison to other Alchemists.

+4 Potent Potion Maker (+3 Corpse Moss)

You are adept at making very potent potions. You frequently manage to process potions that are more potent than other alchemists working from the same recipe.

Mercantile Virtues

You must have the skill Mercantile Knowledge to purchase any of these virtues.

Variable - Starting Knowledges (All, bonus for Imperial Humans)

You are well versed in the commerce and trade demands on one or more of the trade cities of the Archipelago. You start knowing full details on what is produced and what is in demand in the cities in question, typical prices for goods in those cities and which way the trend in the prices of those commodities is likely to go in the near future. The more points of virtues you allocate to this the more cities you are familiar with.

Variable - Starting Commodities (All)

You start the game with mercantile commodities stored in warehouses and ready for sale. For each point of virtues you allocate to this you have 2000 thrones of goods available to you. These must be selected from the trade goods list at the prices shown on the typical prices list in Trade In the Archipelago. All of these goods are stored in warehouses in ONE city of your choice.

Variable: Family Business (All)

Your family is very much behind your mercantile venture and is seeking to help you profit. For each point of virtues you allocate to this you gain one NPC family member with the mercantile law and literacy skills whom you may entrust to undertake task for you in downtime. They are perfectly capable of organising the transportation, sale and purchase of goods from trading cities. Equally they can spend time researching a city using their mercantile law skill (see the skill description for Mercantile Knowledge).

+1 Favourable Shipping Rates (All)

You have a favourable deal negotiated with the head of a friendly shipping line. You only pay a 2.5% tariff for shipping goods from one city to another.

+1 Tax Dodge (Imperial Humans Only)

You are skilled at avoiding paying tax on your trades and getting away with it. You may once per year avoid paying tax on any one transaction of goods (which may be made up of several commodities) in any one city.

+4 Trading Vessel (All, +3 Imperial Humans, +3 Tritons)

You are a ship's captain and have your own boat and crew. Your vessel is one of the typical fast ocean going caravels used throughout the empire for trade. You have a crew of some dozen NPCs (or PCs if you can supply them and prefer) who will obey your orders (note that NPCs will be skilled sailors not warriors). You may during downtime generate an income from your vessel at the same rates as an individual with a master artisan skill. Alternatively you may use your boat for other purposes (such as transporting other characters and their cargoes from A to B). Your vessel is not a war ship and your only option when faced with hostile shipping is to attempt to outrun it. You automatically acquire the flaw Obsessed (without gaining flaws points from it) with respect to your ship.

+5 War Vessel (All, +4 Imperial Humans, +4 Tritons)

You are a ship's captain and have your own boat and crew. Your vessel is one of the typical galleons used throughout the empire for transporting trade goods through dangerous waters, or for piratical activity. You have a crew of some dozen NPCs (or PCs if you can supply them and prefer) who will obey your orders, if NPCs they will be both skilled warriors and sailors. You may during downtime generate an income from your vessel, it is your choice if you employ your boat in trade or piratical activities and the amounts of money gained vary accordingly. Alternatively you may use your boat for other purposes (such as transporting other characters and their cargoes from A to B). In combat with other vessels at sea you attack via the means of deck-mounted catapults, heavy crossbows and by boarding enemy vessels. You automatically acquire the flaw Obsessed (without gaining flaws points from it) with respect to your ship.





Social and Background Flaws

In all cases you should specify in your character background the origins (where appropriate) of these flaws.

Variable - Enemy (All)

You have a long-standing enemy. Your disagreement with the individual in question is very personal and runs so deep that it stands no chance of being resolved amicably. Your enemy will do everything in their power whenever there is an opportunity to visit harm upon you and your interests. It is likely that given an opportunity to kill you your enemy would take that chance. The more points of flaws you allocate to this problem the more powerful and determined that enemy will become. For example a 1 point enemy might be a guard in the service of your local Realm Lord whereas a 4 point enemy would be someone of significant imperial status like the Castellan or a powerful Realm Lord. 5 point enemies should not be considered if you wish your character to have a healthy life span.

