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Eagle People Cultural Member

7 points

You were born in one of the monastery/villages in the Eagle Mountains. Even if you were not trained in any of the martial arts, most people not of your culture will assume that you are.

Advantages:

Cultural Familiarity (Eagle People) [0]

TL 3 (5 Medicine) [0]

Status 0 (Citizen) [0]

Reputation +1: You know Kung Fu!, everyone except other Eagle People, always [5]

Disadvantages:

Language (Tibetan): Spoken (Native)/Written (None) [-3]

Background Skills:

Hiking (A) HT-1 [1] *or* Riding (Horse) (A) DX-1 [1]

One of Diplomacy (H) IQ-2 [1], Fast-Talk (A) IQ-1 [1], Savoir-Faire (High Society *or* Dojo) (E) IQ [1], *or* Streetwise (A) IQ-1 [1]

Area Knowledge (Choose) (E) IQ [1]

Current Affairs (Choose) (E) IQ [1]

Survival (Choose) (A) Per-1 [1]

Echir Gwaiz Cultural Member

1 point

You were born of immigrant parents or are an immigrant yourself. You might be an honest citizen-to-be or a member of one of the bandit tribes that live in the Badlands. Either way you stand out as a foreigner when among the Ruzina.

Advantages:

Cultural Familiarity (Pineland) [0]

TL 3 (5 Medicine) [0]

Status 0 (Citizen) [0]

Disadvantages:

Language (Hintalin): Spoken (Native)/Written (None) [-3]

Reputation -1: Lazy bumpkin, everyone except other Echir immigrants ≤ 10 [-1]

Background Skills:

Hiking (A) HT-1 [1] *or* Riding (Horse) (A) DX-1 [1]

One of Diplomacy (H) IQ-2 [1], Fast-Talk (A) IQ-1 [1], Savoir-Faire (High Society) (E) IQ [1], *or* Streetwise (A) IQ-1 [1]

Area Knowledge (Choose) (E) IQ [1]

Current Affairs (Choose) (E) IQ [1]

Survival (Choose) (A) Per-1 [1]

Ōamoon Cultural Member

-2 points

You were born to Luaith speaking parents in either the Saltlands (south of the mountains) or in one of the remaining enclaves in the primarily Ruzina speaking lands north of the mountains..

Advantages:

Cultural Familiarity (Choose) [0]

Status 0 (Citizen) [0]

Temperature Tolerance 1 [1].

Disadvantages:

Language (Luaith): Spoken (Native)/Written (None) [-3]

TL 2/3 [-5]

Background Skills:

Hiking (A) HT-1 [1] *or* Riding (Horse) (A) DX-1 [1]

One of Diplomacy (H) IQ-2 [1], Fast-Talk (A) IQ-1 [1], Savoir-Faire (High Society) (E) IQ [1], *or* Streetwise (A) IQ-1 [1]

Area Knowledge (Choose) (E) IQ [1]

Current Affairs (Choose) (E) IQ [1]

Survival (Choose) (A) Per-1 [1]

Ruzina Cultural Member

1 point

You are a member of the dominant culture on the north side of the Eagle Range Mountains. You may be part of the primary culture around the lake, or a member of a powerful minority in the Saltlands or a student or exile amongst the Eagle People in the mountains.

Advantages:

Cultural Familiarity (choose *one of*: Badlands, Lakeland, Mountains, or Saltlands) [0]

TL 3 (5 Medicine) [0]

Status 0 (Citizen) [0]

Temperature Tolerance 1 [1]

Disadvantages:

Language (Ruzina): Spoken (Native)/Written (Broken) [-2]

Code of Honor (Ruzina) [-1]

Duty (Family or Patron) ≤ 6 [-2].

Background Skills:

Hiking (A) HT-1 [1] *or* Riding (Horse) (A) DX-1 [1]

One of Diplomacy (H) IQ-2 [1], Fast-Talk (A) IQ-1 [1], Savoir-Faire (High Society) (E) IQ [1], *or* Streetwise (A) IQ-1 [1]

Area Knowledge (Choose) (E) IQ [1]

Current Affairs (Choose) (E) IQ [1]

Survival (Choose) (A) Per-1 [1]

Zulu Tribal Member

0 points

You are a member of the Zulu tribal community. Your people try and keep to themselves and are traditionally pastoralists, moving herds of goats from oasis to oasis. You are also known for being tough fighters. Females are more likely to leave the tribe than men because the conservative tribal leaders do not approve of the non-traditional roles that the other culture offer to women.

Advantages:

Cultural Familiarity (Zulu) [0]

DR 1 (soles of the feet only) [1]

Status 0 (Citizen) [0]

Reputation +1: Lethal and brutal fighters, everyone except other Zulu tribesmen, always [5]

Temperature Tolerance 1 [1].

Disadvantages:

Language (Zulu): Spoken (Native)/Written (None) [-3]

TL 2/3 [-5]

Reputation -1: Ignorant savages, everyone except other Zulu tribesmen, always [-5]

Background Skills:

Hiking (A) HT-1 [1]; *or* Running (A) DX-1 [1]

One of Diplomacy (H) IQ-2 [1], Fast-Talk (A) IQ-1 [1], or Savoir-Faire (High Society) (E) IQ [1]

Animal Handling (Goats) (A) IQ-1 [1]

Area Knowledge (Choose) (E) IQ [1]

Current Affairs (Choose) (E) IQ [1]

Survival (Choose) (A) Per-1 [1]

Ruzina Status & Cost of Living

<i>Rank</i>	<i>Title</i>	<i>Monthly Cost of Living</i>
6	King or Queen	\$6,000,000
5	Senator, Important Abulazol	\$600,000
4	Minor (or Junior) Senator	\$60,000
3	Abulazol, Guild Master	\$12,000
2	Minor Abulazol, Powerful Civil Servant	\$3,000
1	Businessman, Banker, Squire	\$1,200
0	Citizen	\$600
-1	Freedman or Foreigner	\$300
-2	Poor Citizen or Freedman	\$100
x-2	Slave (x = master's Status)	None

Abulazol (Knight)

100 points

Attributes:

ST 12 [20]; DX 11 [20]; IQ 10 [0]; HT 11 [10]

Secondary Characteristics:

Damage 1d/1d+2

BL 32 lbs.

HP 12 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]

Basic Speed 5.00 [-10]

Basic Move 5 [0]

Advantages:

Born War Leader 1 [5];

Combat Reflexes [15]

• Another 20 points chosen from among;

ST +1 to +2 [10/level],

DX +1 [20],

HT +1 to +2 [10/level],

HP +1 to +4 [2/level],

Basic Speed +1 [20],

Alcohol Tolerance [1],

Born War Leader 2 or 3 [5 or 10],

Charisma [5/level],

Contact [Varies],

Enhanced Block 1 [5],

Enhanced Parry 1 (One Melee Weapon skill) [5],

Fearlessness [2/level],

Fit [5] *or* Very Fit [15],

Hard to Kill [2/level],

Hard to Subdue [2/level],

High Pain Threshold [10],

Luck [15],

Patron [Varies],

Penetrating Voice [1],

Rank (Administrative or Military) [5/level],

Rapid Healing [5],

Recovery [10],

Reputation [Varies],

Signature Gear [Varies],

Status +1 to +3 [5/level],

Striking ST 1 or 2 [5 or 10],

Weapon Bond [1],

Wealth [Varies],

Weapon Master (one specific weapon) [20].

Disadvantages:

• -20 points chosen from among;

Bad Temper [-10*],

Bloodlust [-10*],

Code of Honor (Pirate's, Soldier's, or Chivalry) [-5, -10, or -15],

Duty (Patron or Kingdom) [Varies],

Obsession (choose) [-5*],

One Eye [-15],

Sense of Duty (Kingdom) [-10],

Vow (Never refuse a challenge to combat) [-10],

Wounded [-5].

• Another -15 points chosen from among those traits

or;

Bully [-10*],

Compulsive Carousing [-5*],

Greed [-15*],

Honesty [-10*],

Lecherousness [-15*],

Overconfidence [-5*],

Sense of Duty (Choose) [-5].

Primary Skills:

Brawling (E) DX+1 [2]-12 *or* Boxing (A) DX [2]-11;

Fast-Draw (any) (E) DX+1 [1]-12†;

Knife (E) DX [1]-11;

Shield (E) DX+2 [4]-13‡;

Wrestling (A) DX [2]-11.

• *One* of Crossbow or Thrown Weapon (Axe/Mace *or* Spear), all (E) DX+2 [4]-13; Bow or Throwing, both (A) DX+1 [4]-12; or Sling (H) DX [4]-11.

• *One* of these three sets of options:

1. *One* of Axe/Mace, Broadsword, Polearm‡, Shortsword, or Spear‡, all (A) DX+6 [24]-17.

2. *Two* of Axe/Mace, Broadsword, Polearm‡, Shortsword, or Spear‡, all (A) DX+3 [12]-14.

3. *Three* of Axe/Mace, Broadsword, Lance, Polearm‡, Riding (Horse), Shortsword, or Spear‡, all (A) DX+2 [8]-13.

Secondary Skills:

Armoury (Body Armor *or* Melee Weapons) and Connoisseur (Weapons), both (A) IQ+1 [4]-11;

Leadership (A) IQ [1]-10§;

Strategy and Tactics, both (H) IQ [2]-10§.

Background Skills:

Four of;

Forced Entry (E) DX [1]-11;

Climbing or Stealth, both (A) DX-1 [1]-10;

First Aid, Gesture, or Savoir-Faire (High Society),

all (E) IQ [1]-10;

Gambling, Heraldry, or Streetwise, all (A) IQ-1 [1]-

9;

Diplomacy (H) IQ-2 [1]-8;

Carousing (E) HT [1]-11;

Hiking (A) HT-1 [1]-10;

Intimidation (A) Will-1 [1]-9;

Scrounging (E) Per [1]-10;

Observation (A) Per-1 [1]-9.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Combat Reflexes.

‡ Knights who prefer two-handed weapons can omit Shield

and raise a two-handed combat skill by a level.
 § Includes +1 for Born War Leader (p. 14).

Knight-Scout **+30 points**

Secondary Characteristics:
 +2 Per [10].

Skills:
 Bow (A) DX+3 [12], or 12 points in existing skill to get Bow (A) DX+4 [16].
 • Camouflage (E) IQ [1];
 Fast-Draw (Arrow) (E) DX+1 [1] (includes +1 for knight's Combat Reflexes);
 Navigation (Land) (A) IQ [2];
 Survival (any) (A) Per-1 [1];
 Tracking (A) Per-1 [1].
 • Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].
 • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Knight-Swashbuckler **+35 points**

Advantages:
 Enhanced Parry 1 (Weapon of choice) [5];
 Weapon Master (Weapon of choice) [20].

Skills:
Either choose a knight Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Saber, or Smallsword, (A) DX+2 [8].
 Acrobatics (H) DX-2 [1];
 Jumping (E) DX [1].

Knight-Rogue **+20 points**

Advantages:
 Flexibility* [5];
 High Manual Dexterity 1† [5].

Skills:
Either Stealth (A) DX [2], *or* 1 point in existing skill to get Stealth (A) DX [2] and 1 point on other skills below.
 • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2].
 Filch (A) DX-1 [1];
 Lockpicking (A) IQ [2];
 Pickpocket (H) DX-2 [1];
 Traps (A) IQ [2].
 • Forced Entry (E) DX [1], or 1 point in existing skill to get Forced Entry (E) DX+1 [2].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Apprentice **58 points**

Attributes:
ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0]

Secondary Characteristics:
 Damage 1d-2/1d;
 BL 20 lbs.;
 HP 10 [0]; Will 11 [0]; Per 10 [-5]; FP 10 [0];
 Basic Speed 5.00 [0];
 Basic Move 5 [0].

Advantages:
 21 points chosen from among;
 DX +1 [20],
 IQ +1 [20],
 HT +1 or +2 [10/level],
 Will +1 to +4 [5/level],
 FP +1 to +7 [3/level],
 Autotrance [1],
 Channeling (Ghosts, -50%) [5],
 Eidetic Memory [5] *or* Photographic Memory [10],
 Fearlessness [2/level],
 Intuition [15],
 Language Talent [10],
 Languages (any) [2-6/language],
 Luck [15],
 Mind Shield [4/level],
 Night Vision 1-5 [1/level],
 Signature Gear [Varies],
 Spirit Empathy (Ghosts, -50%) [5]
 Wild Talent 1 (Retention, +25%; Focused, Magical, -20%) [21].
 • Optionally, spend some or all of these points on additional special abilities and spells (see below).

Disadvantages:
 -20 points chosen from among;
 Appearance (Unattractive, Ugly, *or* Hideous) [-4, -8, or -16],
 Curious [-5*],
 Disturbing Voice [-10],
 Frightens Animals [-10],
 Obsession (Become the world's most powerful wizard) [-10*],
 Pyromania [-5*],
 Skinny [-5],
 Unfit [-5] *or* Very Unfit [-15],
 Unnatural Features 1-5 [-1/level],
 Weirdness Magnet [-15].
 • Another -15 points chosen from among the previous traits or;
 Absent-Mindedness [-15],

Bad Temper [-10*],
 Callous [-5],
 Clueless [-10],
 Combat Paralysis [-15],
 Cowardice [-10*],
 Greed [-15*],
 Impulsiveness [-10*],
 Jealousy [-10],
 Klutz [-5] *or* Total Klutz [-15],
 Loner [-5*],
 Low Pain Threshold [-10],
 Nervous Stomach [-1],
 No Sense of Humor [-10],
 Oblivious [-5],
 Odious Personal Habits [-5 to -15],
 Overconfidence [-5*],
 Paranoia [-10],
 Post-Combat Shakes [-5*],
 Selfish [-5*],
 Sense of Duty (Choose) [-5],
 Stubbornness [-5],
 Wealth (Struggling) [-10].

Primary Skills:

Four of

Hidden Lore (Magic Items, Magical Writings, Secret Writings, Spirits, *or* Undead) or Occultism, both (A) IQ [2]-11;

Thaumatology (VH) IQ-2 [2]-9;
 or 2 points to raise one of those skills by a level.

Secondary Skills:

Six of

Hazardous Materials (Magical), Hidden Lore (any), Research, Speed-Reading, Teaching, or Writing, all (A) IQ-1 [1]-10;

Expert Skill (Natural Philosophy *or* Thanatology), Philosophy, Physiology (monster type), Psychology, or Theology, all (H) IQ-2 [1]-9;

Exorcism or Meditation, both (H) Will-2 [1]-9;
 or 1 point to raise one of those skills by a level.

• *One* of Broadsword, Shortsword, Smallsword, or Staff, all (A) DX+1 [4]-11.

• *Either* spend 4 points to improve the previous skill to 13, *or* select *two* of Crossbow, Fast-Draw (Knife, *or* Sword), Innate Attack (any), Knife, Shield, Shield (Buckler), or Thrown Weapon (Dart *or* Knife), all (E) DX+1 [2]-11;

Throwing (A) DX [2]-10;

Sling (H) DX-1 [2]-9;

or 2 points to raise one of those skills by a level.

Background Skills:

Four of

Climbing or Stealth, both (A) DX-1 [1]-9;

First Aid or Gesture, both (E) IQ [1]-11;

Cartography or Fast-Talk, both (A) IQ-1 [1]-10;

Hiking (A) HT-1 [1]-9;

Scrounging (E) Per [1]-10;

Observation or Search, both (A) Per-1 [1]-9.

Special Abilities and Spells:

You may add any unused advantage points (above) to the discretionary advantages and spells:

Wizard: Magery (Path) 0 [5],

Ritual Magic (Path) (VH) IQ-1 [4]-10†.

• 22 points total in either;

Magery (Path) 1 to 3 [10/level],

Path Adept 1 to 3 [10/level],

or individual Path skills (Cunning, Dreams,

Elements, Form, Health, Knowledge, Luck, Nature, Protection or Spirit) (VH) IQ-2 [2]-9†.

• Apprentice wizards should add their Magery level to Thaumatology, if chosen.

* Multiplied for self-control number; see p. B120.

† Ritual Magic (Path) and individual Path skills cannot exceed 10 + (2 x Magery).

Lodize (Scholar)

100 points

Attributes:

ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0]

Secondary Characteristics:

Damage 1d-2/1d

BL 20 lbs.

HP 10 [0], Will 12 [0], Per 12 [0], FP 10 [0]

Basic Speed 5.00 [0]

Basic Move 5 [0].

Advantages:

Book-Learned Wisdom 2 (2, 2) [18]; Eidetic Memory [5]; *and* Wild Talent 1 (No Advantage Requirements, +50%) [30].

• 15 points chosen from among;

ST +1 [10],

HT +1 [10],

Will +1 to +3 [5/level],

Per +1 to +3 [5/level],

Absolute Direction [5],

Acute Senses (any) [2/level],

Cultural Adaptability [10],

Fearlessness [2/level] *or* Unfazeable [15],

Higher Purpose (Seek Knowledge)† [5],

Language Talent [10],

Languages (any) [2-6/language],

Luck [15],

Reputation [Varies],

Signature Gear [Varies],

Social Regard (Respected) +1 [5],

Wealth (Comfortable) [10],

More and/or larger Book-Learned Wisdom slots,
Improve Eidetic Memory [5] to Photographic
Memory [10] for 5 points.

Disadvantages:

Curious (12) [-5]
• -20 points chosen from among;
Absent-Mindedness [-15],
Bad Sight (Mitigator, Corrective Spectacles, -60%)
[-10],
Intolerance (Varies) [-5],
Obsession (choose) [-5*],
Overconfidence [-5*],
Truthfulness [-5*],
Xenophilia [-10*],
Worsen Curious from (12) to (9) [-7] for -2 points or
(6) [-10] for -5 points.
• A further -25 points chosen from among the
previous traits or;
Bad Temper [-10*],
Clueless [-10],
Hard of Hearing [-10],
Jealousy [-10],
No Sense of Humor [-10],
Oblivious [-5],
Odious Personal Habits [-5 to -15],
Post-Combat Shakes [-5*],
Sense of Duty (choose) [-5],
Skinny [-5],
Stubbornness [-5]

Primary Skills:

Cartography, Hidden Lore (Gods, Guizel, Lost
Civilizations, Magic Items, Magical Writings, Spirits, *or*
Undead), Hidden Lore (second choice), Hidden Lore (third
choice), Research, *and* Speed-Reading, all (A) IQ [2]-12.

Secondary Skills:

Teaching *and* Writing, both (A) IQ-1 [1]-11
• *Five* of Architecture, Heraldry, Hidden Lore
(*another* choice), Occultism, Prospecting, or Traps, all (A)
IQ-1 [1]-11; Diagnosis, Diplomacy, Naturalist, Pharmacy
(Herbal), Philosophy (any), Physiology (any), Poisons,
Psychology (any), Strategy, Theology (any), or Veterinary,
all (H) IQ-2 [1]-10; or Alchemy, Surgery, or Thaumatology,
all (VH) IQ-3 [1]-9.
• *One* of Crossbow (E) DX+2 [4]-12; Lasso or
Throwing, both (A) DX+1 [4]-11; or Sling (H) DX [4]-10.
• *One* of Broadsword, Saber, Shortsword,
Smallsword, Staff, or Whip, all (A) DX+2 [8]-12.
• *One* of Shield or Shield (Buckler), both (E) DX+2
[4]-12; Cloak (A) DX+1 [4]-11; or raise main Melee
Weapon skill to DX+3 [12]-13.

Background Skills:

Observation (A) Per-1 [1]-11
Scrounging (E) Per [1]-11

Search (A) Per-1 [1]-11

• *Four* of Climbing, Riding, or Stealth, all (A) DX-1
[1]-9; First Aid or Savoir-Faire (High Society), both (E) IQ
[1]-12; Connoisseur (any) or Navigation (any), both (A) IQ-
1 [1]-11; Hiking (A) HT-1 [1]-9; Meditation (H) Will-2 [1]-
10; or Survival (any) Per-1 [1]-11.

* Multiplied for self-control number; see p. B120.

† Gives +1 to *any* roll made to bargain for books, decipher
runes, etc.

Rgya Dre (Martial Artist)

100 points

Attributes:

ST 10 [0]; DX 12 [40]; IQ 10 [0]; HT 11 [10]

Secondary Characteristics:

Damage 1d-2/1d;
BL 20 lbs.;
HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0];
Basic Speed 5.00 [-15];
Basic Move 6 [5].

Advantages:

Chi Talent 1 [15]
Trained by a Master [30].
• 25 points in Chi abilities (p. 21) or
ST +1 or +2 [10 or 20],
DX +1 [20],
IQ +1 [20],
HT +1 or +2 [10 or 20],
Will +1 to +4 [5/level],
Per +1 to +4 [5/level],
FP +1 to +6 [3/level],
Basic Speed +1 [20],
Basic Move +1 or +2 [5 or 10],
Ambidexterity [5],
Chi Talent 2 [15],
Combat Reflexes [15],
Enhanced Dodge 1 [15],
Enhanced Parry 1 or 2 (Unarmed) [5 or 10],
Fit [5] *or* Very Fit [15],
Flexibility [5] *or* Double-Jointed [15],
High Pain Threshold [10],
Luck [15],
Signature Gear [Varies],
Style Familiarity (Choose) [1]
Unfazeable [15],
Weapon Bond [1],
Weapon Master (One weapon) [20],
Wild Talent 1 [20].

