

# 7th Sea Sorcery Handbook

by Stephen D'Angelo (dangelo@crystalkeep.com)

with additional content from Andy Aiken

updated January 8, 2004

## Key to Sourcebooks:

AH	= Arrow of Heaven
AV	= Avalon
CA	= Castille
CE	= Crescent Empire
CJE	= Cathay, Jewel of the East
CM	= 7th Sea Compendium
CN#	= Crow's Nest (issue #)
CP	= Church of the Prophets
DK	= Die Kreuzritter
FR	= Freiburg (box set)
EN	= Eisen
ES	= Explorer's Society
GM	= GM's Guide
IC	= Invisible College
IG	= Islands of Gold
KM	= Knights and Musketeers
LF	= Lady's Favor (GM's Screen)
LV	= Los Vagos
MO	= Montaigne
MR	= Montaigne Revolution
NM#	= NOM (issue #)
PG	= Player's Guide
PN	= Pirate Nations
RC	= Knights of the Rose & Cross
RI	= Rilasciare
SBN	= Sidhe Book of Nightmares
SD	= Sophia's Daughters
SF	= Scoundrel's Folly
SG	= Swordsman's Guild
SH	= Strongholds and Hideouts
US	= Ussura
VK	= Villains Kit
VO	= Vodacce
VV	= Vendel / Vesten
WOB	= Waves of Blood

## Overview of Sorcery

---

Each type of sorcery includes 5 or more knacks. During hero creation, these knacks can only be increased using Sorcery points. During play, they may be increased just like other knacks can.

You start at *Apprentice* level. To achieve *Adept*, you must have rank 4 in at least 4 knacks. To achieve *Master*, you must have rank 5 in at least 5 knacks.

Knacks are unique per sorcery, so if you have more than one sorcery with the same knack, those knacks are considered as different knacks for purposes of determining their rank.

# Sorceries (PG 200)

The type of sorcery or shamanism your character can know depends on the nation they are from.

Nation	Sorcery / Shamanism	Description	
Avalon	Glamour ( <i>Legend</i> ) <sup>(PG 200)</sup> Druid ( <i>Gesa</i> ) <sup>(AV 98)</sup>	A magical power that draws on legendary people The ability to place a Gesa (bonus experience as long as some rule is followed).	
Castille	El Fuego Adentro ( <i>Fire</i> ) <sup>(CA 98)</sup>	Ability to control fire.	
Cathay	Han Hua Khimal Koryo Lanna Tashil Xian Bei	Huan Shu <sup>(CJE 84)</sup> Fu <sup>(CJE 108)</sup> Baofong Xue Wudao <sup>(CJE 87)</sup> Song Hwang Tung <sup>(CJE 87)</sup> Nha Nong <sup>(CJE 85)</sup> Tashila <sup>(CJE 85)</sup> Youya Chima Ren <sup>(CJE 86)</sup>	Illusion Talisman magic Snow and ice magic Tree magic Plant magic Yoga Horse magic
Crescent Empire	Aldiz' ahali Altar' vahir Jadur' rihad Kurta' kir Ruzgar' hala Yilan' bazlik	Takim' aldiz ( <i>Star</i> ) <sup>(CE 89)</sup> Khel' kalb ( <i>Horse</i> ) <sup>(CE 85)</sup> Sharkici ( <i>Chanting</i> ) <sup>(CE 88)</sup> Duman' kir ( <i>Wolf</i> ) <sup>(CE 79)</sup> Ruzgar' canli ( <i>Spirit</i> ) <sup>(CE 88)</sup> Rimal ( <i>Sand</i> ) <sup>(CE 87)</sup> Sulimaq ( <i>Water</i> ) <sup>(CE 88)</sup>	Star magic. Horse magic. Chanting. Wolf and mist magic. Spirit magic. Sand magic. Water magic.
Eisen	Zerstörung ( <i>Disintegration</i> ) <sup>(R1 79)</sup>	Ability to accelerate effects of time.	
Midnight Archipelago	Carlos Kanuba Marcina Sange Tara	Carl Native <sup>(IG 75)</sup> Opah <sup>(IG 81)</sup> Erego Medicine <sup>(IG 79)</sup> Taramonde <sup>(IG 83)</sup>	Mix of El Fuego Adentro, Porte, Sorte and Zerstörung Weapon magic Faith healing Voodoo
Montaigne	Porte ( <i>Doorway</i> ) <sup>(PG 212)</sup>	Teleportation magic.	
Ussura	Pyeryem ( <i>Shapeshifting</i> ) <sup>(PG 214)</sup>	Shapeshifting to and from an animal form.	
Vendel	Vestenmannavnjar	Astrologer <sup>(VV 98)</sup> Laerdom ( <i>Rune</i> ) <sup>(PG 203)</sup> Sympathetic Healer <sup>(VV 100)</sup>	The ability to influence events using the stars. The use of Viking runes to create magical effects. The ability to take wounds upon yourself.
Vodacce	Sorte ( <i>Fate</i> ) <sup>(PG 219)</sup>	The ability to change fate.	
Die Kreuzritter	Nacht ( <i>Shadow</i> ) <sup>(DK 71)</sup>	The ability to move in the shadow world.	
Inquisition	Righteous Wrath		
Qatih'i	Af'a ( <i>Snake</i> ) <sup>(CE 103)</sup>	The ability to move through tight spaces.	
Sophia's Daughters	Scrying (Female) <sup>(SD 92)</sup> Scrying (Male) <sup>(SD 92)</sup>	The ability to see other places and times . Becoming perfectly physically fit.	

## Sorcery<sup>(PG 200)</sup>

---

Sorcery is something a character is born with, so it cannot be purchased later.

Level of Sorcery	Cost	Description
Full Blooded	40 HP	7 Sorcery Points. Maximum Rank = 5.
Half-Blooded	20 HP	3 Sorcery Points. Maximum Rank = 3.
Twice-Blooded	40 HP	Half-Blooded in two kinds of Sorcery.

Purchasing any kind of sorcery gives a **-5 HP** discount on purchasing the *Noble* advantage, and a **-5 HP** discount on purchasing the *Loring School*.

You may not purchase additional ranks in Sorcery knacks using HP during hero creation, but you may do so during game play using XP.<sup>(CM7)</sup>

### **Twice-blooded characters**<sup>(IG 75)</sup>

You can choose to spend 3 Sorcery Points to purchase a unique sorcerous knack at Rank 1, like a Carl native.

## Shamanism

---

A shaman is not a sorcerer, but does have magical powers. You cannot have both a Shamanism and a Sorcery advantage at the same time.

You may be able to learn a shamanism after character creation, subject to GM approval.

# Af'a (CE 103)

## Overview

Country	None (Qatihl'i)
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	The Qatihl'i are assassins and they use this sorcery to gain access to places that others believe are safe. You are double jointed in all joints.

## Mastery Levels

Apprentice	<p>You are immune to all snake venoms.</p> <p>You can spend a drama die to dislocate joints and squeeze through an 8 inch square (10.5 inches if large, 5 inches if small). This takes 13 minus Finesse minus Flexibility knack rounds to do.</p>
Adept	<p>You can spend a drama die and make a Wits+Flexibility roll TN 20 to negate all damage from a fall.</p> <p>You can spend a drama die and make a Brawn+Flexibility roll when making your wound check against something falling on you.</p> <p>You can use your squeeze ability to get through a 5 inch square (7 inches if large, 4 inches if small).</p>
Master	<p>When you drink snake venom, instead of taking dramatic wounds, you gain Venom Dice that work like drama dice. They go away when the interval of the venom passes or half the duration of the venom (whichever is later).</p> <p>You can use your squeeze ability to get through a 3.5 inch square (5 inches if large, 2.5 inches if small).</p>

## Af'a Knacks

Charming	<p>By rolling Resolve+Charming with TN 10 you can make a snake ignore you. +5 TN per extra snake.</p> <p>By spending a drama die, you can make a Resolve+Charming check TN 20 to control a snake. +5 TN per extra snake. Maximum snakes controlled is 2 (apprentice), 4 (journeyman), 6 (master). Commands can be simple and immediate actions.</p>
Constriction	<p>You add twice your rank in this knack to use of the Grapple knack. You add your rank in this times your mastery level to damage from a Bear Hug.</p> <p>You may make a contested roll of Brawn+Constriction against opponent's Brawn+Escape or Finesse+Escape (their choice) to cancel their use of the Break knack.</p>
Flexibility	<p>You add your rank in this knack multiplied by your mastery level to attempts to escape from ropes, shackles, Grapple holds, etc.</p>
Hiding	<p>You add your rank in this knack to Stealth, Shadowing, Ambush, and Unobtrusive rolls.</p> <p>If you have at least one rank in this, you are immune to magic used to spy on you. Sorte will see a Yilan viper instead of a card when looking at you. Attempting to see your fate strands requires a contested check of your Resolve+Hiding against their Wits+Fate Knack. Failure means they just see snakes. The Ruzgar Ghost Wind and the Fornuft rune cannot see you. The Thomas knack of Glamour can, however, detect you.</p>
Slither	<p>You can use this knack instead of climbing to scale a tree or wall, or instead of Sprinting to move across the ground.</p>

# Astrologer (VV 98)

## Overview

Country	Vendel
Type	Shamanism
Cost	10 HP
Description	

## Effects

You may roll Wits+Astrology with a TN of 15 to help or hinder someone. If you hinder, their mass combat checks this scene are at -2 (minimum 1) and the TN for all their rolls is increased by 3. If you help someone, their mass combat numbers this scene are +2 and the TN for all their rolls is decreased by 3. For +10 TN you can make either last for a whole act. Only one Astrologer can affect a person at a time. To override another Astrologer, you need to make more additional raises (+5 TN) than they did.

# Baofong Xue Wudao (CJE 87)

## Overview

Country	Cathay (Khimal)
Type	Shamanism
Cost	25 HP
Description	Snow and ice magic

## Effects

Immune to damage from cold weather

Immune to damage from snow or ice (including icicles and avalanches)

Can fall any distance onto snow or ice and take no damage

Airborne snow or ice does not limit your vision, and you can breathe normally even if buried in it

Snow and ice do not prevent movement while you are buried in it, and your voice carries normally

Can walk across snow without leaving footprints, and you will not sink into it

If there is snow nearby, you can call a snowstorm with a Resolve check against TN 15; for each Raise, the weather gets one category rougher or colder (damage is as weather +1k1, inflicted on everyone in the area on Phase 10 each round); lasts for a number of rounds equal to twice your Panache, or you can take an action to end it

Can target an individual in a snowstorm you have created; roll Finesse to hit; target cannot use Parry or Block to defend; damage is (Resolve)k1

Can spend a DD to create ice storm rather than snow storm (+1k0 damage on Phase 10, +1k0 to hit and +0k1 damage for targeted attacks; lasts half as long)

# Carl Native (G 75)

## Overview

Country	Midnight Archipelago (Carlos)
Type	Sorcery
Cost	20 HP per sorcery.
Description	The character can be half-blooded in up to four sorcerous bloodlines, from Porte, Sorte, Zerstorung, and El Fuego Adentro, which cost 20 HP each (if you take only one, you can be full-blooded for 40 HP).

## Unique Sorcerous Knacks

You can choose to spend 3 Sorcery Points to purchase a unique sorcerous knack at Rank 1; such a knack is not limited in rank by being half-blooded.

Bloodline	Unique Sorcerous Knack
Porte / Sorte	<b>Distant Sights</b> Choose a common object as a focus (mirror, spider web, etc). Make a Resolve + Distant Sights roll to view anything taking place within 50ft of such an object. TN is 10 +1 for every 5 miles of distance. Limited to line of sight only.
Porte / El Fuego Adentro	<b>Fiery Essence</b> Blood is flammable if exposed to air; can be used to ignite objects, or used as a thrown weapon. Sorcerer is immune to this damage. Rank 1: 1k1 damage Rank 2: 2k1 damage Rank 3: 2k2 damage Rank 4: 3k2 damage Rank 5: 3k3 damage
Sorte / El Fuego Adentro	<b>Sense Ambient Heat</b> Can sense variations in temperature using Panache + Sense Ambient Heat, which can be used to detect the presence of living beings (number and general direction only). Within 50 ft: TN 10 50 – 100 ft: TN 15 100 – 200 ft: TN 20 200 – 300 ft: TN 25 300 – 400 ft: TN 30 400 – 500 ft: TN 35 Over 500 ft: impossible
Porte / Zerstorung, Sorte / Zerstorung, or Porte / Sorte / Zerstorung	<b>Distant Pain</b> Attack someone within sight; make a Resolve + Distant Pain roll using the target's TN to be hit, doing 3k2 wounds.
Zerstorung / El Fuego Adentro	<b>Stinging Ash</b> Once per day you can create a cloud of hot ash, causing 1k1 damage to anyone in the area. The cloud spreads out from the sorcerer at 5ft radius per round to a maximum of 30 ft. Sorcerer takes no damage, but must make a Resolve + Stinging Ash roll to maintain the cloud each round. The TN is 10 +5 per round after the first.
Porte / Sorte / El Fuego Adentro, or Porte / Zerstorung / El Fuego Adentro	<b>Blood Rain</b> Once per day you can cause blood-red rain to fall on everyone within 500ft, lasting for 2k2 x 5 rounds. Non-Carls treat the sorcerer as if he had a Fear Rating equal to his rank in this knack for as long as the rain lasts.
Sorte / Zerstorung / El Fuego Adentro	<b>Fate's Price</b> You may grant anyone (including yourself) an extra DD, but when it is used you suffer a number of wounds equal to the number rolled (or 1k1 wounds if the DD is used without rolling). If more than one are used simultaneously, they are treated as a single damage roll. If they are not used by the end of a scene, they are lost and inflict damage then. You may have a number of these dice in effect equal to your rank in this knack.
Porte / Sorte / Zerstorung / El Fuego Adentro	<b>Alter Matter</b> Choose one material from gold, wood, lead, glass. Once per week you can change any inanimate substance into that material. This affects one object per rank (if the object is smaller than one cubic foot) or one cubic foot of material (if the object is larger than one cubic foot).

