

SETTING

The setting is HarnWorld as published. All places, characters and situations are as described and defined by Harn canon. Fanon is at GM discretion. Sample [NPCs](#) and a [BESTIARY](#) are included, as well as a system to resolve larger conflicts: [LUST FOR BATTLE](#).

CHARACTER GENERATION

Character generation proceeds as in FATECore though there are some Harn-specific Skills and Extras. An alternative is to follow the HarnMaster process for defining the character's background, and using that to define aspects and any relationship between the characters.

ASPECTS

Each character has 5 Aspects: High Concept; Trouble; and three others that are determined as in FATECore. Some of the Harn-specific Extras require the character to allocate some of Aspect slots to reflect the Extra.

STUNTS & REFRESH

The character begins with one **Stunt** linked to one of their Skills, and a Refresh of 3. The character can then choose a 2nd & 3rd Stunt, each at the cost of 1 Refresh, which cannot go below 1.

Some Extras offer access to unique Stunts.

STRESS/CONSEQUENCES

The character **begins with 2 Physical and 2 Mental Stress Boxes**, with additional boxes dependent on skill choice.

Unlike FATECore, each character starts with **separate Physical and Mental Consequence slots**. These are re-christened to match the Harn setting as: **MILD; SERIOUS; & GRIEVOUS**. They can absorb only half the damage compared to FATECore: 1, 2 & 3 points of damage, respectively, to reflect the less heroic, more dangerous, nature of Harnic conflict.

The rules for the recovery from Consequences are as described in FATECore; the difficulty of treating them remains 2, 4 and 6, respectively.

A single **CRIPPLING** Consequence, able to absorb up to 4 points of *either* physical or mental damage, is included. Rules for its recovery are as in FATECore.

FATE IN HARNWORLD

Rules for [Natural Hazards](#), [Brute Force & Ignorance](#), [Encumbrance](#), [Lifting & Carrying](#), [Fear](#), [Extra Effort](#), and [Transgression & Atonement](#) are included.

SKILLS

The player begins with a skill pyramid that peaks at +4. Skills conform to the descriptions in FATECore, unless the entries below say not. Some skills are new, for the Harn setting:

- [ATHLETICS](#)
- [CONTACTS](#)
- [CRAFTS](#)
- [DECEIVE](#)
- [EMPATHY](#)
- [ENDURANCE](#)
- [FIGHT](#)
- [INVESTIGATE](#)
- [LARCENY](#)
- [MELEE](#)
- [MISSILES](#)
- [NOTICE](#)
- [PROVOKE](#)
- [RAPPORT](#)
- [RIDE](#)
- [RITUAL](#)
- [SCHOLAR](#)
- [STEALTH](#)
- [STRENGTH](#)
- [SURVIVAL](#)
- [WILL](#)

EXTRAS

Finally, there are five Harn-specific Extras, some of which include novel Stunts or applications of Skills:

- [RANK](#) (incl. [PRIVY PURSE](#))
- [SHEK-PVAR](#)
- [CLERICAL ORDER](#)
- [MILITARY ORDER](#)
- [SHAMAN](#)
- [PSIONICS](#)


Some of these Extras require the character to allocate some of these Skill slots to special skills linked to the Extra.


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SKILLS


ATHLETICS

The Athletics skill represents general level of physical fitness, mobility and ability to dodge.

 **Overcome:** Athletics can overcome obstacles requiring jumping, running, climbing, swimming, etc. Overcome actions with Athletics are used to move between zones in a conflict if there's an aspect or other obstacle in the way. A race or chase is an Athletics contest, until it turns into a contest of Endurance. It is also used when the objective is to stop others trying to get past by moving about in front of them.

 **Create an Advantage:** Leaping to higher ground, running fast enough to stay ahead of an opponent, or performing dazzling acrobatic manoeuvres in order to confound foes are potential advantages.

 **Attack:** It isn't an attack skill.

 **Defend:** It is the default defence against Fight, Melee, and Missile attacks.

Sample Athletics Stunts

Sprinter: Move two zones for free instead of one in a conflict without rolling, provided there are no aspects restricting movement, or gain +2 in a sprint race.

Body check: Use Athletics to charge an enemy at least two zones away, and hit them for physical damage. Even if the opponent defends successfully, the character can still move into their zone, so long as movement would otherwise have been unrestricted by an aspect.


Head for heights: +2 to create advantages with Athletics in any activity or chase across rooftops or a similarly precarious environment.

Roll with the blow: When succeeding with style on a defend action against an opponent's Melee/Fight attack, the character gains a scene aspect with a free invocation, as opposed to just a boost.


Cat's grace: Use Athletics instead of Stealth when moving while trying to avoid detection.

CONTACTS


This is about making and using connections with people and organisations. The longer a character lives somewhere the easier this should be so the GM may apply bonuses where the character is well known.


 **Overcome:** Any obstacle related to finding someone or something by asking on the street or discovering and using information networks.

Contacts can be used in contests with people seeking to create social disadvantages against the character, provided an information network can be brought to bear on the situation. It could also be used to keep someone from using Deceive or Contacts to disappear; or to interfere with Investigate attempts.

 **Create an Advantage:** Knowing the perfect person to talk to is usually a way to create story details which can be represented by aspects such as *The Best Smith in the Shire*. Also, advantages that represent what is being said about a particular individual, object, or location. These aspects almost always deal with reputation more than fact, such as *Known as a Vicious Thug* or *Notorious Swindler*. Whether the person lives up to their reputation is anybody's guess, though that doesn't invalidate the aspect – people often have misleading reputations.

Contacts could also be used to create aspects when planting information or getting information that might help in a later conflict.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't an defence skill.

Sample Contacts Stunts

Ear to the ground: Whenever someone initiates a conflict in a locale where the character might have got a tip off about it, they roll Contacts against a difficulty of 2. Success and they automatically go first in the conflict because they knew it was coming.

Rumourmonger: +2 to create an advantage when planting vicious or untrue rumours about others.


Weight of reputation: If the character has an appropriately sinister aspect then use Contacts instead of Provoke to create advantages based on the fear generated by that reputation or their shady associates.


Destroy reputation: Spend a Fate Point to use Contacts instead of Provoke to inflict mental stress by attacking social status/emotional health.

Friend in every port: Overcome 6 minus local market size to find someone who owes a favour. Success with style and they'll take significant risks to help the character.

CRAFTS


Crafts measures practical ability and its level reflects relative mastery. Apprentices are typically +1, Journeymen +2 or +3, and Masters at least +3.


 **Overcome:** Crafts allows things to be built, broken or fixed, presuming sufficient time and tools. Crafts often comprises one part of a complex challenge. Often time pressure characterises overcome actions with greater success allowing earlier completion.


 **Create an Advantage:** Crafts can create an aspect on an object the character makes, and could be declared long after it was made if it made narrative sense. It can also be used in place of Notice in spotting some flaw in a made object.

Creating advantages can also take the form of quick and dirty sabotage or jury-rigging on mechanical objects in a scene. It might create a **Makeshift Pulley** to help get over a wall, or throw something into the ballista to give it **Proned to Jamming** reducing its chance of hitting.

Only the Specialist stunt brings knowledge of the theory behind a craft.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't an attack skill.

 **Special:** Crafts can treat physical consequences by stitching wounds and setting bones, etc.

Sample Crafts Stunts

Specialist: Choose a particular specialism from among the many 'practical' guilds and unguided trades of Harn, including metalcrafter, mason, clothier, seaman, etc. The character gains a +2 to all Craft rolls relating to that particular sphere of expertise.


Always making useful things: Whenever a situation demands a certain object, tool or artefact, make an overcome roll to declare that it is on hand, or can be jury rigged from what's available. Success with style adds a boost to the item.

Better than new! Succeed with style on an overcome action to repair something and gain an aspect instead of just a boost.

Hogtie: Use Crafts to create a **Hogtied** (or similar) advantage on someone, allowing the character to actively oppose any overcome rolls to escape the hogtie with their Crafts, even if they're not present.


DECEIVE

Deceive is the skill used to lie and misdirect.

 **Overcome:** Deceive is used to bluff a way past someone or to give a false impression. This often happens in situations where the stakes aren't high enough for a contest, but a roll will determine if things get complicated or not. More complicated confidence tricks might be a contest involving a layered series of deceptions to achieve the goal. Deceive can also contest efforts made to discern true motives with the Empathy skill, and throw off Investigate attempts with false information.


Deceive is the skill used to determine if a disguise works, whether on the character or someone else, though time &/or supplies may be needed to avoid a penalty. Imitating someone of higher Rank will increase the difficulty.


Deceive also enables characters to perform small tricks of sleight-of-hand and misdirection.

 **Create an Advantage:** Deceive can obtain information from someone by making them believe the questioner is trustworthy. This is more likely to generate story details than an aspect, but if the information represents a tangible advantage, it might generate an aspect.

Deceive can create an aspect of a false impression or cover story.

Deceive can apply to creating distractions, momentary bluffs, any other form of misdirection, or combat feints rendering an enemy **Off-Balance**.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't a defence skill.

Sample Deceive Stunts

Lies upon lies: +2 to create a Deceive advantage against someone who has already believed a lie during this session.

Mind games: Use Deceive to make mental attacks against an opponent, provided the character has some form of leverage in the form of an Aspect representing the opponent's weakness.


One person, many faces: Spend a Fate Point to declare that they've met a person before but under a different name and identity. Add an aspect to represent the cover story, and use Deceive in place of Rapport whenever interacting with that person.

Master of disguise: Spend a Fate Point to use found objects to create an 'instant' disguise aspect with a free invoke.


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EMPATHY


Empathy involves knowing and being able to spot changes in a person's mood or bearing. It's the emotional equivalent of the Notice skill.


 **Overcome:** Empathy can be used to overcome obstacles related to social difficulties. It can be used to sense the atmosphere in a scene, spot some small tick or concealed intention, catch a change in attitude or gain an insight into someone's intent.


This is the skill used in a contest against Deceive, allowing lies to be pierced to see the true intent or against those creating social advantages with Contacts.

 **Create an advantage:** Empathy can read a person's emotional state and get a general sense of who they are, presuming there is some contact with them. Often it is used to assess the aspects that are on another character's sheet or, sometimes, to create new aspects, especially on an NPC. If the target is aware that they are being read then they can contest with Deceive or Rapport.

Empathy can also discover what circumstances will allow mental attacks on someone, figuring out their weaknesses and breaking points.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't a defence skill.

 **Special:** Once per session Empathy can be used to reduce a character's mental consequence from grievous to serious (vs. +4), serious to minor (vs. +3), and minor to nothing at all (vs. +2). This requires at least half an hour of conversation and can't be used on the character themselves.

Sample Empathy Stunts

Good listener: natural practitioner of the 'talking cure': +2 treat mental consequences.


Nose for trouble: Use Empathy instead of Notice to determine initiative in a conflict, provided the character has already had a chance to observe or speak to those involved during this scene. The GM may require an overcome roll if the character is making a snap decision without 'taking the temperature' of the scene.

Eye of truth: +2 to all Empathy rolls made to discern or discover lies, whether they're directed at the character or someone else.


Discerning eye: +2 when creating advantages based only on the 'look' of another character.


ENDURANCE


The Endurance skill represents the character's capacity to keep going in difficult circumstances.


 **Overcome:** Endurance can overcome any obstacle that is intended to present a challenge to the character's capacity to survive in uncomfortable or challenging circumstances. This includes contests such as marathons, or other endurance-based challenges, including opposition to attempts to torture information from a character. Endurance can provide active opposition to someone else's action where it is the time that the character can maintain their opposition that matters.