Disadvantages:

Disciplines of Faith (Chi Rituals) [-10].
• Another -25 points chosen from among;

Code of Honor (Xia) [-10],
 Compulsive Vowing [-5*],
 Honesty [-10*],
 Obsession (“Perfect my art at any cost!”) [-10*],
 Social Stigma (Minority Group) [-10],
 Vow (Always fight unarmed) [-15],
 Wealth (Struggling, Poor, or Dead Broke) [-10, -15,

or -25].

• A further -15 points chosen from among those traits or;

Callous [-5],
 Loner [-5*],
 No Sense of Humor [-10],
 Overconfidence [-5*],
 Sense of Duty (Choose) [-5],
 Stubbornness [-5].

Primary Skills:

Jumping (E) DX [1]-12;
 Acrobatics, Judo, and Karate, all (H) DX-1 [2]-11.

• *One* of Thrown Weapon (Dart, or Knife) (E) DX [1]-12; Throwing (A) DX-1 [1]-11; or Blowpipe or Sling, both (H) DX-2 [1]-10.

• *One* of these three melee skills packages:

1. *Two* of Knife (E) DX+2 [4]-14; Axe/Mace, Jitte/Sai, Shortsword, Smallsword, or Staff, all (A) DX+1 [4]-13; or Flail (H) DX [4]-12.

2. *One* of the Melee Weapon skills in option 1, and raise both Judo and Karate to DX [4]-12

3. *No* Melee Weapon skills, but raise one of Judo or Karate to DX+1 [8]-13 and the other to DX [4]-12.

Secondary Skills:

Stealth (A) DX-1 [1]-11
 Meditation (H) Will-1 [2]-9.

Background Skills:

Tactics (H) IQ [4]-10.

• *Three* of

Fast-Draw (any) (E) DX [1]-12;
 Climbing (A) DX-1 [1]-11;
 First Aid or Gesture (E) IQ [1]-10;
 Teaching (A) IQ-1 [1]-9;
 Hiking or Running, both (A) HT-1 [1]-10;
 Intimidation (A) Will-1 [1]-9;
 Observation (A) Per-1 [1]-9.

Special Skills: *Seven* of

Immovable Stance, Light Walk, Parry Missile Weapons, Push, or Throwing Art, all (H) DX [2]-12;
 Breaking Blow, Flying Leap (requires Power Blow), or Pressure Points, all (H) IQ [2]-10;
 Breath Control or Kiai, both (H) HT [2]-11;
 Body Control (VH) HT-1 [2]-10;
 Mental Strength (E) Will+2 [2]-12;
 Mind Block (A) Will+1 [2]-11;
 Autohypnosis or Power Blow (H) Will [2]-11;

Esoteric Medicine (Chi) (H) Per [2]-10;
 Blind Fighting (VH) Per-1 [2]-9.

All include +1 for Chi Talent.

* Multiplied for self-control number; see p. B120.

Martial Artist-Knight

+40 points

Attributes:

+1 ST [10].

Advantages:

Born War Leader 1* [5];
 Combat Reflexes† [15].

Skills:

Armoury (Melee Weapons) (A) IQ [2];
 Connoisseur (Weapons) (A) IQ [2];
 Leadership (A) IQ-1 [1];
 Strategy (H) IQ-2 [1].

• Spend 4 points to learn *one* of Axe/Mace, Bow, Broadsword, Polearm, or Spear, all (A) DX+1 [4], or to add +1 to a known melee skill.

* Gives +1 to Leadership, Strategy, and Tactics.

† Gives +1 to Fast-Draw.

Martial Artist-Scout

+26 points

Secondary Characteristics:

+2 Per [10].

Skills:

Bow (A) DX+2 [8];
 Camouflage (E) IQ+1 [2];
 Fast-Draw (Arrow) (E) DX [1];
 Shadowing (A) IQ [2];
 Survival (any) (A) Per-1 [1];
 Tracking (A) Per-1 [1].

• Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

Martial Artist-Swashbuckler

+30 points

Advantages:

Combat Reflexes* [15];
 Enhanced Parry 1 (Weapon of choice) [5];
 Weapon Bond (Best weapon of choice in current possession) [1].

Skills:

Either choose a martial artist Melee Weapon skill and put 8 more points into it, raising it by +2, or add *one* of Broadsword, or Saber, all (A) DX+2 [8]. • Fast-Draw (any) (E) DX [1].

* Gives +1 to Fast-Draw.

Martial Artist-Rogue

+35 points

Secondary Characteristics:

+1 Per [5].

Advantages:

Flexibility* [5];
Perfect Balance (Chi, -10%)† [14].

Skills:

Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2].

- Filch (A) DX-1 [1];
- Forced Entry (E) DX [1];
- Lockpicking (A) IQ [2];
- Pickpocket (H) DX-2 [1];
- Traps (A) IQ [2].
- Raise Stealth (A) DX-1 [1] to Stealth (A) DX+1

[4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Acrobatics and Climbing. Martial artists acquire this as a Chi ability. Those who already have it should add 14 points of *other* Chi abilities and skills useful for thievery; e.g., the Catfall advantage and the Light Walk skill.

Robazol (Swashbuckler)

100 points

Attributes:

ST 10 [0]; DX 12 [40]; IQ 10 [0]; HT 11 [10]

Secondary Characteristics:

Damage 1d-2/1d;
BL 20 lbs.;
HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0];
Basic Speed 5.00 [-15];
Basic Move 6 [5].

Advantages:

Combat Reflexes [15];
Enhanced Parry 1 (Weapon of choice) [5];
Weapon Bond (Any starting weapon) [1];
Weapon Master (Weapon of choice) [20].
• Another 25 points chosen from among;
ST +1 to +2 [10/level],
DX +1 [20],
Basic Speed +1 [20],
Basic Move +1 to +3 [5/level],
Alcohol Tolerance [1],
Ambidexterity [5],
Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16],
Charisma [5/level],
Daredevil [15],

Enhanced Dodge 1 [15],
Enhanced Parry 2 or 3 (Weapon of choice) [5 or 10],
Extra Attack 1 [25],
No Hangover [1],
Luck [15],
Perfect Balance [15],
Rapier Wit [5],
Serendipity [15/level],
Signature Gear [Varies],
Striking ST 1 or 2 [5 or 10].

Disadvantages:

-15 points chosen from among;
Code of Honor (Pirate's or Gentleman's) [-5 or -10],
Obsession (Choose) [-10*],
Vow (Use only weapon of choice) [-5],
Vow (Never refuse a challenge to combat) [-10],
Vow (Challenge every swordsman to combat) [-15],
Vow (Never wear armor) [-15].
• Another -15 points chosen from among those traits

or;

Impulsiveness [-10*],
Overconfidence [-5*],
Short Attention Span [-10*],
Trickster [-15*].
• A further -20 points chosen from the two previous

lists or;

Chummy [-5] *or* Gregarious [-10],
Compulsive Carousing [-5*],
Compulsive Spending [-5*],
Greed [-15*],
Jealousy [-10],
Lecherousness [-15*],
One Eye [-15],
Sense of Duty (Choose) [-5],
Wounded [-5].

Primary Skills:

Jumping (E) DX [1]-12;
Fast-Draw (Knife) and Fast-Draw (Sword), both (E) DX+1 [1]-13†;
Acrobatics (H) DX [4]-12.
• *Either* Thrown Weapon (Knife) (E) DX+1 [2]-13 *or* Throwing (A) DX [2]-12.
• *One* of these three melee skills packages:
1. *One* of Broadsword, Saber, Shortsword, or Smallsword, all (A) DX+3 [12]-15; *one* of Shield (Buckler) (E) DX+3 [8]-15, or Cloak or Main-Gauche, both (A) DX+2 [8]-14.
2. *One* of the sword skills in option 1 at DX+4 [16]-16; *one* of Shield (Buckler) (E) DX+2 [4]-14, or Cloak or Main-Gauche, both (A) DX+1 [4]-13.
3. *One* of the sword skills in option 1 at DX+5 [20]-17.

Secondary Skills:

Brawling (E) DX+1 [2]-13 *or* Boxing (A) DX [2]-12;

Wrestling (A) DX [2]-12.

Background Skills:

Stealth (A) DX-1 [1]-11;

Savoir-Faire (High Society) (E) IQ+1 [2]-11 *or* Streetwise (A) IQ [2]-10;

Carousing (E) HT [1]-11.

• *Seven* of Fast-Draw (any other) (E) DX+1 [1]-13†;

Climbing (A) DX-1 [1]-11;

First Aid, Gesture, or Seamanship, all (E) IQ [1]-10;

Connoisseur (any), Fast-Talk, or Gambling, all (A)

IQ-1 [1]-9;

Hiking or Sex Appeal, both (A) HT-1 [1]-10;

Intimidation (A) Will-1 [1]-9;

Scrounging (E) Per [1]-10;

Search (A) Per-1 [1]-9.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Combat Reflexes.

Swashbuckler-Knight

+35 points

Attributes:

+1 ST [10].

Advantages:

Born War Leader 1* [5].

• *One* of Enhanced Block 1 [5], Fit [5], Rapid Healing [5], or Striking ST 1 [5].

Skills:

Armoury (Melee Weapons) (A) IQ+1 [4];

Connoisseur (Weapons) (A) IQ+1 [4];

Leadership (A) IQ-1 [1];

Strategy (H) IQ-2 [1];

Tactics (H) IQ-2 [1].

• Spend 4 points to learn *one* of Axe/Mace, Bow, Polearm, Spear, or Two-Handed Sword, all (A) DX+1 [4], *or* on primary swashbuckler Melee Weapon skill, raising it by +1.

* Gives +1 to Leadership, Strategy, and Tactics.

Swashbuckler-Scout

+30 points

Secondary Characteristics:

+2 Per [10].

Skills:

Bow (A) DX+3 [12];

Camouflage (E) IQ [1];

Fast-Draw (Arrow) (E) DX+1 [1] (includes +1 for swashbuckler's Combat Reflexes);

Navigation (Land) (A) IQ [2];

Observation (A) Per-1 [1];

Survival (any) (A) Per-1 [1];

Tracking (A) Per-1 [1].

• Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2].

Swashbuckler-Rogue

+35 points

Secondary Characteristics:

+1 Per [5].

Advantages:

Flexibility* [5];

High Manual Dexterity 1† [5].

• *One* of +1 Per [5], +1 Basic Move [5], Ambidexterity [5], or High Manual Dexterity 2† [5].

Skills:

Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2].

• Filch (A) DX-1 [1];

Forced Entry (E) DX [1];

Lockpicking (A) IQ+1 [4];

Pickpocket (H) DX-2 [1];

Traps (A) IQ+1 [4].

• Raise Stealth (A) DX-1 [1] to Stealth (A) DX+1 [4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand. Bonus becomes +2 with High Manual Dexterity 2.

Ruzlo (Bandit Tribesman)

100 points

Attributes:

ST 12 [20], DX 11 [20], IQ 10 [0], HT 11 [10]

Secondary Characteristics:

Damage 1d/1d+2

BL 32 lbs.

HP 16 [10], Will 10 [0], Per 10 [10], FP 11 [0]

Basic Speed 5.00 [-10]

Basic Move 5 [0]

Advantages:

High Pain Threshold [10] *and* Outdoorsman 2 [20]

• A further 20 points chosen from among;

ST +1 to +2 [10/level],

HT +1 to +2 [10/level],

Per +1 to +4 [5/level],

Absolute Direction [5],

Acute Senses (any) [2/level],

Animal Empathy [5],

Animal Friend 1-4 [5/level],

Combat Reflexes [15],

Discriminatory Smell [15],

Fearlessness [2/level],

Fit [5] *or* Very Fit [15],
 Hard to Kill [2/level],
 Hard to Subdue [2/level],
 Language: Spoken (Broken)/Written (None) [2]
 Lifting ST 1-3 [3/level],
 Luck [15],
 Rapid Healing [5] *or* Very Rapid Healing [15],
 Recovery [10],
 Resistant to Disease (+3) *or* (+8) [3 *or* 5],
 Resistant to Poison (+3) [5],
 Signature Gear [Varies],
 Striking ST 1 *or* 2 [5 *or* 10],
 Temperature Tolerance 2 [1],
 Weapon Bond [1].

Disadvantages:

Social Stigma (Minority Group) [-10]
 • Another -10 points chosen from among:
 Easy to Read [-10],
 Gullibility [-10*],
 Language: Spoken (Native)/Written (None) [-3],
 Low TL 1 *or* 2 [-5 *or* -10],
 Odious Personal Habit (Unrefined manners) [-5],
 Phobia (Machinery) [-5*],
 Wealth (Struggling) [-10]

• A further -20 points chosen from among the previous traits *or*:
 Appearance (Unattractive *or* Ugly) [-4 *or* -8],
 Bad Temper [-10*],
 Berserk [-10*],
 Bloodlust [-10*],
 Compulsive Carousing [-5*] *or* Phobia (Crowds) [-15*],

Gluttony [-5*],
 Ham-Fisted 1 *or* 2 [-5 *or* -10],
 Horrible Hangovers [-1],
 Impulsiveness [-10*],
 Overconfidence [-5*],
 Sense of Duty (Choose) [-5]

Primary Skills:

Camouflage (E) IQ+2 [1]-12‡
 Navigation (Land) (A) IQ+2 [2]-12‡
 Survival (any) (A) Per+1 [1]-11‡
 Tracking (A) Per+1 [1]-11‡

• *One* of Thrown Weapon (Axe/Mace, Spear, *or* Stick) (E) DX+2 [4]-13
 Bolas, Bow, Spear Thrower, *or* Throwing, all (A) DX+1 [4]-12
 • *One* of these three melee skills packages:
 1. *One* of Axe/Mace, Broadsword, *or* Spear, all (A) DX+2 [8]-13, *and* Shield (E) DX+3 [8]-14.
 2. Flail (H) DX+1 [8]-12 *and* Shield (E) DX+3 [8]-14.
 3. *One* of Polearm, Spear, Two-Handed Axe/Mace,

or Two-Handed Sword, all (A) DX+4 [16]-15.

Secondary Skills:

Brawling (E) DX [1]-11
 Stealth and Wrestling, both (A) DX [2]-11
 Mimicry (Animal Sounds *or* Bird Calls) *and* Naturalist, both (H) IQ [1]-10‡
 Hiking and Running, both (A) HT-1 [1]-10.

Background Skills:

Animal Handling (any), Disguise (Animals), *and* Weather Sense, all (A) IQ [2]-10
 Intimidation (A) Will [2]-10
 • *Four* of Forced Entry (E) DX [1]-11; Climbing (A) DX-1 [1]-10; First Aid, *or* Gesture both (E) IQ [1]-10; Carousing (E) HT [1]-11; Lifting (A) HT-1 [1]-10; *or* Observation (A) Per-1 [1]-9.

* Multiplied for self-control number; see p. B120.

‡ Includes +2 for Outdoorsman.

Bandit-Knight

+35 points

Advantages:

Born War Leader 2* [10]; Combat Reflexes† [15].

Skills:

Armoury (Body Armor *or* Melee Weapons) (A) IQ [2]
 Connoisseur (Weapons) (A) IQ [2]
 Leadership (A) IQ [2]
 Strategy (H) IQ-1 [2]
 Tactics (H) IQ-1 [2].

* Gives +2 to Leadership, Strategy, *and* Tactics.

† Gives +1 to Fast-Draw.

Bandit-Scout

+15 points

Skills:

Bow (A) DX+3 [12], *or* 12 points in existing skill to get Bow (A) DX+4 [16]
 Fast-Draw (Arrow) (E) DX [1]
 Traps (A) IQ-1 [1]
 Observation (A) Per-1 [1], *or* 1 point in existing skill to get Observation (A) Per [2].

Bandit-Swashbuckler

+35 points

Advantages:

Enhanced Parry 1 (Weapon of choice) [5]
 Weapon Master (Weapon of choice) [20].

Skills:

Either choose a bandit Melee Weapon skill *and* put 8 more points into it, raising it by +2, *or* add *one* of Saber, Shortsword, *or* Smallsword, all (A) DX+2 [8]

Shresze (Rogue)

100 points

Attributes:

ST 10 [0]; DX 12 [40]; IQ 10 [0]; HT 11 [10]

Secondary Characteristics:

Damage 1d-2/1d;
BL 20lbs.;
HP 10 [0]; Will 10 [0]; Per 11 [5]; FP 11 [0];
Basic Speed 5.00 [-15];
Basic Move 6 [5].

Advantages:

Flexibility [5];
High Manual Dexterity 1 [5];
Perfect Balance [15].
• A further 15 points chosen from among:
Per +1 to +3 [5/level],
Basic Move +1 or +2 [5 or 10],
Ambidexterity [5],
Catfall [10],
Combat Reflexes [15],
Danger Sense [15],
Enhanced Dodge 1 [15],
Gizmos 1-3 [5/level],
High Manual Dexterity 2-3 [5/level],
Honest Face [1],
Luck [15],
Night Vision 1-5 [1/level],
Peripheral Vision [15],
Serendipity [15/level],
Signature Gear [Varies],
Striking ST 1 or 2 (Only on surprise attack, -60%)

[2 or 4],

Wealth (Comfortable or Wealthy) [10 or 20],
• or improve Flexibility [5] to Double-Jointed [15]

for 10 points.

Disadvantages:

One of Greed (12) [-15],
Kleptomania (12) [-15],
Trickster (12) [-15].
• One of Callous [-5],
Code of Honor (Pirate's) [-5],
Curious (12) [-5].
• A further -20 points chosen from either of the two
previous lists or:
Bad Temper [-10*],
Bloodlust [-10*],
Compulsive Carousing [-5*],
Compulsive Gambling [-5*],
Compulsive Lying [-15*],
Compulsive Spending [-5*],

Cowardice [-10*],
Laziness [-10],
Lecherousness [-15*],
Loner [-5*],
One Eye [-15],
Overconfidence [-5*],
Post-Combat Shakes [-5*],
Sense of Duty (Choose) [-5],
Skinny [-5],
Wealth [Varies],
Social Stigma (Criminal Record) [-5].

Primary Skills:

Forced Entry (E) DX [1]-12;
Climbing (A) DX+3 [1]-15†‡;
Filch (A) DX [2]-12;
Stealth (A) DX+3 [12]-15;
Escape (H) DX+1 [1]-13†;
Pickpocket (H) DX [2]-12‡;
Lockpicking and Traps, both (A) IQ+1 [4]-11.

Secondary Skills:

Acrobatics (H) DX-1 [1]-11‡;
Sleight of Hand (H) DX-1 [1]-11‡;
Gesture (E) IQ [1]-10;
Holdout, Shadowing, Smuggling, and Streetwise, all
(A) IQ [2]-10;
Search and Urban Survival, both (A) Per [2]-11.
• One of Saber, Shortsword, or Smallsword, all (A)
DX-1 [1]-11.
• One of Shield (Buckler) (E) DX [1]-12; Cloak or
Main-Gauche, both (A) DX-1 [1]-11; or raise main sword
skill to DX [2]-12.
• One of Crossbow or Thrown Weapon (Knife), both
(E) DX [1]-12; Bow or Throwing, both (A) DX-1 [1]-11; or
Sling (H) DX-2 [1]-10.

Background Skills:

Brawling (E) DX [1]-12;
Gambling (A) IQ-1 [1]-9;
Carousing (E) HT [1]-11.
• Another 7 points spent on any previous skill, or:
Fast-Draw (any) or Garrote, both (E) DX [1]-12;
First Aid, Panhandling, or Seamanship (E) IQ [1]-
10;
Cartography, Connoisseur (any), Disguise, Fast-
Talk, or Merchant, all (A) IQ-1 [1]-9;
Counterfeiting, Forgery, or Poisons, all (H) IQ-2
[1]-8;
Hiking (A) HT-1 [1]-10;
Scrounging (E) Per [1]-10;
Lip Reading or Observation, both (A) Per-1 [1]-10.

* Multiplied for self-control number; see p. B120.

† Includes +3 for Flexibility.

‡ Includes +1 for Perfect Balance.

§ Includes +1 for High Manual Dexterity.

Rogue-Scout

+25 points

Advantages:

Outdoorsman 1* [10].

Skills:

Either Bow (A) DX+2 [8], or 7 points in existing skill to get Bow (A) DX+2 [8] and 1 point on other skills below.

- Camouflage (E) IQ [1];
- Fast-Draw (Arrow) (E) DX [1];
- Navigation (Land) (A) IQ-1 [1];
- Survival (any) (A) Per-1 [1];
- Tracking (A) Per-1 [1].