## Genetic Weaknesses

For each bloodline a Carl sorcerer takes after the first, he gains a genetic weakness.

Roll	Genetic Weakness
1	<b>Misshapen limb</b> Lose one point of Finesse (min 1); can never have a Finesse score above 3 (or 2 if this is rolled twice, or 1 if it is rolled three times).
2	<b>Repugnant</b> Twisted facial feature sweats blood, etc. The TN for social interaction rolls is increased by 10.
3	<b>Deformed digits</b> The TN for fine manipulation rolls is increased by 5.
4	<b>Weakening malady</b> Brittle bones, hemophilia, etc. Attacks against you do +1k0 damage.
5	<b>Visual malady</b> Flawed vision, misaligned eyes, etc. Lose one point of Finesse (min 1); can never have a Finesse above 3 (or 2 if this is rolled twice, or 1 if it is rolled three times).
6	<b>Sensitive to bright lights</b> Lose one unkept die when in bright sunlight.
7	<b>Mentally deficient</b> Lose one point of Wits (min 1); can never have a Wits above 3 (or 2 if this is rolled twice, or 1 if it is rolled three times).
8	<b>Insane</b> Roll on the Random Insanity table (IG 78).
9	The character suffers no ill effects.
10	Roll twice on this table, ignoring this result hereafter.

# Druid (AV98-101)

## Overview

Country	Avalon
Type	Shamanism
Cost	20 HP
Description	<p>Druids are a special order with many secrets. They are de-facto judges in Avalon for civil disputes.</p> <p>Almost all Druids have <i>Bard</i>, <i>Doctor</i>, and <i>Hunter</i> skills.</p> <p>Druids have 5 knacks but which knack is used for rolls isn't under their control. It depends on the time and date! The knacks are:  <b>Spring:</b> April 1 – June 30.  <b>Summer:</b> July 1 – September 30.  <b>Autumn:</b> October 1 – December 30.  <b>Winter:</b> January 1 – March 31.  <b>Moon:</b> At nights (if not new moon).</p> <p>No knack is usable on nights of a new moon or on the Prophet's Mass (December 31).</p>

## Mastery Levels

Apprentice	<p>Three times per story, you may add your rank in your appropriate knack to another person's roll after they roll. <b>No roll by you is required.</b></p>
Adept	<p>You may place a Lesser Gesa on someone. You may have no more than three in effect at one time, and no one person can have more than two at one time.</p> <p>To place a Lesser Gesa, say it in front of the person, roll Wits+knack against a TN of 20, and spend drama dice (1 if hard to avoid breaking, 2 if annoying to avoid breaking, 3 if easy to avoid breaking). Once broken, a person cannot get a new Gesa until the next story.</p> <p>A Lesser Gesa restricts the person's actions. As long as they follow the restriction, they get +1 XP at end of each story. For example, "must never remove their boots" or "must never eat alone".</p>
Master	<p>You may place a Greater Gesa on someone. You may have no more than one in effect at a time, and no one person can have more than one at one time.</p> <p>To place a Greater Gesa, say it in front of the person, roll Wits+knack against a TN of 40, and spend 3 drama dice.</p> <p>A Greater Gesa sets conditions under which the person may or may not be killed. For example, "can only be killed by fire" or "can only be killed on a rainy day". See AV 100.</p> <p>When confronted with your weakness, you are in big trouble.</p> <ul style="list-style-type: none"> <li>- You cannot spend drama dice when threatened by the weakness.</li> <li>- You cannot actively defend when confronted by the weakness.</li> <li>- Dramatic wounds inflicted during this time cannot be healed by any means.</li> <li>- You are killed instead of knocked out when you have dramatic wounds equal to twice your resolve.</li> </ul>



# Duman'kir (CE 79)

## Overview

Country	Crescent (Kurta-kir)
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	<p>This is a form of wolf magic.</p> <p>Your canine teeth can extend to twice as long as the rest of your teeth (1k1 weapon) and your fingernails can extend as claws (0k2 weapon). You can also retract them and appear normal. You get +5 on intimidate checks when they are extended.</p> <p>Wolves accept you into their pack and won't bother you unless provoked.</p>

## Mastery Levels

Apprentice	<p>You can spend a drama die and make a Wits+Mist with TN 20 to call up a mist for one hour (or until you dismiss it). You get +5 within 1 hour of dawn or if it rained in the past 24 hours. +5 to TN for each level thicker you make the mist, which adds +5 to the TN of perception checks in the area.</p>
Adept	<p>When in mist your rank in the Mist knack to the TN to see you or to attack you. Also add your Mist rank to your Ambush rolls.</p> <p>You can spend a drama die and make a Resolve+Mist check TN 30 to teleport to any other point in the mist within 100 yards. Roll one die per 10 yards moved and take damage equal to the highest single die roll. You cannot take animals or people with you when doing this.</p>
Master	<p>You can spend a drama die and make a Resolve+Mist check TN 20 to turn into mist. Your possessions are left behind. You cannot be harmed by physical attacks.</p>

## Duman'kir Knacks

Fangs	This knack is used as an attack knack for your teeth and claws.
Mist	See the mastery levels for use of this knack.
Pack	You can give a wolf an instruction with a contested Wits+Pack against its Resolve. It must be an instruction the wolf would understand.
Senses	Your perception checks are Wits+Senses instead of just Wits. You add 5 times this knack to Tracking rolls.
Silence	Add 5 times this knack to your Shadowing and Stealth rolls. Add your rank in this knack to Ambush rolls.

# El Fuego Adentro (CA 98-101)

## Overview

Country	Castille
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	<p>El Fuego Adentro first appeared with one of the senators of the Old Empire in Numa.</p> <p>This sorcery is believed to be extinct. Practitioners were wiped out by the inquisition and secret societies. If any still exist, they probably are in Rancho Gallegos in Castille.</p> <p>When using this sorcery, tiny flames can be seen in the sorcerer's eyes.</p> <p>Sorcerers cannot actually create fire, they can only manipulate it. And fires need a source of fuel unless the Feed knack is used to compensate.</p>

## Mastery Levels

Apprentice	<p>Fire and heat-based effects do not harm you or any equipment kept in close contact with you.</p> <p>You can direct the movement of one fire within 10 feet of you. It will ignore winds and can even cross water if Feed is used. The movement rate is 10 feet per round (15 if Adept, 20 if Master). The wind can sometimes move it faster.</p>
Adept	You can grasp fire as if it were a solid object.
Master	You can give flames the semblance of life.

## El Fuego Adentro Knacks (Part 1)

Concetrare	For every rank in this you can control an additional fire beyond the first.
Extinguish	You may use an action to reduce a fire by a number of dice equal to your rank in this knack. See GM 200 for fire rules. You can affect 100 square feet of fire per rank in this knack.
Feed	You may keep a fire going by taking 2 times the number of dice of fire you want to prevent being lost in flesh wounds each phase. This damage is reduced by your rank in this knack. A wound check is made at the end of each round for this damage.
Range	You may affect fires up to 40 feet times your rank in this knack away.
Firestarting	You may take 1 flesh wound to light a fire in adverse conditions. How adverse depends on your rank. 1=damp tinder or strong wind, 2= wet tinder or light rain, 3= waterlogged tinder or medium rain, 4= non-combustible tinder or heavy rain, 5= any material or weather conditions.
Flaming Blade	You may place your sword into a fire and pick up the flames. The sword does extra damage equal to your rank in this knack times 1 (Apprentice), 2 (Adept), or 3 (Master).

***El Fuego Adentro Knacks (Part 2)***

Hurl Fire	<p><i>Requires <b>Adept</b> status before this knack can be raised to 1 or higher.</i></p> <p>You may use an action to reach into a fire and throw a chunk at an opponent. Roll Finesse+this knack to hit with a range of 5+(Brawn*2) yards. Damage if you hit is 3k3 (Adept) or 4k4 (Master). Regardless, you take 2 flesh wounds minus your rank in the Feed knack. This fire dies out and cannot be used to ignite someone or something.</p>
Fireflies	<p><i>Requires <b>Master</b> status before this knack can be raised to 1 or higher.</i></p> <p>You may spend 3 actions to convert 1 die of fire into a 10' by 10' cloud of fireflies, and you take 1 flesh wound (which won't heal until the cloud goes away). You control the cloud and can extinguish it at will. The cloud can move 15 feet or 1 level per phase.</p> <p>Any creature in the cloud takes 1 flesh wound per phase unless wearing heavy clothing or other protection.</p> <p>You can have one cloud for each rank you have in this knack.</p>
Flame Serpent	<p><i>Requires <b>Master</b> status before this knack can be raised to 1 or higher.</i></p> <p>You may spend 5 actions to convert 2 dice of fire into a flame serpent, and you take 3 flesh wounds (which won't heal until the serpent goes away). You control the serpent and can extinguish it at will.</p> <p>It acts as if it had all traits of 3, but it cannot be harmed except by immersion in water. It starts with your rank in this knack in damage dice (for example, 3k3 if your rank is 3), but after each successful hit it loses a damage die. When at zero dice it can still move but does no damage. It may regain dice up to its starting value at the rate of 1 die per round of sitting in a fire.</p> <p>You can have one flame serpent for each rank you have in this knack.</p>
Firebird	<p><i>Requires <b>Master</b> status before this knack can be raised to 1 or higher.</i></p> <p>You may spend 10 actions to convert 4 dice of fire into a firebird with a 40 foot wingspan, and you take 5 flesh wounds (which won't heal until the firebird goes away). You control the firebird and can extinguish it at will. When extinguishing it, you may choose to have it explode as a rank 4 explosion.</p> <p>It acts as if it had all traits of 3, but it cannot be harmed except by immersion in water. It does not attack or deal damage. It can instead travel up to 50 miles times your rank in this knack each day. And it may carry one passenger for each rank you have in this knack.</p>

# Erego Medicine (IG 79)

## Overview

Country	Midnight Archipelago (Marcina)
Type	Shamanism
Cost	20 HP
Description	Faith healing

Use

You gain the Medicine Man's skill for free, and one rank in each of its advanced knacks. The Surgery and Channel Oroi knacks are considered to be advanced knacks of this skill for you.

Channel Oroi

This knack is used to channel the spirits known as oroi. Roll Resolve + Channel Oroi against the TN of the oroi; if you succeed, you have channelled the power of the oroi.

## Healing Oroi

The TN to channel a healing oroi is 15; for each raise you take you get a FR for a healing knack (First Aid, Diagnosis, Surgery), which must be the next roll you make and must be one to which the particular oroi would be applicable. You gain a FR to your Channel Oroi knack if you are touching some of the plant.

- Sweet gum (used to treat damage from acids)
- Pleurisy root (used to negate the effects of diseases)
- Goldenseal (used to heal damage from cuts and slashes)
- Arnica (used to heal bruises and damage from falls and blunt weapons)
- Narrowleaf dock (used to negate contact poisons)
- Lobelia (used to counteract poisons that are swallowed)
- Plantain (used to counteract poisons that are injected, such as bee stings and snakebites)
- Cayenne (used to counteract the effects of breathing toxic fumes)
- Aloe (useful in treating damage caused by burns)
- Jasmine (useful in treating damage caused by hot weather)

## Animal Oroi

The TN to channel an animal oroi is 25; the channeling lasts for the rest of the scene. You can see through the eyes and share all the senses of any member of the species you are aware of. If you make two raises, you gain a special power related to the animal. You gain a FR to your Channel Oroi knack if you are within sight of a member of that species.

- Bear (you gain one rank in Bear Hug)
- Fish (you gain one rank in Swimming)
- Fox (attempts to track you are at -2k0)
- Hunting dog (you gain two FR to Tracking)
- Monkey (you gain one rank in Climbing)
- Seagull (fishing rolls get +1k0)
- Shark (you gain a biting attack with an Attack knack of 3 and damage of 0k2)
- Snake (add 10 to your Initiative Total)
- Songbird (you gain two FR to Singing)
- Turtle (lose one rank of Panache, but reduce all damage by 10 flesh wounds per attack)
- Wolf (ambush rolls get +1k0)

## Ancestor Oroi

The TN to channel an ancestor oroi is 30; the channeling lasts for the rest of the scene. You get a FR if you have something belonging to your ancestor.

It is possible to have the ability to channel more than one ancestor of the same type.