-1 Little Starting Money (All)

You have had little opportunity for saving at this point in your life. You start the game with only 100 thrones.

-1 Bad Reputation (All)

You have (rightly or wrongly) a bad reputation amongst the society in which you move. This reputation occasionally hinders you or biases people against you. You should make clear in your character background who has taken a dim view of you and why. You could for example have annoyed your Realm Lord, Church of Justice representative in the area in which you live or local merchants.

-1 Dreadful Antisocial Habit (All)

You have some obvious antisocial habit that other people are revolted by. You cannot help yourself and people are often disgusted by your lack of manners. The habit seems to exert itself most fully when you in the presence of influential people.

-1 Incomprehensible (All)

For some reason you talk in some dreadful manner that results in people constantly failing to understand you. Perhaps you have a thick and peculiar accent, you talk too fast or can communicate only in questions (as if anyone would be so stupid as to do that!).

-1 Arrogant (All, -2 Tritons)

You are enormously arrogant. You cannot help but to marvel at your own excellence and frequently find yourself looking down your nose at others, much to their annoyance.

-1 Non-Citizen (All)

You are not an imperial citizen: the protection of law extended to Imperial Citizens does not apply to you and you can expect harsher punishments than citizens for breaking imperial law. You may not hold political or military rank and many religions will also not allow you to hold position. You may be able to become a citizen later.



-2 Lost Love (All, -3 Tritons)

You have lost the love of your life in some tragic occurrence in your past. You have vowed to never love again. Frequently you will become morose, tearful and emotionally volatile. This tends to come upon you most after dark or after a few drinks. Should you be confronted by others talking of success in love or if you find yourself in the company of two romantically connected individuals you will fly off the handle all together fleeing as far away as you can to calm down even if this takes you into danger.

-2 Escaped Slave (All)

You were a slave to someone in the Empire and you have escaped somehow. You will be returned to your master or killed if you are found out. You automatically gain the Non Citizen Flaw (without gaining flaws points from it).

-2 Blabber Mouth (All)

You cannot keep a secret. If anyone entrusts you with a secret you have an overwhelming desire to tell people about it. If someone emphasises how important it is that the secret is kept that only makes the compulsion worse.

-2 Feud (All)

You have a feud with another group of individuals. They believe that you have done them wrong and you believe that they have done you wrong. Passions run high about this and could boil over into violence



-2 Oath (All)

You have sworn an oath that you would sooner die than break. The oath could be of unquestioning fealty to a Realm Lord, constant devotion to a cause or faith or to an honour code etc. You must go to all lengths to avoid breaking the oath. Should you fail and break your oath then you will go insane with guilt or take your own life.

-3 Tragic Romantic (All, 4 Tritons)

You cannot help but fall in love with individuals that seem inaccessible to you or are extremely inappropriate to your social situation. You will do anything to win the target of your desire even if this mean betraying close friends, family or superiors. In the event that you find your affections returned by your intended love then something dreadful **WILL** happen to you or them so that the affair ends in tragedy.

-3 Poor (All)

You are poor, you always have been and you always will be. Whenever you seem to acquire money or anything of value it seems to slip right through your fingers. You automatically gain the flaw Little Starting Money (without gaining any flaw points from it). Whenever you enter a period of downtime if you have acquired any thrones at all you manage to lose them or to somehow immediately squander it. Similarly if you enter a period of downtime in possession of any single item worth 200 thrones or more you will break it, lose it or somehow misplace it.

-4 Outlaw / Pirate (All)

Rightly or wrongly you have been declared outlaw in one of the Realms of The Empire. You are well known to people from that realm and are wanted there dead or alive for your crimes. A bounty starting at 1000 thrones has been placed on your head and that may rise the longer you remain at large. Outside of that realm you are not well know but should your background be discovered many would consider trying to take you in for the bounty on offer. Most Realm Lords would also consider it their duty to apprehend someone with your criminal reputation. Should emissaries of the Church of Justice discover who you are they will almost certainly try you. *(Note to players, don't take this flaw lightly. Law and order means much more in the Empire than it does in the background of most lrp games. While we would like to give people the opportunity to play outlaws (as it's fun) players should understand that the fun may not last as long as other characters and Piracy is Treason under Imperial Law).*