It is Endurance that allows a character to resist the impact of thirst or other environmental challenges. It includes the ability to stay awake when those around them are dropping with tiredness.

 **Create an Advantage:** Endurance creates advantages where the ability to maintain pressure or resist tiredness longer than the opponent matters. It might also be used to discover physical impairments of an opponent such as *Lacking Stamina*.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't a defence skill.

 **Special:** +1/+2 Endurance adds a 3-point stress box. +3/+4 Endurance adds a 3- and a 4-point stress box. +5 Endurance adds these stress boxes PLUS an additional mild physical consequence slot.

Sample Endurance Stunts


Absorb the blow: Use Endurance to defend against Melee/Fight attacks though the character takes +1 Hit on a tie.


Hard as nails: Once per session spend a Fate Point to reduce the severity of a serious physical consequence to mild, or remove a mild consequence all together.


Is that your best?: Once per scene when the character takes physical damage, they may spend a Fate Point to immediately inflict an equal amount of mental damage on their attacker, to whom they appear invulnerable (even though they aren't).


FIGHT


Fight covers all forms of unarmed close quarter combat, including use of clubs, staves and other improvised weapons.


 **Overcome:** It might be used in a boxing or wrestling demonstration, or to participate in some kind of regulated bout or contest.


 **Create an Advantage:** Any number of advantageous special moves can be created such as a targeted strike or a positional advantage etc. Fight could even be used to assess another fighter's style, spotting weaknesses to be exploited.

 **Attack:** Fight can only attack opponents in the same Zone.

 **Defend:** Fight can be used in place of Athletics to defend against Fight or Melee attacks, as well as almost any action in a close quarter struggle. It cannot defend against Missile attacks.

 **Special:** The attacker adds +1 per point of SIZE difference to hit a larger target, and -1 per point of SIZE difference to hit a smaller target.

 **Special:** If the attacker hits they subtract 2 shifts of damage per point of SIZE difference against a larger target, and add 2 shifts of damage per point of SIZE difference against a smaller target.

 **Special:** If the attacker hits and their Weapon/Unarmed Impact exceeds the target's Armour then +1 shift to damage. If less than the target's Armour then -1 shift.

Sample Fight Stunts

Haymaker: Success with Style in a Fight attack creates the *Dazed* aspect on the target and grants a free invoke, instead of just a boost.

Bar-Fighter: Gain +2 to create advantages involving improvised weapons, bottles, chairs etc.

Dirty-Fighter: Spend a Fate Point to increase the harm done by a successful attack so that any Stress is converted to a Mild Consequence, Mild becomes serious or serious becomes Grievous related to a very painful blow to kidneys or gonads, or an eye gouge etc.


Grappler: Can spend a Fate Point to allow any successful Fight attack to create the boost *Incapacitated* on an opponent with a single free invoke.

Counterstrike: If a character uses Fight to defend against Melee/Fight and Succeeds with Style, they may apply +2 hits rather than take a boost.


Great Blow: Whenever a character uses Fight and succeeds in an attack, they automatically inflict 2 extra hits due to the power of the blow.


INVESTIGATE


Investigate is the skill used to find things out, involving concentrated effort and in-depth scrutiny, while Notice is situational alertness and surface observation.

 **Overcome:** Obstacles are usually things that are hard to uncover for some reason: analysing a scene for clues; searching a cluttered room for an item; pouring over an old tome to find a vital passage.

Racing against the clock to collect evidence before others arrive or disaster occurs is one way to use Investigate in a challenge.

 **Create an Advantage:** Investigate is one of the most versatile skills that can create an advantage, because as long as there's time, just about anything about anyone, anything or anywhere, can be discovered. Likewise, it provides a lot of power to declare aspects about nearly anything that a character could reasonably unearth by, for example, looking for clues in a scene, examining records, verifying the truth of a piece of information, conducting surveillance, and researching a cover story.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't a defence skill.

Sample Investigate Stunts

The power of deduction: Once per scene the character can spend a Fate Point (and a few minutes of observation) to make an Investigate roll representing their potent deductive faculties. They may discover or create an aspect on either the scene or the target of the observations for each shift, though only one may be invoked for free.

Attention to detail: Use Investigate instead of Empathy to defend against Deceive in contests. What others discover through gut reactions and intuition can be learned through careful observation of the attacker.


Eavesdropper: When using Investigate to create an advantage by eavesdropping on a conversation, the character can discover or create one additional aspect though this one doesn't get an extra, free, invocation.


Eye for detail: When using Investigate to create an advantage by direct observation, the character can discover or create one additional aspect though this one doesn't get an extra, free, invocation.


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LARCENY

Larceny is the aptitude for stealing things, getting into places they shouldn't, and anything else that's 'illegal'.

 **Overcome:** Larceny allows the character to overcome any obstacle related to theft or infiltration. Bypassing locks and traps, pickpocketing and filching, covering their tracks, and other such activities all fall under this skill.

 **Create an Advantage:** A character can case a location with Larceny, to determine how hard it will be to break into, and what kind of security to expect, as well as discovering any vulnerabilities it might have, or create vulnerabilities others could exploit. They can also examine the work of other thieves to determine how a particular heist was done, and create or discover aspects related to whatever evidence was left behind.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't a defence skill.

Sample Larceny Stunts

Specialist: Choose an aspect of illegality such as pickpocket/cutpurse, breaking and entering, or trailing a target. Gain +2 on rolls relating to the specialism.


To catch a thief: Spend a few minutes to enhance the security of a door, secure a cupboard or chest, or even set a small and devious trap. Whenever someone tries to break through the enhancements put in place their Larceny is resisted by the character's Larceny skill, even if the character isn't there.


Connected: Use Larceny in place of Contacts to overcome 6 minus local market size to find a local representative of the Lia-Kavair who owes a favour. Success with style and they'll take risks too

You're never safe: The character can use Larceny to make mental attacks and create advantages against a target by staging a robbery or infiltration in such a way as to shatter their confidence in their precautions.


MELEE


Melee skill covers armed close-quarter combat.


 **Overcome:** It might be used to display fighting prowess in a demonstration, or to participate in some kind of regulated bout or fencing contest.


 **Create an Advantage:** Any number of special moves can be covered with advantages, such as a targeted strike or disarming. Melee could even be used to assess another fighter's style, spotting weaknesses.

 **Attack:** Physical attacks in the same zone, with any weapon but improvised ones, use Melee.

 **Defend:** Melee is used to defend against any other attack made with Melee/Fight. It cannot defend against Missile attacks.

 **Special:** The attacker adds +1 per point of SIZE difference to hit a larger target, and -1 per point of SIZE difference to hit a smaller target.

 **Special:** If the attacker hits they subtract 2 shifts of damage per point of SIZE difference against a larger target, and add 2 shifts of damage per point of SIZE difference against a smaller target.

 **Special:** If the attacker hits and their Weapon Impact exceeds the target's Armour then +1 shift to damage. If less than the target's Armour then -1 shift.

Sample Melee Stunts

Master of [Weapon]: Gain a +2 bonus to create an advantage using Melee when fighting with the type of melee weapon mastered e.g. swords, maces, spears, etc.

Heavy hitter: Success with Style generates an aspect with a free invoke, instead of just a boost.

Two-weapons: When attacking with two weapons accept -2 to all Melee rolls but, when successful inflict +2 hits to the target.

Hurled [Weapon]: Melee is used instead of Missiles to throw a melee weapon into adjacent zones. Doing so puts the **Disarmed** aspect on the character, but no one gets to invoke it for free.

Critical hit: Once per scene, when an opponent is forced to take a consequence, the character can spend a Fate Point to increase the severity of the consequence from minor to serious, serious to grievous, or grievous to grievous PLUS a second consequence, or be taken out.

Hidden weapon: Whenever hit with a **Disarmed** aspect, spend a Fate Point to declare the presence of a hidden dagger. The **Disarmed** aspect is ignored but the opponent gets a boost instead, representing the momentary distraction of drawing the dagger.

Counterstrike: If a character succeeds with style, using Melee to defend against Melee/Fight they are allowed to choose to inflict a 2-shift hit rather than take a boost.

MISSILES

Missiles covers use of all ranged weapons.



Overcome: Demonstrating ability in non-conflict situations and missile contests.



Create an Advantage: Missiles can be used to perform trick shots etc. It might even be possible to disarm people or pin their sleeves to walls! It could lay down heavy covering fire which might act as a defence for allies or a way to provide opposition to an opponent's movement.



Attack: This skill makes physical attacks up to two zones away, depending on the missile weapon used.



Defend: Missiles can't be used to defend.



Special: The attacker adds +1 per point of SIZE difference to hit a larger target, and -1 per point of SIZE difference to hit a smaller target.



Special: If the attacker hits they subtract 2 shifts of damage per point of SIZE difference against a larger target, and add 2 shifts of damage per point of SIZE difference against a smaller target.



Special: If the attacker hits and the missile's Impact exceeds the target's Armour then +1 shift to damage. If less than the target's Armour then -1 shift.

Sample Missiles Stunts

Master of [Weapon]: Gain a +2 bonus to create an advantage using Missiles when fighting with the type of missile weapon mastered e.g. bows, slings, javelins, thrown axes, thrown knives etc.

Called shot: During a conflict, a character can spend a Fate Point and declare a specific condition that will be inflicted on a target. If the attack succeeds place the condition on them as a scene aspect, such as *Shot in the Sword Arm*, in addition to applying stress to them.

Critical hit: Once per scene, when an opponent is forced to take a consequence, the character can spend a Fate Point to increase the severity of the consequence from minor to serious, serious to grievous, or grievous to grievous PLUS a second consequence, or be taken out.

Fast hands: Use Missiles instead of Notice to determine initiative in any physical conflict where shooting quickly would be useful.

Arrow storm: Whenever a character uses a bow and they succeed in a Missiles attack, they automatically create a Fair (+2) opposition against movement in that zone until their next turn because of all the arrows in flight.

NOTICE

Notice represents a character's powers of observation and ability to pick out details at a glance. Notice is very rapid compared to Investigate: the details are more superficial, but require less time to find.



Overcome: Notice can be used in a contest against Stealth and in avoiding an ambush, or to discover an observer. It can also be used to notice something in a scene, hear a faint sound, spot a concealed weapon etc.



Create an Advantage: Notice creates aspects based on direct observation: looking over a room for details that stand out, finding an escape route in a debris-filled building, noticing someone in a crowd, etc.

Notice could declare that something is spotted that can be used as an advantage in a situation, such as a convenient *Escape Route* or a *Subtle Weakness* in the enemy's line of defence. It could spot a puddle on the floor next to an opponent in a barroom brawl that might become *Slippery Floor*.



Attack: It isn't an attack skill.



Defend: It isn't a defence skill.



Special: Notice defines the order in which characters act in a physical combat. If Notice ties then use Athletics; if Athletics ties, then roll a die.

Sample Notice Stunts

Danger sense: At the start of any physical conflict that would normally be a surprise for the character, they can make a free Notice roll to create an advantage based on the fact that they aren't as surprised as the enemy thinks they should be.

Keen hearing: +2 on Notice rolls made to overcome based on hearing.


Keen eyesight: +2 on Notice rolls made to overcome based on visual perception.


Reactive shot: Use Notice instead of Missiles to make quick, reactive shots that don't involve a lot of aiming. However, because they are knee-jerk reactions the target cannot be confirmed before taking the shot. The character might be able to shoot at someone they see moving in the bushes with this stunt, but they won't be able to tell if it's friend or foe beforehand.