- Avenger (you gain the Hot-headed hubris and the Victorious virtue for the rest of the scene)
- Chief (you gain the Judgemental hubris and the Commanding virtue for the rest of the scene)
- Explorer (you gain the Rash hubris and the Worldly virtue for the rest of the scene)
- Hunter (you gain the Loyal hubris and the Perceptive virtue for the rest of the scene)
- Lover (you gain the Star-crossed hubris and the Passionate virtue for the rest of the scene)
- Madman (you gain the Overconfident hubris and the Fanatical will for the rest of the scene)
- Martyr (you gain the Overzealous hubris and the Wilful virtue for the rest of the scene)
- Mystic (you gain the Righteous hubris and the Uncanny virtue for the rest of the scene)

**Overview**

Country	Cathay (Han Hua)
Type	Sorcery
Cost	40 HP for full aptitude. 20 HP for some aptitude.
Description	Talisman magic

**Mastery Levels**

Apprentice	<p>Choose a trigram; to create a talisman for that trigram, spend a DD and roll Wits + the trigram knack (the TN is noted in the trigram description). The talisman keeps its magic for as long as the sorcerer is alive.</p> <p>You must create the talisman described in the 'first talisman' column before the one in the 'second talisman' column.</p>
Adept	<p>Choose a trigram; you can now use that trigram in addition to the one you chose as an apprentice.</p> <p>To make a hexagram talisman with any two abilities from trigrams you know, spend a DD and make a roll for each of the abilities; the roll for the second ability is raised twice. Trigram talismans keep their abilities as long as the item exists. Hexagram talismans keep their abilities for as long as the sorcerer is alive.</p>
Master	<p>Choose a trigram; you can now use that trigram in addition to the other(s) you know.</p> <p>You may work with other Fu Masters to create talismans with more than one trigram or hexagram; spend 2 DD, one to create the trigram or hexagram and one to join it with the others. Each Master rolls Resolve against T N25 to concentrate; failure ruins the talisman. Each Master then rolls to create the trigram or hexagram effect. More than one Master may use the same hexagram, but each must use a different ability from it.</p> <p>Any talisman created by a Master keeps its abilities for as long as the sorcerer is alive.</p>
Choosing Trigrams	<p>If you choose the sametrigram twice, you gain two FR to use that trigram's abilities.</p> <p>If you choose a trigram three times, you do not gain another two FR; instead, you roll a die when creating a talisman; if the result is even, you do not need to spend a DD to make the talisman.</p>

# Fu: Trigrams

## *Ch'ien (the creative)*

	<b>Physical component</b>	<b>First talisman</b>	<b>Second talisman</b>
Attribute: Creativity	Any inanimate object that will survive inscription	+1k1 to Invention rolls (TN 30)	+1 or -1 to personal results for mass combat (TN 35)
Animal: Horse	A representation of a horse in any medium	The talisman turns into a living horse (not a steppes pony); if the horse is slain the talisman is destroyed (TN 35)	You can control horses with a Resolve roll against TN 5 + 5 per horse (TN 25)
Body Part: Head	A representation of a human head in any medium (not a real one)	Opponents must call twice as many raises as normal to make a called shot to your head (TN 30)	Once per story you can use the effects of the Creative virtue (TN 45)
Direction: South	An arrow in any 3D medium except paper	On command the talisman points due south (TN 20)	You may enchant a ranged weapon such that its range is doubled when it fires within 10° of due south (TN 30)

## *K'un (the receptive)*

	<b>Physical component</b>	<b>First talisman</b>	<b>Second talisman</b>
Attribute: Receptivity	Part of the item to be grown	The user can grow crops in any land (TN 25)	At the end of a story the user gains 1XP to be spent on a knack or skill he saw someone using (TN 35)
Animal: Ox	A representation of an ox in any medium; horns or hooves may be used	The talisman turns into a living ox; if the ox is slain the talisman is destroyed (TN 30)	You can control oxen with a Resolve roll against TN 5 + 5 per ox (TN 25)
Body Part: Belly	A rice bowl	The talisman creates enough food for one person three times a day (TN 30)	The user is immune to any ingested poison, alcohol or afyam, but cannot be used to counteract addiction (TN 40)
Direction: North	An arrow in any 3D medium except paper	On command the talisman points due north (TN 20)	You may enchant a ranged weapon such that its range is doubled when it fires within 10° of due north (TN 30)

## *Chen (the arousing)*

	<b>Physical component</b>	<b>First talisman</b>	<b>Second talisman</b>
Attribute: Movement	Any inanimate object that will survive inscription	Once per act the user can roll and keep one extra action die (TN 40)	The user gets +1k1 to any rolls made in chases (TN 45)
Animal: Dragon	A representation of a dragon in any medium	The talisman turns into a "living" statue of a specified type of dragon (CJE 73), which cannot move from its place; if the statue is destroyed the talisman is destroyed (TN 55)	Roll Panache against a TN of 10 x your Dragon Dreams background; success means you have no dragon dreams that night (TN 30)
Body Part: Foot	A representation of a human foot in any medium (not a real one)	+0k1 to Footwork, Sprinting, Sidestep, Kick (TN 25)	+5 to your TN to be hit when using Footwork (TN 35)
Direction: Northeast	An arrow in any 3D medium except paper	On command the talisman points due northeast (TN 20)	You may enchant a ranged weapon such that its range is doubled when it fires within 10° of due northeast (TN 30)

## *Sun (the gentle)*

	<b>Physical component</b>	<b>First talisman</b>	<b>Second talisman</b>
Attribute: Regeneration	Any inanimate object that will survive inscription	Once per scene per person the talisman removes all of the user's flesh wounds (TN 30)	Once per story the talisman can remove all poison and disease from the user's body (the third time this talisman is made, it can restore lost body parts) (TN 60)
Animal: Rooster	A representation of a rooster in any medium, or a recently slaughtered rooster with its head	The talisman turns into a living rooster; if the rooster is slain the talisman is destroyed (TN 20)	You can control roosters with a Resolve roll against TN 5 + 5 per rooster (TN 15)
Body Part: Thigh	A representation of a human leg in any medium (not a real one); ginger or ginseng root may be used	+0k1 to Long Distance Running, Lifting, Leaping (TN 20)	Once per day the user can take only one DW from an attack, regardless of his wound check (TN 40)
Direction: Southwest	An arrow in any 3D medium except paper	On command the talisman points due southwest (TN 20)	You may enchant a ranged weapon such that its range is doubled when it fires within 10° of due southwest (TN 30)

**Kan (the abyss)**

	<b>Physical component</b>	<b>First talisman</b>	<b>Second talisman</b>
Attribute: Water	Any inanimate object that will survive inscription	The user may breathe underwater (TN 25)	The talisman creates enough water for one person for a day (TN 20)
Animal: Boar	A representation of a boar in any medium, or a recently slaughtered boar with its head, or a boar's head	The talisman turns into a living boar; if the boar is slain the talisman is destroyed (TN 35)	You can control boars with a Resolve roll against TN 5 + 5 per boar (TN 25)
Body Part: Ear	A representation of a human ear in any medium (not a real one)	+2k0 to perception checks involving hearing (TN 25)	The user can hear through the talisman as if it were an ear (TN 35)
Direction: West	An arrow in any 3D medium except paper	On command the talisman points due west (TN 20)	You may enchant a ranged weapon such that its range is doubled when it fires within 10° of due west (TN 30)

**Li (fire)**

	<b>Physical component</b>	<b>First talisman</b>	<b>Second talisman</b>
Attribute: Fire	Any inanimate object that will survive inscription	On command the talisman can set any object touching it on fire, causing 1k1 <b>dam</b> age (TN 30)	The user is immune to natural fire (TN 40)
Animal: Pheasant	A representation of a pheasant in any medium, or a recently slaughtered pheasant with its head	The talisman turns into a living pheasant; if the pheasant is slain the talisman is destroyed (TN 20)	You can control pheasants with a Resolve roll against TN 5 + 5 per pheasant (TN 15)
Body Part: Eye	A representation of a human eye in any medium, or an agate, or a preserved human eye	The user gains the Keen Senses advantage (TN 25)	The user can see through the talisman as if it were an eye (TN 35)
Direction: East	An arrow in any 3D medium except paper	On command the talisman points due east (TN 20)	You may enchant a ranged weapon such that its range is doubled when it fires within 10° of due east (TN 30)

**Ken (mountain)**

	<b>Physical component</b>	<b>First talisman</b>	<b>Second talisman</b>
Attribute: Stillness	Any inanimate object that will survive inscription	The talisman allows the user to sleep comfortably on any surface (TN 20)	Once per story, the user may freeze one person or thing in sight (including the user himself) for 1k1 phases; the target cannot be moved or damaged in any way (TN 45)
Animal: Dog	A representation of a dog in any medium	The talisman turns into a living dog (not a dead pet); if the dog is slain the talisman is destroyed (TN 35)	You can control dogs with a Resolve roll against TN 5 + 5 per dog (TN 25)
Body Part: Hand	A representation of a human hand in any medium (not a real one); ginger or ginseng root may be used	The user gains the Firm Grip advantage (TN 30)	The talisman can hold items for the user with a grip as tight as the user would have with the Firm Grip advantage (TN 20)
Direction: Northwest	An arrow in any 3D medium except paper	On command the talisman points due northwest (TN 20)	You may enchant a ranged weapon such that its range is doubled when it fires within 10° of due northwest (TN 30)

**Tui (the joyous)**

	<b>Physical component</b>	<b>First talisman</b>	<b>Second talisman</b>
Attribute: Pleasure	Any inanimate object that will survive inscription	+1k0 to Charm rolls (TN 20)	Everyone in the house gains +1k1 to Charm rolls (TN 35)
Animal: Sheep	A representation of a sheep or yak in any medium, or a recently slaughtered sheep or yak with its head	The talisman turns into a living sheep (or yak for Xian Bei); if the sheep or yak is slain the talisman is destroyed, but the user can gather wool or milk without harming it (TN 35)	You can control sheep with a Resolve roll against TN 5 + 5 per sheep (TN 25)
Body Part: Mouth	A representation of a human mouth in any medium (not a real one)	The talisman may amplify the user's voice so that it can be heard a mile away (TN 20)	The user can speak through the talisman from any distance (TN 30)
Direction: Southeast	An arrow in any 3D medium except paper	On command the talisman points due southeast (TN 20)	You may enchant a ranged weapon such that its range is doubled when it fires within 10° of due southeast (TN 30)

# Fu: Hexagrams

Name	Description	Concept	Meaning	Benefit
Ch'ien	Chi'en / Ch'ien	The creative	Furthering through perseverance, the superior man makes himself strong and untiring	+5 to your TN to be hit
P'i	Chi'en / K'un	Stagnation	The standstill serves to help the great man to attain success	You can spend a DD to reroll an AD
Wu Wang	Chi'en / Chen	Innocence / unexpected	If someone is not as he should be, he has misfortune	+1k0 to Disguise
Kou	Chi'en / Sun	Coming to meet	Thus does the prince act when disseminating his commands	+1k0 to Etiquette
Sung	Chi'en / Kan	Conflict	To contend before him brings supreme good fortune	Once per game, FR to Attack for Boarding
T'ung Jen	Chi'en / Li	Fellowship with men	Thus the superior man organises the clans and makes distinctions between things	FR to Cold Read
Tun	Chi'en / Ken	Retreat	Voluntary retreat brings good fortune to the superior man	FR to Footwork
Lu	Chi'en / Tui	Treading	Treading upon the tail of the tiger, which does not bite the man	FR to Animal Training
T'ai	K'un / Ch'ien	Peace	He furthers and regulates the gifts of heaven and earth, and so aids the people	FR to Theology
K'un	K'un / K'un	The receptive	Following gives guidance	You gain the Obligation (3) background to your mentor
Fu	K'un / Chen	Turning point	Success going out and coming in without error	FR to Navigation
Sheng	K'un / Sun	Pushing upward	The superior man heaps up small things in order to achieve something high and great	+2k1 qian monthly income
Shih	K'un / Kan	The army	An army must set forth in proper order	FR to Attack in mass combat
Ming I	K'un / Li	Darkening of the light	He veils his light, yet still shines	You gain the True Identity (3) background
Ch'ien	K'un / Ken	Modesty	Moderation – reduce that which is too much, augment that which is too little	Once only, you may lower a trait by one and raise a lower trait by 1
Lin	K'un / Tui	Approach	The superior man is without limits in his tolerance and protection of the people	FR to Diplomacy
Ta Chuang	Chen / Ch'ien	Power of the great	The superior man does not tread upon the paths that do not accord with established order	Once per story, you may temporarily lower the Feng Shui rating of an area by 1
Yu	Chen / K'un	Enthusiasm	It furthers one to install helpers and set armies marching	You gain 3 points of the Servants advantage
Chen	Chen / Chen	Arousing	Shock brings ruin and terrified gazing around	FR to Intimidation
Heng	Chen / Sun	Duration	Thus the superior man stands firm and does not change his direction	You gain the Vow (3) background
Hsieh	Chen / Kan	Deliverance	One kills three foxes in the field and receives a yellow arrow	FR to Attack (bow)
Feng	Chen / Li	Abundance	The superior man decides lawsuits and carries out punishments	FR to Cold Read
Hsiao Kuo Kuei Mei	Chen / Ken Chen / Tui	Preponderance of the small The marrying maiden	It is well to remain below The superior man understands the transitory in the light of the eternity at the end	FR to Stealth FR to Omens
Hsiao Ch'u	Sun / Ch'ien	Taming power of the small	The rain comes, there is rest	FR to Charm
Kuan	Sun / K'un	Contemplation	Full of trust they look up to him	You gain the Combat Reflexes advantage
I	Sun / Chen	Increase	If the superior man sees good, he imitates it; if he has faults, he rids himself of them	Once per game, you can remove any negative modifiers from a roll
Sun	Sun / Sun	The gentle	In life, the penetrating clarity of judgement thwarts all dark hidden motives	FR to Scheming
Huan	Sun / Kan	Dispersion / dissolution	He brings help with the strength of a horse	FR to Ride
Chia Jen	Sun / Li	Family (clan)	The superior man has substance in his words and duration in his way of life	FR to Oratory
Chien	Sun / Ken	Gradual progress	Thus the superior man abides in dignity and virtue, in order to improve the mores	FR to Theology
Chung Fu	Sun / Tui	Inner truth	This the superior man discusses criminal cases in order to delay executions	FR to Law when defending an accused person