-5 Addicted to Liao (All)

You are addicted to the drug Liao. No cure for this addiction has ever been found. The thought of going without the drug is beyond contemplation for you. You must consume the drug (which comes most commonly as a clear yellowish liquid) at least once per week. You can assume that you have four doses of the drug available to you when you first appear IC. The organisers will provide you will four ribbons to attach to any phys reps you want to bring with you. The drug can be bought from illegal suppliers in all imperial trade cities and the cost of a typical dose is shown on the typical prices list in Trade In the Archipelago. Whilst you are not under the immediate effects of the drug you acquire the flaws Violent Temper (not Giants), Delusions, Unusual Fear, and Compulsion. The effects of consuming the drug last for fifteen minutes during which you enter an ecstatic state of mind and you may call "Resist" to any call of "Fear" or "Sleep". It is impossible for you to initiate violence during this fifteen minutes. After this period has elapsed your will and faith scores (if you have them) are immediately replenished by up to half their maximum totals, although this last positive effect will only occur once a day. Should you find yourself unable to take Liao for a period greater than seven days then you have a three-day grace period in which to find a supply at all costs. If you fail to do so then your internal organs rupture and you die bleeding from every orifice. Giants seem to have a greater resistance to the drug than most. Giants seem to be able to consume the drug more often than other races without becoming addicted. Additionally Giants who become addicts need only consume the drug once every two weeks before their bodies begin to react in an adverse way. *(Note to players. If you take this flaw you should always endeavour to ensure that you have sufficient supplies or funds to sustain your character's addiction during periods of downtime. If you fail to do so your character will die during downtime.)*

Social and Background Virtues

Variable - Friends in High Places (All)

You have powerful and influential friends who you can call upon from time to time for favours. Providing you do not abuse your friendship you can normally count on them to aid you without requirement for recompense. Occasionally they may approach you for a favour but generally they are more than capable of getting what they want on their own. The more points of virtues you allocate to this the more powerful your friends are.

+1 Savings (All)

You start the game with 750 thrones to keep or to spend on starting equipment.

+1 Well Liked (All)

You have a good reputation with some influential group. For example you may be well thought of by your local realm lord, by your superiors within a given church or within a trade house.





Part 3

+2 Close Family Ties (All)

You have a large family who are willing to help you out in times of trouble. You may call upon your family for aid should you wish. Amongst the various members of your extended family there is a broad spectrum of skills and areas of expertise. You should avoid calling on your family too often lest you sour your relationship with them. Most often this virtue will be employed during downtime where you can call upon family members to assist you. If you want members of your family to appear IC then please let the organisers know well in advance so that suitable NPCs can be prepared.

+2 Trusted Retainer (All)

You have a trusted companion who has for some reason undertaken to serve you without reward for the rest of your days. Your companion counts as a hireling that you may call upon every downtime for assistance. You should choose when taking this virtue if your companion is to have the skills of a Labourer, Scribe, Scout or Mercenary (see **Trade in The Archipelago** for more details on Hirelings).

+2 Income (All)

You have an income that arrives yearly. You must describe in your character background from where this income arises, perhaps you have a share in a lucrative merchant venture or some land you rent to tenants. As a result you gain 500 thrones a year without having to do anything to acquire it. You do not start the game with any more money than other starting characters.

+2 Blackmail (All)

You have been blackmailing an important individual for some time. The individual in question is a senior figure either within the Imperium (such as a Realm Lord) or one of the major churches. You believe that your information is worth around a total of 1000 thrones a year from your target. However there is a possibility that your victim may decide to try and get rid of you or in some way prevent you from blackmailing them any further. If the situation is brought to light you may well find yourself being hauled before a court for the crime of blackmail.



+2 Champion (All)

You have undertaken some exceptional service for your Realm Lord (or similar patron) in the past, which has resulted in you gaining favour. You may be called upon in difficult times to perform trusted service again. Additionally you may be able to call in a favour with your patron in thanks for past undertakings. If you continue in loyal service you may find yourself elevated to higher position.