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PROVOKE

This is the ability to provoke fear, anger, shame, etc. in others, including using fear and the threat of violence to intimidate, dominate or manipulate them. It requires some kind of justification that could come entirely from the situation; because of an aspect that's appropriate; after creating an advantage with another skill (like Rapport or Deceive); or learning a target's aspects (using Empathy). Emotionless targets are immune, and it's also hard to Provoke while bound and gagged!


 **Overcome:** Provoke is used to frighten someone into acting as desired.

 **Create an Advantage:** Use Provoke in a contest against Will to get information, in the form of an aspect, or reveal a target's aspect(s) by seeing how they respond to Provoke.

Also allows characters to unnerve an opponent in a conflict, force them into a defensive posture, startle them, or otherwise use an intimidating presence to create an advantage. It allows particular threats or circumstances to be created in the scene to enhance the effect, like brandishing a weapon or reminding the target that they're isolated.

 **Attack:** Provoke can cause mental stress when used to attack the confidence and resolve of an opponent. The relationship with the target and the situation determine whether or not Provoke can be used. However, Provoke doesn't require an Empathy roll to know how to get to an opponent beforehand – negative emotion is a universal enough language that, in the right situation, a mental attack can be made.

Not all attacks with Provoke have to involve intimidation or domination – it could equally provoke uncontrolled, negative emotional responses like anger or loss of composure.

 **Defend:** It isn't a defence skill.

Sample Provoke Stunts

Armour of fear: Use Provoke to defend against Melee/Fight attacks, but only until receiving stress in a conflict, which demonstrates vulnerability.


Torturer: +2 to Provoke attacks made to cause mental stress, provided the implements of torture are at hand and could be used against the target.

Enough talk! Use Provoke instead of Melee/Fight to attack in the first round of a physical conflict.


Fear me! Use Provoke to overcome in contests that normally need Endurance, whenever the ability to overawe an opponent with the force of their presence alone would be a factor.


RAPPORT


Rapport is about influencing people and getting them onto the character's side. Unlike Deceive, it relies on honest appeals and natural charisma, but that doesn't mean the target isn't still being manipulated.

 **Overcome:** Like Deceive and Provoke, Rapport gets things out of people, e.g. convincing a guard to ignore something, flattering a guildsman, winning over the tavern locals, or calming down an otherwise tense situation.

Use Rapport in contests against Rapport or Deceive. Talking their way out of situations or turning hostile words against the opponents. As long as the situation is verbal in nature, it can be used against Provoke too.

 **Create an Advantage:** Use Rapport to get information out of someone by seeming to be a trustworthy individual. While this will more often result in story details, if the information has a tangible benefit it might represent an aspect such as *Talkative* or *Helpful* on the target.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't a defence skill.

Sample Rapport Stunts

I have studied you: +2 to Rapport rolls made against a target that the character has been able to prepare to meet.

Haggle: +2 to the use of Privy Purse to buy things.

I know you: Once per scene, on meeting someone for the first time, make a Rapport roll against difficulty of 2 to declare that they are known and on good terms. Add that aspect to the target but with no free invoke.


Orator: +2 to Rapport when seeking to sway a crowd through an inspiring speech. If there are named NPCs or PCs in the scene, then the roll is opposed.


Braggart: Use Rapport instead of Provoke on first meeting someone to create an advantage based on the intimidating demeanour they display.

Court crony: Gain a +2 bonus to any attempt to overcome obstacles using Rapport when they are at a noble function, such as a royal hunt or Baron's tourney.


RIDE


This is the ability to ride a horse (or another culturally appropriate animal), or drive wagons and carts. The GM may limit access to the skill to those of sufficient Rank.

 **Overcome:** Ride replaces Athletics when mounted or when driving a wagon/cart. It is used to successfully accomplish movement in the face of difficult circumstances, like rough terrain, small amounts of clearance, or jumping etc. It is used in chases and races.

 **Create an Advantage:** Most things that apply to Athletics also apply to Ride. Additionally Ride can be used to determine the best way to get somewhere using an animal, and might reveal features of the route that get expressed as aspects, or declarations. It can deliver bursts of speed.

Advantages created using Ride can mean getting good positioning, attempting difficult jumps or turns, or putting an opponent at a disadvantage.

 **Attack:** It isn't an attack skill (though the Charge! Stunt makes it one).

 **Defend:** It is the default defence against Melee/Fight or Missiles when mounted or driving.

Sample Ride Stunts

Hard to shake: +2 to Ride whenever creating an advantage during a pursuit of another rider/wagon.

Like the wind: +2 to Ride bonuses when using overcome and speed matters above all else.

Charge! Use Ride (and the mount) to attack another character by charging them. This includes jousting. There's inherent danger in taking this action. Unless the result is success with style, the mount gets a scene aspect representing the damage done to it. Failure or a Tie requires the mounts lowest consequence slot to be filled instead! That could result in a fall and stress being applied to the character.

Animal ken: The character can use Ride as if it were Empathy when 'communicating' with domestic animals. It also allows Rapport or Provoke, but can only communicate basic ideas and simple directions. Spend a Fate Point to use this stunt on wild animals for the rest of the scene.


The whistle: The character can spend a Fate Point and whistle for their mount (which they have to have owned for a while) to arrive 'just in time'.


RITUAL


Religion pervades all Lythian cultures and societies. Most folk share a common set of pantheistic beliefs. They largely agree on the same story of creation, accept the existence of the deities, but mostly worship only one.


A player character may indicate that religion is important to them by taking the Ritual skill. Ordained priests gain access to a special Stunt and should also take the Clerical Extra.

The Ritual skill is about knowledge of a particular church, theology or faith and must state which deity/church/theology it relates to. Theological scholars may take multiple specialisms in Scholar to reflect scholarship about a number of churches and take Ritual in only the religion they believe in. Ordained Priests make use of Ritual every day in marriage and death rites, as well as to conduct church services.

 **Overcome:** Use Ritual like Scholar, to overcome any obstacle that requires some specific knowledge to achieve a goal. This might include understanding a relevant religious text, remembering a parable, reading a temple script or understanding the language used in services. It could also be used in a theological debate or other contest of knowledge.

 **Create an Advantage:** Ritual provides a lot of very flexible opportunities to create advantages, provided the subject in question falls within its limits. It can provide a story detail; some obscure piece of information that is uncovered at the right time. If that information offers an edge in a future scene, it might take the form of an aspect.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't a defence skill.

Sample Ritual Stunt

Divine intervention: Any ordained priest *must* take this as one of their 'free' Stunts, but a lay believer can also take it so long as no other skill is higher than Ritual. If that changes they must replace this stunt with another one, until Ritual returns to primacy.


The character spends a Fate Point and makes a Ritual roll to Create an Advantage in keeping with the tenets of their god (see below). This could be as simple as a Laranian **Bless the Faithful**, or and Agrikan **Burn the Unbelievers**. Alternatively, as gods often work in mysterious ways, the priest could seek divine inspiration to reveal a hidden Aspect when they need it.


Any free invokes can be passed to another character to exploit. Equally another character of the same faith could donate the Fate Point needed to power the Divine Intervention in the first place.


FATE OF HARN 10


SCHOLAR


The Scholar skill reflects knowledge of the world and intellectual capacity.

 **Overcome:** A character can use Scholar to overcome any obstacle that requires applying the knowledge that they have to achieve a goal. They might roll Scholar to decipher some ancient language on a tomb wall, because the character might have learned something of it in their studies. Scholar is applicable whenever it is important to know if they can answer a difficult question, and where some tension exists in not knowing the answer.

 **Create an Advantage:** Like Investigate, Scholar provides a lot of very flexible opportunities to create advantages, provided the character can research the subject in question. More often than not, they'll be using Scholar to get a story detail, some obscure bit of information that they uncover or know already, but if that information gives them an edge in a future scene, it might take the form of an aspect. Likewise, they can use Scholar to create advantages based on any subject matter the character might have studied, which also offers the GM an opportunity to encourage players to contribute details to the setting.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't a defence skill.

 **Special: Languages** - Scholar determines the range of languages spoken and character literacy. All players begin able to speak their native language with a degree of sophistication appropriate to their Rank. A character can make themselves understood in any language from within the same language family but with +1 to difficulty rolls, if needed. The sophistication in the related language is also judged as if they were -1 in Rank.

A character cannot make themselves understood in any language from outside their language family. A Numec traveller could get by in Falani or Korlic, but not in Harnic; managing with the odd word and gestures!

Each level of Scholar grants the player a choice of **either** native speaker skill in a language from outside the character's language family **or** removes the penalty to communication using other languages within the language family **or** grants use of a script associated with a language they know (usually starting with their native script).

A language **can** be picked up or improved by immersion in the relevant culture, but only if the GM agrees that the player can use a milestone to increase Scholar. This reflects the fact that immersion broadens

knowledge and understanding of the world, as well as language use.

Harnic Language Families & Scripts

Lakise is the principal script for speakers of Jarind languages, other than speakers of Jarinese who use Runic. Runic is also learned by speakers of Ivinian and Harbaalese, though Lakise is more popular among other speakers of Phari languages. Azeryani's tend to write using Ayaran, as do those peoples who were once part of their Empire. While Ayaran is also the classical script of the Korlic coast, the other speakers of the Numer family of languages write in Hekori.

'Kantal'

The roots of the Chelembian 'trade language' are in Haarbaler, so Ivinians, Chelembians and characters from Palithane and Trierzon add it to their language family.

However, it has been enriched by a number of other languages from across NW Lythia. It therefore allows communication (at +2 to difficulty and -2 Ranks of sophistication) between any native speaker of a Jarind, Pharic, Azeri, or Hepeka language.

Sample Scholar Stunts

Specialist: Choose a specialism from among the many 'academic' guilded and unguilded professions and trades, including litigant, cartographer, pilot, military strategist, arcanist etc. The character gains a +2 to all Scholar rolls relating to that particular sphere of expertise.

Physician: This stunt allows Scholar to be used to treat all physical and, at GM discretion, mental consequences.

I've read about that: Spend a Fate Point to use Scholar in place of any other skill for one roll or exchange, provided they can justify having read about the action they are attempting.


Shield of reason: Use Scholar to defend against Provoke attempts, provided the GM can be convinced that rational thought and reason could overcome fear.

Mercantile genius: Use Scholar whenever the character creates an advantage that represents a return on investments made, and invoke that aspect for free one additional time.


Linguist: Use of Scholar ignores the +1 to difficulty and -1 Ranks of sophistication penalty to speak any language within their language group.


STEALTH


The Stealth skill allows characters to avoid detection, by hiding in place or moving about unseen.

 **Overcome:** Use Stealth to get past any situation that primarily depends on not being seen: sneaking past sentries, hiding from a pursuer, avoiding leaving evidence somewhere, etc.

Stealth is the opposition in a contest when Notice is being used to spot a character or to throw pursuers off the scent in a pursuit or Investigation effort.

 **Create an Advantage:** Use Stealth to create aspects on a stealthy character, setting them up in an ideal position for an attack or ambush in a conflict. That way, they can be *Well-Hidden* when the guards pass by, or *Hard to Pin Down* if fighting in the dark.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't a defence skill.

Sample Stealth Stunts

Lost in a crowd: +2 to any Stealth rolls made to lose themselves in a large crowd of people.