Name	Description	Concept	Meaning	Benefit
Hsu	Kan / Ch'ien	Waiting	It furthers one to cross the great water	You gain the Sailor skill
Pi	Kan / K'un	Holding together	Those who are uncertain gradually join	You gain the Romance (3) background
Chun	Kan / Chen	Difficulty at the beginning	Difficulty at the beginning works supreme success	Once per story you can call any number of raises from which you gain no benefit; for every 2 raises you gain a Chun Die (like a DD, but does not turn into XP)
Ching	Kan / Sun	The well	They come and go and draw from the well	Once per story you can reroll any roll
K'an	Kan / Kan	Abysmal	The superior man walks in lasting virtue	Reduce Reputation losses by 1 (min 1)
Chi Chi	Kan / Li	After completion	The superior man takes thought off misfortune and arms himself against it in advance	At the end of each story, you can 1 extra XP
Chien	Kan / Ken	Obstruction	It furthers one to see the great man. The superior man turns his attention to himself and molds his character	FR to Sincerity
Chieh	Kan / Tui	Limitation	The superior man creates number and measure, and examines the nature of virtue and correct conduct	FR to Etiquette
Ta Yu	Li / Ch'ien	Possession in great measure	Fire in the heaven above, superior man curbs evil and furthers good	Once per story you can spend a DD to increase your location's Feng Shui rating by 1; the GM gets the DD
Chin	Li / K'un	Progress	The powerful prince is honoured with houses in large numbers	You gain the Steppes Pony advantage
Shih Ho	Li / Chen	Biting through	It furthers one to be mindful of difficulties and to be persevering	FR to damage if you have at least 1 DW
Ting	Li / Sun	Cauldron	Supreme good fortune	Once per story, can spend a DD to reroll any roll; the GM gets the DD
Wei Chi	Li / Kan	Before completion	The superior man is careful in the differentiation of things, so that each finds its place	FR to Appraise
Li	Li / Li	Clinging	Thus the great man, by perpetuating this brightness, illumines the four quarters of the world	FR to any one Artist or Performer skill
Lu	Li / Ken	The wanderer	Success through smallness; the superior man is clear-minded and cautious in imposing penalties and protracts no insults	FR to Law
K'uei	Li / Tui	Opposition	Amid all fellowship, the superior man retains his individuality	FR to rolls to resist being Taunted
Ta Ch'u	Ken / Ch'ien	Taming power of the great	When there is a great store of energy, everything depends upon the power of the personality	FR to Charm
Po	Ken / K'un	Splitting apart	The house of the inferior man is split apart	You gain the Lost Love (3) background
I	Ken / Chen	The corners of the mouth (providing nourishment)	Pay heed to the providing of nourishment	FR to Cooking
Ku	Ken / Sun	Decay	Work on what has been spoiled has supreme success	You gain the Lost Relative (3) background
Meng	Ken / Kan	Youthful folly	Youthful folly has success	At the start of each story, you and the GM get one extra DD
Pi	Ken / Li	Grace	Grace has success in small matters, but not in large ones	FR to Attack as long as you are not in mass combat
Ken	Ken / Ken	Keeping still	Thus the superior man does not permit his thoughts to go beyond his situation	FR to Resolve when you are trying to maintain concentration
Sun	Ken / Tui	Decrease	The superior man spreads his commands abroad and carries out his undertakings	FR to Leadership
Kuai	Tui / Ch'ien	Resolute	The superior man dispenses riches downward and refrains from resting on his virtue	Start with +1k1 Reputation, but only 90% wealth
Ts'ui	Tui / K'un	Gathering together	This the superior man renews his weapons to meet the unforeseen	FR to any roll to avoid being surprised or ambushed
Sui	Tui / Chen	Following	The superior man at nightfall goes indoors for rest and recuperation	Heal 1 DW after a full night's sleep
Ta Kuo	Tui / Sun	Preponderance of the great	Thus the superior man, when he stands alone, is unconcerned	FR to Attack and AD when outnumbered
K'un	Tui / Kan	Oppression (exhaustion)	Thus the superior man stakes his life on following his will	You gain the Indomitable Will advantage
Ko	Tui / Li	Revolution (moulting)	Changing the form of government brings good fortune	FR to Incitation
Hsien	Tui / Ken	Influence (wooing)	To take a maiden to wife brings good fortune	You gain the Betrothed (2) background
Tui	Tui / Tui	Joyous	The superior man joins with his friends for discussion and practice	FR to Socialise

## Overview

Country	Avalon
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	Glamour was taught to the Avalons by the Sidhe. If the Graal is lost, Glamour will stop working.  You may have only one Legend knack for each trait.  Glamour Dice are treated as Drama Dice except they cannot be used for Arcana/Hubris activation and they do not turn into experience if unspent.

## Mastery Levels

Apprentice	You may use your Reputation Dice as if they were Glamour Dice.  You may use the Apprentice ability of any Legend knacks you know.
Adept	The GM receives your lowest trait fewer drama dice (min=# of players) each story.  You may use the Adept ability of any Legend knacks you know.
Master	Your number of drama dice depends on your highest trait (instead of your lowest).  You may use the Master ability of any Legend knacks you know.

## Brawn Legends

The Horned Hunter (PG 201)	<b>Apprentice:</b> You may spend a Drama Die to add your rank in this to your Brawn for one die roll (not a contested roll, wound check, or damage roll). <b>Adept:</b> You may spend a Drama Die to add your rank in this to your Brawn for a Wound Check. <b>Master:</b> You may spend a Drama Die to add your rank in this to your Brawn for a damage roll or contested roll.
Iron Meg (AV 102)	<b>Apprentice:</b> You may spend a Drama Die to heal yourself of 5 flesh wounds for each rank in this knack. <b>Adept:</b> You may spend a Drama Die to cancel the effects of a poison affecting you. <b>Master:</b> You may spend a Drama Die to succeed at a wound check (with TN of 100 or less).
Mad Jack O'Bannon (AV 103)	<b>Apprentice:</b> You may spend a Drama Die to disappear behind an object as long as you remain still. You can still be heard and can be seen if you peek around the object to look. <b>Adept:</b> You may spend a Drama Die to disappear behind one object and reappear behind another that his up to 100 feet away for each rank in this knack. <b>Master:</b> You may spend 3 Drama Dice when killed. If you do, you return to life at dawn the next morning with -2 Brawn. If your Brawn becomes 0 or less, you stay dead.
The Horned King (Sidhe) (SBN 43)	<b>Apprentice:</b> +1k1 to seduction and social rolls against someone of the opposite sex. <b>Adept:</b> You can activate this knack to move from a forest to any other forest within 100 miles. You have no control over where in the forest you appear. <b>Master:</b> You assume the form of any animal up to bear size until the next dawn. You also gain the Lecherous hubris during this time.

## Finesse Legends

Anne o' the Wind (AV 101)	<b>Apprentice:</b> You may spend a Drama Die to add 5 times your rank in this to your initiative total for this round. <b>Adept:</b> You may spend a Drama Die to add you rank in this to your Sprinting knack until the end of the round. <b>Master:</b> You may spend a Drama Die to allow you to use all your remaining actions in a round immediately. You can do this before phase 1 of the round. If two Glamour mages use this at the same time, the one with the highest initiative total goes first.
Blackcloak (AV 101)	<b>Apprentice:</b> You may spend a Drama Die to hide traces of your passage for the rest of this scene so that others have a -5 to tracking rolls for each rank you have in this knack. <b>Adept:</b> You may spend a Drama Die to get +10 on a Climbing check for each rank you have in this knack. <b>Master:</b> You may spend a Drama Die to get +10 on a Lockpicking check for each rank you have in this knack.
Robin Goodfellow (PG 201)	<b>Apprentice:</b> You may spend a Drama Die to lower the effective range of your next bow attack by 5 yards for every rank you have in this knack. <b>Adept:</b> You may spend a Drama Die to add to your next bow attack an unkept damage die for every rank you have in this knack. <b>Master:</b> You may spend a Drama Die so that your next bow attack is at +5 to hit for every rank you have in this knack.
Red Cap (Sidhe) (SBN 43)	<b>Apprentice:</b> You gain an extra kept die per mastery level to Stealth and Taunt rolls for 5 minutes per rank in this knack. <b>Adept:</b> You grow claws which give you +1k1 to attack and damage on your unarmed attacks for a number of rounds equal to twice your mastery level. There is no penalty for unskilled unarmed attacks. <b>Master:</b> You take on Red Cap's appearance, which gives you a Fear Rating of 3 for a number of minutes equal to your rank in this knack.

**Resolve Legends**

The Green Man  
(PG 203)

**Apprentice:** You may spend a Drama Die to give a willing person other than yourself a bonus until the end of the scene. Roll a number of unexploding dice equal to your rank in this, and keep the highest number. This number is added to all rolls by that person until the end of the scene. No person may be affected by Green Man twice at the same time. You may only affect a number of people equal to your rank in this knack. At the end of the scene, the character suffers one dramatic wound if you rolled 1-5 and two dramatic wounds if you rolled 6-10.

**Adept:** You may spend a Drama Die to make the next dramatic wound a chosen person receives be healed at the end of the round in which it is received. This may bring the character back from being knocked out.

**Master:** You may use your Adept ability on another person using one of their Drama Dice instead of yours.

King Robert the Dark  
(AV 103)

**Apprentice:** You may spend a Drama Die to add your rank in this to your general's Strategy roll this round. Up to 3 mages can contribute this way to a single roll.

**Adept:** You may spend a Drama Die to add your rank in this to your personal results roll in mass combat.

**Master:** You may spend a Drama Die to add twice your rank in Leadership to the next roll of up to 5 people you choose (including yourself). Expires at end of scene.

The Stone Knight  
(AV 104)

**Apprentice:** You may spend a Drama Die to let up to your rank in this knack in friends hear your cry for help and know exactly where you are regardless of distance.

**Adept:** You may spend a Drama Die to ignore a Fear Rating less than or equal to your rank in this knack until end of scene.

**Master:** You may spend a Drama Die to choose a 10' by 10' area where you cannot be killed or crippled as long as you stay in the area and until one sunrise and one sunset have passed. You still take dramatic wounds during this time and may be crippled or knocked out when this expires.

Queen Maab (Sidhe)  
(SBN 43)

**Apprentice:** You may speak with any sea-based creature; the power lasts for five minutes per rank in this knack.

**Adept:** You can survive without breathing for the next six hours (underwater, buried alive, being strangled, in poisoned gas).

**Master:** When standing in a foot of seawater you gain a Fear Rating of 2 and +2k2 on all rolls for a number of rounds equal to your mastery level.

**Panache Legends**

Jeremiah Berek  
(AV 102)

**Apprentice:** You may spend a Drama Die to add twice your rank in this to any die roll.

**Adept:** You may spend a Drama Die before you roll so that all dice that explode give you two extra rolls instead of one.

**Master:** You may spend a Drama Die after failing a roll to try a second time. This can only be done once per roll and does not combine with other re-roll abilities.

St. Rogers  
(AV 104)

**Apprentice:** You may spend a Drama Die to add three times your rank in this to a Sailor skill knack die roll.

**Adept:** You may spend a Drama Die to heal a ship you are touching of one critical hit.

**Master:** You may spend a Drama Die to become one with a ship whose wheel you are holding (until you let go of the wheel). When rolling for either of you, use the trait that is highest between the two of you. Dramatic wounds you suffer are critical hits on the ship and vice versa.

In addition, a Master may once in their lifetime bestow one of the following on one ship:

- The ability to acquire Reputation and use Reputation Dice. It's number of dice is the sum of the crew's reputation dice divided by 10.
- A permanent +2 on any one trait (ignoring all maximums).
- The ability for the ship to sail itself. This means it won't go aground or into an obstacle unless specifically directed to do so.

Thomas (PG 203)

**Apprentice:** You can sense someone with Sorcery within 30 feet of you by a tingling in your left thumb. When someone uses Sorcery on you, you immediately know what is being done. You may use a Drama Die to cancel the effect of a Sorcery on you if your rank in this knack is greater than or equal to their Sorcery knack's rank.

**Adept:** You may spend a Drama Die to cancel a Sorcery knack being used or that is active within 30 feet of you if your rank in this knack is greater than or equal to their Sorcery knack's rank. For example, you may prevent a Porte mage from escaping, revert an Ussuran shapeshifter to human form, or cancel a fate witch's blessing.

**Master:** You may spend a Drama Die to prevent magic working within 10 feet of you for a number of rounds equal to your rank in this knack. Any active effects that enter this area are canceled.

The Seelie Queen (Sidhe)  
(SBN 43)

**Apprentice:** Increase your stature and aura to gain +1k1 to all social rolls for a number of hours equal to your rank in this knack.

**Adept:** Create a small whirlwind, causing your opponent to lose a number of kept dice equal to your mastery level for a number of rounds equal to your rank in this knack.

**Master:** Your opponent loses one rank from any trait (to a minimum of 1) until the next dawn.

## Wits Legends

Isaac Snaggs  
(AV 102)

**Apprentice:** You may spend a Drama Die to add twice your rank in this to an active defense roll after you see your roll.

**Adept:** You may spend a Drama Die and one action to catch a missile weapon with a free hand. This is considered a successful active defense.

**Master:** You may spend a Drama Die and one action to catch a bullet that was fired at you. This is considered a successful active defense.

Jack<sup>(PG 201)</sup>

**Apprentice:** You may spend a Drama Die to transform a small object (under 1 cubic foot) into another object until the next dawn, at which time it reverts. If broken in the new form, one of the pieces reverts into an unbroken object and the other pieces disappear. If killed (animal) or eaten (food) in the new form, the object is destroyed permanently. Possible objects include: Knife, Fist-sized hunk of cheese, Bird, Rock (up to 5 objects), Pair of dice, Normal size playing card (up to 5 objects), Coin (up to 5 objects times rank), 20 feet of twine in a ball, Button.

**Adept:** You may spend a Drama Die to transform yourself with one of these forms until the next dawn. You may spend two Drama Dice to transform another willing person or an animal. You know a number of forms equal to your rank in this.

**Child Form** – If not already young, the person or animal achieves the energy and spryness of youth.

**Hag Form** – The person appears older and is unrecognizable as himself. Gets –1 unkept die on social interactions.

**Noble Form** – The person appears more handsome or beautiful. Gets +1 unkept die on all social rolls.

**Ogre Form** – The person appears more intimidating. Gets –1 unkept die on social rolls except intimidation, which gets +2 unkept dice.

**Peasant Form** – The person appears much blander. Gets +2 unkept dice on Disguise, Unobtrusive, and Shadowing rolls.

**Master:** You may spend a month of preparation to enchant a building (up to 4,000 sq ft). When complete, you may choose 3 of the following laws, which work in the building unless otherwise disrupted. You can only have one building so enchanted at a time.