• Cartography (A) IQ-1 [1], or 1 point in existing skill to get Cartography (A) IQ [2].

• Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Rogue-Swashbuckler

+50 points

Advantages:

- Combat Reflexes* [15];
- Enhanced Parry 1 (Weapon of choice) [5];
- Weapon Bond (Best weapon of choice in current possession) [1];
- Weapon Master (Weapon of choice) [20].

Skills:

Jumping (E) DX [1].

• Either 3 more points on a thief sword skill at the 1-point level, raising it by +2; or 2 points on sword skill at the 2-point level, raising it by +1, and one of Shield (Buckler) (E) DX [1], or Cloak or Main-Gauche, both (A) DX-1 [1].

* Gives +1 to Fast-Draw.

Vunazol (Hunter/Scout)

100 points

Attributes:

ST 11 [10]; DX 11 [20]; IQ 10 [0]; HT 11 [10]

Secondary Characteristics:

Damage 1d-1/1d+1;
BL 25 lbs.;
HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0];
Basic Speed 5.00 [-10];
Basic Move 6 [5].

Advantages:

Outdoorsman 1 [10].

• 40 points chosen from among;

- ST +1 or +2 [10 or 20],
- DX +1 or +2 [20 or 40],
- HT +1 or +2 [10 or 20],
- Per +1 to +5 [5/level],
- Basic Speed +1 [20],
- Basic Move +1 to +3 [5/level],
- Absolute Direction [5],
- Acute Vision [2/level],
- Combat Reflexes [15],
- Danger Sense [15],
- Fit [5] or Very Fit [15],
- High Pain Threshold [10],
- Luck [15],
- Night Vision 1-5 [1/level],
- Outdoorsman 2 or 3 or 4 [10 or 20 or 30],
- Peripheral Vision [15],
- Rapid Healing [5],
- Signature Gear [Varies],
- Weapon Bond [1],
- Weapon Master (Bow) [20].

Disadvantages:

• -15 points chosen from among;

- Bloodlust [-10*],
- Callous [-5],
- Greed [-15*],
- Honesty [-10*],
- Overconfidence [-5*],
- Sense of Duty (Choose) [-5],
- Stubbornness [-5].
- Another -35 points chosen from among the previous traits or;
- Code of Honor (Pirate's or Soldier's) [-5 or -10],
- Intolerance (Urbanites) [-5],
- Loner [-5*],
- No Sense of Humor [-10],
- Odious Personal Habit ("Unwashed bushwhacker") [-5],

- Paranoia [-10],
- Phobia (Crowds) [-15*],
- Social Stigma (Disowned) [-5],
- Vow (Never sleep indoors) [-10],
- Vow (Own no more than what can be carried) [-10].

Primary Skills:

Bow (A) DX+4 [16]-15;
Camouflage (E) IQ+2 [2]-12†;
Fast-Draw (Arrow) (E) DX [1]-11;
Observation (A) Per [2]-10;
Tracking (A) Per+1 [2]-11†.

• One of these two melee skills packages:

1. One of Broadsword, Shortsword, or Spear, all (A) DX+2 [8]-13, and Shield (E) DX+2 [4]-13.

2. *One* of Broadsword, Shortsword, Spear, or Staff, all (A) DX+3 [12]-14.

Secondary Skills:

Climbing and Stealth, both (A) DX-1 [1]-10;
Gesture (E) IQ+1 [2]-11;
Cartography, Shadowing, and Traps, all (A) IQ+1 [4]-11;

Navigation (Land or Sea) (A) IQ [1]-10†;
Mimicry (Bird Calls) (H) IQ [2]-10†;
Hiking (A) HT [2]-11;
Survival (any) (A) Per [1]-10†.

Background Skills:

8 points in improved primary or secondary skills,
or;
Brawling, Fast-Draw (any other), Garrote, Jumping,
Knife, or Knot-Tying, all (E) DX [1]-11; Boating
(Unpowered),
Riding (Horse),
Throwing, or Wrestling, all (A) DX-1 [1]-10;
First Aid or Seamanship, both (E) IQ [1]-10;
Armoury (Missile Weapons), Prospecting, or
Weather Sense, all (A) IQ-1 [1]-9;
Swimming (E) HT [1]-11;
Running (A) HT-1 [1]-10;
Search (A) Per-1 [1]-9.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Outdoorsman.

Scout-Swashbuckler

+30 points

Advantages:

Combat Reflexes* [15];
Enhanced Parry 1 (Weapon of choice) [5].

Skills:

Either choose a scout Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Saber or Smallsword, all (A) DX+2 [8].

• *Either* Acrobatics (H) DX-2 [1] and Jumping (E) DX [1], *or* Acrobatics (H) DX- 1 [2] if Jumping is already known.

* Gives +1 to Fast-Draw.

Scout-Rogue

+20 points

Advantages:

Flexibility* [5];
High Manual Dexterity 1† [5].

Skills:

Acrobatics (H) DX-2 [1];
Escape (H) DX-2 [1];
Filch (A) DX-1 [1];

Forced Entry (E) DX [1];
Lockpicking (A) IQ [2];
Pickpocket (H) DX-2 [1].

• Raise Stealth (A) DX-1 [1] to Stealth (A) DX+1

[4]

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Archer

30 points

Attributes:

ST 10 [0]; DX 11 [20]; IQ 10 [0]; HT 10 [0]

Secondary Characteristics:

Damage 1d/2d-1;
BL 20 lbs.;
HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0];
Basic Speed 5.00 [-5];
Basic Move 5 [0].

Advantages:

25 points chosen from among;
ST +1 or +2 [10/level],
DX +1 [20],
IQ +1 [20],
HT +1 or +2 [10/level],
Per +1 to +5 [5/level],
Basic Speed +1.00 [20],
Basic Move +1 to +3 [5/level],
Absolute Direction [5],
Acute Vision [2/level],
Alcohol Tolerance [1],
Born War Leader 1-4 [5/level],
Combat Reflexes [15],
Danger Sense [15],
Fearlessness [2/level],
Fit [5] *or* Very Fit [15],
High Pain Threshold [10],
Luck [15],
Night Vision 1-5 [1/level],
Outdoorsman 1 or 2 [10 or 20],
Peripheral Vision [15],
Rapid Healing [5],
Signature Gear [Varies],
Weapon Bond [1],
Weapon Master (Bow) [20].

Disadvantages:

-15 points chosen from among;
Bloodlust [-10*],
Callous [-5],
Code of Honor (Pirate's *or* Soldier's) [-5 or -10],
Greed [-15*],
Honesty [-10*],

Overconfidence [-5*],
Sense of Duty (choose) [-5 or -10],
Stubbornness [-5].

• Another -35 points chosen from among the previous traits or

Bad Temper [-10*],
Compulsive Carousing [-5*],
Intolerance (Urbanites) [-5],
Loner [-5*],
No Sense of Humor [-10],
Obsession (choose) [-5*],
Odious Personal Habits [-5 to -15],
Paranoia [-10],
Phobia (Crowds) [-15*],
Vow (Never sleep indoors) [-10],
Wealth (Struggling) [-10],
Wounded [-5].

Primary Skills:

One of these three 16-point missile-weapons packages:

1. Bow (A) DX+3 [12]-14 *and* Fast-Draw (Arrow) (E) DX+2 [4]-13.
2. Crossbow (E) DX+4 [12]-15 *and* Fast-Draw (Arrow) (E) DX+2 [4]-13.
3. Sling (H) DX+3 [16]-14.

Secondary Skills:

Five of Climbing or Stealth, both (A) DX [2]-11;
Camouflage (E) IQ+1 [2]-11;
Armoury (Missile Weapons), Cartography,
Leadership, Navigation (Land), Shadowing, or Traps, all (A) IQ [2]-10;

Mimicry (Bird Calls) or Tactics, both (H) IQ-1 [2]-9;
Hiking (A) HT [2]-10;
Observation, Survival (any), or Tracking, all (A) Per [2]-10; or 2 points to raise one of those skills by a level. •

One of these two 8-point melee skills packages:

1. One of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+1 [4]-12, *and* Shield (E) DX+2 [4]-13.
2. One of Axe/Mace, Broadsword, Polearm, Shortsword, Spear, or Staff, all (A) DX+2 [8]-13.

Background Skills:

Six of Brawling, Fast-Draw (any), Jumping, Knife, Knot-Tying, or Thrown Weapon (any), all (E) DX [1]-11;
Boating (Unpowered), Bolas, Boxing, Riding (Horse), Throwing, or Wrestling, all (A) DX-1 [1]-10;
First Aid or Gesture, both (E) IQ [1]-10;
Connoisseur (Weapons), Gambling, or Weather Sense, all (A) IQ-1 [1]-9;
Carousing or Swimming, both (E) HT [1]-10;
Running (A) HT-1 [1]-9;
Intimidation (A) Will-1 [1]-9;
Scrounging (E) Per [1]-10; 1 point to raise one of

these skills by a level; or 1 point for another non-melee secondary skill at one level lower.

* Multiplied for self-control number; see p. B120.

Customization Notes

The archer has a surprising number of choices available. First he must decide whether he's a genuine bowman, an armbruster (crossbowman), or a slinger. The first two would do well to select Armoury (Missile Weapons) as a secondary skill. That's overkill for a sling, which would benefit more from Scrounging (for finding suitable sling projectiles) as a background skill.

After that, there's the matter of where he learned his skills.

Likely answers include:

Huntsman: The huntsman may take up arms against men in wartime, but he learned his vocation in the wilds, to feed and clothe himself and his family. This calls for Acute Vision, Outdoorsman, and above-average Per (and *not* especially for military talents such as Born War Leader and Combat Reflexes). Classic disadvantages for this type are Honesty and Sense of Duty – and Intolerance (Urbanites), more rustic Odious Personal Habits, Phobia (Crowds), and Vow (Never sleep indoors) all fit. Poorer hunters use Sling, but most favor Bow. Useful skills for stalking game are Camouflage, Stealth, Survival, and Tracking, and Spear is a likely weapon choice for dealing with larger prey (although Axe/Mace for hatchets also works). Any huntsman who knows what's good for him will have Knife and Weather Sense, too.

Levy: If an archer of this caliber is a conscript rather than a pro, odds are that he's a "natural," his abilities shaped more by talent than training. Superior ST or DX is likely; Danger Sense is more suitable than Combat Reflexes; and Luck *definitely* fits. He's a candidate for Bloodlust – it would explain a part-timer with a gift for killing – but that's it for definitive disadvantages. All three missile skill sets work, although Bow and Sling best suit huntsmen-turned-recruits. Other valuable skills are likewise as for a huntsman; then again, a person born to fill this role might have Leadership and Tactics, bolstered by Born War Leader. Melee skills should cover *inexpensive* weapons: Staff, Spear, maybe Axe/Mace. Someone with an inborn knack for ranged combat is likely to have Bolas, Spear Thrower, Throwing, and/or Thrown Weapon, too.

Scout: Someone on his way to becoming a full-fledged scout will want that profession's abilities. Choose some combination of higher IQ, improved Per, and Outdoorsman to boost the diverse skills needed to excel at this line of work. Customarily on the somber, introverted side, scouts have mental problem such as Callous, Loner, and No Sense of Humor – but also quite often Code of Honor, Honesty, and Sense of Duty, to keep them fighting the good fight when they're on their own. A bigger deal is training: Bow is a given; pathfinder skills like Cartography, Navigation, and Observation are preferred; and further abilities may include Boating, Running, and Swimming for

getting around, plus Weather Sense for knowing when to hunker down. Such “rangers” customarily favor swords, so add Broadsword or Shortsword for melee.

Veteran: The long-serving professional soldier is more a knight than a scout. He tends to have overtly military traits, meaning advantages like Born War Leader and Combat Reflexes, and disadvantages such as Sense of Duty, Code of Honor, and Wounded (the “old war wound”). He’s the most likely type of archer to prefer Crossbow, and to have the more martial secondary skills: Leadership, Tactics, and better-than-usual Armoury. Melee choices depend on his former employer’s wealth, but Polearm or Spear is a safe bet, while Staff is improbable. Remaining abilities should be rough-and-tumble – Brawling, Carousing, Gambling, Wrestling, etc. (often accompanied by Alcohol Tolerance and Compulsive Carousing). An interesting variant is the crusty sergeant, with good IQ and points in Intimidation.

Brute

34 points

Attributes:

ST 12 [20]; DX 11 [20]; IQ 9 [-20]; HT 10 [0]

Secondary Characteristics:

Damage 1d/1d+2;
BL 32 lbs.;
HP 12 [0]; Will 10 [5]; Per 10 [5]; FP 10 [0];
Basic Speed 5.00 [-5];
Basic Move 5 [0].

Advantages:

25 points chosen from among;
ST +1 or +2 [10/level],
DX +1 [20],
HT +1 or +2 [10/level],
HP +1 to +5 [2/level],
Per +1 to +5 [5/level],
Basic Speed +1.00 [20],
Basic Move +1 to +3 [5/level],
Absolute Direction [5],
Acute Vision [2/level],
Alcohol Tolerance [1],
Ambidexterity [5],
Animal Friend 1-4 [5/level],
Born War Leader 1-4 [5/level],
Combat Reflexes [15],
Discriminatory Smell [15],
Enhanced Block 1 [5],
Enhanced Parry 1 (One Melee Weapon skill) [5],
Fearlessness [2/level],
Fit [5] *or* Very Fit [15],
Hard to Kill [2/level],
Hard to Subdue [2/level],
High Pain Threshold [10],
Lifting ST 1-3 [3/level],

Luck [15],
Magic Resistance [2/level],
Night Vision 1-5 [1/level],
Outdoorsman 1 or 2 [10 or 20],
Penetrating Voice [1],
Peripheral Vision [15],
Rapid Healing [5] *or* Very Rapid Healing [15],
Resistant to Disease (+3) or (+8) [3 or 5],
Resistant to Poison (+3) [5],
Signature Gear [Varies],
Striking ST 1 or 2 [5 or 10],
Temperature Tolerance 1 or 2 [1 or 2],
Weapon Bond [1],
Weapon Master (One Weapon) [20].

Disadvantages:

-20 points chosen from among;
Bad Temper [-10*],
Berserk [-10*],
Bloodlust [-10*],
Bully [-10*],
Callous [-5],
Code of Honor (Pirate’s *or* Stays Bought) [-5],
(Soldier’s) [-10], *or* (Chivalry) [-15],
Social Stigma (Criminal *or* Minority Group) [-5 or -10].

• Another -25 points chosen from among the previous traits or
Appearance (Unattractive *or* Ugly) [-4 or -8],
Compulsive Carousing [-5*],
Easy to Read [-10],
Greed [-15*],
Ham-Fisted 1 or 2 [-5 or -10],
Horrible Hangovers [-1],
Language: Spoken (Native)/Written (None) [-3],
Impulsiveness [-10*],
Low TL 1 or 2 [-5 or -10],
Odious Personal Habits [-5 to -15],
Overconfidence [-5*],
Phobia (Crowds) [-15*],
Phobia (Machinery) [-5*],
Sense of Duty (choose) [-5 or -10],
Stubbornness [-5],
Wealth (Struggling) [-10],
Wounded [-5].

Primary Skills:

Brawling (E) DX [1]-11 *or* Boxing (A) DX-1 [1]-10; Knife (E) DX [1]-11;
Wrestling, (A) DX-1 [1]-10.

• One of these three 16- point melee skills packages:
1. One of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+3 [12]-14; or Flail (H) DX+2 [12]-13. • Shield (E) DX+2 [4]-13.
2. One of Polearm, Spear, Staff, Two-Handed

Axe/Mace, or Two-Handed Sword, all (A) DX+4 [16]-15; or Two-Handed Flail (H) DX+3 [16]-14.

3. *One* of Axe/Mace, Broadsword, Polearm, Shortsword, or Spear, all (A) DX+2 [8]-13; or Flail (H) DX+1 [8]-12. • *Either* two more choices, each (A) DX+1 [4]-12 or (H) DX [4]-11, *or* one more such choice *and* Shield (E) DX+2 [4]-13.

Secondary Skills:

Armoury (Body Armor *or* Melee Weapons) (A) IQ [2]-9.

• *One* of Crossbow or Thrown Weapon (Axe/Mace *or* Spear), all (E) DX+1 [2]-12;
Bow or Throwing, both (A) DX [2]-11;
Sling (H) DX-1 [2]-10.

Background Skills:

Seven of Forced Entry (E) DX [1]-11;
Climbing, Riding (Horse), or Stealth, all (A) DX-1 [1]-10;
First Aid, Gesture, or Seamanship, all (E) IQ [1]-9;
Animal Handling (any), Gambling, Heraldry, Leadership, Merchant, Streetwise, or Weather Sense, all (A) IQ-1 [1]-8;
Tactics (H) IQ-2 [1]-7;
Carousing (E) HT [1]-10;
Hiking (A) HT-1 [1]-9;
Intimidation (A) Will-1 [1]-9;
Observation or Survival (any), both (A) Per-1 [1]-9;
1 point to raise one of these skills by a level; or 1 point to raise a primary unarmed skill or Knife by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

What kind of brute you are depends on your background – not all muscle is the same! There are many choices, including:
Bandit: Mix lighter melee choices (Broadsword, Shortsword, and Spear are good) with Bow or Thrown Weapon for missile support. Streetwise and Merchant are useful for disposing of loot; Gesture and Stealth, for pulling off ambushes. Social Stigma (Criminal) and a Survival skill are practically a given.
Barbarian: You're *foreign, tribal* muscle. Outdoorsman and Social Stigma (Minority Group) come with the territory. Wealth (Struggling), either of the two Phobias, and/or Low TL all fit.
Soldier: You learned to fight in some organized force, whether mercenary or state-sponsored. Weapon choices will define you as much as anything else; decide whether you're a swordsman (perhaps even a two-handed-sword-wielding Weapon Master), a halberdier (option 2 or 3, with Polearm), a spearman (Spear, and probably Shield), or something else. Crossbows and thrown weapons make great backup choices. Tactics is a must – you'll need *some* idea of how to fight in a group. Former sergeants or guardsmen might have Born War Leader and Leadership (if they're any good), or just Intimidation (if not). Hiking is useful for long marches, but marines should pick Seamanship. Take

Code of Honor to be a reliable soldier, Wounded for the old war vet, or Greed for a pure mercenary.

Street Thug: Not everyone learns to fight in the military. You got your "training" on the city's mean streets! Social Stigma (Criminal) and Greed fit the archetype. Carousing, Gambling, and Streetwise help you pass the time and navigate the underworld. Your weapons should generally be smaller and more concealable – e.g., pick Axe/Mace for a (literal) hatchet man or Shortsword for a sword-point thief – and you ought to consider raising your Knife and unarmed skills.

Cutpurse

25 points

Attributes:

ST 9 [-10]; DX 12 [40]; IQ 10 [0]; HT 10 [0]

Secondary Characteristics:

Damage 1d-3/1d-1;
BL 16 lbs.;
HP 9 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0];
Basic Speed 5.00 [-10];
Basic Move 5 [0].

Advantages:

25 points chosen from among:
ST +1 or +2 [10/level],
DX +1 [20],
IQ +1 [20],
HT +1 or +2 [10/level],
Per +1 to +5 [5/level],
Basic Speed +1.00 [20],
Basic Move +1 to +3 [5/level],
Ambidexterity [5],
Catfall [10],
Combat Reflexes [15],
Danger Sense [15],
Enhanced Dodge 1 [15],
Flexibility [5] *or* Double-Jointed [15],
High Manual Dexterity 1-4 [5/level],
Honest Face [1],
Luck [15],
Magic Resistance [2/level],
Night Vision 1-5 [1/level],
Perfect Balance [15],
Peripheral Vision [15],
Serendipity 1 [15],
Signature Gear [Varies],
Striking ST 1-4 (Only on surprise attack, -60%) [2/level].

Disadvantages:

-25 points chosen from among:
Code of Honor (Pirate's *or* Stays Bought) [-5],
Compulsive Lying [-15*],
Curious [-5*],

Greed [-15*],
 Kleptomania [-15*],
 Laziness [-10],
 Social Stigma (Criminal) [-5],
 Trickster [-15*],
 Vow (Always complete the mission) [-10],
 Wealth (Struggling *or* Poor) [-10 or -15].
 • Another -25 points chosen from among the

previous traits or:

Appearance (Unattractive, Ugly, *or* Hideous) [-4, -8,
 or -16],

Bad Temper [-10*],
 Bloodlust [-10*],
 Callous [-5],
 Compulsive Carousing [-5*],
 Compulsive Gambling [-5*],
 Compulsive Spending [-5*],
 Cowardice [-10*],
 Lecherousness [-15*],
 Loner [-5*],
 One Eye [-15],
 Overconfidence [-5*],
 Post-Combat Shakes [-5*],
 Sense of Duty (Choose) [-5],
 Skinny [-5].