Vanish like Naveh: Once per scene the character can spend a Fate Point to roll Stealth and 'vanish'. When 'vanished', they can't be targeted by attacks or attempts to create advantages against them unless the attacker first beats their Stealth roll with a Notice roll. The effect ends when the character's next turn starts, or if someone beats their Stealth roll.

Slippery target: Provided they're in darkness or shadow, they can use Stealth to defend against Missile attacks from enemies that are at least one zone away.


The hidden blade: A character can use Stealth to make a physical attack provided the target isn't already aware of them or thinks they are unarmed.


STRENGTH


The Strength skill represents the character's raw physical power.


 **Overcome:** Strength can overcome any obstacles that require the application of brute force, such as a blocking aspect on a zone, or other physical barrier, like prison bars or a locked door. Strength is used in arm-wrestling matches and other similar contests of physical prowess.

Strength can provide active opposition to someone else's movement, provided it's a small enough space that allows the character to block access. Also, interposing something heavy and bracing it to stop someone from sprinting past.

 **Create an Advantage:** Strength has a lot of potential in physical conflict for advantages, usually related to grappling and holding someone in place, making them *Pinned*. It might also be used to discover physical impairments of an opponent such as *Weak Right Knee*.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't a defence skill.

 **Special:** Add Strength/2 (rounded up) shifts of damage to any successful Melee/Fight attack.

Sample Strength Stunts

Grappler: +2 to Strength rolls made to create advantages on an enemy by wrestling or grappling them.

Take the blow: Use Strength to defend against Melee/Fight attacks though the character takes +1 damage on a tie.


Is that your best?: Once per scene when the character takes physical harm, they may spend a Fate Point to immediately inflict an equal amount of mental harm on their attacker.

Bellow: Once per scene the character may use Strength instead of Provoke to make a mental attack.


FATE OF HARN 12


SURVIVAL


Survival is the skill of living off the land, finding shelter, identifying useful (and dangerous) things in nature, and staying alive when far from civilization.


 **Overcome:** Use this when trying to find a safe place during a storm, gathering sufficient food to feed the party, tracking a fugitive through the woods. Not getting lost is included as well as navigating from one place to another by the sun and stars.

Racing to cross a wilderness before an opponent or competing for limited game would constitute contests. Risk from starvation or some natural disaster would constitute a challenge.

 **Create an Advantage:** Advantages often come in the form of preparations made beforehand, like setting a snare or gathering firewood to ensure the hunt is easier or the fire keeps burning through the night. It also represents using knowledge of the land to identify potential help or hazards in a scene.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't a defence skill.

 **Special:** Survival could be used to treat certain physical consequences so long as the GM agrees

Sample Survival Stunts


Herblore: As long as the character is in a natural environment, they can use Survival instead of Scholar to find a particularly useful plants or herbs. It also confers knowledge of how to use plants to treat wounds or sickness, adding +2 to the rolls.

Lodestone: The character never gets lost, even in the worst weather or unfamiliar surroundings. Their internal compass is always right and they always know which way is north and the general direction of major landmarks. If they ever find themselves in truly alien surroundings they are still always allowed to make a Survival roll against a difficulty of 3 to know where they are in relation to known landmarks.


Tracker: +2 to Survival rolls made to find and follow tracks in natural environments.


WILL


This represents a character's mental fortitude, as Endurance represents physical fortitude.


 **Overcome:** Use Will to overcome obstacles that require mental effort such as puzzles and riddles, as well as any mentally absorbing task, like deciphering a code. Use Will when it's only a matter of time before a mental challenge is overcome, and Scholar if it takes something more than brute mental force to get past it. Many of the obstacles that Will goes up against will be complex, to reflect the effort involved.

Contests of Will might reflect challenging games where it is important to concentrate or hold their nerve. Will is also be the opposition when certain Pvaric skills are in use. It represents emotional control under pressure

 **Create an Advantage:** A character uses Will to place aspects on themselves representing a state of deep concentration or focus.

 **Attack:** It isn't an attack skill.

 **Defend:** Will is the skill used to defend against mental attacks, from Provoke (or Deceive, Rapport, or some Pvaric assaults).

 **Special:** The Will skill adds additional mental stress boxes or consequence slots. +1/+2 adds a 3-point stress box. +3/+4 adds a 3-point and a 4-point stress box. +5 Endurance gives an additional mild consequence slot in addition to the 4-point stress boxes.

Sample Will Stunts

Sleep later: Use Will instead of Endurance whenever trying to resist any effect having to do with fatigue, exhaustion, or sleep deprivation.

Hard boiled: Once per session choose to ignore a mild or serious consequence for the duration of the scene. It can't be compelled against the character and can't be invoked by their enemies. At the end of the scene the character pays for it as, if it's a mild consequence it becomes a serious consequence. If it was already serious, it becomes grievous.

Indomitable: +2 to Will rolls made to defend against Provoke attacks intending to inflict mental stress.

RANK EXTRA

Permission (and Cost)

All players begin with Rank 1 (a respectable serf or freeman) unless they include reference to some other status in their High Concept. GMs/players may wish to use the Character section of Harnmaster to generate a back-ground. It is for the player and GM to agree details within the following framework for Starting Rank.

Starting Rank

Slave/Beggar/Outlaw (Rank 0): These characters have no personal wealth or sufficient personal status to raise any funds on their own. They live on what they are given, or steal, and are at the bottom of the social pile. Outlaw leaders may have some status relative to other outlaws, but this is worth little in settled society.

Serf (Rank 0 or 1): A peasant tied to the land or, at Rank 1, a member of a Reeve or Woodward clan etc.

Freeman/Tribesman (Rank 1 or 2): A member of a tribe in good standing, a free farmer, or unguilded tradesman. The latter are not as respectable as members of the Harnic Mangai, but fulfil necessary roles in any village or town. A village Beadle, a respected member of an unguilded trade, or accomplished tribesman might be Rank 2.

Guildsman/Tribal Elder (Rank 2 or 3): These are the most respected 'commoners' in civilised or tribal society. They are members in good standing of one of the Guilds recognised by the Mangai (where a respected guildsman would be Rank 3) or a tribal shaman, wise woman or renowned hunter/warrior.

Noble/Chief (Rank 3+): The lowest rank of the feudal nobility is the knight but the lord of a wealthy manor might be 4. A baron could be 5 and an Earl 6, or more, depending on the fief and family connections. The rank of tribal chieftains and over-chiefs would depend on the size and dominance of their clan or tribe.

Current Rank

It is Current Rank that will influence play and it depends on several factors:

Location

Rank depends on local reputation, and most people never travel far from home. Current Rank depends on how far the character is from the 'home' where their Rank was established. The GM has the final say, but:

- **'Far Overseas'** (-4 to Rank)
- **'Overseas'** (-3 to Rank)
- **Neighbouring Kingdom/Tribal range** (-2)
- **Neighbouring Shire/Clan range** (-1)
- **Within 'home' Shire/Clan range** (±0)

Cultural distance can be as costly as geographic!

Clerical or Shek Pvar Rank

Irrespective of their birth, priests and mages gain a certain status based on their church or scholarly hierarchy, and its good (or bad) reputation. Unlike birth Rank Clerical and Shek Pvar Rank usually transcends boundaries, unless the character is so isolated from civilisation that the locals recognise neither. At GM discretion a character of noble birth who enters as an acolyte or apprentice may sacrifice their noble Rank:

Acolyte/Mavari (Rank 0 or 1): Those being trained towards the priesthood or apprenticed within a Chantry gain some Rank by association.

Priest/Satia-Mavari (Rank 1 or 2): Village priests and those undertaking most roles in a temple as well as experienced, 'travelling', apprentices of the Art.

High Priest/Shenava (Rank 2 or 3): The senior priests in a temple as well as some other roles in some churches, or a Journeyman Mage.

Bishop/Viran (Rank 3 or 4): These priests hold sway over large parts of most kingdoms while a Mage will be Master of their Art.

Primate/Pontiff/Grey Mage (Rank 4+): The senior representative of their church in a region of western Lythia or across the continent, as well as a Mage who has 'taken the Grey'.

Local Favour/Disfavour: If a priest is a member of a church known to be favoured by the Crown, or local fief-holder, then Current Rank rises by +1 while in those lands. That is also true in realms where the Shek Pvar are encouraged or particularly respected.

Similarly, representatives of proscribed churches or mages in lands where there is a risk of being taken as a heretic, witch or renegade, will tend to keep their identity, and often Rank, secret if they wish to avoid persecution &/or death. They suffer at least -1 to Rank unless disguised in which case they may default to their birth Rank, or the Rank of the disguise they have adopted using Deceive.

'Improving' Rank

Current Rank may change during the game but the Rank on which it is based will only change with a change to the character's High Concept.

Benefits


Subject to Current Rank a character's High Concept can be invoked to support social skill rolls where the relative Current Rank of those present might matter. This could include Rank 0 characters obtaining gossip from beggars or Rank 2 characters commanding their respect.


Current Rank also determines a character's starting Privy Purse.


FATE OF HARN 14


PRIVY PURSE

The Privy Purse is an abstraction of a character's wealth and can be used as a skill. However, unlike other skills it can change during play rather than just at a Milestone. Every time it is used then its level may decrease, so Privy Purse must be tracked separately from Current Rank once play begins. Privy Purse can also be used as an indicator of which items a character already possesses. If Privy Purse exceeds the Cost of an item by more than 1 then, at GM discretion, the player can declare that the character already has it.

 **Overcome:** When a character doesn't have the item then the GM can declare whether it is available to buy or not. If local Market Size is equal to, or greater than, the Cost of an item/service, it will usually be available for sale. If not then it isn't available until next session, unless the character spends time and effort locating it. To buy the item/service Privy Purse must overcome a difficulty equal to the Cost of the item.

 **Create an Advantage:** Privy Purse can be used to create an advantage such as *Generous* or *Well Dressed* in situations where money would matter.

 **Attack & Defend:** Privy Purse cannot be used to Attack or Defend, though it can enhance both by creating advantages.

 **Special:** Whenever Privy Purse is used to Overcome or Create an Advantage the following outcomes are applied instead of the usual ones:

- **Fail:** Succeed but reduce Privy Purse by Cost+1
- **Tie:** Succeed but reduce Privy Purse by Cost
- **Succeed:** Succeed with no change to Privy Purse
- **Succeed with Style:** In addition to obtaining the item/service the character can negotiate a Possession Aspect with the GM that's noted on the character sheet with one free invoke.

Improving Privy Purse

Privy Purse can never be increased by passing a milestone, only by obtaining valuable items and selling them or, with GM agreement, increasing Current Rank. The GM also determines if Privy Purse ever resets to its starting level when a character might have collected 'ready-money' from 'home', or obtained credit in their current locale, perhaps through the use of Contacts.

Selling Things: the character will receive a value of Cost-1. To get a higher value they must find a more generous buyer through Contacts, &/or haggling.

If the value obtained is less then, or equal to, current Privy Purse, then Privy Purse does not change.

If the value obtained is greater than Privy Purse, then Privy Purse increases to match that value.