- I can't die in my house.
- Nobody's magic but mine works in my house.
- I always know where everything and everyone is in my house.
- No one can enter my house without permission.
- Nobody ages in my house.
- The pantry in my house always has food and drink in it.
- I can instantly rearrange the inside of my house with a thought.
- My house cannot be harmed in any way.
- The inside of my house is twenty times bigger than the outside.
- No one can find the way to my house unless I let them.

King Elilodd  
(AV 102)

**Apprentice:** You may spend a Drama Die to add five times your rank in this to a roll on the Repartee system against Sidhe. Only works with positive effects (Charm, etc) against Seelie and with negative effects (Intimidate, etc) against Unseelie.

**Adept:** You may spend a Drama Die to call on the nearest Seelie for aid. Roll Resolve+(rank) against a TN of 30. If successful, a Seelie shows up to help (for a price). On a roll of 10 or less, an Unseelie shows up and demands a much higher price.

**Master:** You may spend a Drama Die to create a 5 foot radius circle around yourself that the Unseelie cannot enter. Ones inside the circle are cast out when activated. You can maintain this for as long as you are awake and stay in the same spot.

Lady of the Lake  
(Sidhe)  
(SBN 43)

**Apprentice:** By activating this knack you automatically succeed at a perception check.

**Adept:** You may reroll any roll; this knack may be used a number of times equal to your mastery level per Act.

**Master:** You can look into a body of fresh water and see the events (current, past or future) occurring within sight of any other body of fresh water; this requires a perception check against TN 30. The effect lasts for 5 minutes per mastery level.

## Multiple knacks

Ordinarily you may only take one Glamour knack for each trait. However, if you have a trait above 5, you can learn an additional Glamour knack for that trait.

## Using Sidhe Glamour

When you use a glamour knack based on a Sidhe legend, roll 1k1 (2k2 in Bryn Bresail); on a result of 20 or higher the Sidhe notices the sorcerer.

## Huan Shu (GJE84)

---

### Overview

Country	Cathay
Type	Shamanism
Cost	35 HP
Description	Physical magic

### Effects

May not have any other sorcery  
Gain Athlete and either Hard MA or Soft MA for free  
All Athlete knacks are considered basic  
Roll and keep Trait and Knack for Athlete knacks  
Can spend DD on Initiative Roll to gain one action per DD; these DD go to the GM

## Khel-kalb (CE 85)

---

### Overview

Country	Crescent Empire (Altar'vahir)
Type	Shamanism
Cost	10 HP
Description	Horse magic

### Effects

You have a special bond with one horse. You can communicate with it, and can understand back on a Panache check TN 15.  
You can add its rank in any trait to any roll made involving that trait while riding it, including adding its Brawn to your damage rolls (for example, +3 for Brawn 3). You similarly add your traits to rolls made by the horse.  
You can spend a drama die to move a dramatic wound from yourself to the horse or vice versa.

# Laerdom (PG 203-212, VV 97)

## Overview

Country	Vestenmannavnjar (Vendel)
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	<p>Laerdom is the ancient study of “true names” of things and concepts. It was taught to the Vesten by the gods at the dawn of time (it is still officially part of the sorceries given to the old empire senators). Followers of Laerdom are called Skjaeren.</p> <p>The various runes (Laerds) are described below. They are forged or written onto items, which are then made part of a ritual to unlock that power.</p> <p>Whenever you fail with a rune, you take 1 kept die in damage for every 5 you missed your TN by (round up).</p> <p>You may only invoke a number of runes per day equal to your <i>Wits</i>.</p> <p>You may only control up to your <i>Brawn</i> in rune effects (via invoke or inscribe) at one time. To use more requires a raise per excess rune on every action attempted. If you fail this, all the runes fail and burn out (if inscribed), and you take 1 kept die in damage per rune being used at the time.</p> <p>No person or thing may be affected by the same rune more than once at the same time.</p> <p>You may have up to your <i>Brawn</i> in inscribed non-weather runes at one time. If you exceed this, all the inscribed objects’ runes burn out and those objects may never be re-inscribed. Weather runes are not counted.</p> <p>You may only “become” one rune, ever.</p> <p>In theory, you can work on every knack. In practice, you need to focus on 4 or 5 of them to achieve Adapt and Master levels.</p> <p>Vendel may not reach Master. Only Vesten may do so.</p>








## Mastery Levels

Apprentice	<p>You may invoke a rune. Invoking uses one action and a roll of Resolve+(rune knack) versus the invoke TN. If successful, a dice effect lasts for 1 round plus 1 round per raise. A weather effect covers a square mile and lasts 1 hour (apprentice), 3 miles and lasts 1 day (adept), or 10 miles and lasts 1 week (master). You can cancel a weather effect at any time.</p> <p>You may make runes only in a temporary way, such as on paper, sand, wood, glass, or other such surface.</p>
Adept	<p>You may inscribe a rune. Inscribe uses 5 actions and a roll of Resolve+(rune knack) versus the inscribe TN. If successful, a dice effect lasts for one year, and the effect can be renewed. The effect may be passed to a person who says the object’s name (see below) while touching it, at which point the effect lasts for 1 round plus 1 round per raise. A weather effect may be called upon once like an invoke, and is then erased. The invoking person takes 1k1 damage.</p> <p>You may inscribe runes into a permanent (non-living) surface. When doing so, you must name the object and that object will be forever known as that name. Objects previously inscribed already have a name and you have to know it in order to re-inscribe the object. Objects previously inscribed may never have a different rune than their original inscription placed on them.</p>
Master	<p>You may brand a rune into your skin permanently and become the rune. Becoming uses 10 actions (which cannot happen in combat) and a roll of Resolve+(rune knack) versus the becoming TN. If successful, you gain the effects of the rune permanently to call upon at will. You take 2k2 damage due to the branding. If you fail, you still take damage and must wait a week before trying again.</p> <p>You may inscribe a rune that you have Become. This takes 10 actions and a roll of Resolve+(rune knack) versus the becoming TN. You also take 2k2 wounds. If successful, the rune is permanently on the object. If you fail, the object is ruined. Runes inscribed this way do not count against the number of runes you may have inscribed at one time. They are activated like other inscribed runes and the effect does count as one of the rune affects affecting you. Weather runes cause 2k1 wounds (instead of 1k1). You may only activate such an object once every 10 phases, minus 1 phase for each -5 taken on your inscribe roll.</p>

**Laerdom Runes (part 1 of 2)**

Bevegelse (Empathy)		Invoke TN=20 Inscribe TN= 30 Become TN=40 <i>This is the rune of empathy. Union of self with the outside world.</i> +2 unkept dice to any social interaction.
Ensomhet (Solitude)		Invoke TN=15 Inscribe TN= 25 Become TN=40 <i>This is the rune of cutting away the past in order to move forward.</i> +2 unkept dice to Resolve tests.
Fjell (Mountain)		Invoke TN=15 Inscribe TN= 30 Become TN=40 <i>This is the rune of sacrifice.</i> You may ignore one dramatic wound for the duration. If you become a rune, you may ignore any one dramatic wound until it is healed.
Fornuft (Gateway)		Invoke TN=20 Inscribe TN= 30 Become TN=40 You may view events at a place you are familiar with (invoke) / have seen for a short while (inscribe) / have been to (become). Duration is 1 round plus 1 round per raise. During this time you close your eyes and cannot speak.
Grenselos (Unbound)		Invoke TN=15 Inscribe TN= 25 Become TN=40 All bindings and shackles fall off you.
Herje (Ruin)		Invoke TN=20 Inscribe TN= 30 Become TN=40 Give a person a penalty of <i>your rank</i> to their next roll against a TN. This is a one shot effect and not a duration.
Host (Harvest)		Invoke TN=20 Inscribe TN= 30 Become TN=40 You may take a -1 rank on a knack for the duration of a story and at the end you get back this rank and 2 XP that can only be spent on raising that knack.
Kjølign (Hatred)		Invoke TN=15 Inscribe TN= 25 Become TN=40 You may decrease the temperature within the area of affect to cause a freezing weather (or something more mild).
Kjott (Flesh)		Invoke TN=15 Inscribe TN= 25 Become TN=40 <i>This is the rune of self. Know yourself and be honest with yourself.</i> +2 unkept dice to resist attempts to fool or beguile you through magic or mundane means. Total immunity to the <i>Varsel (Omen)</i> rune.
Krieg (Warrior)		Invoke TN=15 Inscribe TN= 25 Become TN=40 +1 unkept die to Attack rolls.
Kyndighet (Skill)		Invoke TN=15 Inscribe TN= 25 Become TN=40 You may re-roll one die during each combat round.
Lidenskap (Passion)		Invoke TN=15 Inscribe TN= 25 Become TN=40 You may increase the temperature within the area of affect to cause a heat wave (or something more mild).
Nod (Intensity)		Invoke TN=15 Inscribe TN= 25 Become TN=40 When acquiring this rune for the first time, choose “weather” or “emotion”. This choice cannot change later. You are stuck with the choice forever. <i>Weather:</i> Worsens weather in area by one level (storm<-gale<-breeze<-calm). <i>Emotion:</i> +2 unkept dice when trying to promote aggressive behavior.
Reise (Journey)		Invoke TN=15 Inscribe TN= 25 Become TN=40 +2 unkept dice to perception tests.
Sinne (Anger)		Invoke TN=15 Inscribe TN= 25 Become TN=40 +2 unkept dice to Brawn skill checks.
Stans (Calm)		Invoke TN=10 Inscribe TN= 20 Become TN=35 When acquiring this rune for the first time, choose “weather” or “emotion”. This choice cannot change later. You are stuck with the choice forever. <i>Weather:</i> Stills weather in area by one level (storm->gale->breeze->calm). <i>Emotion:</i> +2 unkept dice when trying to calm another’s mood.
Sterk (Wholeness)		Invoke TN=15 Inscribe TN= 25 Become TN=40 <i>This is the rune of defense.</i> +5 to your passive defense TN.

**Laerdom Runes (part 2 of 2)**

<p>Storsaed (Greatness)</p>		<p>Invoke TN=15 Inscribe TN= 25 Become TN=40  <i>This is the rune of the young, untrained hero.</i>                      The number of raises you make when doing this rune should be recorded (to a maximum of your lowest trait). When invoked, you may divide that number of +5 on roll among all present... which are applied to that person's next action roll.                      If you become a rune, ignore the number of raises. It is always equal to your lowest trait and you can divide them up during each scene as you see fit.</p>
<p>Styrke (Strength)</p>		<p>Invoke TN=15 Inscribe TN= 25 Become TN=40  <i>This is the rune of strength.</i>                      +1 unkept die to all damage rolls.</p>
<p>Tungsinn (Gloom)</p>		<p>Invoke TN=15 Inscribe TN= 25 Become TN=40                      +2 unkept dice to an attempt to cause depression or fear in another person.</p>
<p>Uvitenhet (Mystery)</p>		<p>Invoke TN=20 Inscribe TN= 30 Become TN=40  <i>This is the rune of hiding the truth.</i>                      +2 unkept dice to all rolls to deceive someone.                      Counteracts the <i>Fornuft (Gateway)</i> rune within a 50 foot radius.</p>
<p>Varsel (Omen)</p>		<p>Invoke TN=15 Inscribe TN= 25 Become TN=40                      Only those you wish to speak to understand you. Others hear a garbled foreign language.</p>
<p>Velstand (Wealth)</p>		<p>Invoke TN=10 Inscribe TN= 20 Become TN=35                      When acquiring this rune for the first time, choose "money" or "wisdom". This choice cannot change later. You are stuck with the choice forever.  <i>Money:</i> All money (other than regular income) you acquire is doubled.  <i>Wisdom:</i> You may tap into hereditary memory and ask the GM a question, which is answered by a flashback to another Skjaeren of the Wealth rune's experiences.</p>
<p>Villskap (Fury)</p>		<p>Invoke TN=15 Inscribe TN= 25 Become TN=40                      You may fire a lightning bolt. Range is 25 yards (apprentice) / 50 yards (adept) / 75 yards (master).                      Attack roll and damage roll are Mastery level (1=apprentice, 2=adept, 3=master) + <i>Rank in this rune</i> keep Mastery level.</p>



# Nacht (DK 71,82-84)

## Overview

Country	None (Die Kreuzritter)
Type	Shamanism
Cost	25 HP (75 XP)
Description	<p>Only knights of Die Kreuzritter may have this shamanism. Only one knight a year may gain this ability, so it is very rare.</p> <p>Nacht shamanism does not have knacks and has no apprentice, adept, or master ranks.</p> <p>Users of this shamanism may travel from one place to another by stepping through shadows.</p> <p>Knights are sworn to skill any non-knight who witnesses the use of this ability... although some knights have received exemptions with regard to certain trusted individuals.</p>

## About the Dark Paths

Entering	<p>To enter the Dark Paths, you need to touch or be partially in a shadow. Touching your own shadow counts. It takes one action to enter.</p> <p>You may bring along up to 20 pounds of equipment. You cannot bring along any living things. Objects connected to you come with you, so this cannot be used to escape bonds.</p> <p>You cannot enter while in complete darkness. There must be some light in order for there to be a shadow.</p>
Leaving	<p>Leaving works just like entering. Touch a shadow and spend an action. If this would place you in a solid object, you appear in the nearest open space.</p> <p>If you leap out of a shadow, you get +5 on your Wits+Ambush roll.</p>