Primary Skills:

Climbing (A) DX [2]-12;
 Filch (A) DX [2]-12;
 Forced Entry (E) DX+1 [2]-13;
 Lockpicking (A) IQ [2]-10;
 Pickpocket (H) DX-1 [2]-11;
 Stealth (A) DX [2]-12;
 Traps (A) IQ [2]-10;
and 2 points to raise one of these skills by a level.

Secondary Skills:

Streetwise (A) IQ [2]-10.
 • *One* of Broadsword, Saber, Shortsword, or
 Smallsword, all (A) DX-1 [1]-11.
 • *Eight* of Brawling, Crossbow, Fast-Draw (any),
 Garrote, Knife, Shield (Buckler), or Thrown Weapon
 (Knife), all (E) DX [1]-12;
 Bow, Cloak, Main-Gauche, Throwing, or Wrestling,
 all (A) DX-1 [1]-11;
 Acrobatics, Escape, Sleight of Hand, or Sling, all
 (H) DX-2 [1]-10;
 Disguise, Fast-Talk, Holdout, Shadowing, or
 Smuggling, all (A) IQ-1 [1]-9;
 Counterfeiting, Forgery, or Poisons, all (H) IQ-2
 [1]-8;
 Intimidation (A) Will-1 [1]-9;
 Lip Reading, Observation, or Search, all (A) Per-1
 [1]-9;
 or 1 point to raise one of those skills or main sword

skill by a level.

Background Skills:

Three of First Aid, Gesture, Panhandling, or
 Seamanship, all (E) IQ [1]-10;
 Cartography, Connoisseur (any), Gambling, or
 Merchant, all (A) IQ-1 [1]-9;
 Carousing (E) HT [1]-10;
 Hiking (A) HT-1 [1]-9;
 Scrounging (E) Per [1]-10;
 Urban Survival (A) Per-1 [1]-9;
 or 1 point for another secondary skill.

* Multiplied for self-control number; see p. B120.

Customization Notes

The cutpurse can't afford to be as broad-based as a full fledged thief, so he's advised to pick a specialty *and stick to it*.

Examples include:

Cat Burglar: This archetype emphasizes the Climbing skill, and is about clambering up to places that most people can't reach. It cries out for Flexibility (+3 to Climbing) or even Double-Jointed (+5), or possibly Perfect Balance (+1) – and Catfall is a sensible investment. Beyond the baseline skill set, Acrobatics and Escape both fit the role and benefit from its likely advantages; Shadowing is good, as people rarely look *up*, giving them -2 in Contests against it; and Observation and ranged weapons skills benefit from high ground.

Housebreaker: The Forced Entry skill isn't subtle, but it's fast and effective. To get the most from it, raise ST. A housebreaker needs to be able to locate loot once he's in, so better Per is worthwhile – as is a good Search skill. Other helpful capabilities are Observation for casing the joint, and Holdout and Smuggling for making off with valuables afterward. Even modest knowledge of Connoisseur and Merchant can help when selling the haul.

Lurker: A cutpurse often serves not so much to perpetrate theft as to spy, scout, and act as an extra pair of eyes – possibly as a sentry against *opposing* skulkers! This demands better than-average Per, and advantages like Danger Sense, Night Vision, and Peripheral Vision. While Stealth is central here, Lip Reading, Observation, Scrounging, Search, and Shadowing all go with the territory.

Mugger: A cutpurse should avoid confrontation – he isn't a warrior. But a party full of wimpy scholars and wizards may hire one as a heavy and actually expect him to rob people. This necessitates more ST and HT to survive screw-ups, leaving little for advantages, although Striking ST might pay off. No one primary skill jumps out as ideal, but Stealth is good for surprise, at least. After that, there's Holdout for concealing weapons, Shadowing for stalking prey, Intimidation for threats, and combat skills for action.

Safecracker: Every party could use an extra Lockpicking expert. It may just be worth raising IQ and buying High Manual Dexterity for the purpose – although the extra tries Luck affords are nice. For the cutpurse who does raise IQ, diversifying into a

small number of harder secondary skills, like Counterfeiting and Forgery, can sometimes pay off. One who goes for the nimble fingers will find Sleight of Hand worth a look.

Shoplifter: There's more to robbing merchants than just Filch, but it's a start. To do it right, add *lots* of Basic Move for the "running away" part. Honest Face is nice to have before and after the fact, but Luck and Serendipity are even better ("It was sitting right out in the open, with no guardsmen for blocks around!"). Other handy skills are Holdout for the spoils, Disguise not to look like the guilty party, Fast-Talk for "It must've fallen into my bag!" stories, Acrobatics to elude guards, and Wrestling to escape them.

Urchin: The classic thieving brat is a pro at Pickpocket, which benefits from High Manual Dexterity. Just about all the advantages and skills suggested for a shoplifter are useful here, too – especially improved Basic Move! Other good supporting skills are Knife for slicing purse strings, and Observation and Shadowing for dogging marks. It's a rare example who doesn't also have Panhandling, Scrounging, and Urban Survival.

Sage

80 points

Attributes:

ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0]

Secondary Characteristics:

Damage 1d-2/1d;
 BL 20 lbs.;
 HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0];
 Basic Speed 5.00 [0];
 Basic Move 5 [0].

Advantages:

45 points chosen from among:
 ST +1 [10],
 DX +1 [20],
 IQ +1 or +2 [20/level],
 HT +1 or +2 [10/level],
 Will +1 to +6 [5/level],
 Per +1 to +6 [5/level],
 Absolute Direction [5],
 Acute Senses (any) [2/level],
 Book-Learned Wisdom [5/slot + 2/point in slot],
 Cultural Adaptability [10],
 Eidetic Memory [5] *or* Photographic Memory [10],
 Equipment Bond [1/item],
 Fearlessness [2/level] *or* Unfazeable [15],
 High Manual Dexterity 1-4 [5/level],
 Intuition [15],
 Language Talent [10],
 Languages (any) [2-6/language],
 Luck [15] *or* Extraordinary Luck [30],
 Serendipity 1-3 [15/level],
 Signature Gear [Varies],
 Speak With Animals [25],

Versatile [5],
 Wealth (Comfortable *or* Wealthy) [10 or 20],
 Wild Talent 1 (No Advantage Requirements, +50%)

[30].

Disadvantages:

-20 points chosen from among:
 Absent-Mindedness [-15],
 Bad Sight (Mitigator, Corrective Spectacles, -60%)

[-10],

Curious [-5*],
 Hard of Hearing [-10],
 Intolerance (Varies) [-5],
 Obsession (choose) [-5*],
 Overconfidence [-5*],
 Truthfulness [-5*],
 Xenophilia [-10*].

• Another -25 points chosen from among the previous traits or:

ST -1 or -2 [-10/level],
 DX -1 [-20],
 Per -1 to -4 [-5/level],
 Bad Temper [-10*],
 Clueless [-10],
 Greed [-15*],
 Impulsiveness [-10*],
 Jealousy [-10],
 No Sense of Humor [-10],
 Oblivious [-5],
 Odious Personal Habits [-5 to -15],
 Post-Combat Shakes [-5*],
 Sense of Duty (Varies) [-5],
 Skinny [-5],
 Stubbornness [-5].

Primary Skills:

Cartography (A) IQ [2]-12;
 Research (A) IQ [2]-12;
 Speed-Reading (A) IQ [2]-12;
 Teaching (A) IQ [2]-12;
 Writing (A) IQ [2]-12.

• Six of Architecture, Connoisseur (any), Heraldry, Hidden Lore (Lost Civilizations, Magic Items, Magical Writings, Secret Writings, Spirits, *or* Undead), or Occultism, all (A) IQ [2]-12;
 Diagnosis, Engineer (Gadgets), Expert Skill (Natural Philosophy), Naturalist, Pharmacy (Herbal), Philosophy (any), Physiology (any), Psychology (any), Theology (any), or Veterinary, all (H) IQ-1 [2]-11;
 Alchemy, Surgery, or Thaumatology, all (VH) IQ-2 [2]-10;
 or 2 points to raise any primary skill by one level.

Secondary Skills:

Five of
 First Aid (E) IQ [1]-12;

Armoury (Body Armor, Melee Weapons, *or* Missile Weapons), Hazardous Materials (Magical), Navigation (any), Public Speaking, *or* Prospecting, all (A) IQ-1 [1]-11; Diplomacy, Jeweler, *or* Poisons, all (H) IQ-2 [1]-10; 1 point to raise one of those skills by a level; *or* 1 point for an additional primary skill choice at one level lower.

• *One* of Broadsword, Saber, Shortsword, Smallsword, *or* Staff, all (A) DX+1 [4]-11.

• *Either* spend 4 points to improve the previous skill to 12, *or* select *two* of Crossbow, Fast-Draw (Gadget), Knife, *or* Shield (Buckler), all (E) DX+1 [2]-11;

Cloak, Lasso, Main-Gauche, Throwing, *or* Whip, all (A) DX [2]-10;

Sling (H) DX-1 [2]-9;

or 2 points to raise one of those skills by a level.

Background Skills:

Five of

Knot-Tying *or* Leatherworking, both (E) DX [1]-10;

Climbing, Riding (any), *or* Stealth, all (A) DX-1 [1]-9;

Savoir-Faire (High Society) (E) IQ [1]-12;

Lockpicking, Merchant, Smith (any), *or* Traps, all (A) IQ-1 [1]-11;

Hiking (A) HT-1 [1]-9;

Meditation (H) Will-2 [1]-10;

Scrounging (E) Per [1]-12;

Observation, Search, *or* Survival (any), all (A) Per-1 [1]-11.

* Multiplied for self-control number; see p. B120.

Skirmisher

125 points

Attributes:

ST 10 [0]; DX 12 [40]; IQ 10 [0]; HT 11 [10]

Secondary Characteristics:

Damage 1d-2/1d;

BL 20 lbs.;

HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0];

Basic Speed 6.00 [5];

Basic Move 6 [0].

Advantages:

35 points chosen from among:

ST +1 to +3 [10/level],

DX +1 [20],

HT +1 *or* +2 [10/level],

HP +1 to +4 [2/level],

Per +1 to +5 [5/level],

Basic Speed +1.00 [20],

Basic Move +1 to +3 [5/level],

Alcohol Tolerance [1],
Ambidexterity [5],
Combat Reflexes [15],
Daredevil [15],
Enhanced Dodge 1 [15],
Enhanced Parry 1 *or* 2 (Weapon of choice *or* Unarmed) [5/level],

Extra Attack 1 [25],

Fit [5] *or* Very Fit [15],

Flexibility [5] *or* Double-Jointed [15],

High Pain Threshold [10],

Lifting ST 1-3 [3/level],

Luck [15] *or* Extraordinary Luck [30],

Magic Resistance [2/level],

Perfect Balance [15],

Signature Gear [Varies],

Striking ST 1 *or* 2 [5 *or* 10],

Trained by a Master [30],

Weapon Bond [1],

Weapon Master (Weapon of choice) [20].

Disadvantages:

-20 points chosen from among:

Code of Honor (Pirate's, Gentleman's, *or* Xia) [-5, -10, *or* -10],

Disciplines of Faith (Chi rituals) [-10],

Obsession ("Become the best swordsman in the world" *or* "Perfect my art at any cost") [-10*],

Vow (Never wear armor) [-15],

Vow (Use only weapon of choice *or* Always fight unarmed) [-10 *or* -15].

• Another -30 points chosen from among the previous traits *or*:

Chummy [-5] *or* Loner [-5*],

Compulsive Carousing [-5*],

Compulsive Vowing [-5*],

Greed [-15*],

Impulsiveness [-10*],

Jealousy [-10],

Overconfidence [-5*],

Sense of Duty (Choose) [-5],

Social Stigma (Minority Group) [-10],

Wealth (Struggling, Poor, *or* Dead Broke) [-10, -15, *or* -25],

Wounded [-5].

Primary Skills:

Acrobatics (H) DX-1 [2]-11

Jumping (E) DX [1]-12.

• One of Thrown Weapon (Dart, Knife) (E) DX [1]-12;

Throwing (A) DX-1 [1]-11;

Sling, (H) DX-2 [1]-10.

• One of these six 18-point melee skills packages:

1. *One* of Broadsword, Saber, Shortsword, *or*

Smallsword, all (A) DX+2 [8]-14. • *One* of Shield (Buckler) (E) DX+2 [4]-14; or Cloak or Main-Gauche, both (A) DX+1 [4]-13. • Fast-Draw (Knife *or* Sword) (E) DX+1 [2]-13. • *Either* Brawling (E) DX+1 [2]-13 *or* Boxing (A) DX [2]-12. • Wrestling (A) DX [2]-12.

2. *One* sword skill from option 1 at DX+3 [12]-15. • *One* of Shield (Buckler) (E) DX+1 [2]-13; or Cloak or Main-Gauche, both (A) DX [2]-12. • Fast-Draw (Knife *or* Sword) (E) DX+1 [2]-13. • Brawling (E) DX [1]-12 *or* Boxing (A) DX-1 [1]-11. • Wrestling (A) DX-1 [1]-11.

3. *One* sword skill from option 1 at DX+4 [16]-16. • *Two* of Brawling or Fast-Draw (Knife *or* Sword), all (E) DX [1]-12; or Boxing or Wrestling, both (A) DX-1 [1]-11.

4. Judo *and* Karate, both (H) DX [4]-12. • *Two* of Axe/Mace, Jitte/Sai, Shortsword, Smallsword, or Staff, all (A) DX+1 [4]-13; or Flail (H) DX [4]-12. • Raise Acrobatics by a level for 2 points.

5. Judo *and* Karate, both (H) DX [4]-12. • *One* of the weapon skills in option 4, which will be (A) DX+2 [8]-14 or (H) DX+1 [8]-13. • Raise Acrobatics by a level for 2 points.

6. Judo *and* Karate, both (H) DX+1 [8]-13. • Raise Acrobatics by a level for 2 points.

Secondary Skills:

3 points total in Climbing or Stealth, both (A) DX; Meditation (H) Will; or any unselected primary skill.

Background Skills:

5 points spent on any previous skill, or on Fast-Draw (any) (E) DX; First Aid, Gesture, Savoir-Faire (High Society), or Seamanship, all (E) IQ; Connoisseur (any), Fast-Talk, Gambling, Merchant, Streetwise, or Teaching, all (A) IQ; Tactics (H) IQ; Hiking or Running, both (A) HT; Intimidation (A) Will; Scrounging (E) Per; or Search or Observation, both (A) Per.

* Multiplied for self-control number; see p. B120.

Customization Notes

Skirmishers are so focused on a top-rate combat skill and traits to support it that they somewhat lack breadth. There's more than one way to be a skirmisher, though! Popular choices include:

Monk: Either you specialize in exotic weaponry or you eschew weapons entirely to depend on your fists! You probably don't *want* armor – the added encumbrance will hold back many of your combat skills. Instead, spend discretionary points on extra defensive capabilities. Most hireling level monks are trained by lesser instructors, but a few have Trained by a Master. While *expensive*, this advantage opens up effective Rapid Strikes and multiple parries, making you a much more capable fighter.

Sword-and-Buckler Man: You're a light swordsman.

Weapon Master (for your chosen blade) is a *must*. Advantages such as Combat Reflexes, Enhanced Parry, Luck, and Weapon

Bond will greatly improve your odds of survival. Light armor is all you need, so spend points from quirks on cash in order to afford a high-quality sword.

Squire

43 points

Attributes:

ST 11 [10]; DX 11 [20]; IQ 10 [0]; HT 10 [0]

Secondary Characteristics:

Damage 1d-1/1d+1;

BL 25 lbs.;

HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0];

Basic Speed 5.00 [-5];

Basic Move 5 [0].

Advantages:

Born War Leader 1 [5].

• Another 25 points chosen from among:

ST +1 or +2 [10/level],

DX +1 [20],

IQ +1 [20],

HT +1 or +2 [10/level],

HP +1 to +4 [2/level],

Will +1 to +5 [5/level],

Per +1 to +5 [5/level],

Basic Speed +1.00 [20],

Alcohol Tolerance [1],

Born War Leader 2-4 [5/level],

Combat Reflexes [15],

Enhanced Block 1 [5],

Enhanced Parry 1 (One Melee Weapon skill) [5],

Fearlessness [2/level] *or* Unfazeable [15],

Fit [5] *or* Very Fit [15],

Hard to Kill [2/level],

Hard to Subdue [2/level],

High Pain Threshold [10],

Higher Purpose (choose) [5],

Luck [15],

Magic Resistance [2/level],

Penetrating Voice [1],

Rapid Healing [5] *or* Very Rapid Healing [15],

Resistant to Disease (+3) or (+8) [3 or 5],

Resistant to Poison (+3) [5],

Signature Gear [Varies],

Striking ST 1 or 2 [5 or 10],

Weapon Bond [1],

Weapon Master (One Weapon) [20].

Disadvantages:

-20 points chosen from among:

Bad Temper [-10*],

Bloodlust [-10*],

Callous [-5],

Code of Honor (Pirate's, Soldier's, *or* Ruzina) [-5,

-10, or -10],
 Honesty [-10*],
 Obsession (Choose) [-5*],
 One Eye [-15],
 Sense of Duty (Choose) [-5],
 Vow (Never refuse a challenge to combat *or* Own
 no more than horse can carry) [-10],
 Wounded [-5].
 • Another -25 points chosen from among the
 previous traits or:
 Bully [-10*],
 Charitable [-15*],
 Compulsive Carousing [-5*],
 Compulsive Generosity [-5*],
 Compulsive Vowing [-5*],
 Easy to Read [-10],
 Fanaticism [-15],
 Greed [-15*],
 Intolerance (Choose) [-5 or -10],
 Lecherousness [-15*],
 No Sense of Humor [-10],
 Overconfidence [-5*],
 Selfless [-5*],
 Stubbornness [-5],
 Truthfulness [-5*].

Primary Skills:

Brawling (E) DX [1]-11 *or* Boxing (A) DX-1 [1]-
 10.
 Fast Draw (any) (E) DX [1]-11.
 Wrestling, (A) DX [1]-11.
 • *One* of these three 16-point melee skills packages:
 1. *One* of Axe/Mace, Broadsword, Shortsword, *or*
 Spear, all (A) DX+3 [12]-14; *or* Flail (H) DX+2 [12]-13. •
 Shield (E) DX+2 [4]-13.
 2. *One* of Polearm, Spear, Two-Handed Axe/Mace,
or Two-Handed Sword, all (A) DX+4 [16]-15; *or* Two-
 Handed Flail (H) DX+3 [16]-14.
 3. *One* of Axe/Mace, Broadsword, Polearm, Riding
 (Horse), Shortsword, *or* Spear, all (A) DX+2 [8]-13; *or* Flail
 (H) DX+1 [8]-12. • A second such skill, but this one (A)
 DX+1 [4]-12 *or* (H) DX [4]-11. • *Either* a third such skill,
 also (A) DX+1 [4]-12 *or* (H) DX [4]-11, *or* Shield (E) DX+2
 [4]-13.

Secondary Skills:

Armoury (Body Armor *or* Melee Weapons) and
 Connoisseur (Weapons), both (A) IQ [2]-10;
 Leadership (A) IQ [1]-10†;
 Strategy and Tactics, both (H) IQ-1 [1]-9†.
 • *One* of Crossbow *or* Thrown Weapon (Axe/Mace
or Spear), all (E) DX+1 [2]-12;
 Bow *or* Throwing, both (A) DX [2]-11;
or Sling (H) DX-1 [2]-10.

Background Skills:

Seven of Fast-Draw (any other), Forced Entry, *or*
 Knife, all (E) DX [1]-11;
 Climbing, Riding (Horse), *or* Stealth, all (A) DX-1
 [1]-10;
 First Aid, Gesture, *or* Seamanship, all (E) IQ [1]-10;
 Animal Handling (any), Gambling,
 Heraldry, Hidden Lore (Choose), Interrogation, Merchant, *or*
 Streetwise, all (A) IQ-1 [1]-9;
 Physiology (monster type), Psychology (monster
 type), Religious Ritual, *or* Theology, all (H) IQ-2 [1]-8;
 Carousing (E) HT [1]-10;
 Hiking (A) HT-1 [1]-9;
 Intimidation (A) Will-1 [1]-9;
 Meditation (H) Will-2 [1]-8;
 Observation *or* Survival (any), both (A) Per-1 [1]-9;
 1 point to improve any selected 1-point skill
 (primary, secondary, *or* background) by a level; *or* 1 point in
 any unchosen primary *or* secondary skill.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Born War Leader.