+3 Knight Of The Empire (Imperial Human Only)

You have been honoured with the title of Knight, which may only be granted to Imperial Humans by the Castellan for exceptional service to the Empire or to a Realm Lord. The title of Knight singles you out above the rank and file of the ordinary members of the Empire and you should be accorded the respect you deserve. You are probably one of your Realm Lord's advisors and may be called upon to undertake particularly important or difficult tasks. You have been given a small quantity of land within your home Realm that you rent to tenants and acquires you the sum of 1000 thrones per year. You automatically acquire the virtue Savings without having to expend virtue points upon it.

+3 Imperial Herald (All)

You are an Imperial Herald and are tasked with the duty of delivering scrolls and edicts from the Master Herald to the Realm Lords and vice versa. You may also be required to undertake diplomatic or information gathering duties on behalf of the Master Herald. You may owe allegiance to no Realm Lord or Noble; you are duty bound to be neutral in all affairs of the Realms and instead directly serve the Master Herald and through him the Emperor. Any Realm Lord on whose territory you tread is required by Imperial Law to protect you at all times. Consequently runners are usually sent in advance of your arrival in any Realm so that the local Lord can provide you with escort. You are trusted to be entirely confidential with any messages you are given to carry and to deliver sealed scrolls unopened to their intended recipients, failure to do so can result in your expulsion from your position. You are expected to wear predominantly green and gold (the Imperial Colours) at all times. You start the game with a magical sash that has been enchanted via ritual means (and which will be provided for you by the organisers), the location of the sash (and hence your position) can be determined by the Master Herald via a great map in the Imperial Capital. You receive the Income virtue for free without having to expend any virtue points on it as long as you remain an Imperial Herald.

Note: Should this virtue prove popular then it will be restricted to a few players only on a strictly first come first served basis.



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+4 Minor Noble (or Sea Guard Officer, or Court Magician etc.) (All, +3 Imperial Humans)

You are a leader of a small community and gain the benefits and privileges from it. The exact benefits of the virtue vary from place to place within the Empire depending on the culture that pervades in whatever community you are from. Characters from the more tribal cultures handle this kind of thing very differently to others for example. Typically however you will receive a good yearly income, lands of your own and NPC troops to command. You gain the virtues Trusted Retainer and Savings without having to expend virtues points upon them. You **must** however provide an appropriate in character tent (no modern looking tents please) at any event you attend so that you may provide hospitality to guests. Alternatively this virtue can be used to represent any individual with a smattering of power as a result of their background, feel free to contact the organisers if you want to discuss it more.

+4 High Justice of a Realm (All, requires the skill Reverence - Vortainius)

You are a priest of the Grand Church of Justice and appointed as the High Justice of a particular Realm. You are expected to ensure that justice is served to all within your Realm and to tend for the spiritual well being of the followers of Vortainius within your Realm. You must work closely with your Realm Lord to establish what laws govern the Realm in question and to ensure that they are applied fairly to all. You are expected to preside over trials within the Realm if no other Priest of Vortainius is available to do so, you will be expected to preside over high profile trials yourself. Additionally you must keep a close eye on your Realm Lord to ensure that no breach of Imperial Law occurs. Should you need you have the full might of the Church of Justice to back you up and access to the great library in the Holy City of Tarin. If at any time you feel that you require supplies for an important undertaking that you cannot provide for yourself then you may petition the Church for supplies. Should you be recalled to Tarin for any reason by your superiors you must attend. You automatically gain the Trusted Retainer virtue three times without having to expend any virtues points on them, your retainers are one scribe and two Knights of Vortainius who act as your guards and enforcers. You automatically gain the Relic virtue (which will be allocated to you by the organisers) at no cost.