## About the Dark Paths

Appearance	<p>The Dark paths are like a shadow of the real world that is in constant twilight.</p> <p>All natural features (hills, etc.) appear as black objects and have a slightly springy surface. These objects cannot be moved, dug into, or otherwise modified.</p> <p>Buildings and living objects (like trees and people) appear, but are shadowy and can be walked through.</p> <p>Water does not appear at all. Thus, entering while in water may place you in the air. And leaving from a place that is underwater in the real world may put you in a position to drown.</p> <p>The sky is translucent white and sometimes shapes are seen pressed against it.</p>
Traveling	<p>Time runs at the normal rate. Walking is the only form of travel available. Characters may travel 50 ft per action.</p>
Shadowburn	<p><i>By a strict reading</i>, characters in the Dark Paths lose 1 Resolve every round and die at -1 Resolve. It takes one full day of rest before you get your Resolve back.</p> <p><i>By my rules</i>, characters make a Brawn check against TN 15 every Brawn minutes. Once they fail this check or the next check after they have made this check Brawn times, they lose 1 Resolve every round (as above). This is the equivalent of the swimming rules for being in freezing choppy water.</p>
Other Dangers	<p>Various monsters and Nights roam the Dark Paths.</p>
Other Rules	<p>Fire does not work in the Dark Paths. Sound does not travel as far and so it is easy to be caught unaware or be unable to communicate with a companion who is not very far away.</p>

# Nha Nong (CJE 85)

---

## Overview

Country	Cathay (Lanna)
Type	Shamanism
Cost	10 HP
Description	Plant magic

## Effects

Immune to plant poisons and pollen allergies  
Plants yield 20% more per rank in Panache  
Two free raises to Flora knack  
Thorns do not scratch you; branches bend to avoid hurting you  
Can always find food and water in the jungle  
For 1 DD, can cause plants to grow, ripen or die, or animate a vine (animated vine: henchman with Brawn, Finesse, Resolve, Grapple, Bear Hug equal to character's Panache; Wits and Panache of 1)

# Opah (CNO5-6)

## Overview

Country	Kanu
Type	Shamanism
Cost	10 HP
Description	<p>Those with the Opah shamanism are called <i>Opahkung</i>.</p> <p>Opah shamanism does not have knacks and has no apprentice, adept, or master ranks.</p> <p><i>Lan</i> represents positive spirits. <i>Nal</i> represents negative spirits. All things have either <i>Lan</i> or <i>Nal</i>. Nothing is neutral.</p> <p>When holding a weapon, the weapon may appear charged with crackling streams of energy that run down the weapon and up the shaman's arms and in the shaman's eyes. This is white if the weapon has <i>Lan</i> and black if it has <i>Nal</i>.</p>
Lan and Nal	<p>When the shaman uses a weapon in combat, he or she can add positive or negative power to the weapon. This applies only to melee weapons or projectiles (arrows or spears). It does not apply to launchers like a bow or gun.</p> <p>A weapon with positive power is said to have that much <i>Lan</i>. A weapon with negative power has that much <i>Nal</i>. For example, +5 is 5 <i>Lan</i> and -2 is 2 <i>Nal</i>.</p> <p>Each weapon begins at +1 (1 <i>Lan</i>).</p> <p>A weapon used by the shaman gets +1 for every 5 successful hits on an enemy. The weapon gets -1 for every 5 misses of an enemy. The shaman is expected to track all of their hits and misses.</p> <p>There is no zero. A weapon at +1 that gets -1 results in -1. Similarly, one at -1 that gets +1 results in +1.</p>

## Abilities

Any Lan or Nal	<p>A sorcerer (but not a shaman) struck by the weapon may not use any sorcerous knacks for one phase per <i>Lan</i> or <i>Nal</i>. If the sorcerer is hit again during this period, restart this clock (it isn't cumulative).</p> <p>An item with a Laerdom rune that is struck is affected as if it were a sorcerer and becomes deactivated.</p>
Each 20 Lan	+1 to hit (max bonus of your Resolve).
Each 20 Nal	-1 to hit (max penalty of your Resolve).
Each 50 Lan or each 50 Nal	<p>+5 to TN to break the weapon.</p> <p>+1 resistance to sorcery. When holding the weapon, you may spend a drama die to resist a sorcerous knack being used on you. The sorcerous knack must be less than or equal to your resistance level.</p>
Each 100 Lan	You begin each story with an additional drama die. This die is only usable when holding the weapon. You cannot more than double your number of drama dice.
Each 100 Nal	The GM begins each story with an additional drama die. This cannot more than double the GM's number of drama dice.

# Porte (PG 212-214, MO 78)

## Overview

Country	Montaigne
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	Porte first appeared with one of the senators of the Old Empire in Numa.  Porte sorcerers can open up rips in the fabric of the universe and reach or walk through. These rips appear to bleed, and some say you can hear crying as if something was in pain.

## Mastery Levels

Apprentice	You may open a small (fist-sized) doorway.
Adept	You may open a doorway large enough for man-sized objects, including yourself.
Master	You may open a doorway for larger objects, up to a number of persons equal to your Resolve.

## Porte Knacks

Attunement	You can tell what direction an object you blooded is from you. Range depends on rank: 1= 10 feet, 2= 100 feet, 3= 1 mile, 4= 5 miles, 5= 10 miles.
Blooding	You can use 10 actions to mark an object with Resolve+Blooding using a TN of 20. Each +5 on the TN you make on this roll gives you a +5 on later rolls to open portals to that object.  You may have up to 3 (if apprentice) / 6 (if adept) / 9 (if master) objects blooded at one time. You can drop an object from this list at any time. Also, a person may wash off the blood.
Bring	You can use 1 action to open a doorway and a second action to reach in and bring a blooded object to you. Roll Resolve+Bring with a TN of 20.  You can Bring an item that is in a locked box with no sign of entry. If you Bring an item that is underwater, it shows up wet but you don't feel water and no water rushes through.  You may also use this knack to hand off an object to another Porte sorcerer. Use 1 action to alert the other sorcerer and a second to hand it off. The other sorcerer uses an action to open their portal and a second action to bring the object through. TN depends on closeness of bloodlines: twins= 5, father/mother/son/daughter= 10, brother/sister= 15, aunt/uncle/nephew/neice= 20, first cousin=25, other related and any non-related= 30. <small>(MO 78)</small>
Catch <small>(MO 78)</small>	You may use this knack as an active defense against firearms and other projectiles. A small portal is opened and the bullet or projectile is lost. You get a +5 on rolls against slower projectiles such as arrows and thrown objects.
Pocket	You can use an action to put an object into or bring an object out of a hidden "pocket" in the air. This pocket may hold any non-living objects which hold their shape (no liquids without containers) massing up to 10 pounds times your rank in this knack.  There is a small chance that the objects may disappear, so it is not totally safe. Also, if you exceed the weight limit, all objects are lost.
Walk	You can use 2 actions (+1 per extra person) to open a doorway and 5 actions (+2 per extra person) to move through to a blooded object. Roll Resolve+Walk with a TN of 20. Every person coming with you raises the TN by 10. For every time you raise the TN by 10, you can lower the walking time by 1 action.  At Journeyman level, you may use this knack while falling to Walk to an object. The TN depends on how many levels the fall is: 1= TN 30, 2= TN 25, 3= TN 20, 4= TN 15, 5= TN 10, 6+=TN 5. <small>(MO 78)</small>  If the object being Walked to isn't in a large enough space for you to appear, you are lost unless you choose a different object to Walk to. Note that you must be at Adept level to open a large enough doorway for yourself and at Master level to open one for others to come with you.  In the "walkway" between doorways, if someone opens their eyes they may be lost forever. Occasionally something tries to make you open your eyes. Roll Resolve with a TN of 10 to keep your eyes shut.  Any person moving through a doorway suffers 1k1 rounds with a -2 unkept dice on all actions as a form of "portal sickness". Someone with Porte sorcery suffers for their Resolve fewer rounds.

# Pyeryem (PG 214219)

## Overview

Country	Ussura
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	<p>Pyeryem is a form of mystic art granted to the Ussurans by a relationship with Matushka (mother Ussura).</p> <p>To gain use of an animal's form, the sorcerer bargains with one of the animals. The animal gives over access to the form in exchange for living as long as the sorcerer (plus possible other costs).</p> <p>If you roll less than ½ the required TN on any form change, you cannot try to transform again until the next dawn.</p>

## Pyeryem Knacks

Animal Form	<p>Each animal form is considered a separate knack. You can get as many animals as you want, but focusing on 3 of them is important for advancing to become an Adept or Master.</p> <p>Roll Resolve+Animal Form to change into an animal. The TN changes by animal type and you can only do animal forms you have "learned".</p> <p>When in animal form you may use your Animal Form knack as your attack knack and do 0k1 damage.</p>
Man	Roll Resolve+Man to change back to human form with a TN of 15.
Speak	<p>Within Ussura you can speak to all animals regardless of this rank. Outside Ussura, roll Resolve+Speak against a TN determined by the GM. This TN will be higher the further you are from Ussura and the more domesticated the animal is.</p>

## Mastery Levels

Apprentice	<p>You may transform fully into animal form. In that form you may speak with other animals (using the Speak knack) and with humans with Pyeryem (but not with other humans).</p> <p>To transform takes 1 action and 1 Drama Die. Roll against the form's TN.</p> <p>Use the Man knack to transform back to human form. This transformation does not cost a Drama Die.</p>
Adept	<p>You may partially transform, using 1 action and 1 Drama Die to take on one "boon". Only the part of the body associated with that boon transforms. Roll against the form's TN.</p> <p>You may do multiple partial transformation, but each body part may only be affected once, and you may have only one such boon per animal form.</p> <p>The Man knack is used to transform back, undoing any or all partial transformations by your choice.</p>
Master	<p>You may gain any or all "boons" for a given animal form by using 1 action and 1 Drama Die. Roll against the animal form's TN. This does not involve any physical transformation. You can cancel this at will (you do not need to use the Man knack). The effect ends at the next dawn if not cancelled before then.</p>

### Animal Forms

Animal Form	TN	Boons
Asprey <sup>(US90)</sup>	20	+10 to passive defense TN & -1 Brawn Bite (Attack 0k2 using your Animal Form knack) Flight & No Grasping Limbs Speed (+1 unkept action die each round)
Boar <sup>(US90)</sup>	15	+1 Brawn Gore (Attack 0k3 using Animal Form knack) Speed & No Grasping Limbs (+1 unkept action die each round)
Boca <sup>(US90)</sup>	10	+10 to passive defense TN & -1 Brawn Leaping (+3 unkept dice on Leaping rolls) & No Fine Manipulation (Lose highest die on rolls requiring manual action)
Cat	15	+1 Finesse & -2 Brawn (minimum 1) Climb (+3 unkept dice on Clumbing rolls) Falling (+1 rank in Break Fall knack) Keen Hearing (+3 unkept dice on perception rolls involving hearing) Night Vision (Can see in near total darkness. -1 unkept die while in bright light.) No Grasping Limbs & Silence (+3 unkept dice on Stealth rolls)
Drachen <sup>(US90)</sup>	45	+3 Brawn Armor (+10 to passive defense TN) Bite (Attack 0k3 using your Animal Form knack) Claw (Attack 0k2 using your Animal Form knack)
Duck <sup>(US90)</sup>	15	Flight & No Grasping Limbs Hold Breath (As if +3 Resolve <sup>(CM7)</sup> for purposes of drowning rules) Swimming (Movement is unimpeded while swimming)
Firebird <sup>(US90)</sup>	30	+10 to passive defense TN Flight & No Fine Manipulation (Lose highest die on rolls requiring manual action) Bite (Attack 0k3 using your Animal Form knack)
Fish <sup>(US90)</sup>	10	Breathe Water (The drowning rules apply to you in air instead of in water) Swimming (Movement is unimpeded while swimming) & No Grasping Limbs
Frog <sup>(US90)</sup>	15	Hold Breath (As if +3 Resolve <sup>(CM7)</sup> for purposes of drowning rules) Leaping (+3 unkept dice on Leaping rolls) Swimming (Movement is unimpeded while swimming) & No Fine Manipulation (Lose highest die on rolls for manual actions)
Goat <sup>(US91)</sup>	10	+2 Brawn & No Grasping Limbs Gore (Attack 0k2 using Animal Form knack)
Goshawk	15	-2 Brawn (minimum 1) & Speed (+1 unkept action die each round) Claws (Attack 0k2 using your Animal Form knack) Flight & No Fine Manipulation (Can fly. Lose highest die on rolls requiring manual action.) Keen Sight (+3 unkept dice on perception rolls involving sight)
Hinde <sup>(US91)</sup>	35	+3 Finesse & No Grasping Limbs +10 to passive defense TN Gore (Attack 0k2 using Animal Form knack) Leaping (+3 unkept dice on Leaping rolls) Speed (+1 unkept action die each round)
Horse <sup>(US91)</sup>	15	+2 Brawn & No Grasping Limbs +5 to passive defense TN Speed (+1 unkept action die each round)
Kodiak Bear	35	+3 Brawn & -2 Finesse (minimum 1) Bite (Attack 0k2 using your Animal Form knack) Claws & No Fine Manipulation (Attack 0k3 using Animal Form. Lose highest die on rolls for manual actions.) Keen Smell (+3 unkept dice on perception rolls involving smell) Swimming (Movement is unimpeded while swimming) Warmth (Extreme cold does not bother you. Extreme heat bothers you at double the effect.)
Monkey <sup>(US91)</sup>	20	+1 Finesse Climb (+3 unkept dice on Clumbing rolls) Falling (+1 rank in Break Fall knack)
Mouse	15	+10 to passive defense TN & -3 Brawn (minimum 1) Keen Hearing (+3 unkept dice on perception rolls involving hearing) Keen Smell (+3 unkept dice on perception rolls involving smell) Night Vision (Can see in near total darkness. -1 unkept die while in bright light.) No Fine Manipulation (Lose highest die on rolls requiring manual action) Silence (+3 unkept dice on Stealth rolls)
Otter	15	-1 Brawn (minimum 1) & Swimming (Movement is unimpeded while swimming) Hold Breath (As if +3 Resolve <sup>(CM7)</sup> for purposes of drowning rules) Keen Smell (+3 unkept dice on perception rolls involving smell)
Owl	10	-1 Brawn (minimum 1) -1 Finesse (minimum 1) Flight & No Fine Manipulation (Can fly. Lose highest die on rolls requiring manual action.) Night Vision (Can see in near total darkness. -1 unkept die while in bright light.) Silence (+3 unkept dice on Stealth rolls)
Rabbit	15	+5 to passive defense TN & -2 Brawn (minimum 1) Burrow (You can dig at 2*Finesse inches per round) Keen Hearing (+3 unkept dice on perception rolls involving hearing) Keen Sight (+3 unkept dice on perception rolls involving sight) Leaping (+3 unkept dice on Leaping rolls)
Raven <sup>(US91)</sup>	15	Speed & No Grasping Limbs (+1 unkept action die each round) +5 to passive defense TN Flight & No Fine Manipulation (Lose highest die on rolls requiring manual action)