Occupational Packages

Animal Handler

20 points

Advantages:

A total of 20 points from:
+1 IQ [20/level],
+1 or +2 HT [10/level],
HP [2/level],
Per [5/level],
Will [5/level];
Animal Empathy [5];
Animal Friend [5/level];
Combat Reflexes [15];
Common Sense [10];
Danger Sense [15];
Fearlessness [2/level];
High Pain Threshold [10];
Less Sleep [2/level];
Outdoorsman [10/level];
Patron [varies];
Rapid Healing or Very Rapid Healing [5 or 15];
Reputation [varies];
Resistant to Poison +3 or +8 [5 or 8]
Single-Minded [5].

Disadvantages:

- 20 chosen from
Duty [varies];
Loner or Uncongenial [- 5* or - 1];
Obsession [- 5 to - 15];
Overconfidence [- 5*];
Pacifism [varies];
Wealth [varies];
Reputation [varies];
Sense of Duty [varies];
Shyness [varies];
Social Stigma [varies];
Stubbornness [- 5]
Truthfulness [- 5*].

Primary Skills:

Animal Handling (any) (A) IQ+2 [8]- 12.

Secondary Skills:

A total of 7 points in any of
further Animal Handling (any) (IQ/A);
Area Knowledge (any) (IQ/E);
Farming (IQ/A);
Merchant (IQ/A);
Naturalist /TL (IQ/H);
Pharmacy/TL (Herbalist) (IQ/H)
Veterinary /TL (IQ/H).

Background Skills:

A total of 5 points in any of

Hiking (HT/A);
Leatherworking (DX/E);
Mimicry (IQ/H);
Packing (IQ/A);
Performance (IQ/A);
Professional Skill (Butcher) (IQ/A);
Riding (DX/A);
Survival (Per/A);
Teamster (any) (IQ/A);
Tracking (Per/A)
and further Secondary skills.

Armorer

30 points

Advantages:

A total of 20 points chosen from
+1 DX or IQ [20];
Artificer [10/level];
Fit [5];
High Pain Threshold [10];
High Manual Dexterity [5/level];
Patron [varies];
Reputation [varies];
Single-Minded [5];
Status [5/level];
Temperature Tolerance [1/level]
Wealth [varies].

Disadvantages:

- 15 points chosen from
Bad Back [- 15];
Bad Temper [- 10*];
Hard of Hearing [- 10];
Odious Personal Habits [- 5 to - 15];
Overconfidence [- 5*];
Reputation [varies];
Stubbornness [- 5];
Unfit [- 5]
Workaholic [- 5].

Primary Skills:

Armoury (Body Armor, Melee Weapons or Missile Weapons) (A) IQ+2 [8]- 12.

Secondary Skills:

A total of 4 points in any of
Accounting (IQ/H);
Administration (IQ/A);
Artist (Drawing or Woodworking) (IQ/H);
Leatherworking (DX/E);
Mechanic /TL (Locks (IQ/A);
Mechanic/TL (Simple machines) (IQ/A);
Merchant (IQ/A);
Metallurgy/TL (IQ/H);
Naturalist (IQ/H);

Professional Skill (Tanner) (IQ/A);
Savoir-Faire (High Society or Military) (IQ/E);
Sewing (DX/E);
Scrounging (Per /E)
Smith (Iron) (IQ/A).

Background Skills:

A total of 3 points in any of
Animal Handling (any) (IQ/A);
Area Knowledge (any) (IQ/E);
Fast Talk (IQ/A);
Heraldry (IQ/A);
Hiking (HT/A);
Riding (DX/A);
Teamster (any) (IQ/A)
any Melee Weapon (DX/varies).

Boatman

15 points

Advantages:

10 points chosen from any of
+1 ST [10],
FP [3/level]
Per [5/level];
Absolute Direction [5];
Absolute Timing [2];
Acute Hearing or Vision [2/level];
Contacts [varies];
Favors [varies]; Fit [5];
High Manual Dexterity [5/level];
Mariner [10/level];
Reputation [varies]
Tough Guy [5/level].

Disadvantages:

- 15 points chosen from
Bad Temper [- 10*];
Claustrophobia [- 15*];
Duty (Non- hazardous) [varies];
Greed [- 15*];
Loner or Uncongenial [- 5* or - 1];
Odious Personal Habits [- 5 to - 15];
Wealth [varies];
Reputation [varies]
Status [- 5/level].

Primary Skills:

Area Knowledge (River /Harbor /Landings) (E)
IQ+2 [4]- 12
Boating (Sailboat or Unpowered) (A) DX+2 [8]- 12.

Secondary Skills:

A total of 5 points in any of
Freight Handling/TL (IQ/A);
Merchant (IQ/A);
Navigation (IQ/A);

Seamanship /TL (IQ/E)
Weather Sense (IQ/A).

Background Skills:

A total of 3 points in any of
Carpentry (IQ/E);
Jumping (DX/E);
Savoir-Faire (Servant) (IQ/E);
Streetwise (IQ/A);
Survival (any) (Per /A)
Swimming (HT/E).

Builder

5 points

Advantages:

10 points chosen from
+1 ST [10];
Allies [varies];
Artificer [10/level];
Claim to Hospitality [varies];
Fit [5];
High Manual Dexterity [5/level];
Master Builder [5/level];
Reputation [varies].

Disadvantages:

- 15 points chosen from
Bad Back [- 15 or - 25];
Duty (choose) [varies];
Greed [- 15*];
Honesty [- 10*];
Missing Digit [- 2 or - 5];
Proud or Selfish [- 1 or - 5*];
Stubbornness [- 5]
Workaholic [- 5].

Primary Skills:

Carpentry (E) IQ+2 [4]- 12 or Masonry (E) IQ+2
[4]- 12.

Secondary Skills:

Artist (Sculpting) (H) IQ- 1 [2]- 9 or Artist
(Woodworking) (H) IQ- 1 [2]- 9.

Background Skills:

A total of 4 points in any of
Administration (IQ/A);
Area Knowledge (IQ/E);
Lifting (HT/A);
Mechanic (Construction) (IQ/A);
Merchant (IQ/A);
Professional Skill (Thatching) (IQ/A)
Smith (Iron) (IQ/A).

Bureaucrat

15 points

Advantages:

Administrative Rank 1 [5]
 and 15 points chosen from
 increased Will [5/level];
 further Administrative Rank [5/level];
 Allies [varies];
 Contacts [varies];
 Detail - Oriented [5/level];
 Eidetic Memory [5 or 10];
 Favors [varies];
 Lightning Calculator [2];
 Mathematical Ability [10/level];
 Patron [varies];
 Reputation [varies];
 Sage [10/level];
 Status [5/level];
 Wealth [varies].

Disadvantages:

- 20 points chosen from any of
 Bully [- 10*];
 Delusion [varies];
 Enemy [varies];
 Greed [- 15*];
 Hidebound [- 5];
 Honesty [- 10*];
 Incurious [- 5*];
 Laziness [- 10];
 Miserliness [- 10*];
 Neutered [- 1 plus a possible Social Stigma];
 Reputation [varies];
 Secret [varies];
 Sense of Duty [varies];
 Social Stigma [varies];
 Stubbornness [- 5];
 any physical disadvantage [varies].

Primary Skills:

Administration (A) IQ+2 [8]- 12
 and a total of 4 points from any of
 Accounting (IQ/H);
 Law (any) (IQ/H)
 Politics (IQ/A).

Secondary Skills:

A total of 5 points in any of
 Area Knowledge (IQ/E);
 Artist (Calligraphy) (IQ/H);
 Diplomacy (IQ/H);
 Economics (IQ/H);
 Fast Talk (IQ/A);
 Research (IQ/A);
 Savoir-Faire (High Society or Bureaucracy) (IQ/E);
 Writing (IQ/A)
 further Primary skills.

Background Skills:

A total of 3 points in any of
 Detect Lies (Per /H);
 Forgery (IQ/H);
 Fortune – Telling (Astrology) (IQ/A);
 Heraldry (IQ/A);
 History (any) (IQ/H);
 Interrogation (IQ/A);
 Languages (special);
 Mathematics (IQ/H);
 Merchant (IQ/A)
 Religious Ritual (IQ/H).

Caravan Leader**22 points****Advantages:**

15 points chosen from
 increased HT [10/level],
 HP [2/level],
 FP [3/level]
 Per [5/level];
 Absolute Direction [5];
 Acute Senses [2/level];
 Animal Empathy [5];
 Animal Friend [5/level];
 Charisma [5/level];
 Claim to Hospitality [1 to 10];
 Contacts [varies];
 Danger Sense [15];
 Fit or Very Fit [5 or 15];
 Hard to Kill [2/level];
 Less Sleep [2/level];
 Outdoorsman [10/level];
 Reputation [varies];
 Status [5/level]
 Temperature Tolerance [1/level].

Disadvantages:

- 15 points chosen from
 Bad Temper [- 10*];
 Callous [- 5];
 Code of Honor [varies];
 Loner or Uncongenial [- 5* or - 1];
 Proud or Selfish [- 1 or - 5*];
 Reputation [varies];
 Sense of Duty (Caravan) [- 5];
 Stubbornness [- 5]
 Workaholic [- 5].

Primary Skills:

Area Knowledge (Caravan Route) (E) IQ+2 [4]- 12;
 Survival (any) (A) Per [2]- 10
 and a total of 8 points in any of
 Area Knowledge (other) (IQ/E);
 Naturalist (IQ/H);

Riding (any) (DX/A);
Survival (other) (Per/A)
Weather Sense (IQ/A).

Secondary Skills:

A total of 4 points in any of
Animal Handling (any) (IQ/A);
Languages (special);
Leadership (IQ/A);
Packing (IQ/A);
Veterinary/TL (IQ/H)
and further primary skills.

Background Skills:

A total of 4 points in any
Melee Weapon (varies);
First Aid/TL (IQ/E);
Fishing (IQ/E);
Navigation (IQ/A);
Shield (DX/E);
Tracking (Per /A)
Traps /TL (IQ/A).

Cook

20 points

Advantages:

A total of 15 points chosen from
increased FP [3/level];
Acute Taste/Smell [2/level];
Alcohol Tolerance [1];
Allies [varies];
Claim to Hospitality [1 to 10];
Patron [varies];
Reputation [varies]
Temperature Tolerance [1/level].

Disadvantages:

A total of -15 points chosen from
Alcoholism [-15 or -20];
Alcohol - Related Quirks [-1 each];
Bad Temper [-10*];
Bully [-10*];
Code of Honor (Professional Ethics) [-5];
Duty (Nonhazardous) [varies];
Fat or Overweight [-5, -10 or -1];
Gluttony [-5*]
Lecherousness [-10*].

Primary Skills:

Cooking (A) IQ+2 [8]-12.

Secondary Skills:

A total of 7 points in any of
Administration (IQ/A);
Artist (Culinary) (IQ/H);
Merchant (M/A);
Professional Skill (Butcher, Distiller, Miller, or

Server) (IQ/A)

Savoir-Faire (High Society or Servant) (IQ/E).

Background Skills:

A total of 5 points in any of
Area Knowledge (any) (IQ/E);
First Aid/TL (IQ/E);
Languages (special);
Knife (DX/E)
Thrown Weapon (Knife) (DX/E).

Diplomat

10 points

Advantages:

Status 1 [5]
and 15 points chosen from
Administrative Rank [5/level];
Appearance [varies];
Charisma [5/level];
Claim to Hospitality [1 to 10];
Contacts [varies];
Danger Sense [15];
Diplomatic Immunity [20];
Empathy or Sensitive [15 or 5];
Favors [varies];
Honest Face [1];
Intuition [15];
Language Talent [10];
Military Rank [5/level];
Patron [varies];
Reputation [varies];
Smooth Operator [15/level];
further Status [5/level];
Voice [10]
Wealth [varies].

Disadvantages:

Duty (Employer, 6-) [-2 points]
and - 15 points chosen from
Code of Honor [-5 to -15];
Duty (Increased Frequency) [varies];
Fanaticism [- 15];
Intolerance [-5 to -10];
Jealousy [-10];
Odious Personal Habits [-5 to -15];
Overconfidence [-5*];
Pacifism [varies];
Reputation [varies];
Sense of Duty [varies]
Social Stigma [varies].

Primary Skills:

Diplomacy (H) IQ+1 [8]-12;
Savoir-Faire (E) IQ+1 [2]-12;
and 8 points in Languages.

Secondary Skills:

8 points in any of
 Accounting (IQ/H);
 Acting (IQ/A);
 Administration (IQ/A);
 Artist (Calligraphy) (IQ/H);
 Carousing (HT/E);
 Cryptography /TL (IQ/H);
 Detect Lies (Per /H);
 Falconry (IQ/A);
 Fast - Talk (IQ/A);
 Heraldry (IQ/A);
 History (IQ/H);
 Intelligence Analysis /TL (IQ/H);
 Interrogation (IQ/A);
 further Languages (special);
 Law (any) (IQ/H);
 Leadership (IQ/A);
 Public Speaking (IQ/A);
 Psychology (IQ/H);
 Sex Appeal (HT/A);
 Singing (HT/E)
 Writing (IQ/A).

Background Skills:

5 points in any of
 Animal Handling (any) (IQ/A);
 Area Knowledge (any) (IQ/E);
 any Melee Weapon (varies);
 Forgery/TL (IQ/H);
 Games (any) (IQ/E);
 Hiking (HT/A);
 Merchant (IQ/A);
 Packing (IQ/A);
 Politics (IQ/A);
 Riding (any) (DX/A);
 Streetwise (IQ/A);
 Tactics (IQ/H);
 Teamster (any) (IQ/A)
 Theology (IQ/H).

Domestic Servant**-15 points****Advantages:**

A total of 10 points chosen from
 Ally [varies];
 Common Sense [10];
 Fearlessness [2/level];
 High Manual Dexterity [5/level];
 Honest Face [1];
 Less Sleep [2/level];
 Patron [varies];
 Sensitive [5]

Unfazeable [15].

Disadvantages:

Duty (Master; Nonhazardous, 12-) [-5];
 Status - 1 [-5];
 Struggling [-10];
 and a total of -15 points chosen from
 Chummy or Gregarious [-5 or -10];
 Dependent [varies];
 Dull or Hidebound [-1 or -5];
 higher frequency of Duty [varies];
 Fat or Overweight [-5, -10 or -1];
 Gullibility [-10*];
 Humble [-1];
 Low Self- Image [-10];
 Odious Personal Habits [-5 to -15];
 further Wealth [varies];
 Sense of Duty [varies];
 Shyness [-5 to -15];
 Social Stigma [particularly Uneducated or
 Ignorance];
 further Status [-5/level]
 Unfit [-5].

Primary Skills:

Savoir-Faire (Servant) (E) IQ+2 [4]-12.

Secondary Skills:

A total of 3 points in any of
 Animal Handling (any) (IQ/A);
 Cooking (IQ/A);
 Gardening (IQ/E);
 Merchant (IQ/A);
 Professional Skill (Server) (IQ/A)
 Savoir-Faire (other) (IQ/E).

Background Skills:

A total of 3 points in any of
 Administration (IQ/A);
 Area Knowledge (any) (IQ/E);
 Carousing (HT/E);
 Farming /TL (IQ/A);
 Professional Skill (Spinning or Weaving) (DX/A);
 Sewing (DX/E)
 Sex Appeal (HT/A).

Fisherman**5 points****Advantages:**

A total of 10 points chosen from
 +1 ST or HT [10];
 Animal Friend [5/level];
 Common Sense [10];
 Deep Sleeper [5];
 Resistant to Disease or Immunity to Disease [5 or
 10];

Fit [5];
Night Vision 1-5 [1/level];
Pitiable [5];
Rapid Healing [5]
Single-Minded [5].

Disadvantages:

A total of -15 points chosen from
Appearance [varies];
Attentive [-1];
Bad Smell [-10];
Claustrophobia [-15*];
Demophobia [-15*];
Dull or Hidebound [-1 or -5];
Gullibility [-10*];
Humble [-1];
Incurious or Staid [-5* or -1];
Jealousy [-10];
Loner or Uncongenial [-5* or -1];
Low Self-Image [-10];
Oblivious [-5*];
Odious Personal Habits [-5 to -15];
Wealth [varies];
Shyness [varies];
Skinny [-5];
Status [-5/ level];
Stubbornness [-5]
Truthfulness [-5*].

Primary Skills:

Fishing (E) Per+2 [4]-12.

Secondary Skills:

Area Knowledge (Fishing Grounds) (E) IQ [1]-10
Knot-Tying (E) DX [1]-10.

Background Skills:

A total of 4 points in any of
Cooking (IQ/A);
Lifting (HT/A);
Merchant (IQ/A);
Naturalist (IQ/H);
Navigation (any)/TL (IQ/H);
Net (DX/A);
Scrounging (Per/E);
Survival (Island/Beach) (Per/A);
Swimming (HT/E);
Weather Sense (IQ/A)
and further Primary and Secondary Skills.

Herder

20 points

Advantages:

A total of 15 points chosen from
increased FP [3/level]
Per [5/level];

Absolute Direction [5];
Acute Vision [2/level];
Animal Friend [5/level];
Danger Sense [15];
Fit [5];
Less Sleep [3/level];
Status [5/level]
Wealth [varies].

Disadvantages:

A total of -20 points chosen from
Bowlegged [-1];
Careful [-1];
Claustrophobia [-15*];
Demophobia [-15*];
Fearfulness [-2/level];
Code of Honor (Pay for lost animals) [-5];
Duty (Herd owners) [varies];
Guilt Complex [-5];
Loner [-5*];
Uncongenial [-1];
Oblivious [-5];
Odious Personal Habits [-5 to -15];
Sense of Duty (Herd) [-5];
Shyness [varies].

Primary Skills:

Animal Handling (any) (A) IQ+2 [8]-12
Area Knowledge (Pastures) (E) IQ+2 [4]-12.

Secondary Skills:

Either Hiking (A) HT [2]-10 *or* Riding (any) (A)

DX [2]-10

and a total of 6 points in
any Melee or Missile Weapon (varies);
Naturalist (IQ/H);
Navigation (Land)/TL (IQ/A);
Veterinary/TL (IQ/H)
Weather Sense (IQ/A).

Background Skills:

A total of 5 points in any of
Carpentry (IQ/E);
Cooking (IQ/A);
Farming/TL (IQ/A);
Masonry (IQ/E);
Merchant (IQ/A);
Musical Instrument (any) (IQ/H);
Packing (IQ/A);
Professional Skill (Butcher or Tent-Making) (IQ/A);
Professional Skill (Spinning or Weaving) (DX/A);
Religious Ritual (Sacrifice) (IQ/H);
Sewing (DX/E);
Survival (any) (Per/A);
Tracking (Per /A);
and further Secondary Skills.

Hunter

20 points

Advantages:

A total of 15 points chosen from increased FP [3/level];
Per [5/level];
Acute Senses [2/level];
Fearlessness (2 or 3) [4 or 6];
Fit [5];
High Pain Threshold [10];
Reputation [varies];
Status [5/level];
Versatile [5].

Disadvantages:

A total of -15 points chosen from Bad Back [-15];
Chummy or Gregarious [-5 or -10];
Compulsive Behavior (any) [varies];
Overconfidence [-5*];
Guilt Complex [-5];
Humble or Selfless [-1 or -5*];
Overweight [-5];
Phobia [varies];
Sense of Duty [varies].

Primary Skills:

Area Knowledge (any) (E) IQ [1]- 10;
4 points in any Melee Weapon skill (varies);
Stealth (A) DX+1 [4]- 11;
Survival (any) (A) Per - 1 [1]-9 and
Tracking (A) Per+1 [4]-11.

Secondary Skills:

A total of 4 points in any of Disguise /TL (IQ/A);
Animal Handling (any) (IQ/A);
Armoury /TL (any) (IQ/A);
Boating/TL (DX/A);
Bolas (DX/A);
Bow (DX/A);
Camouflage (IQ/E);
Fishing (Per /E);
Thrown Weapon (Harpoon) (DX/H);
Hiking (HT/A);
Knife (DX/E);
Mimicry (Animal Sounds or Bird Calls) (IQ/H);
Naturalist (IQ/H);
Navigation /TL (Land or Water) (IQ/H);
Net (DX/H);
Poisons /TL (IQ/H);
Running (HT/A);
Spear (DX/A);
Spear Thrower (DX/A);
Swimming (HT/E)

Throwing (DX/A).

Background Skills:

A total of 2 points in any of Carpentry (IQ/E);
Cooking (IQ/A);
Pharmacy/TL (Herbal) (IQ/H);
Artist (Needlecraft) (IQ/H);
Knot - tying (DX/E);
Literature (IQ/H);
Religious Ritual (any) (IQ/H);
Scrounging (Per /E);
Seamanship /TL (IQ/E);
Sewing (DX/E);
Engineer /TL (Ships) (IQ/H);
Professional Skill (Butcher or Thatching) (IQ/A)
Weather Sense (IQ/A).

Laborer

-10 points

Advantages:

A total of 10 points in any of increased ST [10/level],
HT [10/level]
FP [3/level];
Acute Senses [2/level];
Common Sense [10];
Fit [5];
High Pain Threshold [10];
Less Sleep [2/level];
High Manual Dexterity [5/level];
Patron [varies];
Single- Minded [5];
Temperature Tolerance [1/level];
Tough Guy [5/level].

