



Addendum

New Advantages	2	Jansen	17
Ambidextrous	2	Kazak	17
Castilian Blade.....	2	Kinross.....	18
Dual Heritage.....	2	Lenaghan.....	18
Hidden Talent	2	Lin Fu.....	19
Hook.....	2	Lorenzo.....	19
Quick Draw.....	2	Ortega.....	20
Sea Legs.....	2	Pietro Monte.....	20
Trace-Blooded.....	3	Schaller.....	21
Wistinghausen Bodyguard.....	3	Subitus.....	21
New Backgrounds	3	Tejårmen.....	22
Lost Ability.....	3	Velena.....	23
Unrequited Love.....	3	Verlaine.....	23
Ward.....	3	Weiß.....	24
New Skills and Knacks	3	Wistinghausen.....	25
Barber.....	3	Wood.....	25
Blunt Weapon.....	3	New Swordsman Knacks.....	26
Escapology.....	3	School Variants	26
Hook.....	4	Alternative Knack.....	26
New Knacks.....	4	Extra Knack.....	27
Changes to Skills.....	4	Kata.....	27
New Sorceries	4	New Equipment	27
Charm.....	4	Avalon Greatbow.....	27
Harlequin.....	5	Mace.....	27
Mirage.....	6	Warhammer.....	27
Sonus.....	8	New Rules	27
Tidshårskare.....	9	Actions and Initiative.....	27
Vento.....	11	Learning Combat Schools.....	27
New Combat Schools	12	Collaboration.....	28
Alvarez.....	12	School Reference Chart	29
Angelo.....	12		
Banevsky.....	13		
Campbell.....	13		
Capayim.....	14		
Chi Lin Mei.....	15		
du Bois.....	15		
Fenne.....	15		
Grigori.....	16		
Inkawi.....	16		

New Advantages

Ambidextrous

Cost: 2 or 5 HP

You can use either hand equally well. You suffer no off-hand penalty when using a specific weapon (for 2 HP) or any weapon (for 5 HP).

You cannot also take the Left-Handed advantage.

Castillian Blade

Cost: varies

This is an expansion of the Castillian Blade advantage found in the Castille book.

Fencing Swords

Province	Cost	Effect
Aldana	3 HP	Lower one action die by 1 at the start of each round
Gallegos	3 HP	+2 to attack rolls; +5 to resist breaking
Soldano	6 HP	+2 all Fencing rolls; +5 to resist breaking
Torres	3 HP	+3 to damage rolls
Zepeda	2 HP	+1 to attack and damage rolls

Heavy Weapons

Province	Cost	Effect
Aldana	4 HP	Lower one action die by 1 at the start of each round
Gallegos	4 HP	+2 to attack rolls; +10 to resist breaking
Soldano	8 HP	+2 all Heavy Weapon rolls; +10 to resist breaking
Torres	5 HP	+4 to damage rolls
Zepeda	3 HP	+2 to attack and damage rolls

Knives

Province	Cost	Effect
Aldana	2 HP	Lower one action die by 1 at the start of each round
Gallegos	2 HP	+2 to attack rolls; +5 to resist breaking
Soldano	5 HP	+2 all Knife rolls; +5 to resist breaking
Torres	2 HP	+2 to damage rolls
Zepeda	2 HP	+1 to attack and damage rolls

The cost of this advantage is reduced by 1 HP (to a minimum of 1 HP) for a blade from a Castillian character's home province.

Dual Heritage

Cost: 8 HP

You draw your heritage from more than one nation (whether you are aware of it or not). This gives you the following benefits and drawbacks:

- You can choose which national trait bonus you get.
- You qualify for all nation-specific advantages, backgrounds and skills from both nations.
- The cost of any language is the lower of the cost for each of your nationalities, so you begin with both national languages for free. You may choose one accent from each nation.
- You cannot take full-blooded sorcery.

Hidden Talent

Cost: varies

You have abilities you're not even aware of; perhaps your real father was a Glamour mage, your amnesia hides the fact that you once attended the Valroux School, or you spent your now-forgotten childhood on a pirate ship.

When you buy this advantage, you choose how many HP to invest into it, and consult the table below to find the size of the HP pool this represents; the GM spends this HP pool for you on skills, knacks, advantages, sorcery, swordsmen schools and / or languages.

During the game you can discover your hidden abilities by role-playing, or can choose to spend a Drama Die to discover one at random.

Points Invested	Pool
1 – 5 HP	Points invested x 2
Over 5 HP	Points invested + 5

Hook

Cost: 2 HP

You have lost one of your hands, either due to injury or illness, which has been replaced with a hook. This hook can be wielded in combat with the Hook skill, and deals 0k2 damage.

Unfortunately, you can never wield a two-handed weapon or perform any actions which require the use of two hands, and you receive a penalty of one unkept die on all rolls which involve social interaction. More positively, you cannot be disarmed when wielding a hook.

Quick Draw

Cost: 4 HP

With this advantage, you do not need to take an action to draw or sheathe a weapon.

This is an expansion of the Pirate Trick advantage of the same name, but is not limited to pistols.

Sea Legs

Cost: 1 HP

You never get seasick.

Trace-Blooded

Cost: 15 HP

You have the merest trace of sorcerous blood in your veins. You start the game with a sorcerous heritage, but you only have one Sorcerous Knack at rank 1. This knack can never be raised past rank 3, and you can never learn any other knacks.

You can be twice, three times or four times Trace-Blooded (or twice Trace-Blooded and once Half-Blooded), with Sorcerous Knacks from the same or different heritages, by taking this advantage more than once.

Wistinghausen Bodyguard

Cost: 10 HP

You have a loyal minder who has been trained at the elite Wistinghausen School for bodyguards.

This bodyguard is a 75 HP Eisen henchman who has the Loyal arcana and the Wistinghausen School. He has three ranks in all Bodyguard and Sentry knacks for free.

New Backgrounds

Lost Ability

You used to have an advantage (for 1 point), a skill (for 1 point), a swordsman school (for 2 points) or sorcery (2 points for half-blooded, 3 points for full-blooded or twice-blooded, 1 point for trace-blooded), but for some reason you can no longer use it.

Maybe you are haunted by memories of a disastrous show, and lost the Acrobat skill. Perhaps Matushka has taken back the gift of Pyeryem for some slight, or the Sidhe have taken their Glamour from you. Maybe you had the Faith advantage, but now you're not so sure. Perhaps you were a student of Wu Tsain, but you lost the inner calm that School requires.

All bonus XP from this background goes into reclaiming this ability; the background is lost when the ability returns. The XP cost to regain the ability is three times the HP cost for an advantage, background or sorcery, or the normal XP cost for a swordsman school or skill.

When you regain the ability, you get it as if you had bought it with HP; that is, you gain 7 Sorcery Points for full-blooded sorcery, one rank in each basic knack for a skill, one rank in each swordsman knack for a School, and so on.

Unrequited Love

He's the greatest man Théus ever created, and, more importantly, he's utterly perfect for you. Someday, he may be yours, but for now he's burdened with someone who isn't you. It might take a little persuasion, but some day he'll realize how perfect you are for him. The number of points spent on this background determines how difficult it is to gain the object of your desire, and how much you would give to have him.

Ward

You have been charged with someone's protection. Perhaps you have a grandfather who is quite sharp but a little stiff, or you may have been honour bound to see a member of the Invisible College to his safe haven in Vendel, or maybe you found a young wastrel in dire need of good parents. The number of points determines how helpless your ward is (one point for a henchman, three points for a baby) or just how many people want to see him or her dead.

New Skills and Knacks

Barber

In addition to cutting hair and beards, barbers were the surgeons of their day.

This is a civil skill.

Basic knacks: Barber, Diagnosis

Advanced knacks: Examiner, Surgery

Blunt Weapon

This skill covers the use of one-handed blunt weapons such as maces, which are usually 2k2 weapons.

This is a martial skill.

Basic knacks: Attack (blunt weapon), Parry (blunt weapon)

Advanced knacks: *none*

Escapology

Escapology is the art of escaping from bonds and confined spaces.

This is a civil skill.

Basic knacks: Knotwork

Advanced knacks: Contortion, Lockpicking

Hook

This skill covers the use of hooked weapons, such as grappling hooks and hook hand replacements. Hooks are usually 0k2 weapons.

This is a martial skill.

Basic knacks: Attack (hook), Parry (hook)

Advanced knacks: *none*

New Knacks

Engraving

Engraving is the art of inscribing designs or text into a metal plate, often for use in printing presses. This knack also covers woodcuts and etchings.

This is a new basic knack for the Forger and Merchant skills.

Excavation

This knack is used when you need to remove a potential artefact from the ground quickly and without damaging it.

This is a new basic knack for the Archaeologist skill.

Heraldry

This knack covers knowledge of coats-of-arms, banners, crests and the like, knowledge of the history, provenance and meanings behind them, and also the proper nomenclature for heraldic devices.

This is a new advanced knack for the Courtier and Scholar skills.

Rowing

You know how to pilot small rowing boats. This knack is typically rolled with Brawn.

This is a new basic knack for the Riverboat Pilot and Sailor skills.

Sleight Of Hand

You know how to filch small items without others noticing. This is typically a contested roll of Finesse + Sleight Of Hand against the observer's Wits + Sleight Of Hand.

This is a new advanced knack for the Criminal and Performer skills.

Changes to Skills

The Ride knack must be purchased separately for different mounts (horse, camel, elephant, etc). When buying a skill which has Ride as a basic knack, you get one rank in one specific mount, such as Ride (horse).

You can buy ranks in different mounts as normal. Ride (elephant) does not count as an advanced Rider knack, as specified in the Cathay sourcebook.

New Sorceries

Charm

Country of origin: Avalon (Inismore)

Sorcery knacks: Expertise, Health, Maintain, Memory, Sorcery, Trait

Description

The Sidhe feel a close affinity for the Triple Kingdoms, a closeness which is reflected in the common name for the islands: the Glamour Isles. But the Glamour of Avalon is not the only gift they gave to their chosen peoples, merely the most well known; three related forms of Sorcery were given to the three kingdoms. Their gift to the people of Inismore is known as Charm.

Practitioners of this form of sorcery have the power to take on certain aspects of anyone they touch for a short time - most commonly strength or memories, although some can briefly manifest their target's sorcery. Masters are particularly powerful, with the ability to drain their targets of energy for several minutes at a time.

The Charm sorcerer is typically subtle in approach, since his power does not draw attention to itself when it is used. When he touches a target and uses his power, the veins on his hand often seen to grow and pulsate, almost as if the energy he draws from his target is flowing through them directly.

To activate a charm, you must be touching the target (skin must touch skin). If the target is resisting, this is a contested Finesse check each round; otherwise, it is automatic. The charm lasts until the sorcerer loses contact with his target. The target does not have to be conscious.

A character can only activate one charm at any one time, although he could be the target of more than one.

Mastery Levels

Apprentice

See: The sorcerer can discover what his target's abilities are. The sorcerer can use the See ability of any Charm knacks he knows, which does not cost a Drama Die. The target is unaware of the charm, although he may be aware of being touched.

Adept

Share: At this level, an aspect of the sorcerer and his target is shared between them. For the cost of 1 Drama Die, the sorcerer can use the Share ability of any

Charm knacks he knows. The target is aware of the charm if he succeeds at a Wits check at TN 15.

Master

Steal: The sorcerer has developed the ability to temporarily take an aspect of his target to add to his own. For the cost of 1 Drama Die, the sorcerer can use the Steal ability of any Charm knacks he knows. The target, if conscious, is always aware of the charm.

Knacks

Expertise

See: The sorcerer nominates a knack. On a successful Wits + Expertise check at TN 25, he knows how many ranks his target has in this knack. This charm is instantaneous.

Share: The sorcerer nominates a knack. For the duration of this charm, the sorcerer uses either his own or the target's ranks in the specified knack, whichever is higher (when making a roll, he uses his own traits).

Steal: The sorcerer nominates a knack. For the duration of this charm, the sorcerer can reduce the target's ranks in the specified knack by a number of ranks equal to his rank in this knack, and add them to his own. This can raise the sorcerer's knack past 5 ranks, but cannot lower the target's ranks past 0.

Note that the sorcerer need not know whether the target possesses the nominated knack to use the Share or Steal abilities.

Health

See: On a successful Wits + Health check at TN 25, the sorcerer knows how many dramatic wounds it would take to render his target Knocked Out. This charm is instantaneous.

Share: The sorcerer can transfer all flesh wounds from himself to the target – those he has initially, and any he receives while the charm is active. The character receiving the wounds makes a wound check as normal to avoid taking a dramatic wound.