<b>Animal Form</b>	<b>TN</b>	<b>Boons</b>
Red Fox	15	+5 to passive defense TN & -1 Brawn (minimum 1) Howl (Can communicate with other animals and Pyeryem humans over distances of up to 5 miles) Keen Smell (+3 unkept dice on perception rolls involving smell) Leaping (+3 unkept dice on Leaping rolls) Silence & No Grasping Limbs (+3 unkept dice on Stealth rolls)
Reindeer <sup>(US91)</sup>	10	+1 Finesse & No Grasping Limbs Gore (Attack 0k2 using Animal Form knack) Warmth (Extreme cold does not bother you. Extreme heat bothers your at double the effect.)
Snake <sup>(US92)</sup>	20	+1 Finesse Bite (Attack 0k2 using Animal Form knack) & Poor Hearing (-2 unkept dice on perception rolls involving hearing). Burrow (You can dig at 2*Finesse inches per round) Climb (+3 unkept dice on Clumbing rolls) Silence (+3 unkept dice on Stealth rolls) Speed (+1 unkept action die each round) & No Grasping Limbs
Snow Leopard	35	+2 Brawn Claws & No Grasping Limbs (Attack 0k2 using Animal Form) Climb (+3 unkept dice on Clumbing rolls) Keen Smell (+3 unkept dice on perception rolls involving smell) Leaping (+3 unkept dice on Leaping rolls) Poor Sight (-2 unkept dice on perception rolls involving sight) Speed (+1 unkept action die each round) Warmth (Extreme cold does not bother you. Extreme heat bothers your at double the effect.)
Songbird <sup>(US92)</sup>	15	+2 Finesse +10 to passive defense TN & -3 Brawn Flight & No Fine Manipulation (Lose highest die on rolls requiring manual action)
Turtle <sup>(US92)</sup>	15	+10 to passive defense TN & -1 Finesse Hold Breath (As if +3 Resolve <sup>(CM7)</sup> for purposes of drowning rules) Swimming (Movement is unimpeded while swimming) & No Grasping Limbs
Wolf	25	+1 Brawn & No Grasping Limbs Bite (Attack 0k2 using your Animal Form knack) Howl (Can communicate with other animals and Pyeryem humans over distances of up to 5 miles) Keen Hearing (+3 unkept dice on perception rolls involving hearing) Keen Smell (+3 unkept dice on perception rolls involving smell) Silence (+3 unkept dice on Stealth rolls)

## Rimal (CE 87)

### Overview

Country	Crescent Empire (Yilan-bazlik)
Type	Shamanism
Cost	20 HP
Description	Sand magic

### Effects

You have sand magic. You cannot be harmed by sand. You can fall any distance onto sand without being hurt. Your vision is not impaired by airborne sand. Your breathing is never impaired by sand, even if buried. Sand can impair your ability to move, however.

You may spend a drama die and make a Resolve check TN 15 to create a sandstorm. For every +5 TN, you can change the weather one step rougher. Damage from this storm is +2k0 and occurs in phase 10 of each round. You can spend an action die and make a Finesse check to hit the opponent to target an individual with the storm, who cannot use any Parry knacks against this. Damage is (Resolve)k1. Duration of storm is your 2\*Panache rounds. You may end the storm early by spending an action die.

When you create the storm, you may spend an additional drama die to give the storm a shape (like an image of yourself or a pack of wolves). If you do this, the storm is +1k0 to hit and -1k0 damage.

## Ruzgar'canli (CE 88)

### Overview

Country	Crescent Empire (Yilan-bazlik)
Type	Shamanism
Cost	10 HP
Description	Spirit magic

### Effects

You have spirit magic. Once per story, you may spend a drama die and make a Resolve check TN 25 to ask the Ghost Wind one question. It can only answer about things exposed to the wind.

You can make a Resolve roll TN 15 to have the Ghost Wind carry a message that is one word long. +5 TN per extra word.



# Scrying (Female) (SD 92-100)

## Overview

Country	Sophia's Daughters
Type	Sorcery
Cost	40 HP for Full-Blooded. <i>(Half-blooded is not a valid choice.)</i>
Description	Some daughters of Sophia are born with this sorcery. It can skip generations.  This sorcery involves water magic and the seeing of distant places and times.  While this sorcery is almost always on women, a small number of men have had it as well.

## Mastery Levels

Apprentice	You can sense whether someone is good (hero) or evil (villain).  You can breathe water (but not other liquids).  You gain the <i>Appearance(Above Average)</i> advantage, or get a -5 HP cost on an <i>Appearance</i> advantage.
Adept	Your Scry ability improves.  You may travel to/from Bryn Bresail through special pools. To do so, make a Wits+Scry roll with TN 20. You get -10 on your roll for every person you try to bring with you. These people suffer 1d10 - their Resolve rounds of disorientation (they get -10 on all rolls).
Master	Your Scry ability improves.

## Scrying (Female) Knacks

False Potion	To make a potion that appears in all ways like the real one but without the effect, use the average of this knack and the appropriate potion knack to determine your effective rank for the roll. For example, if False Potion is 3 and your potion knack is 1, then roll as if your knack were 2. The false potion still uses the same ingredients.
Scry	Using a pool of fresh water, you may see and hear what is going on at another place (or time). To do this, spend a drama die and roll against a TN of 20. Instead of using a trait, your mastery level (apprentice=1, adept=2, master=3) is used for the base. For example, an adept with Scry of 3 would make a roll of 5k2. Others within sight and hearing of the pool may also see and hear the events. This takes several minutes to do, and if interrupted you take a -10 on your roll. When peering into the future, things look blurry.  An apprentice can only look in the present and only at people, places, and things they are familiar with. Something they have seen only once results in a -5 on the roll. An adept can see into the past up to their birth and into the future up to one year. They get a -1 on their roll for every 2 years into the past or every week into the future. A master can see without limits into the past and future and suffers only a -1 for every 5 years.  The GM may spend a drama die to replace a vision with something else.
Potion	There is no single potion knack. Each potion is a separate knack. You may have ranks in as many potions as desired, but only the 3 highest count toward achieving Adept and Master status, so focusing on 3 potions can be beneficial.  Brewing a potion requires a roll of Wits+Knack against the potion's TN. Each ingredient that you skip gives you a -10 on your roll. It takes 30 minutes to brew a potion. Each brewing attempt produces your mastery level in doses (apprentice=1, adept=2, master=3). Elixirs and philters are ingested. Fumes and vapors are inhaled. Balms, dusts, oils, and powders are applied with contact. You can chance the kind of a potion by taking a -5 on your roll.  Potion effects last for one Act.  A person may only be affected by their Brawn in potions at a single time. If an additional potion is applied, the oldest one still affecting them is cancelled. Also, a person may not be affected by more than one kind of potion (philter, oil, balm, etc.). If a new kind is applied, all those of a different kind are cancelled.  Potions that modify traits and knacks cannot raise one above 7 or lower them below 0. The maximum effective change is equal to your mastery level (apprentice=1, adept=2, master=3). You take a -5 on your roll for each point greater than 1 of change.

### Potions

Potion	TN	Ingredients	Effects
Antidote Philter	20	A spider	Nullify the effects of one poison.
Cooling Balm	15	Fresh leaf from an oak tree	Makes the person immune to damage from hot weather. ???
Dust of Irritation	15	A pinch of pepper	The person has fits of itching and sneezing. This gives them a -5 on all rolls.
Dust of Petrification	40	A stone from a riverbed	The person takes on a stone-like appearance. They gain +3k0 on Wound Checks and gets +2 on all Action Dice (maximum 10).
Elixir of Eagle's Flight	30	Two feathers from an eagle	The person may fly. This does not increase their base speed.
Elixir of Good Fortune	30	A foot of a rabbit	The person gains a number of luck dice equal to the brewer's mastery level (apprentice=1, adept=2, master=3). Luck dice work like drama dice for modifying a roll (but not for other drama dice functions).
Elixir of Tongues	25		You can understand and speak any language. This does not include reading and writing.
Elixir of Velme	15	A feather from a songbird	The person will feel lust ful. Seduction and Charm attempts on the person get a +5.
Elixir of Warmth	20	A pinch of white ash from a fire no more than a day old	Makes the person immune to damage from cold weather. ???
Fumes of Slumber	20	A pinch of sand	The person makes a contested roll of their Resolve against the brewer's Wits+this knack.. If the person loses, they sleep until the potion wears off.
Gilead's Whispher (Elixir)	25	A glove of white silk	Disguises all signs of sorcery (but not shamanism) the person may have. The effect is cancelled if sorcery is used.
Glasswater (Balm)	30	A snake's shed skin	The person may reshape their appearance to take on a new look. This does not change size or clothing. It may lessen the effects of <i>Appearance of Umnering Countenance</i> advantages.
Healing Balm	25	A scab from your body	Heals all flesh wounds plus one dramatic wound.
Love's Scented Oil	20	A dozen red roses	The person gains +5 on Seduction and Charm attempts.
Oil of Clumsiness	25	A foot of an albatross and down from a fledgling hawk	Lowers the person's Finesse as per the trait altering rules.
Oil of Dullness	25	A powdered mule's hood and three worker ants	Lowers the person's Wits as per the trait altering rules.
Oil of Feebleness	25	An earthworm and a cobweb	Lowers the person's Brawn as per the trait altering rules.
Oil of Sloth	25	A handful of moss and a powdered clamshell	Lowers the person's Panache as per the trait altering rules.
Oil of Weakness	25	A mouse's tail and 3 eggshells	Lowers the person's Resolve as per the trait altering rules.
Philter of Champions	25	A used fencing glove	Raises the person's Attack(Fencing) and Parry(Fencing) knacks as per the knack altering rules.
Philter of Grace	25	A sparrow's feather and a serpent's tooth	Raises the person's Finesse as per the trait altering rules.
Philter of Intelligence	25	An owl's feather and a handful of fox fur	Raises the person's Wits as per the trait altering rules.
Philter of Invisibility	25	A diamond	The person is fully invisible (even to Scry attempts). This gives them +20 on Stealth and Shadowing rolls.
Philter of Quickness	25	A fish's scales and forelegs of a praying mantis	Raises the person's Panache as per the trait altering rules.
Philter of Stamina	25	A piece of the root of an old tree and ground turtle's shell	Raises the person's Resolve as per the trait altering rules.
Philter of Strength	25	Powdered horn of a bull and claw of a bear	Raises the person's Brawn as per the trait altering rules.
Powder of the Buffoon	25	A handful of dirt	Lowers the person's Attack(Fencing) and Parry(Fencing) knacks as per the knack altering rules.
Vapor of Forgetfulness	20	Dust from a cobweb	The person makes a contested roll of their Resolve versus the brewer's Wits+this knack. If they fail, they forget all the events of this scene. If the brewer takes a -20, then the memory gap will be permanent. Otherwise, it may eventually come back.

# Scrying (Male) (SD 100-101)

## Overview

Country	Sophia's Daughters
Type	Sorcery
Cost	40 HP for Full-Blooded. <i>(Half-blooded is not a valid choice.)</i>
Description	Some Sons of Lugh are born with this sorcery. It can skip generations.  This sorcery involves turning the person into a perfect physical specimen. You are very attractive, have never been sick, and you heal amazingly quickly.  While this sorcery is almost always on men, a small number of women have had it as well.

## Mastery Levels

Apprentice	<p>You can sense whether someone is good (hero) or evil (villain).</p> <p>You can breathe water (but not other liquids).</p> <p>You gain the <i>Appearance(Stunning)</i> advantage, or get a -10 HP cost on an <i>Appearance</i> advantage.</p> <p>You suffer the effects of aging as if you were half your age. You are immune to diseases.</p> <p>At the end of every scene, you may make a Brawn check with TN 30 to heal a dramatic wound.</p>
Adept	<p>You get a +5 on your TN to be hit.</p> <p>You may spend a drama die to heal a dramatic wound.</p>
Master	<p>You get a +10 on your TN to be hit (replacing the previous +5).</p> <p>You may spend a drama die to automatically succeed at a Wound Check.</p>

## Scrying (Male) Knacks

Agility	Add your rank in this knack to your Finesse rolls.
Perception	Add +2 to perception rolls for every rank in this knack.
Speed	Add your rank in this knack to your Panache rolls. For initiative, add your rank to your Initiative Total and not to each die.
Stamina	Add your rank in this knack to your Resolve rolls.
Strength	Add your rank in this knack to your Brawn rolls (including Wound Checks and damage that adds dice due to Brawn).

## Sharkici (CE 88)

---

### Overview

Country	Crescent Empire (Jadur'rihad)
Type	Shamanism
Cost	20 HP
Description	Chanting

### Effects

You get the Rahib skill for free. You get +1 rank in Chanting.

Your chanting can affect any supernatural creature. Spend a drama die and make a contested roll of the creature's Resolve versus your (Resolve+Singing)k(Resolve). The one that rolls lower receives a number of flesh wounds equal to the difference between the rolls.