Disadvantages:

Status -1 [-5];
Struggling [-10]
and a total of -10 points chosen from Dull or Hidebound [-1 or -5];
Duty (Nonhazardous) [varies];
Incurious [-5*];
Odious Personal Habits [varies];
further Wealth [varies];
Social Stigma (Ignorant, Uneducated or other) [varies];
further Status [-5/level];
Stubbornness [-5];
Workaholic [-5].

Primary and Secondary Skills:

None

Background Skills:

A total of 5 points in any of

Animal Handling (any) (IQ/A);
Area Knowledge (any) (IQ/E);
Carousing (HT/E);
Farming /TL (IQ/A);
Hiking (HT/A);
Lifting (HT/A);
Professional Skill (any) (varies);
Savoir-Faire (Servant or other) (IQ/E);
Streetwise (IQ/A);
Survival (Urban) (Per /A)
and any craft skill.

Merchant

10 points

Advantages:

A total of 10 points chosen from
Allies [varies];
Contacts [varies];
Merchant Rank [5/level];
Patron [varies]
Wealth [varies].

Disadvantages:

A total of -15 points chosen from
Code of Honor (Professional) [-5];
Greed [-15*];
Miserliness [-10*];
Reputation [varies]
Social Stigma [varies].

Primary Skills:

Merchant (A) [4] IQ+1-12.

Secondary Skills:

A total of 6 points in any of
Accounting (IQ/H);
Administration (IQ/A);
Carousing (HT/E);
Fast - Talk (IQ/A);
Savoir-Faire (any) (IQ/E)
Streetwise (Per/A).

Background Skills:

A total of 5 points in any of
Area Knowledge (any) (IQ/E);
any Craft Skill (varies);
Economics (IQ/H);
Law (any) (IQ/H);
Packing (IQ/A);
Politics (IQ/A);
Market Analysis (IQ/H);
Seamanship /TL (IQ/E)
Teamster (any) (IQ/A).

Miner

10 points

Advantages:

A total of 20 points chosen from
increased ST [10/level],
increased HT [10/level],
FP [3/level],
Per [5/level]
Will [5/level];
Common Sense [10];
Fearlessness [2/level];
Fit [5];
Night Vision [1/level];
Rapid Healing [5];
Resistant to Poison (+3) [5];
Tough Guy [5/level].

Disadvantages:

A total of -15 points chosen from
Chummy or Gregarious [-5 or -10];
Code of Honor (any) [-5 to -15];
Duty [varies];
Hidebound [-5];
Wealth [varies];
Reputation [varies];
Social Stigma [varies]
Status [-5/level].

Primary Skills:

Climbing (A) DX+1 [4]-11
Lifting (A) HT+1 [4]-11.

Secondary Skills:

A total of 4 points in any of
Animal Handling (any) (IQ/A);
Artist (Woodworking) (IQ/H);
Carpentry (IQ/E);
Geology (any)/TL (IQ/H);
Masonry (IQ/E);
Mechanic (Mining) /TL (IQ/A);
Packing (IQ/A);
Prospecting (IQ/A);
Survival (any) (Per /A).

Background Skills:

A total of 3 points in any of
Axe/Mace (DX/A);
Brawling (DX/E);
Carousing (HT/E);
Engineer (Mining) /TL (IQ/H);
First Aid/TL (IQ/E);
Leatherworking (DX/E);
Metallurgy /TL (IQ/H);
Smith (Iron) (IQ/A).

Nobleman

25 points

Advantages:

Status +2 [10]
 and a total of 20 points chosen from
 increased attributes [varies];
 Allies [varies];
 Charisma [5/level];
 Patron [varies];
 Reputation [varies];
 further Status [5/level]
 Wealth [varies].

Disadvantages:

Duty (Lord, 9-) [-5]
 and a total of -20 points in any of
 Compulsive Behavior (Carousing, Gambling, or
 other) [varies];
 Bad Temper [-10*];
 Bully [-10*];
 Code of Honor [-5 to -15];
 Impulsiveness [-10*];
 Overconfidence [-5*];
 Selfish [-5*]
 Sense of Duty [varies].

Primary Skills:

Riding (Horse) (A) DX+1 [4]-11
 and 6 points in Melee Weapons (varies).

Secondary Skills:

A total of 6 points in any of
 Administration (IQ/A);
 Farming/TL (IQ/A);
 Law (IQ/H);
 Leadership (IQ/A);
 Strategy (any) (IQ/H)
 Tactics (IQ/H).

Background Skills:

A total of 4 points in any of
 Carousing (HT/E);
 Falconry (IQ/A);
 Gambling (IQ/A);
 Heraldry (IQ/A)
 Tracking (Per /A).

Peasant**10 points****Advantages:**

A total of 10 points chosen from
 increased ST [10/level]
 HT [10/level];
 Allies [varies];
 Animal Friend [5/level];
 Claim to Hospitality [1 to 10];
 Common Sense [10]

Green Thumb [5/level].

Disadvantages:

A total of -20 points chosen from
 reduced DX [-20/level]
 IQ [-20/ level];
 Dependents [varies];
 Odious Personal Habits [-5 to -15];
 Social Stigma [varies];
 Status [-5/level];
 Wealth [varies]
 Workaholic [-5].

Primary Skills:

Farming/TL (A) [8]-12
 Area Knowledge (Village) (A) [2]-10.

Secondary Skills:

A total of 6 points in any of
 Animal Handling (any) (IQ/A);
 Artist (Pottery) (IQ/H);
 Carpentry (IQ/E);
 Cooking (IQ/A);
 any Craft Skill (varies);
 First Aid/TL (IQ/E);
 Masonry (IQ/E);
 Professional Skill (Distiller, Spinning or Weaving)
 (IQ/A);
 Sewing (DX/E)
 Weather Sense (IQ/A).

Background Skills:

A total of 4 points in any of
 Brawling (DX/E);
 any Melee Weapon skill (varies);
 Pharmacy/TL (Herbal) (IQ/H);
 Law (any) (IQ/H);
 Naturalist (IQ/H);
 Public Speaking (IQ/A);
 Survival (any) (Per /A);
 Theology (any) (IQ/H);
 Tracking (Per /A)
 Veterinary /TL (IQ/H).

Physician**45 points****Advantages:**

A total of 20 points chosen from
 increased IQ [20/level]
 Will [5/level];
 Clerical Investment [5];
 Empathy or Sensitive [15 or 5];
 Healer [10/level];
 Honest Face [1];
 Religious Rank (requires Clerical Investment)

[5/level];

Reputation [varies];
Resistant to Disease +3 or +8 [5 or 8];
Status [5/level]
Wealth [varies].

Disadvantages:

A total of -20 points chosen from
Code of Honor [-5 to -15];
Greed [-15*];
Guilt Complex [-5];
Pacifism [varies];
Odious Personal Habit [-5 to -15];
Overconfident [-5*];
Proud or Selfish [-1 to -5*];
Sense of Duty [varies]
Vow [varies].

Primary Skills:

Diagnosis /TL (H) IQ+1 [8]-11
Physician /TL (H) IQ+1 [8] 11.

Secondary Skills:

A total of 5 points chosen from
Chemistry /TL (IQ/VH);
Expert Skill (Thanatology) (IQ/H);
Naturalist (IQ/H);
Pharmacy/TL (H);
Physiology (IQ/H);
Poisons (IQ/H);
Professional Skill (Massage) (IQ/A);
Psychology (IQ/H)
Surgery (IQ/VH).

Background Skills:

A total of 4 points chosen from
Astrology (IQ/H);
Biology/TL (IQ/H);
Chemistry (IQ/H);
Literature (IQ/H);
Mathematics (IQ/H);
Occultism (IQ/A);
Philosophy (any) (IQ/H);
Physics (IQ/H);
Research (IQ/A);
Theology (any) (IQ/H)
Veterinary/TL (IQ/H).

Scrivener

10 points

Advantages:

A total of 10 points chosen from
increased Per [5/level];
Acute Vision [2/level];
High Manual Dexterity [5/level]
Reputation [varies].

Disadvantages:

A total of -20 points chosen from
Curious or Nosy [-5* or -1];
Dependents [varies];
Hidebound [-5];
Honesty [-10*];
Incurious [-5*];
No Sense of Humor [-10];
any physical disadvantage [varies];
Reputation [varies];
Secret (Lapsed cleric) [varies];
Struggling [varies]
Stubbornness [-5].

Primary Skills:

Writing (A) IQ+2 [8]-12
Merchant (A) IQ [2]-10.

Secondary Skills:

A total of 5 points in any of
Diplomacy (IQ/H);
Heraldry (IQ/A);
Artist (Illumination or Calligraphy) (IQ/H);
Research (IQ/A);
Savoir-Faire (any) (IQ/E).

Background Skills:

A total of 5 points in any of
History (IQ/H);
Languages (special);
Literature (IQ/H);
Poetry (IQ/A)
Teaching (IQ/A).

Smith

15 points

Attributes:

ST 11 [10]; DX 10 [0]; IQ 10 [0]; HT 10 [0]

Secondary Characteristics:

Dmg 1d-1/1d+1;
BL 25 lbs;
HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0];
Basic Speed 5.00 [0];
Basic Move 5 [0].

Advantages:

A total of 10 points chosen from
increased HT [10/level];
High Pain Threshold [10];
Reputation +1 [5];
Single- Minded [5];
Status [5/level]
Temperature Tolerance [1/level].

Disadvantages:

A total of -15 points chosen from
Bad Back [-15 or -25];

Bad Temper [-10*];
Dependents [varies];
Hard of Hearing [-10];
Jealousy [-10];
Loner [-5*];
Odious Personal Habits [-5 to -15];
Reputation [varies];
Shyness [-5 to -20];
Stubbornness [-5]
Wealth [varies].

Primary Skills:

Farming/TL (A) IQ [2]-10
Smith (Iron) (A) IQ+1 [4]-11.

Secondary Skills:

A total of 2 points in any of
Animal Handling (any) (IQ/A);
Armoury /TL (any) (IQ/A);
First Aid/TL (IQ/E);
Jeweler /TL (IQ/H);
Professional Skill (Locksmith) (IQ/A);
Prospecting (IQ/A).

Background Skills:

A total of 2 points in any of
Area Knowledge (any) (IQ/E);
Carpentry (IQ/E);
Leadership (IQ/A)
Merchant (IQ/A).

Teamster

25 points

Advantages:

A total of 20 points chosen from
increased ST [10/level],
HT [10/level],
Per [5/level]
Will [5/level];
Absolute Direction [5];
Acute Senses [2/level];
Animal Friend [5/level];
Fit or Very Fit [5 or 15]
High Pain Threshold [10].

Disadvantages:

A total of -15 points chosen from
Alcoholism [varies];
Bad Back [-15 or -25];
Bad Smell [-10];
Bad Temper [-10*];
Bully [-10*];
Callous [-5];
Laziness [-10*];
Odious Personal Habits [-5 to -15];
Wealth [varies];

Selfish [-5*];
Social Stigma [varies];
Status [-5/level]
Stubbornness [-5].

Primary Skills:

Animal Handling (any) (A) IQ-1 [1]-9
Teamster (same) (A) IQ+2 [8]-12.

Secondary Skills:

Freight Handling/TL (IQ/A) IQ [2]-10
and a total of 5 points in any of
Area Knowledge (any) (IQ/E);
Intimidation (Will/A);
Merchant (IQ/A);
Whip (DX/A)
another one- handed weapon skill (varies).

Background Skills:

A total of 4 points in any of
Knife (DX/E);
Leatherworking (DX/E);
Mechanic (Wagons) /TL (IQ/A);
Packing (IQ/A);
Streetwise (IQ/A)
Veterinary/TL (IQ/H).

Woodcutter

15 points

Advantages:

A total of 10 points chosen from
increased FP [3/level]
Per [5/level];
Absolute Direction [5];
Animal Friend [5/level];
Fearlessness [2/level];
Fit [5];
Green Thumb [5/level]
High Pain Threshold [10].

Disadvantages:

A total of -15 points chosen from
Bad Back [-15 or -25];
Claustrophobia [-15*];
Demophobia [-15*];
Dull or Hidebound [-1 or -5];
Loner or Uncongenial [-5* or -1];
Low Empathy [-15];
Odious Personal Habits [-5 to -15];
Wealth [varies];
Shyness [-5 to -20];
Social Stigma (Uneducated) [-5];
Status [-5/level];
Workaholic [-5].

Primary Skills:

Axe/Mace (A) DX+1 [4]- 11

Professional Skill (Forestry) (A) IQ+1 [4]- 11.

Secondary Skills:

Survival (Woodlands) (A) IQ [2]- 10
and a total of 5 points in any of
Area Knowledge (Local forest) (IQ/E);
Artist (Woodworking) (IQ/H);
Carpentry (DX/E);
Merchant (IQ/A)
Naturalist (IQ/H).

Background Skills:

A total of 5 points in any of
Armoury (Missile Weapons) /TL (IQ/A);
Brawling (DX/E);
Bow (DX/A);
Camouflage (IQ/E);
Climbing (DX/A);
First Aid/TL (IQ/E);
Hiking (HT/A);
Knife (DX/E);
Leatherworking (DX/E);
Professional Skill (Charcoal Burning or Cooper)

(IQ/A);

Stealth (DX/A);
Tracking (Per /A);
Traps /TL (IQ/A)
Weather Sense (IQ/A).

Martial Arts Training Packages

Almuzula

6 points

Almuzula is the fighting style of the Ruzina soldier. It is taught throughout the Lake Kingdoms and the Salt Port area. Soldiers carry two throwable spears. They hurl one or both while the enemy is at a distance, and then engage with shield and spear if holding ground, shield and sword if assaulting. They train to lead with their shield and use it offensively to shield bash or shove the enemy; Beats (MA, pp. 100-101) with the shield were common. They also learn to minimize the disadvantages of their large shield, stabbing around it while using it for cover. Defensive Attacks (jabbing thrusts) are routine. More aggressive attacks – but only rarely Committed Attacks – generally follow up a successful shove or Beat. Parries are less common than blocks.

Skills: Hiking; Shield; Shortsword; Spear; Thrown Weapon (Spear).

Techniques: Feint (Shield or Shortsword); Retain Weapon (Sword or Spear); Targeted Attack (Sword Thrust/Vitals).

Perks: Naval Training, for marines; Shield-Wall Training; Teamwork (Almuzula).

Optional Traits

Secondary Characteristics: Improved FP.

Advantages: Combat Reflexes; Enhanced Block; Fearlessness; Fit.

Disadvantages: Duty; Stubbornness.

Skills: Axe/Mace; Brawling; Broadsword; Riding (Horse); Swimming; Wrestling. Auxiliaries might have Bow or Sling. All but the greenest of soldiers should know Soldier/TL3.

Almuzula Kurin

6 points

This is the fighting style of the Almuzula cavalry. It is taught in the same area as standard Almuzula. The cost of buying and maintaining a horse limits this style of fighting to the wealthiest members of society.

The spear is thrust downward rather than being couched like a lance.

Skills: Bow; Broadsword; Riding (Horse); Shield; Spear.

Techniques: Cavalry Training (Broadsword or Spear); Combat Riding; Hands-Free Riding; Horse Archery; Quick Mount.

Perks: Strongbow.

Optional Traits

Advantages: Animal Empathy; Combat Reflexes.

Disadvantages: Duty; Overconfidence; Stubbornness.

Skills: Axe/Mace; Brawling; Fast-Draw (Arrow); Knife; Swimming; Wrestling.

Boxing “Bogilaze”

3 points

This is the Ruzina “sport” of bare knuckle fighting (though sometimes cestus are worn). Only the head and torso are legal targets. Bouts can result in serious injury or maiming. Many boxers train in Omnas Kubia (no-rules wrestling), too. Such athletes should learn that style instead but add Style Familiarity (Boxing) and Games (Boxing) to reflect participation in both sports.

Skills: Boxing; Games (Boxing).

Techniques: Counterattack (Boxing); Exotic Hand Strike (Boxing); Feint (Boxing); Targeted Attack (Boxing Punch/Face); Targeted Attack (Boxing Uppercut/Face); Uppercut.

Cinematic Skills: Power Blow. .

Perks: Skill Adaptation (Exotic Hand Strike defaults to Boxing); Special Exercises (DR with Ablative); Special Exercises (Striking ST +1).

Chin Na

2 points

Chin Na (roughly, “seize and control”) is a truly ancient art. Grappling has been part of the Eagle People’s martial tradition since they arrived in the Saltlands, and joint manipulation and locking techniques are equally old. Martial artists typically learn Chin Na as part of one or more other Eagle People styles, most of which describe their joint-locking methods as “Chin Na.” Chin Na is also the subject of many texts on its own, however, and remains remarkably consistent across styles that teach it. It’s sometimes taught independently, to students from many arts. For game purposes, it qualifies as its own style.

Chin Na aims to control and defeat the opponent by manipulating joints and activating pressure points. It regards painful locks that force the victim to submit without permanent injury as merciful, as its methods can cripple or kill! The Chin Na practitioner attempts to get a hold on his adversary – usually by making a parry that sets up an Arm Lock or Finger Lock. In a life-or-death struggle, he’ll use more harmful techniques. He might even act offensively, grappling his enemy in order to use locks and throws. Fully offensive postures such as All-Out and Committed Attack are uncommon, though.

Chin Na is often taught alongside traditional healing and first aid. Students are expected to be able to use their knowledge to heal as well as to harm. Cinematic practitioners can utilize their extensive knowledge of pressure points to kill or to heal, and might become injured to pain thanks to endless practice with their *sifu*.

Skills: Judo.

Techniques: Arm Lock; Choke Hold; Finger Lock; Head Lock; Leg Grapple; Trip.
Cinematic Skills: Pressure Points; Pressure Secrets.
Cinematic Techniques: Pressure-Point Strike.
Perks: Technique Mastery (Arm Lock); Technique Mastery (Finger Lock); Unusual Training (Pressure Points).

Optional Traits

Advantages: High Pain Threshold; Language (Chinese).
Disadvantages: Pacifism (Cannot Kill).
Skills: Esoteric Medicine; First Aid; Philosophy (Buddhism or Taoism); Physiology; Savoir-Faire (Dojo).

Combat Wrestling

4 points

Combat Wrestling – sometimes known as “all-in fighting” – is a pragmatic combat art. Knights, swashbucklers, and other professional arms-men routinely learned it to supplement their armed skills. It has neither rules nor a sense of fair play. All holds are “legal,” and any tactic that can damage, dismay, or disable the enemy is considered good. Stylists learn to reach cautiously and wait for their opponent to make a mistake. They use Wait and Evaluate extensively. Attacks take the form of grapples and strikes calculated to disable the foe quickly: standing grappling techniques such as Arm Lock and Finger Lock; limb wrenches; and incapacitating blows aimed at the eyes, groin, jaw, nose, and neck. Most Combat Wrestling styles assume a battlefield or a street brawl as the setting, so ground-fighting tactics are rare. The first priority of a fighter on the ground is to *get up!* The masters emphasize the importance of strength to wrestling, but they also know that muscle alone isn’t always enough to win a grappling contest. They teach counters against armed assailants and expect students to be able to fight both armed and unarmed. A few even teach techniques for kicking weapons (especially knives) out of an attacker’s hand.

Combat Wrestling assumes an armed and often armored adversary, so it emphasizes grapples and throws over strikes. Thus, striking techniques aren’t as a rule especially advanced. Some masters are dangerous and notable exceptions, however.

Skills: Brawling; Judo; Wrestling.

Techniques: Arm Lock; Breakfall; Choke Hold; Disarming (Brawling, Judo, or Wrestling); Elbow Strike; Eye-Gouging; Eye-Rake; Finger Lock; Hammer Fist; Head Lock; Knee Drop; Knee Strike; Neck Snap; Sweep (Judo); Targeted Attack (Brawling Kick/Groin); Targeted Attack (Brawling Punch/Face); Wrench (Limb); Wrench Spine.

Perks: Special Exercises (Lifting ST +1).

Optional Traits

Advantages: Combat Reflexes; Fit or Very Fit.
Disadvantages: Bloodlust; Bully; Overconfidence.

Skills: Karate.

Techniques: Elbow Drop; Ground Fighting (Judo or Wrestling); Kicking; Stamp Kick.

Dagger Fighting

3 points

Most schools teach both the “sword” grip (the normal grip) and the “ice pick” grip (see *Reversed Grip*, MA pp. 111-112). Dagger fighters learned to switch rapidly between grips to take

full advantage of the fluid mix of knife work and grappling that characterizes a knife fight. Tactics emphasized feints, disarms (barehanded and by slashing hands and arms), and direct attacks. “Spinning” techniques – for instance, turning one’s back on an advancing enemy in order to drive one’s knife backward and into him – weren’t unknown.