ITEMS AND THEIR COSTS

Item/Service (±1 Cost for high/low quality)	Cost
Armour	
Leather/Padded or equiv. (1)	2
Shields/Armour can absorb stress by reducing their protection until repaired.	
Ring Mail or equiv. (2)	3
Chain Mail or equiv. (3)	4
Plate Mail or equiv. (4)	5
Round/Kite Shield (+1)	2
Bucklers can't.	
NB: Buckler +1 to Defend	1
Close combat Weapon	
Club/Staff (1/1)	0
1-H Mace/2-H Club (2/2)	0
Dagger/Knife (1/1)	1
Impact (when used with Melee/Fight)	
Short Sword/1-H Axe (2/1)	1
Broadsword/Long Sword (2/1)	2
2-H Battle Axe (3/2)	2
All are limited to Zone 0	
1-H Spear/Javelin (2/1)	1
2-H Heavy Spear/Lance (3/1)	2
2-H Sword (3/2)	3
Ranged Weapon	
Thrown Stone 0(0)	0
Sling Shot 0(1)	0
Dagger/Knife/Hand Axe 1(0)	1
Bow 1(1)	1
Javelin 2(1)	1
1-H Spear 2(0)	1
Long Bow 2(2)	3
Crossbow 2(1)	3
Clothes	
Respectable	1
+1 for cold weather	
Prosperous	2
Expensive/Court Quality/Furs	3
Food & Drink	
Cup of Ale/Wine/Pottage	0
Good Meal/Meat & Fish	1
Barrel of Ale	1
Grand Meal/Bottle of wine	2+
Lodging	
Flophouse/Common Room	0
Single Room	1
Rented Room per month in city	1+
Rented house per month in city	2+
Service	
+Craft or similar to reflect skill	
Beggar guide	0
Guide/Messenger per task	1
Servant per month	1
Skilled Cook/Tutor per month	2
Entertainer(s) per day	1+
Craftsman per commission/task	1+
Transport	
Riding Horse/Ox	2
Cart (1-horse/ox)	2
Wagon (2-horse/ox)	3
Warhorse	3+
Military Force	
Guard per month	1
Man-at-Arms per month	2
10 x Men-at-Arms per month	3+

Item Aspects/Stunts

The GM (or Success with Style in making or buying an item) can imbue it with an appropriate aspect which can be invoked for the cost of a Fate Point. At GM discretion some items may give the PC access to a specific stunt.

SHEK PVAR EXTRA

Permission

To gain access to the magic of the Shek-Pvar a character must use their High Concept to describe which of the six Convocations they belong to. Their Rank is assumed to be that of an experienced Satia-Mavari (travelling apprentice) on the verge of becoming a Shenava (journeyman). If the mage wants to gain the advantages of a Convocational Focus they must describe it in a second Aspect.

Convocations

Lyahvi is the magic of the insubstantial, invisible and illusory. Lyahvians manipulate light to illuminate, confuse, or hypnotize. The essence of Lyahvi is bright, sterile, and unliving. Gems, mirrors, and other items which reflect or refract can enhance their art. **Diametric = Fyvria.**

Peleahn is the most active, destructive, and least thoughtful school of magic. The Peleahn manipulate heat and fire, producing pyrotechnic effects. Peleahn have an affinity to fire pots, flint and steel, and other fire-making tools. **Diametric = Odivshe.**

Jmorvi have an affinity to metal and its minerals. Their magic runs in a slower vein and includes the construction and manipulation of metallic locks, tools, weapons, etc. **Diametric = Savorya.**

Fyvria is the magic of the green and growing, the pale and dying – essentially the cycles of growth and decay that underlie the natural world. The base of Fyvria is fertile earth where life swarms. Fyvrian mages prefer to use organic objects including petrified wood, bags of earth, or even living plants and animals as foci. **Diametric = Lyahvi.**

Odivshe is the magic of slow, cool darkness, the opposite of fire and action. Odivshe mages study and manipulate water, snow, ice, darkness, and cold to achieve their ends. **Diametric = Peleahn.**

Savorya deals in matters of the spirit including knowledge, thought and understanding, all of which, they believe, stand above the other elements. They have an affinity with the Spirit World and can summon spirits to do their bidding. They often embody their art in illustrations, runes, or the written word. **Diametric = Jmorvi.**

Cost

As well as the aspect slot the character must use up four skill slots with which to accommodate the family of Shek-Pvar skills used by mages to influence the environment around them through the manipulation of complex magical forces.

The character also adopts the Code of the Shek Pvar which can be compelled against them:

- *Bring not the scorn of the ordinary folk upon thy brothers, nor make with thine Art a place for thyself above them;*
- *Spread not thy Lore, even among thy brothers, without the sanction of thy peers;*
- *Keep sacred and free from harm thy Chantry;*
- *Succour not a renegade of the Art, but strike him down with thy power, else summon thy brothers to thine aid;*
- *Make tithes to thy Chantry a portion of thy arcane treasure to thy brother's benefit*

Benefits

Shek-Pvar characters gain the ability to manipulate the world around them through the use of 4 skills: Create/Make; Destroy/Disperse; Learn/Perceive; and Conjure.

The skills have a range of applications which vary with convocation and can sometimes mimic the effects of other skills. They are applied using, and limited by, the elements and essences that define the convocations:

Convocation	Element	Essence
Lyahvi	Air	Light Illusion Ethereal
Peleahn	Fire	Heat Dryness Action
Jmorvi	Mineral	Metals Minerals Artifice
Fyvria	Living Earth	Growth Death Decay
Odivshe	Water	Cold Darkness Moisture
Savorya	None, but an affinity with Knowledge Spirits	Knowledge Mind Meaning

Starting skill levels for a Satia-Mavari or fresh minted Shenava are:


	Create Make	Destroy Disperse	Learn Perceive	Conjure
Lyahvi	+4	+3	+1	+2
Peleahn	+4	+2	+1	+3
Jmorvi	+4	+3	+2	+1
Fyvria	+4	+3	+1	+2
Odivshe	+4	+3	+1	+2
Savorya	+2	+3	+4	+1

-1 for a Mavari; +1 for an experienced Shenava or Viran. All should be +4/+5 if they are considering the Grey. To 'take the Grey' all the must be at least +4. Having become a Grey Mage they suffer no diametric penalties.

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Create/Make

This is the art of creating changes in the environment around the mage through the use of existing sources of the convocation's Element and Essences.

 **Overcome:** Any competition between mages would constitute a contest where Create/Make was used to overcome Destroy/Disperse.

Challenges would be applicable when Jmorvi are seeking to make or enhance some artefact using Craft (Metal) or Craft (Weapon) so long as they have time and tools. Similarly, Fyvria could increase fertility (of a place or living thing) through a series of challenges, though how long that would take is up to the GM.

If the mage can overcome the level of success of an existing spell effect caste by another mage (or, if the GM prefers, the skill level of the casting mage), then they can use Overcome to maintain the life of the spell by its original duration. There is -2 to the roll when trying to affect the spells of the Diametric Convocation.


 **Create an Advantage:** Lyahvi, Peleahn, or Odvishe can create advantages by changing the environment through the creation of light or illusions; fire or heat; and water, cold or shadows, respectively.


If Lyahvi are sufficiently skilled they can create a temporary 'ethereal door' through which to escape the scene safely, or a 'pocket' in which to hide.

Peleahn can create an aspect that enhances Athletics as they are inclined to action while Fyvria could create one that enhanced Endurance by strengthening the tissues of the target.

Savorya are most likely to influence the scene by creating an aspect that helps a character understand something they had not previously realised or implanting a memory, which sets the target up for another skill, as could 'provoking' a reaction.


Fyvrians could temporarily enhance the development of their arms, muscles, bones etc. or the growth of local plants to impede progress.

 **Attack:** Creating a sufficiently bright light, hot flame or a torrent of cold and ice can cause physical stress and consequences to a character. Though an extremely skilled Jmorvi could create a weapon from thin air it is the skill with the weapon that would be judged in any conflict, not the Pvaric skill.

 **Defend:** It isn't a defence skill but some advantages could be invoked defensively.


Destroy/Disperse

This skill also changes the environment around the mage, but more destructively through the use of existing sources of the convocation's Element and Essences.

 **Overcome:** Any competition between mages would constitute a contest where Destroy/Disperse was used to overcome Create/Make.

Challenges would be applicable when Fyvria reduces the target's resistance to infections, or the fertility of a place or person over time. A contest between this skill and the target's Craft(Metal) or (Weapon) would allow a Jmorvi to reduce the quality of the resulting product. Savorya could use the skill in contests against skills like Notice, Investigate, Provoke, Deceive, Empathy or Rapport.

If the mage can overcome the level of success of the original spell (or, if the GM prefers, the skill level of the casting mage), then they can dispel an existing spell. There is -2 to the roll when trying to affect the spells of the Diametric Convocation.


 **Create an Advantage:** Lyahvi, Peleahn, or Odvishe can create advantages by dispersing light, fire, heat, water, cold or shadows, or dispelling illusions.


Jmorvi could damage or weaken the metal components of an artefact within the scene.

Lyahvi can also close an 'ethereal door' or 'pocket' before it would have closed naturally.

Savorya, meanwhile, could cloud meaning, confuse thinking and disperse ideas, conclusions or inspirations, or even the target's ability to manipulate a weapon. Plucking a memory or thought from the target's mind would be an excellent way to reveal an aspect, mimicking some of the other 'perception' or 'social' skills.

Fyvrians could open a way among dense undergrowth or other incarnations of the Convocation's Essences, to reduce the barrier to movement they present. They might even create **weakened sword arm** on an opponent.


 **Attack:** Savorya can cause mental stress and consequences by using this skill to directly attack the mind of the target. Fyvria can use it to attack the tissues of the target and cause physical stress and consequences.

 **Defend:** It isn't a defence skill but advantages could be invoked defensively.

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Learn/Perceive

This is the skill used by the mage to interrogate the world and the objects and people in it.

 **Overcome:** Any competition to discover something would constitute a contest. Mages can use this skill to identify magical effects related to their convocation (but Diametric at -2) They use it in place of Scholar when dealing with knowledge of their convocation.

Lyahvi would use this action to see through an illusion or otherwise enhance perception to reveal things that would not normally be seen or heard. They could also use it to reveal the presence of an otherwise hidden ethereal creature or feature. Peleahn might use this skill in a contest with Stealth by looking for heat signatures.

Savorya could engage in a contest with Will to steal knowledge from a target's mind. They could also use the skill to overcome difficulties of communication when people do not share a common language by lifting the ideas direct from, and placing them in, people's minds.


 **Create an Advantage:** Lyahvi and Peleahn have little use for this skill, though the Peleahn predisposition towards action might allow them to pick out some pattern in the activity of others in the scene or the swiftest route across a zone to their destination. Equally Lyahvi might create an advantage based on clarity of perception in a confused scene.


Jmorvi use this skill to identify flaws in an artefact, assess its value, or read something of its history from the imprints left by its maker or owners. They can also increase the chance of finding mineral deposits in the wilds, or particular metals in a more civilised environment, using this skill.

Fyvria can use an assessment of a living thing's health or fertility, the identity of an infection, or even questions the newly dead.

Odivshe can find water in the way Jmorvi can find minerals. They could also use this skill to find air in environments where it is scarce, perhaps even under water. They can also use their affinity for darkness to mitigate against an aspect that makes it difficult to see.

Savorya can use this skill to perceive otherwise invisible spirits and place aspects on them. They can also communicate with spirits which may not physically manifest.