Steal: The sorcerer can transfer all dramatic wounds from himself to the target – those he has initially, and any he receives while the charm is active. The character receiving the wounds can make a Resolve check at TN25 for each wound transferred to resist it; any wounds which are resisted stay with the sorcerer.

Note that transferred wounds do not revert back to their original owner after the charm's duration is up.

Maintain

The sorcerer has learned to hold the effects of a charm for a short time after he has lost physical contact with his target. This knack does not cost a Drama Die to use.

He tests against Resolve + Maintain (TN 15) when the charm's duration has ended in order to keep the charm going. The additional duration for the charm is:

- Apprentice level: Not applicable; charms at this level are instantaneous.
- Adept level: One round per rank
- Master level: 1k1 rounds per rank

At the end of this period you can use this knack again, but the TN goes up by 5 each time.

Memory

See: On a successful Wits + Memory check at TN 25, the sorcerer discovers whether his target has any memories of a specific person, place, object or event (but not the nature of these memories). This charm is instantaneous.

Share: The sorcerer can access the target's memories. One specific memory can be accessed each round. The memory stays with the sorcerer after the charm's duration is up.

Steal: The sorcerer can take memories from the target, erasing them from the target's mind. One specific memory can be stolen each round. The memory stays with the sorcerer after the charm's duration is up.

Sorcery

See: On a successful Wits + Sorcery check at TN 25, the sorcerer discovers the type of sorcery possessed by his target (if any). For one raise he also discovers his target's mastery level, and for two raises he discovers which sorcery knacks his target has (including their ranks and what they do). This charm is instantaneous.

Share: The sorcerer is able to use the target's sorcery (which may cost additional Drama Dice). He is able to use any sorcery knack the target has (but uses his own traits for making rolls), and understands intuitively how the sorcery works.

Steal: As above, but the target is unable to use his sorcery for the duration of the charm.

Note that the sorcerer need not know whether the target possesses sorcery to use the Share or Steal abilities.

Trait

Note that this knack must be developed separately for each trait.

See: On a successful Wits + Trait check at TN 25, the sorcerer discovers how many ranks his target has in the trait. This charm is instantaneous.

Share: For the duration of this charm, the sorcerer uses either his own or the target's trait, whichever is higher.

Steal: For the duration of this charm, the sorcerer can reduce his target's trait by a number of ranks equal to his rank in this knack, and add them to his own. This can raise the sorcerer's trait past 5 ranks, but cannot lower the target's ranks past 0.

Harlequin

Country of origin: Avalon (Highland Marches)

Sorcery knacks: Appearance, Build, Return, Sustain, Voice

Description

The Sidhe feel a close affinity for the Triple Kingdoms, a closeness which is reflected in the common name for the islands: the Glamour Isles. But the Glamour of Avalon is not the only gift they gave to their chosen peoples, merely the most well known; three related forms of Sorcery were given to the three kingdoms. Their gift to the people of the Highland Marches is known as Harlequin.

Harlequin sorcery involves physical mimicry. The sorcerer can transform himself into a perfect replica of another person, encompassing everything from the lines on his face to the pitch of his voice. This is not an illusion – Harlequin physically changes the sorcerer.

To use the sorcery, the sorcerer must first 'mark', or memorise, the aspect of the target he wishes to emulate (appearance, build, or voice). This mark never changes, even if the person changes his appearance. The maximum number of marks the sorcerer can have memorised for each aspect is equal to his mastery level times his Wits; memorised marks can be forgotten at any time.

Anyone who is familiar with the person you are trying to imitate might be able to see through the transformation (there are always little things that might give it away; a distinctive walk, a particular posture, idiosyncratic speech patterns, and so on); seeing through the sorcery takes a successful Wits check against a TN of 15 + (10 x your mastery level), with a free raise for every unchanged aspect they are able to notice (for example, if you don't speak or they don't know what your mark sounds like, they won't get a free raise to notice your unchanged voice). If they are familiar with you and succeed at this check by 10 or more, they can tell that it's you.

Mastery Levels

Apprentice

At apprentice level, you are able to change one of the three possible aspects (appearance, build, and voice), which requires the expenditure of one Drama Die.

The transformation lasts for one scene, or until you use the Return knack to revert to your natural appearance, build and/or voice. If you are Knocked Out, you revert automatically.

Adept

At adept level, you are able to simultaneously change a maximum of two aspects; this requires the expenditure of one DD.

Master

At master level, you are able to simultaneously change one, two or all three aspects; this requires the expenditure of one DD.

Knacks

Appearance

You can test Wits + Appearance against TN 20 to mark the facial appearance of any person you can see. Thereafter, you can spend an action to transform your face and hair to be identical to that of this mark.

Build

You can test Wits + Build against TN 20 to mark the height and body shape of any person you can see. Thereafter, you can spend an action to transform your body (except for your face and hair) to be identical to that of this mark.

Return

You can test Resolve + Return against TN 15 to revert to your natural appearance, build, and/or voice. The change takes one action to complete, during which your TN to be hit is 5 and you may not make any Active Defence. If you wish, you can choose to revert only some aspects while keeping others.

Sustain

With this knack the sorcerer can keep a transformation going for longer than the standard duration.

When the transformation period is up, roll Resolve + Sustain against TN 20 to sustain the transformation for a further scene. At the end of this period you may roll again, but the TN increases by 5 each time.

Voice

You can test Wits + Voice against TN 20 to mark the voice, accent and speech patterns of any person you can hear. Thereafter, you can spend an action to transform your voice to be identical to that of this mark.

Mirage

Country of origin: Avalon / Montaigne

Sorcery knacks: Far Sight, Image Control, Past Sight, Shattering, Soul Stealing, Viewing

In the land of Théah mirrors have power, and a sorcerer of Mirage has learnt to harness that power. No one is sure where the discipline originated; it is thought to be one of the arts founded by the Bargainers, and therefore as tainted as *Porté* and *Sorté* sorcery, but the actual bloodline related to it is a mystery. It is most often found in Avalon and Montaigne, but it has occasionally occurred in Vodacce. No other nation has yet produced a Mirage sorcerer.

This selection of bloodlines has led to different theories as to the origin of the power. The Avalon believe it derives from Glamour and the Fae – after all, the Sidhe are known in legend for using mirrors for magic – but the actual powers bear more similarity to *Porté*, leading to a Montaigne origin. Some say that the Montaigne have gained the power purely through their

vanity, and sold their souls to mirrors years ago. The last theory is that the talent is a gift to those whose parents lost their souls to the mirrors, and are born with a part of their soul on the other side of the glass, but even the Masters can't tell the source of their power for sure.

In just about every case you need mirrors to do your magic. This is another reason Mirage sorcerers stay quiet – the easiest way to defeat one is to break all the mirrors you can find. The Mirage bloodline has suffered from predators and anti-sorcery sects like the Rilasciare. The sorcerers themselves have worked hard to see their art fade from public knowledge.

As a final note, the sorcerer's reflection changes as they rise in grade. An apprentice has an odd reflection, almost as if theirs is only two dimensional. In many cases the reflection also looks a lot better than it should, such as a wart not being present. For an Adept the change is more noticeable. They appear to be transparent and ghost like, easily noticed as very odd. A master has no reflection at all, although they can see their reflection in the glass on the other side, looking out of the mirror.

Mastery Levels

Apprentice

The Apprentice learns how to reach into a mirror. They can push their arm into the glass and leave anything they can carry inside the reflection. They can leave things in the reflection in such a way that they can't be seen by anyone viewing the mirror.

Adept

The Adept has learnt how to step into the mirror completely, as long as they can fit through the frame. If the mirror is broken they are trapped there unless a master can bring them out. They cannot leave the room the mirror reflects; the doors and windows just won't open. If outside, reality just seems to blur and fade away where the mirror can't reflect the real world. They can hide in the mirror, and be seen only when they wish, or by another Mirage magician of equal or greater rank.

Master

A master has learnt to navigate the space between mirrors. They can step into one mirror, travel to the reflection of any mirror they know. From there they can step out, or attack anyone looking into the mirror. The restriction is that to find the mirror they are aiming for, they must be able to picture what it is reflecting. If it has been moved from the last time they saw it by more than twenty feet, or placed in another room, they can't reach it until they see it again.

Knacks

Far Sight

This knack allows the sorcerer to look into the future reflected by a mirror. You must be looking into the mirror that will hold the reflection you want to see, or linked to it with the Viewing knack.

Make a Resolve + Far Sight roll; the required TN depends on the length of time to be bridged:

TN	Time
20	Up to one day
25	Up to one week
30	Up to one month
25	Up to one year

You can never look further than a year away.

Image Control

This power lets a Mirage sorcerer change the image reflected in any mirror they touch. It can be subtle (the colour of curtains) or wide-ranging (everyone looks ugly). The effect lasts until the sorcerer touches the mirror again. Many Mirage sorcerers use this power to give themselves unusual reflections.

Make a Resolve + Image Control roll to activate this power. The TN depends of the degree of change, and the size of target group.

TN	Degree
15	Everyone has different colour eyes.
20	All ladies see their worst feature slightly amplified.
25	The men of the castle all appear to have beards and wear ladies' clothing.
35	Lord Mortimer sees himself hideously disfigured.

Past Sight

This knack allows the user to look at past reflections from a mirror. Mechanically this works just like the Far Sight knack, but for the past rather than the future.

Shattering

This Knack can only be learnt by an Adept (you need to be inside the mirror to use it).

This terrifying power lets the Mirage user hurt someone by damaging their reflection from inside the mirror. They appear in the reflection attacking the viewer, damaging them while they can do little more than watch. Use this knack as your Attack knack; the victim's Passive Defence is equal to 5 times his Resolve. Any Shadow Points the victim has reduce his effective Resolve by 1. The victim cannot actively defend.

Using this power puts terrible strain on the glass. There is a 40% chance (a roll of 7 or more on a d10) the mirror will break if the victim dies.

Soul Stealing

With this knack a sorcerer can drain the essence of a person into a mirror. The Mirage sorcerer must be in contact with the person as they look into the mirror, or inside the mirror they are looking into. As long as these

conditions are met, the actual mirror need not be the same each time. The sorcerer may roll Resolve + Soul Stealing against a TN of 5 times the victim's Resolve (no more than once per day). If they succeed the victim gains a Shadow Point. If they fail the victim realises something is wrong.

For each full day the victim avoids seeing their reflection, they lose 1 shadow point. However, to pass a mirror and not view their reflection requires a Wits roll with a TN of 5 times their Shadow Points.

The victim is extremely suggestible under the influence of Shadow Points. Any order or desire they hear the magician say to them will be obeyed unless they make a Resolve check against a TN of 5 times their Shadow Point total. If they are aware of the enchantment, they gain a Free Raise to their roll.

The sorcerer may only have one victim at a time. He may clear any Shadow Points he has placed at any time.

Viewing

This knack allows the user to see the reflection from any mirror they are familiar with, within any mirror they are currently looking into.

Make a Resolve + Viewing roll; the TN depends on how far away the mirror is:

TN	Distance
15	Next room
20	Next village
25	Next city
35	Next country

Sonus

Country of origin: Vodacce (male only)

Sorcery knacks: Audire, Cantus, Clamitare, Comprendere, Echo, Perstringere, Sussurrare

Description

Sonus is one of the Bargain sorceries which were given to the Numan senators. Those born with Sonus sorcery have some measure of power over the complex energies of sound.

The Sonus bloodline seems to have almost died out on multiple occasions over the centuries, but occasionally and irregularly resurfaces. When it does re-emerge it does so exclusively in Vodacce, and only in male children. It is extremely rare, much rarer even than its feminine counterpart, Sorte; not since the time of the Numan Empire has there been a significant population of Sonus sorcerers.

The reason for the bloodline's scarcity is unknown; some commentators suggest it may be due to persecution from unknown groups opposed to sorcery, others point to the trenchant political infighting which has characterised so much of Vodacce history. Whatever the reason for this rarity may have been, it

has meant that the birth of a Sonus sorcerer has come to be seen as a particularly good omen for his family.

Sorceries derived from the Bargain tend to have obvious signs which indicate when they are being invoked; the blood-red hands of a Porté mage, for example, or the flame-flecked eyes of an El Fuego sorcerer. For the Sonus bloodline, this is manifested as a low intensity white noise which seems to originate from all around sorcerer whenever the sorcery is used.

Mastery Levels

Apprentice

At apprentice level, the sorcerer has the ability to create simple sonic illusions; each use of this ability requires the expenditure of one Drama Die.

This illusion can be as loud as a shout or as quiet as a whisper, but cannot last more than a few seconds, and must appear to originate from a single point within 50' of the sorcerer. It must be a single sound; speech and music are not possible at this level.