The dagger fighter prefers to circle his foe, feinting, jabbing, and watching for any weakness or opportunity. This is a series of Wait, Evaluate, Feint, and Defensive Attack maneuvers. He’ll move in for the kill only when his adversary is vulnerable – injured, feinted, etc. Multiple, darting attacks are more likely than a single powerful blow, and the fighter might deliver several potentially lethal blows to ensure that his

enemy dies quickly enough to be unable to return the favor. Most attacks target the arm or hand to disarm, or the neck or vitals to kill. Stylists do stab but often prefer the cut, simply because a slash at arm’s length offers superior reach. Single knife schools also grapple using the empty hand (often known as the “live hand”). Moves include grabbing the opponent’s weapon and grappling his weapon arm in order to break it or render his weapon harmless, usually after a parry.

Skills: Knife; Wrestling.

Techniques: Arm Lock (Knife or Wrestling); Armed Grapple (Knife); Back Strike (Knife); Choke Hold (Knife); Feint (Knife); Retain Weapon (Knife); Reverse Grip (Knife); Spinning Strike (Knife).

Cinematic Skills: Hypnotic Hands; Power Blow.

Cinematic Techniques: Dual-Weapon Attack (Knife or Wrestling); Fighting While Seated (Knife).

Perks: Off-Hand Weapon Training (Knife); Quick-Swap (Knife).

Optional Traits

Advantages: Ambidexterity.

Disadvantages: Reputation (Thug).

Skills: Brawling; Fast-Draw (Knife); Main-Gauche; Thrown Weapon (Knife).

Techniques: Disarming.

Fāng Shì Do

5 Points

Skills: Judo; Jumping; Karate; Savoir-Faire (Dojo).

Techniques: Arm Lock; Back Kick; Breakfall; Choke Hold; Head Lock; Jump Kick; Kicking; Leg Grapple; Leg Lock; Spinning Kick; Sweep (Judo or Karate); Arm Lock; Choke Hold; Finger Lock; Head Lock; Leg Grapple; Trip.

Cinematic Skills: Breaking Blow; Flying Leap; Power Blow.

Cinematic Techniques: Flying Jump Kick; Roll with Blow.

Perks: Back Kick possible from kneeling without posture penalty; Rapid Retraction (Kicks); Technique Mastery (Any kicking technique); Unusual Training (Breaking Blow, Only vs. well-braced objects out of combat); Technique Mastery (Arm Lock); Technique

Mastery (Finger Lock); Unusual Training (Pressure Points)..

Optional Traits

Advantages: Fit; High Pain Threshold.

Disadvantages: Overconfidence; Reputation (Aims kicks high).

Skills: Acrobatics; Broadsword; Esoteric Medicine; First Aid;

Jitte/Sai; Knife; Staff; Philosophy

(Buddhism or Taoism); Physiology

Foot Archery

3 points

This represents training from a renowned school of archery. Tactics rely more on ambush and massed fire than on aim, but bowmen shoot

targets for sport and practice throughout the lake region.

Melee Weapon skills were important for close defense and to finish off foes.

Skills: Bow; Bow Sport.

Techniques: Close Combat (Bow); Retain Weapon (Bow).

Cinematic Techniques: Dual-Weapon Attack (Bow).

Perks: Special Exercises (Arm ST +1) up to three times, allowing Arm ST +3; Strongbow; Sure-Footed (Slippery).

Optional Traits

Secondary Characteristics: Improved Per.

Advantages: Acute Vision; Fit; Heroic Archer; Weapon Master (Bow).

Skills: Armoury (Missile Weapons); Camouflage; Fast-Draw (Arrow); Hiking; Intimidation; Melee Weapon skills; Soldier; Stealth.

Techniques: Targeted Attack.

Horse-Cutter Fighting

4 points

These weapons and this style of fighting are found in the foothills on the northern slopes of the Cedar Range. It uses the *pudao* or “horse-cutter,” a weapon functionally similar to the halberd. Polearm fighters normally hold the shaft in a Defensive Grip (MA, pp. 109-111) and parry with both the

blade and the haft. Most attacks are Defensive Attacks with the tip (thrusts). The warrior saves swings for fallen or disarmed foes – but uses Committed Attack (Strong) when he *does* swing. The fight consists primarily of using Evaluate and Wait to circle and look for an opening, or Feint to create one. Most styles avoid close-in fighting and seek to keep enemies at bay, although some teach kicking. This style, while pragmatic, also contains extravagant flourishes to impress friend and foe alike. Polearm Art is a common addition.

Skills: Polearm; Polearm Art; Staff.

Techniques: Back Strike (Staff); Counterattack (Polearm); Disarming (Staff); Feint (Polearm or Staff); Retain Weapon (Polearm); Spinning Strike (Polearm); Sweep (Polearm or Staff); Targeted Attack (Polearm Swing/Face); Targeted Attack (Polearm Swing/Leg).

Perks: Form Mastery (Horse-Cutter); Grip Mastery (Horse-Cutter).

Optional Traits

Advantages: Combat Reflexes

Hsing I Chuan

3 points

Hsing I Chuan (also known as *Hsing-yi* or *Xingyichuan*) is one of the Eagle People’s three main “internal,” or Taoist, styles. Unlike its sister arts Pa Kua Chuan and T’ai Chi Chuan, Hsing I Chuan is linear and direct.

Hsing I Chuan is organized around five “fists” (strikes) and 12 animal styles. The fists are named for the five traditional Taoist elements and the type of strike used: water (“drilling”), wood (“penetrating”), earth (“crossing”), metal (“splitting”), and fire (“pounding”). This focus on strikes makes Hsing I Chuan unusual for an “internal” style. The style is linear and depends on very firm stances; Hsing I Chuan fighters are famously hard to budge. The stylist relaxes his body until the last instant, when he tenses to strike, defend, or throw. In training, forms are less common than two-person drills aimed at teaching the proper feel for combat.

Hsing I Chuan is an offensive-minded martial art. Its normal stance is compact, faces the foe, and keeps the hands up to defend the vitals and face. Practitioners seek to attack first. If this is impossible, the stylist attempts to avoid his enemy’s attack and then launch an overwhelming counterattack into his assailant’s motion. The most common methods of doing so are the Counterattack technique and the Riposte option (pp. 124-125). Typical follow-ups to parries include Exotic Hand Strike (usually aimed at the torso), Sweep, and Arm Lock.

Hsing I Chuan makes more use of the hands than the feet, and kicks are uncommon. The style also favors crippling and

killing attacks over throws and merely painful locks. After injuring a foe with a lock, a Hsing I Chuan stylist releases his grip in order to free both hands for defense.

Practitioners tend to favor a single, powerful attack over multiple strikes; a straightforward Attack or Committed Attack (Strong) is common, only rarely with the Rapid Strike option.

Hsing I Chuan uses many weapons, including the spear, staff, various edged swords, the hook sword, and the halberd.

Cinematic Hsing I Chuan masters are said to be unmovable after settling into a stance, capable of defeating foes with a shout, and able to sense danger as it approaches. They often perfect Power Blow in order to deliver body shattering strikes.

Hsing I Chuan and Pa Kua Chuan share a history. Past masters of these arts befriended one another and exchanged techniques and forms. Students of one style often train in the other, and some forms of each school are amalgamations of both. Hsing I Chuan schools aren't common, but there are instructors throughout the region.

Skills: Judo; Karate.

Techniques: Arm Lock; Counterattack (Karate); Exotic Hand Strike; Sweep (Judo or Karate); Trip.

Cinematic Skills: Breaking Blow; Immovable Stance; Kiai; Mental Strength; Power Blow; Pressure Points; Pressure Secrets; Sensitivity.

Cinematic Techniques: Lethal Strike; Pressure-Point Strike; Springing Attack; Timed Defense.

Perks: Style Adaptation (Pa Kua Chuan); Technique Adaptation (Counterattack).

Optional Traits

Secondary Characteristics: Improved Per.

Advantages: Danger Sense; Enhanced Parry (Bare Hands).

Disadvantages: Bloodlust.

Skills: Breath Control; Broadsword; Polearm; Savoir-Faire (Dojo); Shortsword; Spear; Staff.

Hung Gar Kung Fu (Lion-Crane Style)

4 points

Hung Gar is taught region wide. It isn't difficult to find a master, but the style has a reputation for extremely strenuous apprenticeships. There are many forms of Hung Gar, but all include the tiger as the basic animal form. Lion-crane combines the physical power and courage of the lion with the committed strikes, deceptive movements, and counterattacks of the crane (see *Pak Hok*, p. 188). Hung Gar emphasizes firm stances, close-in tactics, low-line kicks, and high-line punches. It teaches fighters to use both hands equally, to

fight armed and unarmed, and to keep their balance on slippery planks and rocking boats. Students study deep breathing and remain in deep stances for long periods of time in order to learn to hold firm against a foe. Stylists prefer to use Aggressive Parry to ward off attacks, and then follow immediately with a Counterattack. This counter is very strong and often a Committed Attack or even an All-Out Attack. The style's teachings consider evasion less important than the ability to withstand attacks and counter them in place.

Hung Gar also has an armed component. Masters sometimes reserve this training for advanced students. Weapon forms include staff, spear, broadsword, paired broadswords, paired butterfly swords, whip, polearm, and knife.

Hung Gar holds chi development in high regard, as its deep breathing and strong stances suggest. Thus, cinematic masters should be capable of great feats. They should also be strong, fit, and possess remarkable patience and endurance. Exceptional physical abilities – including high ST, HT, and FP – are as likely as chi powers.

Skills: Breath Control; Karate; Philosophy (Buddhism).

Techniques: Aggressive Parry (Karate); Counterattack (Karate); Exotic Hand Strike; Hammer Fist; Jam; Stamp Kick.

Cinematic Skills: Body Control; Immovable Stance; Power Blow; Pressure Points; Pressure Secrets.

Cinematic Techniques: Pressure-Point Strike.

Perks: Iron Body Parts (Any); Naval Training; Off-Hand Weapon Training (Any); Sure-Footed (Slippery).

Optional Traits

Secondary Characteristics: Improved FP and HP.

Advantages: Ambidexterity; Fit or Very Fit; Language (Tibetan); Striking ST.

Disadvantages: Overconfidence.

Skills: Broadsword; Judo; Knife; Polearm; Shortsword; Spear; Staff; Whip.

Techniques: Dual-Weapon

Iklwa Fighting (Zulu)

5 points

The Zulu lands to the northeast use this style almost exclusively and neighboring regions have adopted it on occasion. Warriors are trained to fight with the short-handled, long-bladed *iklwa* instead of the *assegai* (javelin). They also used the knobbed club. When not at war, Zulu warriors led a pastoral existence, and thus tended to be both fit and fleet of foot.

Iklwa Fighting is extremely direct. It uses the shield not only to deflect attacks but also to hook the enemy's shield and drag him off-balance. After pulling his foe off-guard, the warrior stabs his opponent in the vitals and disembowels him (to release his spirit in death). Committed Attack

(Strong) is common.

Skills: Axe/Mace; Running; Shield; Spear.

Techniques: Armed Grapple (Shield); Feint (Shield); Feint (Spear); Retain Weapon (Spear); Targeted Attack (Spear Thrust/Face); Targeted Attack (Spear Thrust/Neck); Targeted Attack (Spear Thrust/Vitals).

Optional Traits

Advantages: Combat Reflexes; Fit.

Disadvantages: Bloodlust; Callous.

Skills: Thrown Weapon (Javelin).

Kuntao

6 points

Kuntao stresses hard strikes and speedy counterattacks. The emphasis is on punching, but the style also includes lowline and spinning kicks for use against foes caught off-guard or on the ground. Stylists learn to retract their punches quickly and study the Evade technique – and employ it often – to stay out of grappling range. They make frequent use of the Counterattack technique and the Riposte option (pp. 124-125) to exploit the openings that opponents leave in their defenses when attacking. On the defensive, Kuntao fighters often follow up parries with throws.

Kuntao teaches many weapons. These include the broadsword, butterfly swords (usually paired), chain, hook sword, *jian*, *lajatang*, *liangtjat* (sharpened stick), *sai*, *siangkam*, spear, staff, three-part staff, two-handed sword, whip, and various polearms. See Chapter 6 for descriptions of these weapons. Students eventually learn all weapons but commonly start out with only a few.

Today, finding a Kuntao instructor is difficult – in part because of the art's tradition of secrecy and in part because many masters believe modern students lack the focus needed to learn the art.

Skills: Broadsword; Judo; Karate; Shortsword; and at least one of Jitte/Sai, Knife, Polearm, Smallsword, Spear, Staff, Two-Handed Flail, Two-Handed Sword, and Whip.

Techniques: Arm Lock; Back Kick; Counterattack (Karate); Evade; Exotic Hand Strike; Hammer Fist; Head Lock; Spinning Kick.

Cinematic Skills: Blind Fighting; Body Control; Breaking Blow; Mental Strength; Power Blow; Pressure Points; Pressure Secrets; Throwing Art.

Cinematic Techniques: Dual-Weapon Attack (Shortsword); Pressure-Point Strike; Roll with Blow.

Perks: Off-Hand Weapon Training (Shortsword); Rapid Retraction (Punches).

Optional Traits

Advantages:

Disadvantages:

Skills: Breath Control; any weapon skill above not learned

initially.

Longsword Fighting

5 points

Longsword Fighting is popular in most of the regions where the war against the Gurizel was fought (almost every place but the Saltlands). The

longsword (p. 219) is ideally suited to two-handed tactics.

Fighters regard one-handed use as secondary, and didn't use a shield at all; they either keep two hands on their weapon or use one hand to grab the foe while driving in the sword with the other. Masters round out the training with punching, kicking, grappling, and knife fighting.

Swordsmen typically grasp the longsword in a Defensive Grip (pp. 109-111), holding the long ricasso and using the blade to ward off blows. They launch attacks from both this grip and the normal grip. Against plate-armored foes, they favor thrusts aimed at chinks in armor. Some attacks use an *inverted* sword: the fighter holds his weapon by the blade and either bashes his opponent with the hilt as if it were a mace or uses the Hook technique with the crosspiece.

Armored and unarmored warriors alike practice Longsword Fighting. Those with armor will grapple, shove, slam, and Beat (pp. 100-101) extensively, closing with their foe and trying to put him at a disadvantage in order to finish him with a stab to a vital area. Unarmored fighters – less protected from cuts and stabs – circle and keep their distance. They use Evaluate, Wait, and Feint to spot or create an opening before moving in for the kill. Both circumstances call for a strong attack capable of punching through armor; in game terms, either Committed Attack (Strong) or All-Out Attack (Strong). While the style's iconic weapon is the longsword, both the thrusting bastard sword and thrusting greatsword see use. The latter are often known as the *rand-gwered* in the hands of the *kwerevyn etait*, who received twice the pay of other foot soldiers. To gain this coveted status, he had to produce a diploma from a recognized longsword master.

Skills: Brawling; Judo; Knife; Two-Handed Sword.

Techniques: Arm Lock (Judo); Armed Grapple (Two-Handed Sword); Bind Weapon (Two-Handed Sword); Choke Hold (Two-Handed Sword); Close Combat (Two-Handed Sword); Counterattack (Two-Handed Sword); Disarming (Judo or Two-Handed Sword); Ground Fighting (Knife); Kicking; Knee Strike; Retain Weapon (Two-Handed Sword); Targeted Attack (Two-Handed Sword Thrust/Face); Targeted Attack (Two-Handed Sword Thrust/Neck); Targeted Attack (Two-Handed Sword Thrust/Vitals Chinks); Trip.

Cinematic Skills: Mental Strength; Power Blow.

Cinematic Techniques: Dual-Weapon Defense (Two-Handed Sword); Timed Defense (Two-Handed Sword).

Perks: Armor Familiarity (Judo); Grip Mastery (Longsword); Skill Adaptation (Bind Weapon defaults to Two-Handed Sword); Sure-Footed (Uneven).

Optional Traits

Advantages: Enhanced Dodge; Enhanced Parry (Two-Handed Sword or All); Weapon Master (Two-Handed Sword).

Disadvantages: Obsession (Achieve certificate of mastery).

Skills: Broadsword; Fast-Draw (Knife); Two-Handed Axe/Mace; Wrestling.

Techniques: Hook (Two-Handed Axe/Mace).

Perks: Weapon Bond.

Omnas Kubia

5 points

This is the “sport” of no-holds-barred wrestling, its name translates as “all powers” and refers to the fact that in competition, all holds and strikes are permitted.

Matches are long and brutal, and can end in death or disfigurement. Fighters needed a great deal of endurance to last even a single bout. They train to fight equally well on slick ground, loose sand, and soft earth.

Fighters generally take Evaluate or Wait maneuvers until they spot a good opening, then rush in to deliver strikes or to execute a grapple and take-down. They use all manner of attacks. Hand strikes included punches dealt with protruding knuckles or stiffened fingers, overhead chops using the edge of the hand, and blows with the heel of the palm. Finishing moves done as All-Out Attacks are always crowd-pleasers. Fighters usually fought defensively, though; the most common end to a match is a decisive hold on the ground. Fatal damage from strikes, limb wrenches, or chokes isn’t uncommon.

Omnas Kubia has no weight classes, so champions tend to be strong men. However, the crowds admire the skilled contender who defeats his opponents through superior technique as much as the strong fighter who simply overpowers his foes with brute force.

Skills: Games (Omnas Kubia); Judo; Karate; Wrestling.

Techniques: Arm Lock; Elbow Strike; Exotic Hand Strike; Ground Fighting (Judo or Wrestling); Hammer Fist; Kicking; Knee Strike; Leg Grapple; Low Fighting (Wrestling); Stamp Kick; Wrench (Limb).

Cinematic Skills: Immovable Stance; Power Blow.

Cinematic Techniques: Backbreaker; Lethal Strike; Roll with Blow.

Perks: Iron Hands; Neck Control (Karate); Sure-Footed (Slippery); Sure-Footed (Uneven).

Optional Traits

Secondary Characteristics: Improved FP and HP.

Advantages: Fit or Very Fit; High Pain Threshold.

Disadvantages: Bloodlust; Overconfidence; Reputation (Bloody-handed, simple-minded fool).

Skills: Boxing; Games (Boxing); Hobby Skill (Feats of Strength).

Pa Kua Chuan

5 points

Pa Kua Chuan is one of the three major “internal” arts of Eagle People kung fu, the others being Hsing I Chuan, and T’ai Chi Chuan.

Pa Kua Chuan translates literally as “eight trigram palm,” hinting at its basis in the *I Ching*. Practitioners walk in circles while making complex hand movements. The art is nonaggressive, and based on avoiding blows and redirecting the foe’s attacks. It does include some strikes – especially with the open palm (treat as Hammer Fist). These are effective, although they *look* deceptively lazy and unskilled.

The Pa Kua Chuan practitioner normally chooses Wait, Defensive Attack, or All-Out Defense (Increased Parry). Only after his opponent commits to an attack does he respond – most often with a lock or a throw. Strikes are infrequent; stylists prefer evasion and redirection to taking the offensive. Move and Attack, Committed Attack, and All-Out Attack are all extremely rare for the same reason.

Developing and channeling chi is the ultimate goal of Pa Kua Chuan. The style can be effective in a realistic game . . . but it’s *devastating* in a cinematic one. Masters avoid incoming blows with steady walking and sidestepping, and use Push, Pressure Points, and Power Blow to defeat attackers.

Skills: Judo; Karate; Meditation; Philosophy (Taoism).

Techniques: Arm Lock; Exotic Hand Strike; Hammer Fist.

Cinematic Skills: Hypnotic Hands; Immovable Stance; Mental Strength; Power Blow; Push; Pressure Points; Pressure Secrets.

Cinematic Techniques: Roll with Blow.

Perks: Style Adaptation (Hsing I Chuan).

Optional Traits

Advantages: Enhanced Dodge; Enhanced Parry (Bare Hands).

Disadvantages: Disciplines of Faith (Ritualism).

Skills: Judo Art; Karate Art; Savoir-Faire (Dojo).

Pak Hok

3 points

Legend has it that an ancient monk developed Pak Hok kung fu after observing a struggle between a crane and an ape. As the story goes, the crane deftly avoided the ape’s attacks and plucked out an eye,

thereby winning the fight despite the mismatch in strength. Inspired, the monk created the style originally called “Lion’s roar” and later renamed *Pak Hok*, or “white crane.”

Pak Hok works off four principles: *cham*, or remorseless and completely committed attack without thought of retreat; *sim*, or dodging strikes while leaving the hands free to counterattack; *cheung*, or assaulting the foe with a ceaseless barrage of blows; and *it*, or countering the enemy’s attacks by being one step ahead. Stylists employ very distinctive footwork which mimic a crane’s careful (but quick) steps. The Pak Hok stylist prefers Wait and Evaluate at the start of a fight. When his foe attacks, he dodges or parries and then counters with a Committed or All-Out Attack – most often using the Counterattack technique. After landing a telling blow, he unleashes a torrent of strikes to finish his opponent, making extensive use of Rapid Strike and All-Out Attack (Double). Defensive Attack is rare, but a stylist facing multiple foes might use the Attack maneuver instead of Committed Attack or All-Out Attack.