 **Attack:** It isn't an attack skill.

 **Defend:** It isn't a defence skill.

SAMPLE SKILL USE

	Create/ Make	Destroy/ Disperse	Learn/ Perceive
Lyahvi	Enhance Light, Create Illusion, Open Ethereal 'Door'	Disperse Light, Dispel Illusion, Close Ethereal 'Door'	Pierce an Illusion, Enhance Visual Perception
Peleahn	Enhance Fire, Increase Heat, Enhance Speed	Disperse Fire, Disperse Heat, Slow Speed	See in Slow Motion, Spot Shortest Route, Perceive Heat
Jmorvi	Enhance Mineral or Metal or Metal Object	Weaken Mineral or Metal or Metal Object	Find Mineral or Metal, Assess Value, 'Read' an Item
Fyvria	Enhance Fertility, Guide Growth, Increase Resistance, Heal Tissue	Reduce Fertility, Guide Decay, Reduce Resistance, Damage Tissue	Assess Fertility, Perceive Health, Identify Disease
Odivshe	Enhance Water, Increase Cold, Create Shadows	Disperse Water, Disperse Cold, Disperse Shadows	Find Water, See in the Dark, Find Air in Water
Savorya	Enhance the Mind or Inspiration, Create a Memory	Cloud the Mind or Confuse Meaning, Disperse Thought or Inspiration	Read the Mind, Perceive Spirit, Speak to Spirit
All	Maintain an existing spell effect beyond its normal duration. 'Charge' some enchanted item so that it can be used later. Create an item or scroll in which a spell might be bound.	Dispel an existing spell so that its duration is lessened (perhaps to zero). Ward some location against magic (a pre-set dispel waiting to be triggered).	Identify magical effects in the scene (and perhaps their convocation of origin).

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SPELL DIFFICULTY

The difficulty of a spell is based on the sum of difficulties for: the **Duration** the effect is to last; its **Area of Effect**; and, the **Range** of the casting.

Spell Duration Increments

	Difficulty
Instant - the next relevant die roll	+0
A full exchange around the table	+1
A contest-challenge-conflict in the scene	+2
The rest of this scene	+3
This scene and all the next one	+4
The rest of this session	+5
This session and all the next one	+6
A season	+7
A year	+8
A few years	+9
A decade	+10
A lifetime	+11
Eternity (i.e. permanent)	+12

Spell Scale Increments

	Difficulty
Tiny - Thumb-sized	+0
Very small - Fist-sized	+1
Small - Dog-sized	+2
Man-sized	+3
Big - Horse-sized	+4
Huge - Elephant/Room-sized	+5
Enormous - House-sized	+6
Gigantic - Small Temple-sized	+7
Vast - Keep-sized	+8
Village-sized	+9
Town-sized	+10
City-sized	+11

Spell Range Increments

Usually requires line of sight	Difficulty
Same Zone as the caster	+0
1 Zone away	+1
2 Zones away	+2
3 Zones away	+3
The other side of a large building	+4
The other side of a village	+5
The other side of a town	+6
The other side of a city	+7

Target characteristics

+ Target's Will if the spell is aimed at their mind.

+ Target's Athletics if the spell could be dodged.

Discretion

Finally, the GM may alter difficulty up or down to reflect the effect desired or particular circumstances.

SPELL CASTING ROLL

The casting roll benefits from: **Time Spent Casting**; **Support** from other mages; the use of a **Convocational Focus**; or a relevant **Stunt**.

Spell Casting Time

Duration	Roll Modifier
Instant - a single die roll	+0 ^J
A full exchange around the table	+1 ^J
all exchanges until the current contest/challenge/combat is over	+2 ^J
The rest of this scene	+3
The rest of this scene and the whole of the next one	+4 ^P
The rest of this session	+5 ^P
The rest of this session and the whole of the next one	+6 ^P

^J: Jmorvi -1 convocational modifier

^P: Peleahn -1 convocational modifier

Supporting Spell Casters

The Mage with the highest skill (or the most senior Mage depending on etiquette) makes the Roll but every other mage of the same convocation and has been given time to understand the spell (perhaps by having a scroll or tome to refer to) adds +1 to the roll.

Convocational Focus Aspect

Spend a Fate Point to invoke the mage's Focus Aspect and get +2 to roll.

Extra Magical Effort

A character can choose to take a Physical OR Mental Consequence when a Casting roll is insufficient. The value of the Consequence is added to the roll.

SHEK-PVAR STUNTS

Student of [Essence]: gain +2 when working with the nominated Convocational Essence, except when Conjuring.

Cant: gain +2 to the roll when loudly shouting/chanting, but accept a -1 modifier to the roll when casting in whispers and -2 when remaining silent.

Gesture: gain +2 to the roll when throwing their whole body into the 'casting' (including 'ritual dance'), but accept a -1 modifier to the roll when standing still/avoiding movement.

COST OF SPELL CASTING

The mage takes 1 point of Mental Stress **whenever** a spell is cast, and while the Casting Roll **always** achieves an effect, there will sometimes be an extra cost:


- **Fail or Tie**: Succeed but +1 extra Mental Stress per shift of failure.
- **Succeed**: Succeed with 1 free Invoke.
- **Succeed with Style**: Succeed with 2 free Invokes.


EXTENDING DURATION

The duration can be extended the by the same time increment by doing nothing else and taking the same Stress again; doubling it for each extension after the first.

Conjure

This is the skill used by the mage to conjure some of their convocational element from the elemental planes or, in the case of Savoryans, an inhabitant of the Spirit World. These Conjurations are treated in the same way.

 **Overcome:** is used to create a protective circle around the character, or a Conjunction, with difficulty depending on time spent, size, and intended duration, as for any Spell. Shifts of success represent the difficulty an aggressive Conjunction would face in breaching it. This skill also replaces Scholar for creatures of the appropriate plane

 **Create an Advantage:** Conjuring is a specific sort of advantage creation. The conjurer rolls against a difficulty equal to the Rank of the creature they seek to conjure.

Fail: the Conjunction appears, but is not bound to serve. Rank +1 and +2 Conjunctions tend to run away, while higher ranking creatures may turn on the conjuror.

Tie: the Conjunction appears and will serve, but only for the next exchange after which it disappears.

Succeed: It appears and is bound to the mage's service for the rest of the scene.


Succeed with style: At GM discretion it is bound to the mage's service for a number of scenes equal to the number of shifts of success, or the end of the Session.


The character's skill is the limit on the total Ranks of Conjunctions they can control at one time. A +4 conjuror could control 2 x +2 or 1 +4 Conjunction. Lords or Princes among their kind (Rank +6 or greater) can only usually be conjured if the character has discovered their true name!

Mages can dismiss any creature they have conjured at any time. An independent Conjunction, or one serving another mage, cannot be dismissed. It must be driven back whence it came using Destroy/Disperse.

The Mage can use their actions to command any Conjunction serving them to Create Advantages based on their Skills, Stunts and Aspects.

The Mage can also use the conjuration as a source of their convocational element and apply their Create/Make or Destroy/Disperse Learn/Perceive skills to it.

 **Attack:** The mage can use their action to command a Conjunction to attack (see the Bestiary for details of their characteristics). Multiple Conjunctions are treated as a Mob with the highest Ranking creature attacking with +1 for each additional Conjunction taking part in the attack.

 **Defend:** Conjunctions may be used to defend the mage who commands them to interpose themselves between the mage and an attack.

CLERICAL ORDER EXTRA

Permission

To gain access to the power of a deity a character must use their High Concept to describe themselves as an ordained priest or priestess.

They must **also** adopt at least one of the god's aspects (below) as their own.

They can use additional aspects to describe any position of authority within the church if they wish, though a figure in the church hierarchy has less freedom or opportunity to pursue an adventurous life.

Cost

In addition to the Aspect slot(s) above, the character's first Stunt has to be Divine Intervention.

Benefits

As well as having to take **Divine Intervention** as their first Stunt, ordained members of a church or religious order gain access to some other, unique, Stunts. These unique Stunts cost the same as any other.

Unless otherwise stated, or ruled by the GM, the Stunt is:

- **based on Ritual;**
- **available once per session;**
- **active for the duration of the scene; and,**
- **can be 'given' to a member of the faithful other than the cleric, at the cost of a Fate Point.**

A range of suggested Stunts can be found below, but the GM may alter or replace them to better reflect their vision of Harnic religions.

Changing Churches

A character wishing to change church should first suffer divine consequences (See **Sin & Atonement**). Only when their sin results in a Crippling Consequence can they replace their High Concept with a new one reflecting their fresh search for enlightenment. That search is likely to include joining a new church as an acolyte rather than instant ordination.

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AGRIK

ASPECTS:

- *The Emperor of Flame;*
- *Immortal Warlord of Balgashang;*
- *Lord of the Four Horsemen;*
- *Master of the V'hir;*
- *Breeder of Plague, Squalor, and Decay;*
- *The Reasonless Reaper;*
- *Tyrant of the Foul Chamber;*
- *He Who Knows the 10,000 Ways.*

Agrik is worshipped by dozens of clerical sects and fighting orders many of which are endlessly squabbling. His followers believe might is right. While this section links particular Stunts to particular orders the GM need not follow that approach.

The Order of the Eight Demons

The older priestesses have access to the Stunts of Herpa the Mace as well as those below.

Painful Pleasure: use Rapport as if it was Provoke. In addition, when circumstances allow her to use her training in the seductive arts she can spend a Fate Point to gain +2 to the Rapport roll.

Strength of the V'hir: summon forth the fiery strength of the V'hir, either into herself or another believer. This allows them to ignore consequences as if they had the Hard as Nails Endurance Stunt. Spending a Fate Point extends the effect to a second character.

The Order of the Fuming Gate

Agrik's Mace: Any blunt weapon wielded by the cleric adds +2 damage to any successful Melee attack for the duration of the current scene.

The Fuming Gate: Spend a Fate Point to open a temporary gateway to the nearest Agrikan temple via Agrik's infernal realm. Spend a second Fate Point to keep it open long enough for d6 others to follow the priest. The cleric (and anyone else passing through the gateway) must use Athletics to defend against burns as if attacked once by a fire elemental of Level equal to the number of people passing through the gate+1.

The Order of Herpa the Mace

Summon V'Hir: the cleric may spend a Fate Point to use Ritual to summon a V'hir (with the same characteristics as a Fire Elemental and Rank equal to the difficulty overcome). See the Peleahn Conjure Fire Elemental skill.

Signs & Portents: the cleric may use Ritual to Create an Advantage based on a sign or portent within a scene.

The Order of the Kukshin

Flaming Mace: Causes a blunt weapon being used by the priestess to burst into flame. Successful attacks cause an additional +2 damage **or** create an advantage based on the flames.

Agrik's Shield: +2 to Athletics (or whatever other skill the cleric is using) to defend in combat.

The Order of Mamaka the Master of Steel

Alchemical War: create an alchemical advantage from commonly available materials.

Iron Will: use Will as if it was Endurance.

Divine Torture: use Ritual in place of Provoke when torturing someone and gains +2 to rolls.

The Order of the Octagonal Pit

Agrik's Whip: +2 to attacks with a whip for the duration of the current combat. Damage to a non-human foe is applied as Mental Stress. Spend a Fate Point to have the whip do Mental Stress to a human.

Rot: +1 to attacks with a whip for the duration of the current combat, and any Consequence resulting from its attack is 'infected'; treated as one level more severe for the purposes of recovery.

The Order of the Pillar of Fire

Healing Fire: the cleric may ignore the effect of any infection on recovery and speed recovery of a Consequence by adding +2 to the treatment roll. Spend a Fate Point to instantly reduce the level of the Consequence by one step with successful treatment.

Pillar of Fire: Spend a Fate Point to create a ring of fire around themselves as a barrier to those trying to attack them. The fire does the cleric no harm but attacks those trying to attack or move across it as if it was a Rank 4 fire elemental (see Peleahn Conjure skill).