Adept

At this level, the sorcerer gains the ability to make more complex illusions, such as human speech or short snatches of music. He cannot mimic a particular voice, however.

The sorcerer's illusions can now last for up to one round, and must appear to originate from a single point within 100'. As before, this ability requires the expenditure of one Drama Die.

Master

The sorcerer is now capable of creating moving sonic illusions, mimicking specific voices (or multiple voices), and creating 'negative illusions' – i.e., removing a specific noise from an area.

At this level, illusions can last for up to a minute and must stay within 150' of the sorcerer. As before, this ability requires the expenditure of one Drama Die.

Knacks

Audire (listen)

You may make hearing-based perception checks as Wits + Audire, rather than just Wits. This stacks with other bonuses such as the Keen Senses advantage.

Cantus (music)

Your control over sound is especially potent when dealing with musical tones. You can use this knack to improve your own performances, or to hinder those of other people.

You gain a number of Free Raises equal to your rank in this knack to all your Musician and Singing rolls, or you can force an opponent take that many Raises on their rolls. You may add your rank in this knack to

your Oratory and Storytelling rolls, or you can raise the TN of an opponent's roll by the same amount.

Clamitare (shout)

You are capable of creating a concentrated blast of sonic energy and projecting it towards an opponent.

You may take an action to attack an opponent by rolling Resolve + Clamitare. Your opponent's TN to be hit is 5 + 5 times their rank in Resolve. This attack cannot be Actively Defended against.

The range of this attack is 50' per Mastery Level. There is no short range modifier, but long range attacks are subject to a -10 penalty.

This attack is subject to the normal rules for targeting multiple brutes, and taking Raises for damage.

Ranks	Damage
1	1k1
2	2k1
3	2k2
4	3k2
5	3k3

Comprendere (comprehend)

You are capable of manipulating the sounds of spoken languages, translating them automatically as the sounds reach your ears.

You may make a Wits + Comprendere roll against TN 20 to understand (but not speak, read or write) any spoken language you can hear for the remainder of the Scene.

Echo (echo)

You have the uncanny ability to sense your surroundings by using a form of echo-location, which operates equally as well in darkness.

Your penalties for dim light and darkness are as follows (the penalties for heroes who also have the Night Trained advantage are in parentheses):

Ranks	Dim Light	Total Darkness
0 (normal)	-2k2 (-1k1)	-4k4 (-2k2)
1	-1k1 (-1k0)	-3k3 (-2k1)
2	-1k0 (no penalty)	-3k2 (-2k1)
3	No penalty (no penalty)	-2k2 (-1k1)
4	No penalty (no penalty)	-1k1 (-1k0)
5	No penalty (no penalty)	No penalty (no penalty)

Perstringere (deadened)

All hearing-based perception checks for everyone within a radius of 20' per Mastery Level (centred on you) are subject to a number of Raises equal to your rank in this knack. This effect lasts until the end of the Scene.

Sussurrare (whisper)

You can send an almost silent message to anyone you can see. They can hear the message perfectly, but others must make a perception check at a TN equal to 10 + 5 times your rank in this knack.

Tidshärskare

Country of origin: Vestenmannavnjar

Sorcery knacks: Hold, Jump, Slow, Speed, Stop

Description

On some of the outermost Vesten islands there lives a clan who do not share the Laerdom magic of their brethren. Their oral history suggests they may be descended from the Eisen, and indeed their sorcery is in some ways reminiscent of the extinct Zerstückung tradition: those few who are born with sorcery possess a limited control over the currents of time, and are known as Tidshärskaren.

A Tidshärskare's sorcery allows him to speed up and slow down the flow of time, to make objects skip time, and to pull objects out of the timestream merely by touching them. These are difficult abilities to control, and they can usually only be manifested briefly. Some practitioners eventually gain the ability to stop time entirely, but this is a very rare ability.

Tidshärskare is a very physical sorcery, with very physical effects. As such, its practitioners tend to be the hands-on type, rather than more philosophical thinkers.

There are certain limitations to the Tidshärskare's abilities, which none have ever been able to circumvent; they can never jump back in time, or see the future. The past is set and so cannot be altered, they say, and the future is too mutable to second-guess. Characters with this sorcery can never learn the Fortune Teller skill, as it conflicts with their beliefs about the nature of time.

Mastery Levels

Apprentice

At this level you can use your Sorcery Knacks to affect inanimate objects or small animals (such as cats or dogs). You must touch your intended target.

Adept

At this level you can use your Sorcery Knacks to affect yourself.

Master

At this level you can use your Sorcery Knacks on people other than yourself, or on large animals (such as horses or bears). You must touch your intended target.

A person (or an animal with roughly human-level intelligence) can try to resist with a Resolve check (TN 30). If this roll is a success, your knack has no effect.

Knacks

Hold

By spending a Drama Die, you can put your target outside of time.

Roll Resolve + Hold against TN 25; if this roll is a success, you put your target into stasis for the duration of the effect (see below). Your target cannot be hurt, moved or otherwise affected while in stasis; even if it has senses it is unaware of the outside world and cannot communicate in any way. To it, it appears that no time has passed.

Duration is one round, plus one round per Raise, at Apprentice level; this increases to 1k1 rounds, plus 1k1 rounds per Raise, at Adept level.

At Master level, you can affect an additional target per Raise. You must be able to touch all targets simultaneously.

Jump

By spending a Drama Die, you can make your target jump forward in time.

Roll Resolve + Jump against TN 25; if this roll is a success, your target jumps forward in time. It immediately disappears, reappearing after the duration of the effect. To it, it appears that no time has passed.

Duration is one round, plus one round per Raise, at Apprentice level; this increases to 1k1 rounds, plus 1k1 rounds per Raise, at Adept level.

At Master level, you can affect an additional target per Raise. You must be able to touch all targets simultaneously.

Slow

By spending a Drama Die, you can slow down the passage of time for your target.

Roll Resolve + Slow against TN 25; if you succeed, time is slowed for your target for the duration of the effect (see below). You might use this to delay the burning of a fuse, for example, or to keep yourself from downing.

If your target's reflexes are tested in any way, he must take a number of Raises on the roll equal to your rank in this knack. See the table below for the effect on the number of actions your target may take each round, and the effect in terms of rounds.

Ranks	Usable Actions	Usable Rounds
1	One half of normal actions (round down, min 1)	1 round per 2 'real' rounds
2	One third of normal actions (round down, min 1)	1 round per 3 'real' rounds
3	One quarter of normal actions (round down, min 1)	1 round per 4 'real' rounds

Ranks	Usable Actions	Usable Rounds
4	One fifth of normal actions (round down, min 1)	1 round per 5 'real' rounds
5	One sixth of normal actions (round down, min 1)	1 round per 6 'real' rounds

Duration is one round, plus one round per Raise, at Apprentice level; this increases to 1k1 rounds, plus 1k1 rounds per Raise, at Adept level.

At Master level, you can affect an additional target per Raise. You must be able to touch all targets simultaneously.

Speed

By spending a Drama Die, you can speed up the passage of time for your target.

Roll Resolve + Speed against TN 25; if you succeed, time is sped up for your target for the duration of the effect (see below). You might do this to speed up a chemical reaction, or to make yourself more effective in combat.

If your target's reflexes are tested in any way, he gets a number of Free Raises to his roll equal to your rank in this knack. See the table below for the effect on the number of actions your target may take each round, and the effect in terms of rounds.

Ranks	Actions Gained	Rounds Gained
1	1 extra action	2 rounds per 'real' round
2	2 extra actions	3 rounds per 'real' round
3	3 extra actions	4 rounds per 'real' round
4	4 extra actions	5 rounds per 'real' round
5	5 extra actions	6 rounds per 'real' round

Duration is one round, plus one round per Raise, at Apprentice level; this increases to 1k1 rounds, plus 1k1 rounds per Raise, at Adept level.

At Master level, you can affect an additional target per Raise. You must be able to touch all targets simultaneously.

Stop

By spending a Drama Die, you can stop time. You must be an Adept to learn this knack.

Roll Resolve + Stop against TN 30; if this roll is a success, you have stopped time. You are unaffected by this, and can move and act as normal. You cannot physically affect anything while time is stopped.

You gain the equivalent of one round of 'time' before time restarts, plus one round per Raise. However, existence outside the current of time is exhausting, and you take 3k2 flesh wounds each round. If you are

Knocked Out, time restarts immediately. You can cancel the effect at any point.

Vento

Country of origin: Any

Sorcery knacks: Barrier, Concentrate, Hover, Lift, Range

Vento is the Sorcery of the wind dating back to the time of the Numan senators. With the rise of the Church of the Prophets, Vento practitioners suffered the backlash and persecution of faithful more than most other Sorcerous families. As such they were scattered like the winds to the farthest corners of Théah. As such, records of their existence can be found in only the oldest of documents contain any record of their existence. Spread so far, the few remaining members can call no nation their own and only their ability to speak and listen to the wind has kept the bloodline from disappearing completely. In game terms this means that Vento sorcerers can come from any nation, but they do not receive the 5 HP discount to the noble advantage.

Like all forms of sorcery originating from the Numan senators, there is a tell-tale sign when ever the sorcerer calls upon his power. In the case of Vento, the sign is billowing hair and clothes as if the sorcerer was in a strong wind. This occurs even when the power is targeting something other than the sorcerer on the calmest of days.

Mastery Levels

Vento sorcerers have the ability to communicate with the wind. This power grows as the sorcerer advances in mastery level.

Apprentice

An apprentice Vento sorcerer can tell when weather is going to change a half-hour before it changes. He cannot yet tell what the weather will change to, just whether the severity will increase or decrease.

Adept

An adept can now tell what type of weather is coming up to an hour away by listening to the wind. In addition he can hear messages left on the wind by a master Vento sorcerer.

Master

A Vento master can speak into the wind and leave a message for anyone with the ability to hear. The wind carries the message 200 miles/day in all directions. Eventually every Vento adept and master willing to listen will hear the message.

Knacks

Barrier

The Barrier knack allows the Vento sorcerer to call upon a wall of air to surround him for protection.

Apprentice: An apprentice can spend an action to surround himself in strong air currents as long as he wishes to maintain it. These currents provide a secondary passive defence against close combat. The attacker must also roll attack + Brawn and roll equal to or higher than 5 + 5 times the sorcerer's level in this knack in addition to his normal attack roll to successfully hit. Finally all slow missile attacks (thrown object, arrows) have to get an additional raise to hit.

Adept: The sorcerer may now call upon a quick gust of wind and use the Barrier knack as an active defence against close combat and non-cannon missile attacks by rolling knack + Wits. This may not be used with another active defence. Also when used as a passive defence it requires an additional raise to be hit by a non-cannon missile attack. This is cumulative with the apprentice ability.

Master: At master level, a Vento sorcerer can use his Barrier knack to subdue an opponent. The sorcerer rolls Barrier + Resolve vs. his opponents balance passive defence; if successful his opponent becomes prone. This attack may be actively defended against by balance + Brawn roll. Against a prone opponent the sorcerer may spend an action to use the wind to hold them prone per the grapple rules until the opponent makes a successful Brawn vs. Barrier + Resolve to get up. Also when used as a passive defence it requires an additional raise to be hit by a missile attack (including cannons). This is cumulative with the apprentice and adept abilities.

Concentrate

The major draw back to using Vento abilities is the immense concentration it requires. While using the Hover or Barrier knacks, all other rolls are at a -25 penalty, as are any passive or active defences other than Hover and Barrier. For every level in the concentrate knack, this penalty is reduced by 5. In addition, the Vento sorcerer may effect up one addition person or object with his Hover or Barrier knack for each level of this knack or mastery in Vento he has achieved, which ever is lower. Each additional knack in use adds an additional -5 penalty.

Hover

The most spectacular use of a Vento sorcerer's power is to use the wind to defy gravity for a period of time. This period is equal to a number of rounds equal to (Hover rank + Resolve) times mastery level. Whenever using this knack, it also serves as the sorcerer's passive and active defence. Hover takes one action to activate.

Apprentice - Float: Knack + Resolve, TN 15. This ability allows the sorcerer to slow the speed of his descent to that of a falling feather (one level per round)

as the wind cushions his fall. The ability will not stop the sorcerer from descending but will prevent any falling damage.

Adept - Levitate: Knack + Resolve, TN 20. This ability completely negates the effects of gravity. The sorcerer can prevent himself from falling. While the sorcerer can not increase his elevation, he also will not fall. In addition he can "walk" across the air at a rate of 10 ft/round.