The style’s usual attacks are punches and beak-like Exotic Hand Strikes – although a Hammer Fist to the face sees use as well. Feints are most often Beats (pp. 100-101) intended to knock down the target’s guard. Pak Hok considers kicks secondary to punches; stylists sometimes *use* Jump Kick but they only *train* extensively at Kicking and Sweep. This last technique features prominently in Pak Hok’s signature combination: a parry followed immediately by a backhand punch to the neck and a foot sweep, thrown as a Counterattack. If using *Combinations* (p. 80), Combination (Karate Punch/Neck + Karate Sweep) should be common among stylists.

Pak Hok schools also teach a few weapons, including the *jian*, spear, and staff. Some add Chin Na to the system to complement their strike heavy art with locks and throws.

Pak Hok places little emphasis on chi, instead aiming for maximum speed and power. Despite this, several special abilities make sense for the cinematic practitioner. Think of these as focused skill and strength – not as exotic powers! Most famous is the lethality of the master’s beaked hand, said to be capable of plucking out the foe’s eye as the crane did in Pak Hok’s legendary origin.

The school that teaches Pak Hok is very difficult to find and requires a rigorous ascent to reach the hidden valley it resides in.

Skills: Karate; Philosophy (Buddhism).

Techniques: Counterattack (Karate); Exotic Hand Strike; Feint (Karate); Hammer Fist; Kicking; Sweep (Karate); Targeted Attack (Karate Hammer Fist/Face); Uppercut.

Cinematic Skills: Power Blow; Pressure Points.

Cinematic Techniques: Eye-Pluck; Lethal Kick; Lethal

Strike; Pressure-Point Strike.

Perks: Special Setup (No Hands > Karate Parry), allows parries with the body instead of the hands, with each replacing a hand parry; Technique Adaptation (Counterattack).

Optional Traits

Advantages: Enhanced Dodge; Enhanced Parry (Bare Hands); Fit; Striking Strength.

Disadvantages: Callous; Overconfidence.

Skills: Judo; Spear; Staff.

Praying Mantis Kung Fu

5 points

Tradition has it that a monk observed a praying mantis hunting and – inspired by its deft use of its hooked forelimbs – adapted the insect’s movements to his own style and added elements from other arts to create Praying Mantis Kung Fu. Like all legendary origins, this tale is impossible to verify.

Mantis is noted for its narrow, low stances that mimic those of its namesake insect, with close-in elbows and both hands extended forward, often held open or claw-like. Its signature move is the “hook”: the stylist grabs his enemy’s arm in order to pull him off-balance, push his guard aside, apply an Arm Lock, throw him, or otherwise impede him. This is a grapple attempt – ideally, executed swiftly enough to be a Deceptive Attack. An attempt to pull the foe off balance is a Beat (pp. 100-101) if the aim is to reduce his defenses, a take-down (p. B370) if the goal is to put him on the ground. Mantis fighters also use Judo Throw (preferably a *damaging* throw; see p. 75) to take down a victim and position him for a finishing move.

Stylists use Wait and Evaluate until their opponent commits. They seek to void their attacker’s aggressive movements by stepping aside or parrying, and then counterattack with a cascade of precise strikes – often using a Rapid Strike to launch two attacks, or a feint and attack to overwhelm the foe quickly. Practitioners value placement and skill over brute strength. Mantis punches use the open hand, a vertical fist, and various Exotic Hand Strikes (details depend on the style variant, and might involve a single finger, a protruding knuckle, etc.).

Cinematic Mantis uses chi to accelerate its already-rapid attacks. Its light and flexible stances allow practitioners to walk without leaving a trace, while its precision strikes can target vital points. Its claw-like hand movements and quick steps can even *hypnotize* the foe, leaving him open for a fight-ending blow.

Buddhist philosophy is a traditional part of Praying Mantis instruction.

Mantis schools sometimes teach weapons, including all manner of weapons. Some stylists learn a core of Mantis tactics and then adapt other styles to the “Mantis” system;

such martial artists should learn the art described here and buy Style Adaptation perks for these other styles.

Skills: Judo; Karate; Karate Art; Philosophy (Buddhism).
Techniques: Arm Lock; Counterattack (Karate); Ear Clap; Exotic Hand Strike; Eye-Poke; Hammer Fist; Kicking; Knee Strike; Targeted Attack (Judo Grapple/Arm).
Cinematic Skills: Hypnotic Hands; Light Walk; Power Blow; Pressure Points; Pressure Secrets; Sensitivity.
Cinematic Techniques: Lethal Eye-Poke; Lethal Strike; Pressure-Point Strike; Roll with Blow.
Perks: Chi Resistance (Hypnotic Hands); Iron Hands; Special Setup (Karate Parry > Arm Lock); Style Adaptation (Varies).

Optional Traits

Advantages: Combat Reflexes; Enhanced Parry (Bare Hands); Extra Attack; Forceful Chi.
Disadvantages: Disciplines of Faith.
Skills: Broadsword; Broadsword Art; Staff; Staff Art; Two-Handed Flail; Two-Handed Flail Art; Two-Handed Sword; Two-Handed Sword Art.

Quarterstaff

2 points

Against a shorter weapon, the staff fighter takes advantage of his reach. He keeps his distance, using strikes and the Disarming and Sweep techniques to attack from afar. If his enemy's weapon is *longer*, though, he steps in close with an Attack or rushes in with a Move and Attack. Once inside his opponent's reach, he uses Armed Grapple or Sweep to put his adversary on the ground, and then finishes him with a thrust, swing, or Choke Hold. Not every instructor teaches all of these moves . . . but most teach the majority of them. Historical staff fighters used weapons of many lengths – the half-staff, quarterstaff, pikestaff, and so forth – named for their dimensions, the wielder's grip, and/or the staff's origin; see Chapter 6. A true master knew how to use *all* of these weapons. The staff-fighting style given here assumes a fully developed “school” that teaches all lengths and techniques.

Some masters put a spike on one end of their staff. Others practiced staff tactics as a “backup” to pike fighting, for use in the event that the head broke off their weapon. Add the Spear skill and the Form Mastery (Spear) perk to reflect such a style.

Skills: Staff.

Techniques: Arm Lock (Staff); Armed Grapple (Staff); Back Strike (Staff); Choke Hold (Staff); Disarming (Staff); Feint (Staff); Sweep (Staff).
Cinematic Skills: Blind Fighting; Power Blow; Pressure Points; Push.

Cinematic Techniques: Dual-Weapon Defense (Staff); Grand Disarm (Staff); Pressure-Point Strike (Staff); Timed Defense (Staff); Whirlwind Attack (Staff).

Perks: Grip Mastery (Staff).

Optional Traits

Advantages: Enhanced Parry (Staff).

Disadvantages: Overconfidence.

Skills: Polearm; Spear; Staff Art; Wrestling.

Shaolin Kung Fu

6 points

The main weapon of the Shaolin monks is the staff, which has earned them fame for most of the past millennium. It is the ideal weapon: inexpensive, convenient to carry, and a symbol of priesthood. The monks trained to use the staff for attack and defense, and as the basis of some unarmed-combat moves – including their signature Pole-Vault Kick. Shaolin monks also learned (or at least had access to training in) many other weapon skills. There are stories of monks using nearly every Eagle People's weapon – but especially the hook sword, *jian*, and three-part staff, and such exotica as the “deer antlers” and *qian kun ri yue dao*. See Chapter 6 for more about these weapons.

Cinematic Shaolin monks are capable of just about *every* amazing feat from martial-arts myth. This is in part due to the immense body of folk legend surrounding the Temple's monks. The GM could fairly permit nearly any cinematic skill, technique, or perk!

In historical times, the only way to learn this style was to travel to the Shaolin Temple and become a monk. A monk's life was more about meditation and hard chores than martial arts. Those who wished to go on to become masters had to commit to *life* in a monastery. The GM might make exceptions in a cinematic game.

Skills: Judo; Karate; Meditation; Philosophy (Buddhism); Staff.

Techniques: Arm Lock (Judo or Staff); Armed Grapple (Staff); Back Kick; Choke Hold (Staff); Disarming (Staff); Elbow Strike; Exotic Hand Strike; Feint (Karate or Staff); Hammer Fist; Jump Kick; Kicking; Spinning Kick; Spinning Punch; Spinning Strike (Staff); Stamp Kick; Sweep (Judo or Karate).

Cinematic Skills: Blind Fighting; Body Control; Breaking Blow; Flying Leap; Hypnotic Hands; Immovable Stance; Kiai; Light Walk; Lizard Climb; Mental Strength; Power Blow; Pressure Points; Pressure Secrets; Push; Sensitivity.
Cinematic Techniques: Dual-Weapon Defense (Staff); Fighting While Seated (Karate); Flying Jump Kick; Grand Disarm (Judo or Staff); Lethal Eye-Poke; Lethal Kick; Lethal Strike; Pole-Vault Kick; Pressure-Point Strike; Roll

with Blow; Timed Defense; Whirlwind Attack (Karate or Staff).

Perks: Chi Resistance (Any); Cotton Stomach; Drunken Fighting; Iron Body Parts (Any); Special Exercises (DR 1 with Tough Skin); Special Exercises (Striking ST +1); Style Adaptation (Any Chinese style); Technique Mastery (Any kicking technique).

Optional Traits

Advantages: Combat Reflexes; Fit or Very Fit; Forceful Chi; High Pain Threshold; Inner Balance.

Disadvantages: Disciplines of Faith; Sense of Duty (Shaolin Monastery); Vows.

Skills: Acrobatics; Broadsword; Broadsword Art; Judo Art; Jumping; Karate Art; Knife; Knife Art; Polearm; Polearm Art; Shortsword; Shortsword Art; Staff Art; Two-Handed Flail; Two-Handed Flail Art; Whip; Whip Art.

Shortsword Fighting

4 points

Shortsword Fighting is a style for unarmored or lightly armored civilian combatants relying on deft footwork and quick parries for protection. The razor-sharp swords are primarily cutting weapons, although most have a stabbing point. Swordsmen use Defensive Attack to “feel out” the enemy and Deceptive Attack to bypass his guard. Because most wear little or no armor, they avoid All-Out Attack, Committed Attack, and other tactics that open them up to retaliation.

Stylists learn to fight in close combat with hand parries, grapples, kicks, and blows with the pommel. Because it features “dirty tricks” it is considered something of a thuggish style.

Shortsword Fighting is also a popular “backup” style for those schooled in Longsword Fighting.

Skills: Brawling; Judo; Shortsword.

Techniques: Arm Lock; Armed Grapple (Shortsword); Bind Weapon (Shortsword); Close Combat (Shortsword); Disarming (Judo); Eye-Gouging; Eye-Poke; Feint (Shortsword); Ground Fighting (Shortsword); Low Fighting (Shortsword); Targeted Attack (Shortsword Swing/Arm); Targeted Attack (Shortsword Swing/Neck); Targeted Attack (Shortsword Thrust/Vitals).

Cinematic Techniques: Dual-Weapon Attack (Shortsword); Fighting While Seated (Shortsword).

Perks: Grip Mastery (Shortsword); Off-Hand Weapon Training (Shortsword); Quick-Swap (Shortsword); Skill Adaptation (Bind Weapon defaults to Shortsword).

Optional Traits

Advantages: Combat Reflexes; Enhanced Parry (Shortsword or All).

Disadvantages: Reputation (Ruffian).

Skills: Fast-Draw (Sword); Knife; Main-Gauche.

Sword-and-Buckler Fighting

5 points

This style seems to be particularly fashionable with the urban upper classes, students, and clerics. Infantry, missile troops especially, study it for protection when their formations are broken.

Sword-and-Buckler Fighting involves the broadsword, buckler, and unarmed strikes and grapples, and emphasizes speed and mobility. Stylists face their foe squarely with both sword and buckler, to keep him at arm’s length. They use the sword aggressively to cut and thrust, the buckler to ward off blows and make shield bashes. Bucklers occasionally have sharp edges for *slashing*, too; (see Chapter 6 for more on sharpened shield rims). A warrior who can’t bring his sword and buckler into play will attempt kicks, punches, grapples, and takedowns. Sword-and-buckler fighters tend to fight defensively, using the Defensive Attack and Attack maneuvers until the enemy was at a disadvantage, then moving in with strong armed or unarmed attacks.

While primarily a combative art, Sword-and-Buckler Fighting also has a sportive side. Fighters sometimes put on public displays or engage in friendly competition.

Skills: Brawling; Broadsword; Shield (Buckler); Wrestling.

Techniques: Arm Lock; Armed Grapple (Buckler); Bind Weapon (Broadsword); Counterattack (Broadsword); Disarming (Broadsword); Feint (Broadsword or Buckler); Kicking; Retain Weapon (Broadsword or Buckler); Trip.

Perks: Skill Adaptation (Bind Weapon defaults to Broadsword); Special Setup (Brawling Parry > Arm Lock); Sure-footed (Uneven).

Optional Traits

Advantages: Enhanced Block.

Disadvantages: Overconfidence.

Skills: Fast-Draw (Sword); Knife; Saber; Smallsword; Shield.

Perks: Weapon Bond.

T’ai Chi Chuan

6 points

T’ai Chi Chuan – literally “supreme ultimate fist,” – is an art intended for combat and self-defense.

T’ai Chi Chuan is an internal art based on *qigong* breathing techniques, chi flow, and balance. The practitioner creates a “root,” or point of balance, and uses this to launch and resist attacks. Punches often employ the palm or a loose fist; stylists use the Hammer Fist technique extensively. Kicks are generally low-line and regularly accompanied by a fake strike to distract – a Deceptive Attack.

The primary basis of T'ai Chi Chuan practice is a single form that contains *all* of the art's techniques, done slowly and with relaxation. In combat, the martial artist uses the same methods at full force. T'ai Chi Chuan includes "push-hands" practice. Practitioners stand face-to-face and try to push over their opponent or draw him into pushing against a sudden lack of resistance, thereby throwing or tripping him. This helps train stylists at balance and at knocking over foes with

a shove. In combat, the T'ai Chi Chuan fighter normally takes Wait maneuvers, lets his foe attack first, and makes good use of Stop Hit (p. 108) and Riposte (pp. 124-125). He wards off his assailant with parries, then grabs him and applies a lock.

Typical follow-ups to locks are throws, takedowns, and strikes. The stylist might instead use a shove to take down an off-balance opponent or to set up an adversary for a low-line kick, punch, or throw. All-Out and Committed Attacks are rare.

Cinematic T'ai Chi Chuan is especially powerful. This is mainly due to its emphasis on chi abilities. The GM should allow cinematic stylists to replace Sumo Wrestling with Push on the style's skill list.

Traditional T'ai Chi Chuan includes weapon forms for the *dao*, *jian*, spear, and staff. Like the art's unarmed forms, its weapon techniques are smooth, flowing, and deceptively relaxed.

Skills: Breath Control; Judo; Judo Art; Karate; Sumo Wrestling.

Techniques: Arm Lock; Hammer Fist; Sweep (Judo, Karate, or Sumo Wrestling).

Cinematic Skills: Immovable Stance; Mental Strength; Pressure Points; Pressure Secrets; Push.

Cinematic Techniques: Pressure-Point Strike; Roll with Blow.

Perks: Unusual Training (Push, May not step or move while doing so).

Optional Traits

Advantages: Forceful Chi; Inner Balance; Perfect Balance.

Skills: Autohypnosis; Broadsword; Broadsword Art; Knife; Knife Art; Meditation; Savoir-Faire (Dojo); Spear; Spear Art; Staff; Staff Art.

Techniques: Push Kick.

Tery Yr

3 points

Tery Yr "deadly fight" is the close combat system that was used by the Gurizel and of course has long been also used by humans in almost all the shards.

Tery Yr mixes strikes, takedowns, and both standing and floor grappling. Kicks are low-line and used to disable the legs for a quick victory. The style expects the fighter to be

aggressive, eschewing Defensive Attack in favor of Attack and Committed Attack. The Tery Yr stylist typically opens with a strike intended to distract or injure the foe, followed by either a grapple and take-down or a Head Lock and throw. After downing his opponent, he'll end the fight with a pin or a Choke Hold.

The style also teaches disarms against knives.

Once the weapon is out of the opponent's grasp, the Tery Yr student learns to kick it away or otherwise ensure that his original assailant or a third party can't use it.

Tery Yr incorporates improvised-weapons training and stresses using anything available to win. Practitioners learn to throw objects at opponents to distract as well as to injure, reinforce punches with rocks, and so on. Survival is the only goal and training is done without ceremony. Instructors expect students to learn to spot dangerous situations and deal with them – by fighting or fleeing, as appropriate.

By design, Tery Yr is easy to learn, useful for people of any size or fitness level, and effective in real combat situations.

Skills: Karate; Wrestling.

Techniques: Arm Lock; Breakfall; Choke Hold; Disarming (Wrestling); Elbow Strike; Eye-Rake; Ground Fighting (Wrestling); Hammer Fist; Head Lock; Knee Strike; Stamp Kick.

Cinematic Skills: Mental Strength; Power Blow; Pressure Points; Pressure Secrets.

Cinematic Techniques: Lethal Strike; Pressure-Point Strike; Roll with Blow.

Perks: Improvised Weapons (Karate).

Optional Traits

Advantages: Combat Reflexes; Fit.

Disadvantages: Bloodlust.

Skills: Boxing; Brawling; Savoir-Faire (Dojo); Knife; Spear.

Wing Chun

4 points

Wing Chun is notably short on ceremony and ritual. It traditionally lacks ranks and bowing, and has only three forms. The style focuses on a small set of widely applicable tools and stresses practicing these until they come naturally in combat. The emphasis is on close-range fighting – short punches, lowline defensive kicks, soft parries, and standing locks. Its characteristic

stance is slightly backward-leaning, with the feet set side-by-side. Wing Chun includes two weapons: the butterfly sword, used in pairs, and the staff, used like a two-handed sword to make wide swinging attacks.

Fundamental to Wing Chun are the concepts of the centerline, an imaginary line drawn down the center of the practitioner's body, and the six "gates" (high, middle, and low, on either side of the centerline), which are openings to attack from or through. Stylists learn to keep their centerline

pointed at the foe while staying off his, minimizing his ability to strike while maximizing their own effectiveness. Another key aspect of the art is *chi sao*, or “sticking hands”: feeling an opponent’s shifts of balance or focus in order to respond with a parry and counterattack, or to trap his limbs. Students sometimes practice *chi sao* blindfolded to increase sensitivity.

Wing Chun expects the practitioner to seize the initiative and steamroll his adversary with rapid attacks. The Wing Chun fighter uses “chain punches” – strings of Defensive Attacks, often thrown as Rapid Strikes – to keep the foe off balance. Kicks frequently target the legs and tend to be Defensive Attacks as well. The stylist meets the *enemy’s* kicks with a Jam. If using Combinations (p. 80), Combination (Karate Punch/Torso + Karate Kick/Leg) is common among stylists. This sometimes follows a parry that drags down the opponent’s guard to open him up for the combo; model this as a Counterattack. The fighter continues to attack like this until he stuns or weakens his victim, then uses strikes – likely in combination with a lock – to finish him. Cinematic Wing Chun stylists are extremely powerful. They can sense enemy attacks using Sensitivity and use their chi to root themselves in place. Their unarmed strikes are especially lethal, aimed at pressure points or vital locations to paralyze or kill.

Wing Chun is widespread. Finding a teacher isn’t difficult. Some schools use a formal ranking system of colored sashes; others have no ranking system at all.

Skills: Karate; Shortsword; Wrestling.

Techniques: Arm Lock; Close Combat (Sword); Counterattack (Karate or Shortsword); Elbow Strike; Feint (Karate or Shortsword); Jam; Knee Strike; Stamp Kick; Targeted Attack (Karate Kick/Leg).

Cinematic Skills: Blind Fighting; Immovable Stance; Mental Strength; Power Blow; Pressure Points; Pressure Secrets; Sensitivity.

Cinematic Techniques: Dual-Weapon Attack (Sword); Dual-Weapon Defense (Karate or Shortsword); Lethal Eye-Poke; Lethal Strike; Pressure-Point Strike.

Perks: Off-Hand Weapon Training (Sword); Special Setup (Karate Parry > Arm Lock); Technique Adaptation (Counterattack); Unusual Training (Sensitivity, Only while at least one hand is in physical contact with the opponent).

Optional Traits

Advantages: Ambidexterity; Enhanced Parry (Bare Hands or All); Inner Balance.

Disadvantages: Overconfidence.

Skills: Knife; Savoir-Faire (Dojo); Staff; Two-Handed Sword.

Techniques: Leg Grapple.

Perks: Off-Hand Weapon Training (Knife).