+5 Major Noble (All, +4 Imperial Humans)

You are a leader of a large community and gain the benefits and privileges from it. The exact benefits of the virtues vary from place to place within the Empire depending on the culture that pervades in whatever community you are from. Characters from the more tribal cultures handle this kind of thing very differently to other for example. Typically however you will receive a large yearly income, lands of your own, NPC troops to command and possibly a small castle. You gain the virtues Trusted Retainer, Extensive Armaments, Master Crafted Armaments and 2000 thrones starting money (instead of the usual 500) without having to expend virtues points upon them. You are likely to be one of the most powerful individuals within your own Realm, however you are still a subject of your Realm Lord who will no doubt demand tribute or taxation from you in the form of troops, services, money or any combination of the three. To play a Major Noble you **must** provide an appropriate IC tent at any event you attend so that you may provide hospitality to guests. You must also have at least ten player characters signed up as owing allegiance to you at the first event you attend.

+5 Realm Lord (All except Scatterlings or Corpse Moss)

(See **Creating a Realm or playing Realm Lords** in **Character Concepts** before taking this virtue)

You are a Realm Lord in charge of one of the Imperial Realms and with a seat on the Imperial Synod. You receive all the benefits of power including a large castle, a standing army to command, and a huge yearly income (in comparison to the average citizen of the Empire). You start the game with Trusted Retainer, Extensive Armaments, Master Crafted Armaments, Magical Item (which will be determined by the organisers) without having to expend virtue points upon them and 3000 thrones starting money (instead of the usual 500). The life of the Realm Lord is not an easy one however, the defence and well being of your people are your direct responsibility, fail them and rebellion or invasion is a very real possibility. Additionally the Empire expects much from you the Chancellor will require taxes, the Castellan may require troops from you and the Imperial Heralds must be able to pass unhindered through your borders. To play a Realm Lord you **must** provide an appropriate IC tent at any event you attend so that you may provide hospitality to guests. You must also have at least fifteen player characters signed up as owing allegiance (**see Character Concept**) to you at the first event you attend one of whom must play a Priest of the Church of Vortainius and will function as your High Justice (see **Religion in the Archipelago**).





Part 3

Equipment Flaws

Variable - Cursed Item (All)

You have through ill fortune come into the possession of a cursed item. While you carry the cursed object its ill effects are visited upon you (and possibly on those around you). Unfortunately getting rid of the item is not as easy as simply discarding it. The magic of the item has limited your alternatives for ridding yourself of it to a set number of conditions. It may be that you have to perform some specific actions before you can discard the item or possibly persuade someone else to take it from you. The more points of flaws you dedicate to the cursed item the more powerful its adverse effects upon you will become and the more difficult ridding yourself of it will be.

1 Common Starting Equipment (All)

Your starting equipment is of poor quality. Although you start the game with 500 thrones available to you this may only be spent initially on Common and Plentiful items. Note if you are playing an Astral Mage or Natural Philosopher this means you cannot start with an Ephemeris or Phylactery (see **Trade in the Archipelago**).

-2 Poor Starting Equipment (All)

Your starting equipment is of poor quality. Although you start the game with 500 thrones available to you this may only be spent initially on Plentiful items. Note if you are playing an Astral Mage or Natural Philosopher this means you cannot start with an Ephemeris or Phylactery (see **Trade in the Archipelago**).

Equipment Virtues

Variable - Magical Item (All)

You have a magical item in your possession. The item may have been ritually created or invested. The effects of the item may or may not be known to you at your choice. The more points of virtues you invest in the magical item the more powerful it will be. The organisers will determine the exact details of the magical item with guidance from your character's background. If the object in question is to be a weapon or piece of armour then at least three points of virtues must be expended on it.

Variable - Relic (All)

You have acquired a relic of a particular faith. If you are a devotee of that faith then you may use the divine properties of the item. The effects of the relic may or may not be known to you at your choice. The more points of virtues you invest in the relic the more powerful it will be.

+1 Extensive Armaments (All)

You have a strong personal armoury. You may start the game with any two full suits of armour and a shield of your choice. You may choose what type of armour (e.g. light, medium, moderate, heavy) the suits you have available to you are. You do not need to pay any of your character's starting money for these items.

+2 Master Crafted Armaments (All)

You have a single master crafted weapon or piece (not suit) of armour. The object is suitable for enchantment either by investment or by ritual. The object may have unusual properties of its own simply due to its extraordinary manufacture.



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