Master - Flight: Knack + Resolve, TN 25. At master level, a Vento sorcerer has achieved the ability to use the wind to achieve actual flight. This allows him to move 200ft/round and ignore the penalty for moving up or down levels. The GM may require a knack + Wits, Finesse, or Panache check to perform certain actions while flying depending on the speed and conditions (flying in the dark requires Wits, through trees at high speed requires Finesse, and swooping down to catch the falling damsel requires Panache). This ability can only be used on the sorcerer. It can be combined with the Lift knack but not the Range knack.

Lift

Normally a Vento sorcerer can only affect himself and a small amount of weight upon his body freely. The Lift knack allows for the sorcerer to affect an additional 100lbs per rank in this knack.

Range

Normally a Vento sorcerer can only affect people and objects he is in contact with. The Range knack allows him to effect people and objects 10ft/level away from his body with either the Hover or Barrier knack. This can allow another person to be affected by any of the Barrier abilities, float, or levitate. While levitating a person may walk at a rate of 10ft/round. No one else can ever be given the flight ability. Remember that the sorcerer must have a sufficient level in the Lift knack as well to allow someone or something else to float or levitate.

New Combat Schools

Alvarez

Country of Origin: Castille

Basic Curriculum: Fencing, Spy

Swordsman Knacks: Beat (fencing), Disarm (fencing), Interrogation, Exploit Weakness (Alvarez)

Note: Interrogation is considered to be a basic knack for Alvarez students.

Note: Members of the Inquisition may buy this School as if it was from their home nation.

Pepito Alvarez de Torres was the most infamous sadist in all of western Castille until his untimely death at the hands of Montaigne invaders. He developed a brand of swordplay that emphasised his penchant for torture and cruelty, and found his calling within the ranks of the Inquisition. While he himself never became a Knight Inquisitor, he taught many of their ranks the finer aspects of extracting truth from heretics and their supporters. They have since formalized his teachings, adding the more subtle aspects of an Inquisitor's life to its basic curriculum.

The Alvarez style has no particular insights into attack or defence, and borrows much from the Villanova School for basic swordplay. What it relies upon is the knowledge of the exact location of nerve endings and pressure points, as well as the less scientific aspects of torture-craft, making it a particularly unsavoury school, especially for its victims.

The weakness of the Alvarez style is that it focuses so much upon inflicting pain that it does not pay as much attention to the pragmatics of swordplay as it sometimes should. A focused barrage or careful riposte can catch an Alvarez student off guard.

Students of the Alvarez School do not receive free membership in the Swordsman's Guild; instead, they gain the Scoundrel advantage.

Mastery Levels

Apprentice

Alvarez students are capable of inflicting small, excruciating wounds during swordplay rather than attempting to slay their opponent. After a successful attack, you may opt to forego dealing damage in order to make an immediate Intimidation repartee action, and possibly extract crucial information from or break the will of your opponent.

Journeyman

Journeymen learn to make their victims cower from them and beg for mercy. By making a successful Resolve + Interrogation check against TN 25 you can increase your Fear Rating by one (plus one for every two raises called) for the remainder of the scene.

Master

A master of Alvarez is capable of twisting and digging his blade to drag out as much pain as possible. When dealing damage, you may choose to make two separate damage rolls, each at a -2k1 penalty and requiring its own Brawn check.

Angelo

Country of origin: Castille

Weapons: One or more pistols

Basic curriculum: Dirty Fighting, Firearms

Swordsman knacks: Corps-à-corps, Parry (improvised weapon), Pommel Strike (pistol), Exploit Weakness (Angelo)

Angelo is a melee firearms School, in which the pistol is used for both attack and defence even after it has been fired. Practitioners of Angelo usually carry multiple pistols, as the School does not recommend reloading during combat.

The style developed in the back streets and alleyways of the Castillian city of Altamira, and was formalised by an organised crime syndicate who now teach the School to anyone willing to pay.

The School's strength, and its mean weakness, is the use of pistols in close-quarters fighting – something they were never designed to do. Opponents who know to target the weapon can make it much more difficult for the Angelo fighter to strike back.

Unsurprisingly, students of this School do not gain free membership in the Swordsman's Guild; instead they gain one free rank in one of their Swordsman Knacks.

Note that when firing a pistol at an opponent, either from a distance or in melee, the Attack (firearms) knack is used. When hitting an opponent with a pistol, the Pommel Strike knack is used.

Mastery Levels

Apprentice

You can sheathe either or both pistols, and redraw new ones, as one action. In addition, you suffer no offhand penalty when using two pistols.

Journeyman

At this level of mastery, you may add your rank in Attack (dirty fighting) to your Attack (firearms) rolls made against melee opponents.

Master

Once per round, after a successful Parry (firearms) active defence or Attack (firearms) attack against a melee opponent, you may make a Pommel Strike attack. This follow-up attack must be against the same opponent, but does not require an action.

Banevsky

Country of origin: Ussura

Weapons: Unarmed combat from horseback

Basic curriculum: Dirty Fighting, Rider

Swordsman knacks: Charge, Corps-à-corps, Kick, Exploit Weakness (Banevsky)

A noted Ussuran horseman throughout the 1540s, Ivan Banevsky never lived to see the School which now bears his name, having passed away mere weeks after giving his consent to its founding. His grave is situated in the grounds of the imposing building which now stands on the outskirts of Donskoy.

The focus of the Banevsky School is adaptability in combat. Banevsky students are taught to respond to changes in the tide of battle with a resourcefulness not seen in other Schools.

The School's weakness is the lack of any proper weapons training; opponents who are able to get past a Banevsky horseman's defences will find it relatively easy to defeat them.

Students of the Banevsky School do not receive membership in the Swordsman's Guild for free. Instead, they gain a free rank in one of the School's Swordsman Knacks.

Mastery Levels

Apprentice

While on horseback, students of the Banevsky School receive a Free Raise to their Attack (dirty fighting) rolls.

Journeyman

While on horseback, you may spend an action to incite your mount to kick out at your opponents, using either its forelegs or hind legs. This attack is made with your Ride (horse) knack as the attack knack; it deals 3k2 damage.

Master

At this level, you may apply the effects of your Charge knack to all your actions in the first round of combat, rather than just the first action.

Campbell

Country of origin: Avalon (Highland Marches)

Weapons: Cannons / improvised

Basic curriculum: Captain, Sailor

Swordsman knacks: Attack (improvised weapon), Gunnery, Parry (improvised weapon), Exploit Weakness (Campbell)

In his younger years, the renowned sailor and explorer Sir James Campbell held the oft-stated belief that Avalon's ship captains were no better educated or trained than many foreigners, and that this was a situation which demanded to be remedied.

Some years later, after a successful privateering career, Campbell was finally in a position to put his ideas into practice. The Campbell Naval Academy was built in Kirkwall, and in 1594 it opened its doors for the first time.

The Campbell Academy is unique in that its teaching comprises two distinct threads: ship-to-ship warfare (taught by some of Théah's acknowledged authorities on tactical theory) and personal melee combat; Campbell students are taught that a ship's captain should be capable of using any piece of shipboard paraphernalia as a weapon in case he needs to defend his ship from boarders without warning.

The training students receive in ship-to-ship tactics is regarded as peerless by many critics, but the melee techniques have certain flaws. Most notably, Campbell students are taught to use different sets of techniques for land and shipboard fighting; experienced opponents

can sometimes force a Campbell fighter into using the wrong set of moves, and thereby gain an advantage.

This School is not sanctioned by the Swordsman's Guild; students instead receive a 3 HP discount on the Commission advantage.

Mastery Levels

Apprentice

Due to your extensive shipboard training, you may add your mastery level to your Balance Passive Defence. In addition, you receive a Free Raise per mastery level to your Balance Active Defence.

When you are in charge of a ship, its Panache is treated as being 1 rank higher when in ship-to-ship combat.

Journeyman

You may use Balance as your default defence knack, in place of Footwork.

When you are in charge of a ship, its Wits and Finesse are treated as being 1 rank higher when in ship-to-ship combat.

Master

Your ship's crew are treated as being two threat ratings higher when boarding another ship

When you are in charge of a ship, its Brawn is treated as being 1 rank higher when in ship-to-ship combat.

Capayim

Country of origin: Crescent Empire (Yilan-bazlik)

Weapons: None (unarmed combat)

Basic curriculum: Acrobat, Dirty Fighting

Swordsman knacks: Corps-à-corps, Double-Kick, Whirl, Exploit Weakness (Capayim)

Capayim is a style of unarmed combat developed by the Crescent Yilan-bazlik tribe, which emphasises speed at all times. The Capayim student learns a collection of martial acrobatic styles allowing him to fight without weapons, which would only slow him down; he trades acrobatic punches and kicks with the same ferocity as an armed fighter.

Capayim practitioners often wear slightly tighter clothing than is usual in the heat of the Crescent Empire; this is to ensure that the energetic movement favoured by this style is not slowed down by loose garments.

The weakness of this style is that its practitioners can quickly become exhausted, and must take care to pace themselves appropriately. Opponents who are aware of this limitation can sometimes goad the Capayim fighter into tiring themselves out.

Capayim is unknown to the Swordsman's Guild, so heroes learning the School do not automatically begin with Guild membership.

Mastery Levels

Apprentice

You know two martial acrobatic styles from the list below. At the beginning of combat you must specify which style you are using; you immediately gain its benefits and weaknesses. Changing between styles requires an action, during which you cannot actively defend.

Due to Capayim's emphasis on powerful punches, your barehanded attacks do 1k1 damage rather than the usual 0k1.

You gain the Pugilism skill for free.

Journeyman

You know one additional martial acrobatic style.

Your speed makes you difficult to target accurately in combat; you gain a +5 bonus to your Passive Defence, and a Free Raise to any Active Defence you attempt.

Master

You know all four martial acrobatic styles.

In addition, you have learned how to perform a leaping kick, in which you kick your opponent while somersaulting away from him. This is a normal Kick attack, except you gain a number of dice equal to your rank in the Leaping knack which you can split between your attack roll and your damage roll.

Martial Acrobatic Styles

Berraj

This style allows the student to put the full force of his acrobatics behind his attacks as a trade-off with accuracy; he gains two Free Raises to his damage rolls, but takes -5 on all his attack rolls.

Dausim

With this style the student can roll with potentially lethal blows to lessen their impact, although he risks leaving himself open to attack; he gains two Free Raises to wound checks, but suffers -5 to his active defence rolls.

Sanco

This acrobatic style allows the student to use his acrobatics to get into better offensive positions at the expense of safety; he gains two Free Raises to all attack rolls, but takes a -5 penalty on wound checks.

Tajid

This style concentrates on reflexes and quick reactions, but its tentative nature robs the student of the power to hit hard; the student gains two Free Raises to his active defence, but his damage rolls are at -5.

Chi Lin Mei

Country of origin: Cathay (Han Hua)

Weapons: Tieh shan gong (Cathayan war fans)

Basic curriculum: Exotic Paired Weapons, Soft Martial Arts

Swordsman knacks: Bob & Weave, Power Block, Whirl, Exploit Weakness (Chi Lin Mei)

In the court of the Celestial Empress, displays of martial prowess are not uncommon. Few such performances are greeted with more enthusiasm than Chi Lin Mei.

Chi Lin Mei is a graceful and elegant style, frequently compared to theatre or dance; it is by turns measured and slow, then rapid and powerful. Combatants wield a pair of war fans, often using one to conceal an attack made by the other. The style is more noted for its defence than its aggression, however; a Chi Lin Mei student confronted by multiple adversaries will often be able to take an attack from one opponent and redirect it towards another.

This style is particularly popular with courtly women, who find its graceful movements more aesthetically pleasing than the rough combat of other Schools.

For all its elegance, the style has its limitations; the war fan is not a powerful weapon, and if the style's defences are breached there is little for the practitioner to fall back on.

Students of Chi Lin Mei do not receive membership in the Swordsman's Guild for free. Instead, they gain a free rank in one of their Swordsman Knacks.

Mastery Levels

Apprentice

Students of this combat style receive a Free Raise to all Active Defences from knacks in the Soft Martial Arts skill.

Journeyman

When you make a successful Yield AD with two Raises, you can redirect the incoming attack to strike an opponent other than your attacker. Make a Finesse roll with a number of unkept dice equal to your mastery level; this is the new attack roll.

Master

As an attack action you can try to sweep the legs from under your opponent. Make an attack using the Grapple knack, and take a number of raises equal to your opponent's Finesse; if you succeed, your opponent takes no damage but has fallen to the ground; he is considered prone (TN 5 to hit) until he gets up, which takes an action.

du Bois

Country of origin: Montaigne

Weapons: Fencing sword

Basic curriculum: Athlete, Fencing

Swordsman knacks: Beat, Disarm, Feint, Exploit Weakness (du Bois)

The Montaigne fencing academy which has come to be known as du Bois (due to its forest surroundings) is a relatively recent addition to the Swordsman's Guild.