## Song Hwang Tung (CJE87)

---

### Overview

Country	Cathay (Koryo)
Type	Shamanism
Cost	10 HP
Description	Tree magic

### Effects

Can spend a DD and make a Resolve check against TN 15 to make a tree grow enough fruit and nuts to feed a man for a day; plus one man-day for each raise

In times of war, can request a boon from a forest or jungle

Can spend a DD and make a Resolve check against TN 10 to enter the Tree Spirit Forest, plus one person per raise; cannot leave the forest boundary; can see out but cannot be seen; Resolve check against TN 20 to leave

# Sorte (PG 219-223, VO 88-90)

## Overview

Country	Vodacce
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	Sorte first appeared with one of the senators of the Old Empire in Numa.  Only women may have this sorcery. They are commonly called Fate Witches.  Fate witches learn to see strands first through the use of tarot cards (called a sorte deck). They can also see them, but think of them in terms of cards anyway.  Whenever a fate witch explodes a die 2 or more times (any single die of 20 or more) on a Sorte knack, they get a <i>Fate Lash</i> . You may choose not to explode a die. A Fate Lash causes the immediate loss of 3 Drama Dice. For each die short, take a dramatic wound that won't heal for 3 months.

## Mastery Levels

Apprentice	You may see the single most important strand for a person (two strands at Adept and three at Master).  You may see a specific relationship between two people using a roll of Wits+Sorte knack with a TN of 15.  You may curse or bless a person.  You may see if a person has an Arcana. Roll Resolve+Arcana knack with a TN of 15 to see which one.
Adept	You may alter fate by tightening or loosening a strand. Roll Resolve+Sorte knack with a TN of 10 times the amount you want to change the strength of a strand by. This is done carefully since how the change takes place is impossible to control and may take a while to take effect.  You may alter fate by stretching a strand to change a single die roll. Roll Resolve+Sorte knack with a TN of 15 times the number of unkept dice you want to add or subtract from that person's roll.
Master	You may alter fate by creating or destroying a fate strand. Roll Resolve+Sorte knack with a TN of 40 (destroy) or 50 (create). This can be very dramatic and immediate. It can also be dangerous because all other threads on the two persons are also altered and you become attached to both those persons in an unknown way.

## Sorte Knacks

Arcana	This knack is used to see Arcana.
Coins	Commerce. Yellow. Business or financial relationships.
Cups	Passion. Blue. Emotional relationships.
Staves	Authority. Green. A relationship based on status or respect.
Swords	Conflict. Red. Emotional or physical conflict.
Black Strand	Only Adepts and Masters may learn this knack. It relates to death.

### Other Sorte Info

Strand Info	<p>Strands have a <i>type</i> and <i>strength</i>, which can always be seen. The type is Coins, Cups, Staves, and Swords. The strength is ranked from 1 (weakest) to 10 (strongest).</p> <p>Strands have <i>end points</i>. If the person at the other end is not visible, you can only see the direction of the strand.</p> <p>A strand cannot be altered if a <i>Court Card</i> is on it. This happens if the strand is too new and unstable (Squire), too powerful (Knight), is splitting into two strands (Queen), too old and stable (King).</p> <p>Strands may be seen as getting stronger (twisting), weaker (fraying), or as broken (remnants after being severed).</p>
-------------	---

### Uses of Sorte

Curses and Blessings	<p>A curse or blessing is made by looking a person in the eyes, saying their name 3 times and then kissing them. Roll Resolve+Sorte knack. The person receives 1 blessing or curse die for every 15 rolled (round down). You receive 1 curse die for every 10 rolled (round down).</p> <p>A blessing die becomes an extra unexploding kept die on all rolls related to the specified strand until that die rolls a 1. A curse die becomes an extra unexploding negative kept die on all rolls related to the specified strand until that die rolls a 10.</p>
Card Spreads	<p>A card spread involves using a knack to influence fate. It takes 10 minute of uninterrupted time to perform a card spread. <sup>(VO 88<sup>90</sup>)</sup></p> <p><b>Coins Spread</b> = Spend 1 drama die (or recipient spends 2 drama dice). Roll your Coins knack in kept dice, and add that amount of gold to the recipient's next month of income. This knack may be performed as often as it can be paid for.</p> <p><b>Cups Spread</b> = Spend 2 drama dice (or recipient spends 4 drama dice). Roll your Cups knack in kept dice, and for every 15 points rolled, the recipient gets +1 unkept die on charm repartee attempts against one target for a month. This knack may be performed as often as it can be paid for.</p> <p><b>Staves Spread</b> = Must be an Adept or Master. Spend 3 drama dice (or recipient spends 6 drama dice). Roll your Staves knack in kept dice, and add the total to the recipient's reputation for the next month. This knack may be performed as often as it can be paid for.</p> <p><b>Swords Spread</b> = Must be an Adept or Master. Spend 4 drama dice (or recipient spends 8 drama dice). Add one destiny die to an ordinary weapon (not Dracheneisen, puzzle sword, etc.) as per the <i>Twisted Blade</i> advantage. This knack may be performed as often as it can be paid for, but you cannot have more destiny dice so enchanted than your Swords knack rank. You can cancel the bonus dice at any time.</p> <p><b>Black Strand Spread</b> = Must be a Master. Spend 5 drama dice. Roll your Black Strand knack in kept dice, and for every 15 points rolled, the recipient adds 1 year to the start of the Middle Aged and Old categories of aging. This knack may be performed as much as it can be paid for, but if a Fate Lash occurs then all benefits for the recipient from this knack in the past are also lost.</p> <p><b>Arcana Spread</b> = Must be a Master. Spend 10 drama dice and two months of labor to weave a tapestry. The target's arcana is replaced by the one specified for the coming 10-X months, where X is the target's R esolve. This knack may be performed as often as it can be paid for, but you may have only 3 tapestries active at any one time.</p>
Music	<p>You may add 1 unkept dice to your Composer knack for an Apprentice, 2 unkept dice if Adept, and 3 unkept dice for a master. If you also spend a drama die on the composition, it may have some magical effect on those that listen to the work. <sup>(VO 89)</sup></p>

## Sulimaq (CE 88)

### Overview

Country	Crescent Empire (Yilan-bazlik)
Type	Shamanism
Cost	10 HP
Description	Water magic

### Effects

You know water magic. You can spend a drama die to dowsing for water. Make a Panache check TN 5 to find 1 pint of water that can be located in 10 minutes of digging. +5 TN for each additional pint of water.

You can summon a rainstorm with Panache+Weather with TN 30. The storm will drop 1/4 inch of rain during the next 24 hours. +5 TN for each additional 1/4 inch.

Once you have drunk from an oasis, you may make a Panache+Navigation check TN 20 to get a rough idea of distance and direction to the nearest one you have drunk from. This does not work on lakes, oceans, and rivers.

## Sympathetic Healer (VV 100)

### Overview

Country	Vesten
Type	Shamanism
Cost	20 HP
Description	

### Effects

You can touch someone and spend a drama die and roll Resolve against TN 10 to transfer their flesh wounds to you. For each +5 TN you can also transfer one dramatic wound. You can touch and spend a drama die (no roll) to transfer one dose of poison or illness to you. You can touch and spend a drama die and roll Resolve against TN 20 to transfer one dose of poison or illness from yourself to another person. You can touch and spend a drama die and roll Resolve against TN 15 to transfer lose one dramatic wound and do 2k2 wounds to another person (these wounds act like a firearm for purposes of extra dramatic wounds).

## Takim'aldiz (CE 88)

### Overview

Country	Crescent Empire (Aldiz'ahali)
Type	Shamanism
Cost	10 HP
Description	Star magic

### Effects

You know star magic. You can see the stars and other celestial bodies regardless of obstruction or time of day. You know the relationship between them as well.

You know the time of day, latitude and longitude. You receive +10 on Navigation rolls.

You can spend a drama die and look at a person for one round and make a contested roll of Wits against Wits to find out that person's astrological sign. If you succeed, you also gain a Star Die, plus one extra for every -5 you took on your roll. These Star Dice work like Drama dice on rolls made against that person. They disappear at the end of the scene.

# Taramonde (IG 83)

## Overview

Country	Midnight Archipelago (Sange Tara)
Type	Skill
Cost	10 XP
Description	Voodoo
Learning Taramonde	To learn the Taramonde skill, you must have the Medicine Man skill with two knacks at Rank 4, one of which must be Religious Lore (Sange Tara).
Taramonde Skill	Basic Knacks: Drawing Advanced Knacks: Kinso, Brito, Viso

Veve

Works by inscribing 'veve' line drawings, which perform various tasks depending on the amount and combination inscribed. The place where the veve are drawn is called a bonnage, which must be a continuous surface.  
Multiple veve can be inscribed in the same bonnage, and several people can create a bonnage pattern together, but a multiple people cannot collaborate on a single veve.

Breaking or destroying veve

Affected creatures may attempt to break through a veve with a Resolve check against a TN of 5 x the number of veve in the pattern.  
Veeve drawn by gods have a TN of 50 to break through, even to other gods.  
Veeve can be destroyed by simply marring the pattern, but those affected by the veve cannot touch it themselves.

## Knacks

Kinso (warding)

Kinso veve are used to create a trap (to stop something from leaving) or a barrier (to stop something entering). Kinso must be used with brito to function. To draw kinso requires a Resolve + Kinso check against a TN of 5 per kinso. A minimum of three kinso must be drawn to function; they must be no more than 10ft apart. Trapped beings inside the area can move about freely, but cannot pierce the ground or be lifted out of the area.

Brito (identifying)

Identifies people, creatures and spirits, added to kinso to specify what the trap or barrier is to ensnare or repel. People and spirits require a specific name; creatures require the name of the species. Several names can be intertwined. The base TN to create a brito is 10, +5 for each additional name.

If a Sange Taran god's brito is inscribed, it appears inside the bonnage unless it makes a Resolve check against a TN of 5 per kinso veve (Lesha's Resolve is 5; Baneer's is 4; Mama Hadoo's is 4; Whotan's is 5; Baron Sange cannot be affected).

Viso (affecting)

Strengthens or weakens the existing veve. Each viso adds or subtracts 1k1 Brawn. For trap kinso, affects all creatures in the affected area; for barrier kinso, affects rolls to penetrate the barrier or attacks aimed at those affected by it. The TN to create a viso is 15, +5 for each additional viso.

## Examples

Bear trap: 3 trap kinso (TN 15), 1 brito for bears (TN 10), 1 viso to weaken (TN 15).

Ward against Baron Sange: 5 barrier kinso (TN 25), 1 brito for Baron Sange (TN 10).

Trap for Michael Goodman and Marian Foster: 4 trap kinso (TN 20), 2 brito for Michael Goodman and Marian Foster (TN 15), 2 viso to weaken (TN 20).

Ward against husks and zombies: 4 barrier kinso (TN 20), 2 brito for husks and zombies (TN 15).



## Tashila (CJE85)

### Overview

Country	Cathay (Tashil)
Type	Shamanism
Cost	20 HP
Description	Yoga

### Effects

You gain the Rahib skill for free, and one rank in Contortion (which is considered an advanced knack of that skill for you)

You do not suffer from aging penalties, and are immune to disease

At the end of every round of combat, reduce the number of flesh wounds you have taken by your ranks in Contortion

One free raise per rank in Meditation to resist a Repartee action

Fear levels are reduced by your rank in Meditation

## Youya Chima Ren (CJE 87)

### Overview

Country	Cathay (Xian Bei)
Type	Shamanism
Cost	20 HP
Description	Horse magic

### Effects

Can communicate verbally with steed, and make a Panache roll against TN 10 to understand it

When on horse, can meld with it; each trait is the higher of that from the man and the horse

When combined, get a bonus to all rolls equal to the lower trait (lower Brawn is added to damage rolls; lower Panache is added to Initiative Total)

When combined, take damage as one creature; when dismounting or knocked off, DW are split between you (if this is an odd number, you get the extra one)

This only applies to one specific horse

# Zerstorung (RI 79-81)

## Overview

Country	Eisen
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	<p>Zerstorung first appeared with one of the senators of the Old Empire in Numa.</p> <p>This sorcery is believed to be extinct. Practitioners were wiped out by other sorcerers and by secret societies.</p> <p>This sorcery accelerates the ravages of time. This is not aging, but rather an increase in natural entropy. It requires direct skin to surface contact to work.</p> <p>A person affected by Zerstorung with a dramatic wound looks weathered and poorly fed. It takes a full month of bedrest to heal a wound taken in this way.</p> <p>Water, Syrne artifacts, Sidhe objects, Dracheneisen, and ageless monsters are immune.</p>

## Mastery Levels

Apprentice	You may spend a Drama Die to cause a single object no greater than man sized and no firmer than wood to become brittle and unusable. This takes 3 actions of contact to work.
Adept	<p>You may spend a Drama Die to cause a single object under 3 feet tall or up to 1 cubic foot of material to become pitted and rusted. You may affect stone and metal.</p> <p>You may take a -5 penalty on any Zerstorung roll to affect two items (or 2 cubit feet) instead of one.</p>
Master	<p>You may spend a Drama Die to cause a dramatic wound to a person (or creature up to horse size). You must touch the person for 3 actions (they won't feel anything until the third action is completed). You may do up to 2 additional dramatic wounds at the cost of an extra Drama Die and a -10 penalty to the roll of each additional wound.</p> <p>You may take a -10 penalty on any Zerstorung roll to affect three items (or 3 cubit feet) instead of one or two.</p>

## Zerstorung Knacks

Disintegration	For each rank in this knack, you may reduce 1 cubic foot to dust instead of simply corroding it. At rank 5, you may reduce all of the affected object(s) regardless of size.
Distant Touch	Your rank in this knack may never be higher than your rank in Indirect Touch.  You may affect objects at a distance with no need to touch at all. Rank 1= 1 foot, 2= 2 feet, 3= 5 feet, 4= 10 feet, 5= 20 feet.
Fast Applicaton	You may affect an object using just one action by making a roll of Wits (no knack) versus a TN of 30 minus 5 times your rank in this knack.
Focussed Effect	You may affect just part of an object. Roll Resolve (no knack) versus a TN of 30 minus 5 times your rank in this knack. If you fail this roll, the entire object is affected.
Indirect Touch	Roll Resolve+this knack with a TN of 10 plus 5 times the number of layers of material between your flesh and the target object. A layer thicker than 5 feet counts as one layer per 5 feet.