HALEA

ASPECTS:

- *The Empress of Opulence;*
- *Queen of Pleasures and Self-Fulfilment;*
- *Maker of Bargains;*
- *Guardian of the Treasure Hoards of Heaven;*
- *Enslaver of Hearts and Loins;*
- *Mistress of the Stolen Moment Forever Lost;*
- *Unchaste Lady of the Ten Forgotten Arts;*
- *Golden Temptress of the Crimson Chamber.*

The goddess of wealth and pleasure who demands unswerving devotion from her adherents. Only women can enter her clergy.

The Order of the Silken Voice

Listen to Me! +2 to create an advantage based on the increased suggestibility of a target in the same zone as the priestess to reflect her whispered suggestion. Affect additional targets by spending one Fate point per additional target.

Look at Me! +2 to create an advantage based on distracting a target in the same zone as the priestess due to her aura of seductive beauty. Affect additional targets by spending one Fate point per additional target in the zone **or** spend one fate point to extend the effect on a single target to a second zone, so long as they have a clear view of the priestess.

The Handmaid's Favour: the priestess may spend a Fate Point to seek a favour from one of Halea's Handmaidens. Use the Ritual skill to create an advantage, for the rest of the scene, based on the aspect of one of the handmaidens: Abundance, Enterprise, Ecstasy, Feast, Harmony, Fortune, Wrath. The favour must be repaid by the priestess carrying the aspect forward into successive scenes until the debt is paid. It cannot be invoked in any successive scene but can be compelled once, for free, after which time it disappears.

ILVIR

ASPECTS:

- *Master of Araka-Kalai;*
- *Brooder in the Blasted Plains;*
- *The Serpent that Dwells Below;*
- *Accursed Lord of the Barren Cycle;*
- *Prince of the Fatherless Multitude;*
- *Craven Lord of Sterile Lands.*

Ilvir is the creator of the Ivashu and lives at Araka-Kalai. He has few followers, mostly in Orbaal or near his home. Priests are individualistic, creative, and mystical and this has generated dozens of orders and sects.

The Order of Chuchlaen Wheelwright

The Perfect Wheel: +2 to any Craft roll.

The Order of Meamyt the Hermit

Aid to the Hermit: the cleric may call forth simple bread and water; enough to sustain him and a companion for one day. Spend a Fate point for each additional companion.

The Order of the Ochre Womb

Call Ivashu: spend a Fate Point to call forth an Ivashu to defend them. Typically this will be small Ivashu, such as a Vlasta, but success with style could generate multiple Ivashu or a larger creature, such as a Nolah.

The Order of Pia-Gardith

Calm the Beast: call on Ilvir's aid to calm the temper of a mundane beast or an Ivashu. Treat this as an overcome vs. Average (+2) with success calming the beast so it will harm no one for the duration of the scene. Success with style will, at the cleric's choice, **either** extend the effect for the rest of the scenario, **or** allow them to command the beast to defend them to the death.

The Order of the Seaferer Ibenis

Call the Ferryman: spend a Fate Point to call forth one of the spirits being carried to Ilvir for re-incarnation. Treat as a Spirit Elemental conjured using the Savoryan Conjure skill.

The Order Sudelrhynn the Bearer of Loam

Ilvir's Favour: spend a Fate Point to either grow extra muscles (adding +2 to Endurance **or** Melee rolls), **or** lose weight and gain improved reactions (adding +2 to Athletics **or** Missiles). Two Fate Point may be spent to gain both advantages.

The Order Tuarbalt the Golden Limbed:

Rage of the Ivashu: the cleric may spend a Fate Point and call forth a vengeful, merciless spirit of rage into themselves, or more likely a target. An unwilling target may resist with Will. The effect is the same as the Endurance Stunt *Hard as Nails*.

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The Enclave of the Verdant Pool

Ilvir's Craft: the cleric may spend a Fate Point to use Ritual once in the scene as if it was the Fyvrian Create/Make skill. They could create an advantage or overcome an obstacle by guiding the growth of any living thing in the scene.

The Order of the Yellow Hand

Find the Way: spend a Fate Point to enhance vision to reveal things that would not normally be seen because of darkness or some other obstacle to vision.

LARANI

ASPECTS:

- *Shieldmaiden of the Worthy Cause;*
- *Guardian of Dolithor;*
- *Protector of the Brave;*
- *the Unwilling Warrior;*
- *Lady of Paladins.*

Larani is the goddess of chivalry and battle, favoured by the feudal nobility. Those who follow her are expected to display courage, compassion, and honour.

The Orders of Hyvrik and of the Spear of the Shattered Sorrow

The orders have access to the same Stunts:

Know your Place: the cleric may call on the goddess to remind those in the scene of their position in the feudal order. Use Ritual in place of Rapport to influence those of non-noble rank in the scene.

Duty to the Weak: the cleric may call forth the essence of the Knights of Tirith. Use Ritual to create an advantage that could protect the weak or vulnerable in the scene. That could include the cleric if the GM agrees their situation is sufficiently dire.

Peace of Valamin: the cleric may call forth the essence of Valamin and use Ritual in place of Empathy or Rapport.

MORGATH

ASPECTS:

- *Tormentor of the Unlamented Dead;*
- *Master of the Principle of Evil;*
- *Lord of the Gulmorvrin of the Black Pit;*
- *Wielder of the Shadow of Incarnate Evil;*
- *Master of Chaos;*
- *The Lord of Darkness.*

Morgath is master of the undead, and despises all things fair and noble. His church is dour and ruthless, and infamous for its human sacrifice. Those blessed by Morgath may wield the **Shadow of Bukrai**,

Shadow of Bukrai: spend a Fate Point to use Ritual to summon Bukrai to do their bidding. The difficulty is equal to the Size of the Shadow (see Bestiary)

If possession occurs, then the appropriate consequence slot is filled in with **Possessed by the Shadow**. While possessed the target comes under the complete control of the Morgathian cleric. This lasts until the end of the scene if Mild, the session if Serious, or the entire scenario if Grievous, unless the possessed character can be helped to recover from the Consequence sooner.

While possessed the target is treated as a Gulmorvin, with all 'mental' skills to +0; and all 'physical' skills reduced by +1. When the Shadow departs the target's skills return to normal but the relevant consequence must become **Memory of the Shadow** until cured as a normal mental consequence.

NAVEH

ASPECTS:

- *Lord of the Pitch Shadows;*
- *Master of Deceit and Evil Dreams;*
- *Lord of the Last Illusion;*
- *The Unseen Lifter of Lives;*
- *Trancer the Cat, Wealth's Worry;*
- *The Merchant of Death.*

A god of darkness, best known as the bringer of nightmares. He is worshipped by thieves and assassins and his fanatical clerics will commit suicide to prove their faith.

Summon Gytevsha: spend a Fate Point to use Ritual to summon a Gytevsha to do their bidding. The difficulty is equal to the Rank of the Gytevsha (see Bestiary). Only Rank +1 to +4 Gytevsha may be summoned, the higher ranking demons serve only at Naveh's personal servants.

If possession occurs, then the appropriate consequence slot is filled with **Possessed by Naveh**. While possessed the target comes under the complete control of the Navehan cleric. This lasts until the end of the scene if Mild, the session if Serious, or the entire scenario if Grievous, unless the possessed character can be helped to recover from the Consequence sooner.

While possessed all Mental skills default to the Rank of the Gytevsha while physical skills are those of the possessed character.

Mouth of Falsehood: +2 to Deceive when used to tell lies.

Hunter of Sleep: the cleric may spend a Fate Point to place the aspect **Kept Awake by Nightmares** on the target during their next sleep. The aspect remains in place for the rest of that session.

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PEONI

ASPECTS:

- *The Bringer of the Life Renewed;*
- *Maker of Balms;*
- *Lady of Truth;*
- *Ever-living Daughter of White Virtue;*
- *Guardian of the Meek;*
- *Lady of Industrious Labours & the Ripe Harvest;*
- *Confidant of Lovers.*

This gentle goddess is worshipped by rural folk. Peoni's clergy are divided into celibate male and female orders; both of which maintain hospitals. Temples are found where poverty and pain are common.

The Irreproachable Order & Balm of Joy

Son of Tirrala: the priest may speed recovery of a minor or serious Consequence by adding +2 to the treatment roll so long as it takes place within a scene of it being inflicted. Spend a Fate Point to instantly reduce the level of the Consequence by one step with successful treatment.

Shield of Belsirasin: use Ritual to attack and defend against elemental or other spirits in the same way as a Shek-Pvar using Conjure.

The Quality of Mercy: Once per scene, when an opponent of the cleric, or one of their allies, accepts a Consequence as part of a concede, the cleric may lower that consequence by one step and gains a Fate Point in return.

Valon's Balm: Spend a Fate Point to speed recovery of a serious or grievous consequence by adding +2 to the treatment roll whenever it was applied. Spend a Fate Point to instantly reduce the level of the Consequence by one step with successful treatment.

The Winding Way: Gain a +2 bonus to Defend against Melee or Fight Attacks with a staff.

SARAJIN

ASPECTS:

- *King of the Icy Wind;*
- *Lord of the Perilous Quest;*
- *Wielder of the Blooded Axe;*
- *Master of Frosty Climes;*
- *The Grey Slayer.*

Sarajin demands honour and bravery from his adherents, who are mostly Ivinians. His sport is war and he sometimes joins human battles where he inspires battle lust among the faithful.

Call to the Elkyri: spend a Fate Point to seek a favour from one of Sarajin's fierce shieldmaidens. Use the Ritual skill to create an advantage, for the rest of the scene, based on the aspect of one of the Elkyri:

- **Alaryr** – Weather and the Sea;
- **Bronwyne** – Protection and success in battle;
- **Deanaal** – The Ljarl, oaths and oath breaking;
- **Easlyn** – Songs and poetry;
- **Eynwif** – Health and healing;
- **Freana** – Love and forgiveness;
- **Gresalyne** – Strength and will;
- **Lynraal** – Wrath and battle lust;
- **Maarne** – Livestock and crops;
- **Sendryl** – Crafts and fertility; and,
- **Ylina** – Knowledge, lore and learning

In return the cleric must take a Consequence, **Remember the Ljarl.** The level of consequence is judged by the GM from Mild for small favours to Grievous for great favours. The Consequence can never be invoked to benefit the cleric, their friends or their aims, but can be compelled against them for free!

Every time the Consequence is compelled its severity is reduced by one, so a Mild Consequence disappears after a single compel. When the consequence disappears the debt to the Elkyri has been paid as the Ljarl requires.

SAVE-K'NOR

ASPECTS:

- *Sage of the Gods;*
- *Lord of Puzzles, Conundrums, and Mazes;*
- *Lord of Jesters;*
- *Mixer of Potions;*
- *Knower of Many Things;*
- *Keeper of the Var-Hyvrak;*
- *The Lost Guide.*

Save K'nor seeks after enlightenment. His adherents believe that a stable and ordered society precludes evil behaviour.

The Order of Hyn-Aelori the Sage of Heaven

Keep Secrets: When any effort is made to find out what the cleric knows, by guile or torture, they resist with +2 to Ritual.

The Order of Rydequelyn the Fool

Did you Know ...: When seeking to confuse, mislead or entertain, the cleric uses +2 to Ritual.

The Order of Shea-Al-Aecor the Lost Guide.

Elementary: Once per scene the cleric can spend a Fate Point (and a few minutes of observation) to make a Ritual roll in place of Investigate, to enhance their potent deductive faculties. They may discover or create an aspect for each shift on either the scene or the target of the observations, though only one may be invoked for free.