The School is a compilation and a codification of what its creators considered to be the safest and most effective fencing manoeuvres from the most popular styles in general use. Their intention was to create and teach a composite style with all the benefits of the parent Schools but without their weaknesses.

In this they were partially successful; the resulting du Bois School is indeed a good all-round fencing style; its students are proficient at various attacks and defensive manoeuvres. However, its weakness stems from a lack of originality; du Bois students are taught to strictly follow set patterns of moves, and can often be wrong-footed by an unusual step from an opponent.

Students of the du Bois School receive membership in the Swordsman's Guild for free.

Mastery Levels

Apprentice

The accuracy of the du Bois School is well-renowned; when making a called shot, the number of Raises you must take on your roll is reduced by your mastery level (to a minimum of one).

Journeyman

Whenever you make a successful Parry (fencing) Active Defence, you gain a bonus unkept die to add to your next Attack (fencing) roll, plus one for each raise you took. These bonus dice are cumulative, but are lost at the end of the current round.

Master

You can make interrupt actions by spending only a single action, as opposed to the two actions normally required. However, you must take one Raise on your roll for every phase you are advancing your action by.

Fenne

Country of origin: Midnight Archipelago (Marcina)

Weapon: Throwing knives

Basic curriculum: Hunter, Knife

Swordsman knacks: Pin, Pommel Strike, Touch, Exploit Weakness (Fenne)

The Fenne style evolved from a collection of primitive hunting techniques used by the native islanders of Marcina. The island's first colonists saw the hunters at work, taking their techniques (which were originally used with sharpened stones) and modifying them for use with long throwing knives.

One of the advantages of the Fenne style is that it takes full advantage of the flexibility of the knife as a weapon; the style can be used in close-quarters combat or ranged combat, with equal effectiveness.

Interestingly, a large number of the native islanders now seem to prefer using the colonists' techniques to their own original hunting customs. The more philosophical colonists see this diluting of the local traditions as a disgrace, but their voices are drowned out in the roar of commerce and new enterprise which surrounds the Archipelago.

The most salient weakness of the Fenne style is that it was not, originally, designed for combat; while none can deny the effectiveness of the School's techniques when applied to hunting in the jungles of the Archipelago, these same techniques do not translate well against modern swordsmen.

The Swordsman's Guild has no interest in sanctioning the Fenne Style, so its students do not gain membership for free. Instead, they receive a free rank in one of the School's swordsman knacks.

Mastery Levels

Apprentice

You can use your Pommel Strike knack with a thrown knife as well as in melee.

In addition, you can add your rank in the Survival knack to your Footwork Passive Defence.

Journeyman

You can spend an action aiming before you throw your knife, visualising the path your knife will take towards your opponent. If you do so, you receive a Free Raise to either your attack roll or to your damage roll. You gain no additional benefit for spending additional actions aiming.

Master

At this level of mastery, the range of your thrown knives increases to 10 + 3 x Brawn yards.

Also, you have learned how to apply your skills as a huntsman to combat, allowing you to make sudden surprise strikes; when you make an Attack (knife) or Throw (knife) attack, you may add twice your rank in the Ambush knack to your roll.

Grigori

Country of origin: Ussura

Weapons: Spear

Basic curriculum: Polearm, Staff

Swordsman knacks: Bind, Pommel Strike, Whirl, Exploit Weakness (Grigori)

The peasants of the Ussuran province of Somojez have used spears for hunting and defence for more years than can be counted. Theirs is a way of life unchanged

for centuries, but recent developments may change this.

Kei Grigori, formerly a Somojez hunter, has developed a style of spear-fighting which has begun to gather some small degree of reputation, and ten years ago he agreed to open a School to teach his style to those wishing to learn. He does not ask for money in exchange for his tuition, only the promise to uphold the traditions of his motherland.

The sight of a Grigori spearman in action is one to take the breath away; the Grigori style is exceptionally offensive; its students are constantly attacking and moving forward.

The weakness of the style, if the word 'weakness' can be said to apply to such a potentially devastating array of fighting techniques, is that only the most cursory attention is given to defence.

Despite recent overtures made to the Guild's headquarters in Kirk, the Grigori School is not currently recognised by the Swordsman's Guild, and so students of this School do not gain membership for free. Instead, they receive a free rank in one of their Swordsman Knacks.

Mastery Levels

Apprentice

Students of the Grigori School train with different types of quarterstaves and spears. A special emphasis is placed on taking the techniques used for one type of weapon, and applying it to the other weapon.

You may add your rank in Attack (staff) to your Attack (polearm) rolls, and vice-versa.

Journeyman

You can take an action to make a Pommel Strike attack with the butt of your spear when the bladed end is engaged in a Bind. This does not break the Bind, but you must take two Raises on the attack.

Master

When you make a successful Attack (polearm) attack with two Raises, you may follow it up with an immediate Pommel Strike attack with the butt of the spear. This attack does not require a separate action. If this attack hits, it deals an automatic dramatic wound in addition to normal damage.

Inkawi

Country of origin: Cathay (Tiakhar)

Weapons: Paku (Cathayan throwing spikes)

Basic curriculum: Exotic Thrown Weapons, Spy

Swordsman knacks: Arc (paku), Missile Defence, Pin, Exploit Weakness (Inkawi)

Note: This School is intended for NPCs only.

Little is known of the elusive band of assassins and spies from Tiakhar known as the Inkawi. What little

information is available comes from the tales told by the survivors of Inkawi raids, and they are few in number.

It is known that the Inkawi are most often encountered on the south side of Tiakhar, although the exact location of their base remains unknown. It is known that when they perform raids, they dress in loose-fitting dark grey and black clothes, and cover their faces.

It is believed by some that the Inkawi are in the pay of the ruler of Tiakhar, but this, again, is largely speculation. If it is true, then perhaps there is some larger purpose or pattern behind their seemingly random attacks.

The weakness of the Inkawi fighting style is that it concentrates on attacking from range; it is believed that if an opponent could close in to melee range, much of their advantage would be lost. This theory remains largely untested, however.

Students of the Inkawi style do not receive membership in the Swordsman's Guild for free. Instead, they gain a free rank in one of their Swordsman Knacks.

Mastery Levels

Apprentice

You may take an action one phase earlier than the number shown on your Action Dice. You must use this action to make an attack. You can use this ability a number of times equal to your mastery level per round.

Journeyman

You can draw and throw up to your mastery level in paku as one action. By taking one action to draw and a second action to throw, you may throw up to twice your mastery level in paku (ignoring the usual limit of three paku per throw).

Master

For each successful attack you have made against a target, you deal an extra 1k0 damage.

When you are attacking a target within 10 ft, you gain two Free Raises to your attack roll.

Janssen

Country of origin: Vendel

Weapons: Fencing sword

Basic curriculum: Fencing, Performer

Swordsman knacks: Bind, Flourish, Tagging, Exploit Weakness (Janssen)

Per Janssen always wanted to be an actor, ever since he saw his first production; unfortunately, although he had the looks and the timing, he simply didn't have the acting ability. Not one to be easily discouraged, he decided that even if he couldn't become an actor, he'd have some sort of career in the theatre. He approached various theatre companies and offered his services

doing what he was best at – fencing. He was soon hired to teach actors how to fence on stage.

Stage swordplay, Per soon discovered, was not the same as real swordplay. Audiences did not want to see the parry-disengage-riposte of classical fencing; they wanted spectacle and showmanship. After a few seasons, Per had made some important changes to the way he taught swordsmanship, and the Janssen style was born.

Some years passed, and Per became a wealthy man. He no longer wished to travel with acting troupes, and retired to his native city of Kirk, forming the Janssen School. The School teaches largely non-lethal moves such as pinning and tagging, but more traditional fencing techniques are not overlooked.

The style's weakness, naturally, is that it no longer bears much resemblance to real combat; although students of the Janssen style can usually act and bluff their way past most opponents, those who are aware of the School's theatrical origins will be at a distinct advantage.

The Swordsman's Guild has investigated this School, but for the moment has decided against sanctioning it; it was felt at the time that endorsing a deliberately theatrical School would cheapen the Guild's reputation. Students of Janssen, therefore, do not receive free membership; instead they gain a free rank in one of their swordsman knacks.

Mastery Levels

Apprentice

You gain a Free Raise per mastery level when making Repartee actions in combat.

Journeyman

Journeymen of the Janssen School have been trained to show no fear; you receive a +10 bonus to resist the effects of Fear.

In addition, you gain the Showmanship advantage, if you do not already have it. If you do, you gain a free rank in one of your swordsman knacks.

Master

When you make an attack that deals a Dramatic Wound, you receive a temporary Drama Die. This Drama Die must be used before the end of the current round or it is lost.

Kazak

Country of origin: Ussura

Weapons: Fencing weapon

Basic curriculum: Fencing, Rider

Swordsman knacks: Beat (fencing), Lunge (fencing), Pommel Strike (fencing), Exploit Weakness (Kazak)

Developed by the mercenary horseman from whom it is named, Kazak embodies the thunder of approaching

cavalry, the gleam of wickedly curved steel descending from horseback, and the blood-chilling war cries of a fierce people. The niceties of standard fencing's feint and tag hold no place in the vicious directness of Kazak.

Mounted warriors of Ussura, the Kazaks have alternatively fought for the causes of the Gaius or the Boyars - generally whoever has the heaviest purse. Their savoured weapon is the sabre, or *shashqa*, and incorporates aggressive slashing techniques from the back of swift-moving steppe ponies. Fearful accounts of the red-coated riders' fast and brutal methods only lend to credence to this style's vaunted effectiveness.

The obvious weakness of Kazak is its reliance upon being mounted; if the horse can be taken out from under the rider, much of the advantage is lost.

Students of the Kazak School do not receive membership in the Swordsman's Guild for free; instead they gain a free rank in one of their swordsman knacks.

Mastery Levels

Apprentice

Riding down infantry is a specialty of the Kazak School. You receive a Free Raise when attacking targets on foot from horseback.

Journeyman

A skilled rider and his mount move almost as one; the Journeyman receives a +5 to his Ride Passive Defence. In addition, he receives a Free Raise to his Ride Active Defence while mounted.

Master

The ground-shaking charge of the Kazak Master is worthy of dread. When mounted and moving at a gallop, a successful fencing attack receives a bonus to damage equal to your initiative total. For every action die the Master holds before the charge (up to a maximum of their ranks in the Ride knack) they gain a 1k0 bonus to their Attack (fencing) roll.

This special attack may only be used once per round and only when the swordsman has sufficient room to build up momentum.

Kinross

Country of origin: Avalon (Highland Marches)

Weapons: Shortsword, knife

Basic curriculum: Fencing, Knife

Swordsman knacks: Double-Parry (shortsword / knife), Line (shortsword), Wall of Steel (shortsword / knife), Exploit Weakness (Kinross)

The Kinross School, situated on the outskirts of Kirkwall in the Highland Marches, has been training its students in the art of fencing for the last six decades.

The style of fencing taught by the School has a notable Montaigne influence, but this is tempered by its

founder's philosophy regarding the importance of self preservation. As a result, the Kinross School has gained a reputation for attracting a certain calibre of student: young sons and daughters of minor aristocrats and wealthy merchants who wish their offspring to have the best possible chance of surviving duels.

There is no denying that the School's defensive techniques are particularly effective, and certainly among the best taught on Théah, but its students are often the target of jokes, insults and accusations of cowardice.

Perhaps the most salient weakness of the Kinross style, apart from the lack of emphasis placed on offensive techniques, is that its students are often so eager to prove their detractors wrong that they can be goaded into situations in which their extensive array defensive techniques can be used against them.

Students of the Kinross School automatically receive membership in the Swordsman's Guild.

Mastery Levels

Apprentice

Students of the Kinross School receive a Free Raise to their Double-Parry Active Defence.

In addition, the penalty for wielding a knife in the offhand is negated.

Journeyman

Once per round you may re-roll a failed Active Defence, as long as the defence knack used is taught by this School (i.e., the knack is on the basic curriculum or is one of the School's swordsman knacks).

Master

At this level of mastery, Kinross students are almost untouchable in hand-to-hand combat.

You gain the ability to make an Active Defence with two Free Raises for the cost of one Drama Die. This ability does not take an action.

Lenaghan

Country of origin: Avalon (Inismore)

Weapons: Knife

Basic curriculum: Athlete, Knife

Swordsman knacks: Reactions, Stop-thrust, Twist, Exploit Weakness (Lenaghan)

Lenaghan is an Inish School which tries to get around the disadvantages inherent in using a knife by striking rapidly and repeatedly.

Padraig Lenaghan, the School's originator, wanted to create a combat style that could be used to end disagreements as quickly as possible without drawing undue attention; it therefore had to be silent and swift. In this he succeeded; the Lenaghan style is without doubt one of the fastest Schools taught in Théah.

The School's weakness is that its techniques focus exclusively on speed, giving almost no thought to accuracy or defence.

The Swordsman's Guild does not regard this as an honourable School; students do not gain membership for free.

Mastery Levels

Apprentice

Students of Lenaghan gain both the Combat Reflexes and Lightning Reflexes advantages.

Journeyman

At this level, your reflexes are so attuned to combat that each of your actions may take place one phase earlier than the number shown on your Action Die.

In addition, you can draw or sheathe a knife without taking an action.

Master

Masters of the Lenaghan School are devastatingly fast in combat; you may roll and keep an extra action die each round.

Lin Fu

Country of origin: Cathay (Khimal)

Weapons: Unarmed

Basic curriculum: Acrobat, Hard Martial Arts

Swordsman knacks: Double-Kick, Reactions, Whirl, Exploit Weakness (Lin Fu)

Little has changed in the mountains of the Cathayan kingdom of Khimal for many centuries. It comes as a surprise, then, that such an energetic and vigorous combat style such as Lin Fu should have originated there.

Lin Fu is a fast, acrobatic style of martial arts, concentrating on speed and agility. It is physically demanding, and only a relatively small proportion of the School's students reach the level of Master.

Despite its seemingly aggressive style, Lin Fu practitioners tend to be calm and passive until threatened, treating the style as a discipline to be mastered rather than using it for hostile ends – a reflection, perhaps, of the predominantly tranquil Khimali atmosphere.

The explosive pace of a Lin Fu fighter's attacks, so often the style's greatest advantage, can also be its downfall; it is difficult for even a master of the style to keep such a punishing pace up for long, and an opponent who is able to prolong the fight can often win against the odds.

Students of Lin Fu do not receive membership in the Swordsman's Guild for free. Instead, they gain a free rank in one of their Swordsman Knacks.

Mastery Levels

Apprentice

You gain a Free Raise to your Leaping Active Defence.

Journeyman

Lin Fu journeymen are a blur in combat, continually spinning around their opponents to attack from unexpected directions and deftly evading attacks against them.

Your opponent's TN to be hit is lowered by 2 for each rank you have in the Leaping knack. In addition, you may add your rank in Leaping to your TN to be hit.

Master

At this level you can make two attacks as one action. Whether you use two different attack knacks or the same attack knack twice, they must be knacks taught by this School (i.e., knacks in basic curriculum skills or School knacks). These attacks may be against the same or different opponents. You may only use this ability once per round, however, and each attack suffers a -10 penalty.

Lorenzo

Country of origin: Vodacce

Weapons: Fencing sword

Basic curriculum: Dirty Fighting, Fencing

Swordsman knacks: Disarm (rapier), Pommel Strike (rapier), Twist (rapier), Exploit Weakness (Lorenzo)

A name that creates fear in everybody that understands its history and significance, the family of Lorenzo were perhaps the darkest personalities ever to grace Théah. Demon worshippers and summoners, poisoners, assassins, murderers; these are just a few of the names that this once great Vodacce family inspires. "Master swordsmen" isn't usually heard, but that is largely because people prefer to forget that this ancient style ever existed than because the Lorenzo family could not hold their own in a duel.

This School teaches the swordsman to wait for an opportunity and then to follow up on it to the maximum possible advantage, often waiting for several moments before suddenly leaping into action. It is a style that has been borrowed from in many ways by more modern fencers - Torres swordsmen have taken something of the Lorenzo's speed, but they apply it to defence rather than an attempt to kill. Even Veronica Ambrogia has used some of this style, in the twist which each swordsman uses when he strikes.

If this style has a weakness it would be that it tends to fall into a pattern. Anybody who has faced a Lorenzo Swordsman several times will soon recognise it and be able to exploit it by carefully parrying the correct blows to throw off their opponent.

Since this School is assumed to be lost, students do not automatically start with Swordsman's Guild

membership; instead they gain an additional rank in one of the School's Swordsman Knacks.

Mastery Levels

Apprentice

The student receives a Free Raise to Pommel Strike attempts.

Journeyman

For making Attack (fencing) attacks, you may act in phases up to your mastery level earlier than the phases shown on your action dice.

Master

Once per round, after making a successful Pommel Strike, you may immediately make a Throat Strike attempt against the same opponent. This does not require an action.

Ortega

Country of Origin: (Occupied) Castille

Weapons: Fencing sword

Basic Curriculum: Fencing, Scholar

Swordsman Knacks: Disarm (fencing), Feint (fencing), Lunge (fencing), Exploit Weakness (Ortega)

A priest of unorthodox disciplines, Padre Ramon Santiago Ortega was known for his philosophy of “pensamientos”, or deep thoughts, used to guide actions. He applied these proverbs most often within his eclectic university, which taught everything from theology to swordplay. After his assassination, his daughter and student, Inez Rodriguez Ortega, began an order of philosopher swordsmen to fight the Inquisition.

The concentrated discipline of the Ortega style of swordplay allows for impenetrable focus. No disciple of Ortega's is allowed to graduate if anything proves a distraction to him or her, as focus is the key to victory. Their studies provide for a calculating wit that gives their mind as much edge as their blades.

The narrow focus of an Ortega fencer allows more open minded opponents to use non-traditional techniques to pass as ‘distractions’, right through any defences.

Students of the Ortega School gain membership in the Swordsman's Guild for free.

Mastery Levels

Apprentice

“You must focus to be able to see the details.” You may choose to give up action dice in order to deal extra kept damage dice, should the blow cause damage. You may give up as many action dice as you desire, on a one-for-one basis. This must be declared before the

attack roll is made; if you miss, the sacrificed actions are wasted.

Journeyman

“To remember the words, you must remember the meaning.” By recalling just the right saying at the right time, an Ortega student can gain the inspiration to defeat his opponent. A journeyman may spend an action to concentrate and roll his Resolve + Philosophy, TN 20. Success grants a Drama Die usable only for this combat, with an additional Drama Die for each Raise called.

Master

“To master the blade, you must first master your heart.” When in a duel that involves something of great importance to him, an Ortega master can turn his emotions into deadly focus. If combat involves one of your backgrounds, all your attacks and Active Defences gain a number of unkept dice equal to the number of points in the background.

Pietro Monte

Country of origin: Vodacce

Weapon: Fencing sword

Basic curriculum: Athlete, Fencing

Swordsman knacks: Beat, Bind, Riposte, Exploit Weakness (Pietro Monte)

Many of the most well-known Vodacce fencing academies are associated with the country's noble families, teaching styles handed down from generation to generation like heirlooms. Members of less prominent families would often be denied admission to such Schools, but fortunately there are other options to choose from; a variety of smaller academies have existed alongside the more well-known Schools for many years. Among these stands the well-respected Pietro Monte School.

This (comparatively new) School has attracted a certain degree of notoriety due to its insistence on a secretive initiation ceremony for new apprentices; these men and women are made to promise to keep the exact nature of the ceremony a secret, and as yet none have broken this vow.

Perhaps in part due to the sense of mystery surrounding it, the Pietro Monte School is now one of the more popular of the smaller Vodacce fencing academies, and (it is rumoured) counts several notable personalities among its membership.

The weakness of the Pietro Monte School is the overconfidence engendered in its students. The School teaches that its techniques are so wholly superior to those of other Schools that practitioners of the style should rightly look down upon other fencing styles; in this way they can become careless, and opponents who are aware of this failing can deliberately make their attacks and parries seem amateurish, and thus gain an advantage.

Students of the Pietro Monte School receive membership in the Swordsman's Guild for free.

Mastery Levels

Apprentice

Students of the Pietro Monte School are known for the strength of their binds; when you use the Bind knack to trap an opponent's weapon, your opponent must take a number of raises equal to your Mastery Level to break free of the bind.

Journeyman

At this level of mastery, the Pietro Monte School teaches lightning-fast counterparries and disengages.

When using Riposte, you gain a bonus unkept die on your attack if the parry is successful, plus an additional unkept die for each Raise you took on your parry.

Master

Masters of the Pietro Monte style have been taught to use their renown to great effect, and may spend Reputation Dice to gain Drama Dice during combat.

You can spend two Reputation Dice (following the normal rules for using reputation) to gain a Drama Die, which must be used before the end of the combat or it is lost.

Schaller

Country of Origin: Eisen

Weapons: Axe

Basic Curriculum: Heavy Weapon, Pugilism

Swordsman Knacks: Beat (heavy weapon), Bind (pugilism), Corps-à-corps, Exploit Weakness (Schaller)

The Schaller Swordsman School is not taught as part of a disciplined curriculum as with many of the Schools that have formed in the Academies of Eisen. Instead it has been taught by the woodsmen, farm-hands and huntsman of the wild towns in Eisen. Most small communities have a handful of hardy workers trained in this style to defend the populace if beasts or raiders should seek to attack the farmsteads.

In essence the style is taught for those who simply want to be able to protect themselves from either bandit raids or attacks by wild monsters. The swordsman uses a heavy axe, usually held in one hand, and the off-hand fends off attacks and also punches out to catch an opponent blind-sided.

The axe is a vicious and brutal weapon, and those trained in Schaller seek to use it to down an opponent quickly, relying on its sheer weight to knock them down and out. At the same time the wielder can use it to block attacks and strike with the butt, which makes it very versatile.

Most users wear thick leather gauntlets to protect their hands whilst working, these double up though as they can be used to slap lighter weapons aside, or even to

grasp swords whilst the axe is swung round to crush and maul. The fist is an intricate part of this style and many have become unstuck when the axe is shifted into one hand and a heavy left hook thunders into a bandit's jaw.

The weakness of this school is fairly obvious; its adherents have many options open to them, and the choice of manoeuvre can often cause hesitation and indecision. These moments are simple to take advantage of as the student of a more rigid style is more certain of their next move, and thus often quicker. A fighter taught in the Schaller style, can find himself caught with a sudden blow whilst just switching to the next move.

The Schaller School does not give free membership to the Swordsman Guild; instead the student gains a free Rank in one of their Advanced Swordsman Knacks.

Mastery Levels

Apprentice

The first thing learnt is the ability to change the grip on a weighty axe and wield it with one hand. The Apprentice may wield an axe (using the Heavy Weapon skill) one handed without penalty.

Additionally, after an attack misses your Passive Defence you may make an immediate Attack (pugilism), Jab or Uppercut attack, but your TN drops to 5 until the end of the next phase in which you act.

Journeyman

The Journeyman is able to weigh his options and chose where to focus his efforts at each stage of the fight. Each round, the student gains a pool of kept dice equal to his mastery level. These dice may be spent on any single roll involving a knack taught by this School (that is, a Swordsman knack or a knack from a skill in the basic curriculum).

Master

At this level of skill the style really comes into it's own as the user is able to wield the blade with freedom and versatility. After you make an attack, you may give up your next action die to attack again immediately, but your attack must be from the Heavy Weapon or Pugilism skills, and cannot be the same knack used for the initial attack.

Subitus

Organisation: Available to members of the Rilasciare Guerrilla Alliance only

Weapons: Grenades

Basic curriculum: Arson, Bomb-making

Swordsman knacks: Arc (grenade), Fuses, Throwing, Trick Shooting (grenade)

Note: The Fuses knack is considered to be a basic knack for you.

The branch of the Rilasciare known as the Guerrilla Alliance has used grenades and other explosive devices from almost the moment they were invented. Recently, however, they have begun to develop and codify techniques for constructing and using grenades in the hope that they can be made safer for the grenadier.

The new School that developed out of this teaching was named Subitus by John Lachland, one of its pioneers, as a joke in poor taste.

This School is not accredited to the Swordsman's Guild. Instead, students gain a free rank in one of their swordsman knacks.

Mastery Levels

Apprentice

You have learnt special chemical mixtures which you can use when constructing grenades or bombs. The effects of these mixtures apply whoever uses the resulting device.

To create a grenade with these mixtures, follow the rules for creating a normal grenade or bomb and then roll Wits + Natural Philosophy against a TN of 25 to add the mixture.

Some sample mixtures you can use are:

Mixture	Effect
Blinding flash	This mixture uses magnesium to create a blinding flash of light when the device explodes. The flash can be coloured by adding certain chemicals to the mixture. Does 2k1 damage, and anyone within 20ft must make a Wits check or be blinded for 2k1 phases, losing 2 kept dice from all actions.
Deafening noise	By packing in more powder in a specific way, you can make the sound of explosion much louder. Does 3k2 damage, and anyone within 30ft must make a Wits check or be deafened for 2k1 phases, losing 2 unkept dice from all actions.
Incendiary	This mixture uses phosphorus to burn with an intense heat. Does 3k3 damage, and anything flammable within a 10ft radius is automatically set on fire, and takes damage each round until put out.
Smoke	Certain chemicals can be used to give off clouds of smoke. The smoke can be coloured by adding dyes to the mixture. Does not explode or do damage, but instead fills a 20ft radius with smoke for 2k1 rounds, giving two FR to Stealth checks. Combatants in the affected area gain +5 to PD, two FR to AD against melee weapons, and five FR to AD against missile weapons.

The chemicals used to create these mixtures cost 12G per grenade, and the equipment required (flasks, burners, tubing and so on, which can be reused) costs 50G.

Journeyman

When you light the fuse on a grenade or bomb, the GM rolls your mastery level in dice (which do not explode; 0s are treated as 0s rather than 10s). You are given the option of choosing which result you want to use for the length of the fuse, but you can specify only that you

want the shorter or longer result (or middle if you are a Master).

You gain a free rank in Fuses, which can raise it to rank 6. If it does not, you can later raise it from rank 5 to rank 6 by spending 25 XP.

Master

After using your Journeyman ability, you may make a Wits + Fuses check against TN 20. If successful, you know exactly how many phases are left before the device explodes.

Tejårmen

Country of origin: Vesten

Weapons: Warhammer

Basic curriculum: Blunt Weapon, Heavy Weapon

Swordsman knacks: Beat, Charge, Corps-à-corps, Exploit Weakness (Tejårmen)

Tejårmen is one of the ancient fighting styles of the Vestenmannavnjar raiders, kept alive today by a few isolated clans on the fringes of civilisation. It is a purely offensive style which uses the warhammer – not a subtle weapon by any means.

When the style was more prevalent, the use of metal armour was commonplace; the Tejårmen fighter used the weapon's weight to dent and buckle such protection, making it useless. As metal armour became less widespread, however, the Tejårmen style fell out of favour amongst the Vestenmannavnjar.

The primary weakness of the Tejårmen style is the lack of attention paid to self-preservation; traditionally, Tejårmen fighters are supposed to give no thought to wounds which would possibly maim or kill lesser men.

The style has not been brought before the Swordsman's Guild for sanctioning, and in any case the framework for teaching the style as a sanctioned School doesn't really exist, so Tejårmen students do not receive free membership in the Guild. Instead, they gain the Legendary Trait (Brawn) advantage.

Mastery Levels

Apprentice

If you are wielding your warhammer one-handed, you may spend an action to build up its momentum; your next action must be an attack using the Attack (blunt weapon) knack, which gains a Free Raise per mastery level.

Journeyman

Your attacks are so powerful that they cannot be parried; when you make an attack with a warhammer your opponent may not use any Parry knack as his defence knack.

Master

You have learned how to turn your opponent's strength against him; when you make a successful hit you may spend a Drama Die to add your opponent's Brawn (as well as your own, as normal) to the damage roll.

Velena

Country of origin: Vodacce

Weapons: Rapier, stiletto knife

Basic curriculum: Fencing, Knife

Swordsman knacks: Poison, Throw (stiletto), Touch (rapier), Exploit Weakness (Velena)

Note: Poison is considered to be a basic knack for students of the Velena School.

As told in the voice of Caesar Vestini, noted historian:

“The Ambrogia style was responsible for the decline of many lesser Schools. Among these was the Velena School, which was developed by the Serrano family during the height of their power. It used a rapier in the main hand, and a stiletto in the off. As one would expect, the Velena School made extensive use of poisons, which in many ways accounts for the low popularity of the School even before the rise of the Ambrogia School. First, the use of poison removes the Velena School from the realm of formal duelling, as it is not at all honourable, even in Vodacce, though I am sure that many of my readers believe that all things in Vodacce are settled with a poisoned knife. Second, without poisons of sufficient strength, the School is nearly useless, and only the Serrano possessed the knowledge and resources to truly make deadly use of the Velena style. Finally, the reliance of the Velena School upon poison, and the time a student had to spend studying poison, meant that no other skills were developed. There is no stop-thrust, for which the Villanova School is famous. No balled fist, as one sees in the Lucani, or daring lunge from the Bernoulli. Not even the feint, riposte or beat upon which so many modern Schools justly rely.

“However, with an understanding of poison, the Velena style was fearsome indeed. The Velena duellist has an almost supernatural ability to strike with such precision as to just barely cut the skin, allowing the poison to do its work. It was not uncommon to see a Velena duellist's opponent fall to the ground, screaming in pain, after only the barest of touches. The Velena duellist could also execute a surprising throw of the stiletto, striking an opponent at a distance at no great cost to himself, as the stiletto was not truly used for parrying. Finally, practitioners of the Velena style knew where their resources lay, and how to retain them. Many great swordsmen lost their lives after a critical disarm failed to remove their Velena-trained opponent's weapon for the picture.

“All of this being said, the Velena School's weaknesses are easy to spot; this was another source of unpopularity. Once a skilled swordsman realized that there was no special danger from any trick but the

touch, it became a simple matter to simply not get hit. Even the best Velena duellists were easily defeated by a quick half-blade beat, or a well placed pommel strike.”

Since the School uses poison, the Swordsman's Guild does not endorse it. Instead of membership in the Guild, students of this School gain a free rank in one of their swordsman knacks.

Mastery Levels

Apprentice

Velena swordsmen are trained to use the stiletto in the off hand, negating their off hand penalty with it.

Also, Velena swordsmen are taught to keep their weapons in hand at all costs; without their blades, the poison cannot work. The Velena duellist's mastery level x 3 is added to the difficulty of all attempts to disarm him.

Journeyman

The Seranno family, and by extension Velena duellists, were notorious for their skill with poison. At this level, the Velena swordsman receives a free rank in the Poison knack. This may raise it to rank 6, and if it does not, the swordsman may later raise it to rank 6 by spending 25 XP.

The Velena duellist may also, at this level, choose one poison to which he is immune.

Master

The Master of Velena makes his touches effortlessly; his Touch knack is increased from rank 5 to rank 6.

Because of his continued use of poison, he gains another free immunity, for a total of two.

Verlaine

Country of origin: Montaigne

Weapons: Two knives

Basic curriculum: Acrobat, Knife

Swordsman knacks: Flourish (knife), Riposte (knife), Whirl (knife), Exploit Weakness (Verlaine)

Verlaine is an energetic Swordsman School that emphasises continuous acrobatic movement as a means to overwhelm your opponent; students of this School are trained to somersault, cartwheel and roll around their foes, rarely staying still for more than a few seconds at a time. Students are taught to wield a pair of long knives, more suited to the School's energetic outlook than a fencing weapon or longsword. Verlaine Masters are taught a special manoeuvre known as the *Coup de Verlaine*, which is never taught to outsiders.

This School came about when a Montaigne knife fighter witnessed an apprentice Soldano duellist defeat a swordsman of much greater ability, purely on the strength of his School's barely-controlled flourishes and untiring athleticism. He began to wonder how

much more effective such a chaotic style might be with knives rather than rapiers, the lighter weapons allowing for a more acrobatic, almost theatrical style.

The major weakness of the Verlaine School lies in its dependence on movement; Verlaine fighters rarely stay in the same place for long. Those familiar with the style develop the ability to read their opponent's body language to discern where they are going to move, which gives them a certain advantage; if you know where your opponent is going to move, you know where the surprise attacks will be coming from – and more importantly you know where to make your own attack.

Verlaine is not currently sanctioned by the Swordsman's Guild, so students of the School do not automatically start with Guild membership; instead they gain an additional rank in one advanced knack from the Acrobat skill.

Mastery Levels

Apprentice

Apprentices of Verlaine are taught to use their acrobatic training to make flashy, exaggerated somersaults and dive rolls during combat to overwhelm their opponents and get into better positions. You can take an action to perform an acrobatic manoeuvre; test Finesse + one of your Acrobat advanced knacks against TN 20 (most commonly Leaping or Rolling, but other Acrobat knacks might also be appropriate). If you succeed, you get one Free Raise per Mastery Level to all Verlaine swordsman knacks and Knife knacks until the end of the round. This bonus is not cumulative for multiple acrobatic actions in the same round.

In addition, students of this School negate the offhand penalty when wielding two knives.

Journeyman

Verlaine Journeymen are taught that their acrobatics can give them an edge in combat.

Add your ranks in either Leaping or Rolling (whichever is higher) to your Active and Passive Defence when using Footwork, Balance or Parry (knife) as your defence knack.

Master

Masters of this School are taught the secret of the manoeuvre known as the *Coup de Verlaine*, in which the Verlaine Master spins towards his opponent to deliver a devastating dual knife thrust.

To employ this secret move, the Verlaine Master requires two actions (only one of which must be 'legal' for the current phase). He attacks using the Attack (knife) knack, causing one automatic Dramatic Wound on a successful hit before damage is calculated. He may call Raises for damage after making the attack roll. The opponent cannot Actively Defend against this attack.

This move can only be attempted once per Scene.

Since the *Coup de Verlaine* is a secret move, the Verlaine Master must ensure that any who experience it do not remember it; if his opponent is not Knocked Out by this attack, the Verlaine Master loses a Drama Die which is given to the GM.

Weiß

Country of origin: Eisen

Weapons: Fencing sword, buckler

Basic curriculum: Buckler, Fencing

Swordsman knacks: Beat (buckler), Bind (fencing), Feint (fencing), Lunge (fencing), Exploit Weakness (Weiß)

Gerhardt Weiß (pronounced 'vice'), an Eisen aristocrat and noted field general, held for years a reputation for being unbeatable in a duel. This invincibility, he maintained, was due to his wide range of fencing techniques. He claimed to have mastered every move it was possible to make with a rapier; while this assertion is almost certainly false, he undoubtedly knew a wider variety of moves than his peers.

In style, the Weiß School probably stems from the same ancient root as the Donovan School; the use of a buckler for defence, coupled with a fencing sword rather than a shortsword, makes for an effective (if utilitarian) combination.

Weiß's legacy has lived on in that the School named after him teaches more techniques than most other fencing academies; although this means that its students are slower to progress through its ranks than students of other Schools, they do have a wider assortment of choices open to them during combat. In some cases this can be a disadvantage; students who hesitate when selecting the most efficient move for a given situation will soon find themselves in difficulty.

Students of the Weiß School receive free membership in the Swordsman's Guild.

Mastery Levels

Apprentice

Since the Weiß School teaches five Swordsman Knacks rather than the usual four, it has no special Apprentice-level ability.

Journeyman

Note: Journeyman level is achieved when the student has at least four ranks in at least four of the School's five Swordsman Knacks.

When you make a called shot using Attack (fencing), you may add +1k1 to either your attack roll or your damage roll.

Master

Note: Master level is achieved when the student has five ranks in all five of the School's Swordsman Knacks.

You may make a quick slashing attack with your fencing sword which slows your opponent down.

Make an Attack (fencing) roll with two Raises; if this attack succeeds it deals only 1k1 damage, but your opponent loses his next action this round. This move may only be attempted once per round.

Wistinghausen

Country of origin: Eisen

Weapons: Unarmed

Basic curriculum: Bodyguard, Sentry

Swordsman knacks: Fortitude, Hook (barehanded), Reactions, Exploit Weakness (Wistinghausen)

In Eisen in 1582, during one of the internecine wars that dot that nation's history, an infantryman named Stefan Wistinghausen saved his company's general, and arguably the entire company as a result, from an assassination attempt. As a reward, the general granted Wistinghausen his leave from the army and suggested he should spend some time honing his techniques.

Wistinghausen worked for many years perfecting his style, and when he felt they were at an acceptable level he sought out his former general. After extensive demonstrations of Wistinghausen's abilities the general agreed to endorse the creation of a school in Siegsburg where Wistinghausen would teach others the art of the bodyguard.

Students are taught how to remain unremarkable while surveying crowds for potential troublemakers; they are taught how to intervene in a fight on behalf of their employers, taking hits in their place; finally, they are taught the most efficient ways to fight back. These three disciplines are the cornerstones of the Wistinghausen style, and they have saved the lives of countless employers.

The Wistinghausen School is now known across Théah for the quality of its graduates; those who attend the School can command large fees for their services. Indeed, the School is so prestigious and well-respected that many nobles employ a few elite Wistinghausen bodyguards in their service purely as a status symbol.

There is a serious weakness in the Wistinghausen style, and it is a deliberate one. The practitioner is so used to concerning himself with the protection of his employers that he often overlooks his own safety; opponents who encounter a Wistinghausen bodyguard can exploit this flaw.

The Wistinghausen style is not sanctioned by the Swordsman's Guild, so its students do not receive free membership. Instead they receive a free rank in one of their Swordsman Knacks.

Note: A character learning the Wistinghausen School can earn a monthly income of 25 G per mastery level for his services as a bodyguard.

Mastery Levels

Apprentice

You receive a Free Raise per mastery level to all Stand Watch rolls.

Journeyman

You may take an action to add a number of Defence Dice equal to your rank in the Interpose knack to a specified ally. Defence Dice are unkept dice used for the next Active Defence roll made by that ally. If they are not used by the end of the round, they are lost.

You cannot take another action to give the same ally additional Defence Dice. You can, however, specify a different ally, and the same ally can benefit from Defence Dice from more than one Wistinghausen bodyguard. The maximum number of allies who can benefit from this ability at the same time is equal to your Wits rank.

If you are Knocked Out, any unused Defence Dice granted by you are lost.

Master

At this level you gain a free rank in the Interpose knack. This can raise it to rank 6; if it does not, you can later raise it to rank 6 by paying 25 XP.

Wood

Country of origin: Avalon

Weapons: Shield

Basic curriculum: Heavy Weapon, Shield

Swordsman knacks: Beat, Corps-à-corps, Wall of Steel, Exploit Weakness (Wood)

The noted Avalon knight Sir Richard Wood was unfortunate enough to lose his right arm shortly after being knighted, but his energy and enthusiasm were undimmed. By dint of several years of hard work and perseverance he was able to develop a range of techniques to allow him to use a shield as an offensive weapon.

Although initially unimpressed, several of his fellow knights have recognised the worth of such techniques; many are experienced Donovan swordsmen who realise just how useful it would be to have such a style to fall back on in case they become disarmed. After two years of interest, Wood has finally agreed to open an academy to teach his style.

The School's weakness is, naturally, the unused right arm. Because of the lack of focus given to that arm, many students allow it to hang limply at their side, where it presents an easy target for an opportunistic foe.

Despite pressure from various Avalon nobles, the Swordsman's Guild has not yet decided whether to officially sanction the Wood School.

Mastery Levels

Apprentice

You treat a shield as a heavy weapon; as such you can make an attack with a shield as a 2k2 weapon using the Attack (heavy weapon) knack, or parry with it using Parry (heavy weapon).

In addition, you gain the Left-Handed advantage for free.

Journeyman

When carrying a shield in your left hand, you add your rank in Parry (shield) to your Passive Defence from the Parry (heavy weapon) knack. At Master level, this bonus increases to twice your Parry (shield) rank.

You add your rank in Attack (shield) to any attack or damage rolls made with a shield.

Master

You have learned to use your shield to unbalance your opponent by making an Attack (heavy weapon) with your shield taking a number of raises equal to your opponent's Brawn; if the attack is successful your opponent is unbalanced and suffers a penalty of two unkept dice on all his actions for 1k1 phases.

New Swordsman Knacks

Double-Kick

You have learned how to make a double kick; if you are faced by two opponents, you can leap into the air and kick both of them at the same time. Use this knack to attack, rolling separately for each opponent; the TN to hit each one is raised by 10, but if you succeed in hitting both of them (getting past their Passive and Active defences) you gain a Drama Die which lasts until the end of the combat.

Flourish

By taking an action, you may flourish your weapon (by spinning it round, or throwing it from hand to hand, for example); doing so allows you to make an Intimidate check using Panache + Flourish rather than Resolve.

Line

With this knack you can establish a defensive line or perimeter, which no opponent can cross without exposing themselves to attack.

Spend an action to set a line (by drawing a line on the ground with the tip of your sword, for example) by making a Resolve + Line roll against TN 20. If you fail this roll, you have failed to establish the line.

Once the line is established, you may not move from your position. You may attack and defend as normal, or you may choose to spend actions to strengthen your

line. You may abandon your line at any time; this does not take an action.

When a melee attack gets past your Passive Defence, you get a free Wits + Line Active Defence, with one Free Raise for each Raise you took to establish the line, plus one Free Raise for each action you spent strengthening the line. If this AD is successful you do 2k1 damage to your attacker, and your line is unbroken (i.e., you may continue to use it); if the AD is unsuccessful, the line ceases to be active. Your second Line AD for this line is subject to one Raise; if this is successful, your third Line AD is at two Raises, and so on.

Reactions

With this knack, your reflexes are so finely attuned to danger that you may make a Wits + Reactions check to be able to act when you would otherwise be surprised (for example, when ambushed). See the table below for details of the actions you may take.

Check result	Effect
25 or over	You may take all your actions as normal.
15 – 24	You may take one action.
Under 15	You cannot take any actions.

Touch

Touch is the ability to inflict one, and exactly one, flesh wound - just enough to let poison on the blade affect the target. The number of wounds cannot be increased with raises. When attacking with the Touch knack, the target number to strike an opponent is reduced by 5 (to a minimum of 5).

Twist

The student may add his rank in the Twist knack to damage rolls made with a blade. For example, Attack (fencing) can benefit from this knack, but Pommel Strike can not.

School Variants

Alternative Knack

Cost: 5, 6 or 8 HP

With this advantage you may swap one Swordsman Knack in a School you know for another knack.

To add a knack you already know (i.e., have at least one rank in) costs 5 HP. To add a knack you know a variant of – such as Feint (fencing) when you only know Feint (knife), for example – costs 6 HP. To add any other knack costs 8 HP.

Note: Buying this advantage does not give you an automatic rank in the knack.

Extra Knack

Cost: 8, 10 or 12 HP

With this advantage you may add an additional Swordsman Knack to a School you know.

To add a knack you already know (i.e., have at least one rank in) costs 8 HP. To add a knack you know a variant of – such as Feint (fencing) when you only know Feint (knife), for example – costs 10 HP. To add any other knack costs 12 HP.

Knacks added in this way are not counted when determining your mastery level in the School, but are otherwise treated as a part of the School.

Note: Buying this advantage does not give you an automatic rank in the knack.

Kata

Cost: 12 HP

You have supplemented your unarmed martial arts training with a weapon, and can use this weapon as fluidly as if it was part of your School's normal teaching.

To purchase this advantage you must know a School which teaches either the Hard Martial Arts or Soft Martial Arts skills, and does not teach any weapon skills. If you know more than one such School, you must choose which of them this advantage applies to.

Select a weapon; you get its corresponding skill for free if you do not already have it. You also gain the following benefits:

- You can wield the weapon and use the School at the same time.
- While you use the School you get a Free Raise per Mastery Level to each of the weapon skill's knacks.
- If the weapon is a one-handed weapon, you can wield one in each hand with no offhand penalty.
- If a School mastery level ability requires it, the weapon's skill is treated as being on the School's basic curriculum.

If you have two Kata for the same School, you gain the benefits for both of them when holding both weapons.

You get a 2 HP discount on a second Kata for the same School, and a 3 HP discount on a second Kata for the same weapon. These discounts are cumulative.

New Equipment

Avalon Greatbow

The greatbow is a refinement of the longbow. It is made with a more pronounced recurve, making it more difficult to pull but giving greater range.

Like other bows, a shot from a greatbow does 2k2 damage. The range of a greatbow is 200 yards, plus 20 yards for each rank the archer has in Brawn. There is no modifier for firing at targets at short range, but at long range the greatbow is at -10 to hit. Reloading a greatbow takes one action.

A greatbow costs 20 G.

Mace

A mace is a one-handed melee weapon, which uses the Blunt Weapons skill. It deals 2k2 damage.

Maces cost 8 G.

Warhammer

A warhammer is a bludgeoning weapon which has its origins with the ancient Vestenmannavnjar tribes. It is a rare weapon, no longer in common usage, although some are still found in ceremonial use.

Warhammers can be wielded one-handed or two-handed. To wield a warhammer one-handed requires the use of the Blunt Weapon skill (doing 2k2 damage); to use two hands requires the Heavy Weapon skill (doing 3k2 damage).

A warhammer usually costs 12 G.

New Rules

Actions and Initiative

When rolling for actions, roll a number of dice equal to your Panache trait; these dice explode if you are not currently Crippled. The results tell you which phases you may act in, as usual. The round begins with the highest numbered phase first, and works down towards 1. In this way, you are rewarded for acting quickly by having a high initiative total.

Abilities which would allow you to lower the results of your action dice now allow you to raise them by the same amount, and vice-versa.

Actions in phases over 10 indicate extremely fast reflexes and are considered to be over very quickly; as such they do not count towards the number of phases before a grenade explodes, for example.

Learning Combat Schools

As stated in the core rulebooks, learning a Combat School from your home nation costs 25 HP (50 XP), and learning a School from another nation costs 35 HP (80 XP).

Learning a School from a different geographic region (western Théah, the Crescent Empire, the Midnight Archipelago or Cathay) costs 45 HP (110 XP).

Collaboration

Heroes often work together when performing tasks. If multiple heroes combine forces on a task which benefits from them all working at once (deciphering an ancient document, for example, or bashing open a rusted door) they each make the roll as normal, with a +1k0 bonus for each person helping them. The highest individual result is taken as the result of the combined effort.

School Reference Chart

Nation	School	Weapon	Skills	Knacks
Avalon Highlands	Wood	Shield	Heavy Weapon, Shield	Beat, Corps-à-corps, Wall of Steel
	Campbell	Cannon; improvised weapons	Captain, Sailor	Attack (improvised), Gunnery, Parry (improvised)
	Kinross	Shortsword + knife	Fencing, Knife	Double-Parry, Line, Wall of Steel
Inismore	Lenaghan	Knife	Athlete, Knife	Reactions, Stop-thrust, Twist
	Alvarez	Fencing sword	Fencing, Spy	Beat, Disarm, Interrogation
Castille	Angelo	Pistols	Dirty Fighting, Firearms	Corps-à-corps, Parry (improvised), Pommel Strike
	Ortega	Fencing sword	Fencing, Scholar	Disarm, Feint, Lunge
	Schaller	Axe	Heavy Weapon, Pugilism	Beat, Bind, Corps-à-corps
Eisen	Weiß	Fencing sword + buckler	Buckler, Fencing	Beat, Bind, Feint, Lunge
	Wistinghausen	Unarmed	Bodyguard, Sentry	Fortitude, Hook, Reactions
Montaigne	du Bois	Fencing sword	Athlete, Fencing	Beat, Disarm, Feint
	Verlaine	Two knives	Acrobat, Knife	Flourish, Riposte, Whirl
Ussura	Banevsky	Unarmed combat from horseback	Dirty Fighting, Rider	Charge, Corps-à-corps, Kick
	Grigori	Spear	Polearm, Staff	Bind, Pommel Strike, Whirl
	Kazak	Sabre on horseback	Fencing, Rider	Beat, Lunge, Pommel Strike
Vendel Vestenmannavnjar	Janssen	Fencing sword	Fencing, Performer	Bind, Flourish, Tagging
	Tejårmen	Warhammer	Blunt Weapon, Heavy Weapon	Beat, Charge, Corps-à-corps
Vodacce	Lorenzo	Fencing sword	Dirty Fighting, Fencing	Disarm, Pommel Strike, Twist
	Pietro Monte	Fencing sword	Athlete, Fencing	Bind, Lunge, Riposte
	Velena	Fencing sword	Fencing, Knife	Poison, Throw, Touch
Cathay Han Hua	Chi Lin Mei	War fans	Exotic Paired Weapons, Soft Martial Arts	Bob & Weave, Power Block, Whirl
	Khimal Tiakhar	Lin Fu	Unarmed	Acrobat, Hard Martial Arts
	Inkawi	Throwing spikes	Exotic Thrown Weapons, Spy	Arc, Missile Defence, Pin
Crescent Empire Yilan	Capayim	Unarmed	Acrobat, Dirty Fighting	Corps-à-corps, Double Kick, Whirl
Midnight Arch. Marcina	Fenne	Throwing knives	Hunter, Knife	Pin, Pommel Strike, Touch
Rilasciare	Subitus	Grenades	Arson, Bomb-making	Arc, Fuses, Throwing, Trick Shooting

Contributors

Andy Aiken, Jason Aring (Vento), Alex Bero (Velena, Touch), Chris Cunliffe (Lorenzo, Twist), Andrew Peregrine (Mirage), Ken Rice (Kazak), Jon Stoner-Holk (Alvarez, Ortega, Unrequited Love, Ward), Simon Wray (Schaller, original Line implementation)

Playtesters

Lydia Laurenson, Helen Leonard, Chris Longhurst, Andrew Nunn, Alistair Duncan Pope, Lissa Snowdon, David Stoll, James Stuart