SIEM

ASPECTS:

- *Master of the Lords of Dream;*
- *Bringer of Meritorious Dreams and Blessed Forgetfulness;*
- *Lord of the Starlit and Thrice-blessed Realm;*
- *King of the Uttermost West;*
- *Master of the Sundered Ones in Exile;*
- *Spirit of the Mist;*
- *Never-changing Lord of the Azure Bowl.*

The benign god of mystery, magic, and dreams. He is the special deity of elves and dwarves. Siem's worshippers favour a personal approach to the deity.

Enlightenment: the cleric gains +2 to create an advantage with Investigate or Scholar.

Summon Free Ilsiri: the cleric can call forth an Ilsiri from their home in some natural object within the scene. The spirit is bound to answer a single question about the locale where they are summoned, but the GM can determine how precise or clear their answer is.

Summon Asiri: the cleric may spend a Fate Point to summon an Asiri with the characteristics as an Air Elemental. They use Ritual as if it were the Lyahvian Conjure Air Elemental skill. The Rank summoned reflects the difficulty to be overcome.

Summon Elmithri: the cleric may spend a Fate Point to summon an Elmithri into a body of water within the scene using Ritual as if it were the Odvishan Conjure Fire Elemental skill. The Elmithri has the same characteristics as a Water Elemental. The Rank summoned reflects the difficulty to be overcome and the size of the body of water will limit the maximum Rank that can be summoned.

Summon Aulamithri: the cleric may spend a Fate Point to summon one of the spirits Siem uses to carry dreams. Though they have the same characteristics as a Spirit Elemental summoned with the Savoryan Conjure Elemental skill they will only attack until they succeed. Once they succeed in inflicting any hits the Cleric may place an Aspect on the target reflecting the 'dream' the spirit will have carried and placed in the target's mind.

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MILITARY ORDER EXTRA

The churches of Agrik and Larani maintain military orders tasked to extend the reach of their faith by force.

Permission

If the character is to be a sworn member of a military order then the player must use the character's High Concept to describe them as such. They **may** also adopt one of their god's aspects as their own, but this is not compulsory. Like priests they **may** describe their rank within the order with additional aspects.

Cost

The aspect slot is the only cost.

Benefits

Membership of a military order gains access to some unique Stunts costing the same as any other Stunt.

Sin & Atonement

If a member of a military order does adopt one of their god's Aspects as their own then they will suffer the risks of Sin just as any priest.

AGRIKAN FIGHTING ORDERS

The GM need not follow the suggestions below

The Cohorts of Gashang

Those warriors who were previously Red Shadows can access that order's Stunts. Newer members have access to:

Break their Spirit: when inflicting physical harm, spend a Fate Point to inflict mental harm in the corresponding box on the opponent's mental stress track.

Braggart: use Provoke instead of Rapport on first meeting someone to create an advantage based on the character's reputation.

The Companions of the Roving Doom

Brute Strength & Ignorance: Gain +2 to defend against Mental Attacks using Endurance.

You Win or You Die: Gain +2 to create advantages with Deceive when using dirty tricks in close combat.

The Crimson Dancer

Shades of the Flame: Once per scene the character can spend a Fate Point to roll Athletics and 'vanish into the shadows', so long as there are shadows!. When 'vanished', they can't be targeted by attacks or attempts to create advantages against them unless the attacker first beats their Athletics roll with a Notice roll. The effect ends when the character's next turn starts, or if someone beats their Athletics roll.

Dance of Death: This martial art allows the Crimson Dancer to make close combat attacks using Athletics. In addition the attacks are at +2 if the character has

surprise, or some other advantage, that renders the attack unexpected.

The Company of the Copper Hook

Kill the Bitches: +2 to attacks against declared or believed Laranians. Spend a Fate Point to extend the effect to any non-Agrikans.

Born to War: +2 to create advantages in a scene that reflect the order's long decades of border war.

The Red Shadows

Favoured of (name of Prince): the character is known to be favoured by one of Agrik's sons. This makes them resistant to mental/social damage due to rumours etc. They may spend a Fate Point to reduce a mental consequence based on social standing by one step. Grievous becomes serious, serious becomes mild, mild becomes 2 mental stress. They may not clear stress boxes in this manner. If the next lower slot is already full, this stunt cannot be used.

Brand of a Prince: the warriors can draw their own blood (and accept a mild consequence **Self Inflicted Wound**), and spend a Fate Point to obtain a single use of the Eight Demons stunt Strength of the V'hir.

Single Combat: the warrior may use Endurance, Provoke, Will or Melee to create an advantage that allows him to face a single opponent among many that might otherwise overwhelm him.

The Warriors of Mameka

Strength of Brothers: the warrior may share stress or consequences with a friendly character in the same zone. The Mamekan can either take stress and consequences that should go to the other character, or the character can take the stress heading for the Mamekan.

Pain Is My Blade: once per session, when the character takes a physical consequence, they can choose to make their next attack roll with a bonus equal to the value of their highest physical consequence (+2, +4, or +6). In doing so the consequence they took is stepped up by one level (mild becomes serious, serious becomes grievous, grievous becomes taken out).

Mind is Body: the warrior may use Endurance as if it was Will to resist attacks to cause mental harm.

LARANIAN FIGHTING ORDERS

The Chequered Shield & the Lady of Paladins

Pure Knight: the character is known to be a true embodiment of the chivalric ideal. This makes them resistant to mental/social attacks due to rumours etc. in locales where the Laranian Church is respected. They may spend a Fate Point to reduce a mental consequence based on social standing by one step. Grievous becomes serious, serious becomes mild, mild becomes 2 mental stress. They may not clear stress boxes in this manner. If the next lower slot is already full, this stunt cannot be used.

Strength and Honour: the warrior may reduce the hits done to one opponent in order to create an advantage that is feely invoked against another.

We Happy Few: If they succeed with style on a Rapport roll to create a *Rousing Speech* aspect, choose a number of characters equal to the Laranian's Rapport to each receive a free invocation of that Aspect.

Royal Patronage: warrior may use Wealth at +2 so long as he publically declares his membership of the order, which is well known to enjoy royal support in western Harn.

Pure Knight: the warrior may use Melee as if it was Rapport when the context allows him to declare or display the chivalric virtues of the order.

Field of Honour: the warrior may use Melee or Endurance to impress their enemies and demand that the matter be dealt with through single combat. If accepted then the objective is to force the opponent to submit rather than to kill them. The knight can do this by converting hits into boosts, or 'pulling' blows to avoid taking out the opponent.

In return the opponent is bound to concede prior to being taken out and they, and their allies, accept an outcome that favours the knight's aims.

Feudal Loyalty: +2 to create an advantage that helps protect any orderial or clerical superior.

SHAMAN EXTRA

Despite their proselytising efforts the churches of Western Lythia have had little impact on the traditional, often animist, beliefs of most tribes. The gods pay little attention to the barbarian peoples, preferring the worship that the 'civilised' churches harvest for them.

The tribes have, therefore, come to rely on the Ilsiri, nature spirits, and the greater denizen's of the Spirit World. They can be commanded, bargained with, tricked and bound to give the shaman access to their power. Many tribes revere totem spirits, tribal heroes &/or 'demi-gods' which exemplify particular characteristics valued by the tribe in its struggle to survive and prosper. These can be called upon for help in return for 'sacrifices' of food, goods or even blood.

Some charlatans use herbs, potions and a good line of patter, or even a psionic gift, to give the impression of shamanic powers. These are best dealt with through the use of a Deceive Stunt. This Extra assumes the character is an authentic shaman (though some have different names); the chief animist of a tribe or clan. They are skilled in calling on spirits, walking the ethereal Spirit World, and binding spirits to their will.

Permission

To gain access to the power of the spirits a character **must** use their High Concept to describe themselves as a shaman of a particular tribe, totem, hero, or tribal god.

Cost (and Benefit)

They **may** also devote other aspects to the fetishes with which they begin the game, including sufficient descriptive detail to define the nature of the spirit bound within each. At the start of the game each fetish represents a +1 spirit. See below for the limits on the spirits a shaman may bind at one time.

Finally the shaman **must** take the unique **Shamanic Rites** skill and **Scholar**. The first Stunt taken must be the Scholar specialism for that tribe: *Tribal Lore of ...*

STRAIN OF USING SHAMANIC RITES


The shaman takes 1 point of Mental (e.g. headaches or nervous exhaustion) or Physical (self-harm or physical exhaustion) Stress (player choice), whenever they use the Shamanic Rites skill. They may, though, be subjected to more stress:

- **'Succeed at Minor Cost' OR 'Opponent gains a Boost'** = Succeed but take +1 extra Stress;
- **'Succeed at Serious Cost' OR 'Benefit opponent' OR 'Give a free invoke to opponent'** = Succeed but take +1 extra Stress **per point of failure!**

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Shamanic Rites


This skill commands the often ubiquitous but lowest ranking spirits, the Ilsiri, that are found everywhere. It is also used to enter the Spirit World and communicate with, or subdue, greater spirits before binding them into fetishes.

 **Overcome:** The shaman need only declare that they are using the skill to enter the Spirit World and their spirit leaves their body to enter the ethereal plane at the start of the next exchange.


Overcoming an encountered spirit's Rank (+1 to +6) gets its attention and the shaman can demand answers to one Yes/No question for each Rank, as the GM agrees it could know the answer.

The character's body is a **Defenceless Target** (with a free invoke by the attacker) while his spirit is in the Spirit World. The shaman can Concede as soon as the attack is declared (but before the dice are rolled). They then hide in the Spirit World, and take no actions, until the end of the Scene. The GM exacts the usual cost (and awards the usual Fate Points) associated with conceding. Alternatively, the shaman's spirit can return to their body **immediately after** the blow is struck (and take any damage), at which point the advantage disappears and the shaman can act as normal.


The skill is used instead of Scholar when dealing with knowledge of the Spirit World, or when competing with another character in a contest of such knowledge.

 **Create an Advantage:** The shaman can create a situational advantage in their current Zone, so long as the GM agrees it would be possible through the intercession of one of the ubiquitous spirits found in every scene, and invoke it once for free. The starting difficulty is, at GM discretion, the Rank of the Spirit.

Invoking a Fetish, or a dominated human, costs a Fate Point but gains +2 to the roll.

 **Attack:** The skill can be used to cause Mental Stress to denizens of, or other travellers in, the Spirit World. While the target always chooses whether or not to take a Consequence, the shaman **may** name the Consequence as **Bound to me**. Ethereal creatures are bound in a Fetish while travellers are bound in their own body and to the service of the victor until either the shaman frees them, or the Consequence 'heals' as described in the rules. This represents the spirit escaping the binding.

The shaman **always** has the opportunity to engage in Mental Combat with a spirits escaping a fetish in an effort to re-bind it, but not necessarily with a human escaping domination – GM discretion applies in that case.

 **Defend:** This skill is used to defend against attacks by denizens of, or travellers in, the Spirit World.

SHAMANIC RITES STUNTS

Crush Their Will: +2 to Attacks in the Spirit World.

Shield of Will: +2 to Defend in the Spirit World.

What happened?: Use Shamanic Rites in place of Investigate by asking the local spirits what they know.

Friend to [Totem]: Gain the **Ride: Animal Ken** stunt in relation to the totemic animal or hero/god's friend.

Power of [Totem]: gain one use of a relevant Totemic Aspect as if it was the Shaman's own. Requires **Friend to [Totem]**. Spend a Fate Point to extend to the end of the current scene.

Sample Totems	Sample Totemic Aspects
Wolf	Run all day Keen nose Honour the pack
Eagle	Swift Sharp-eyed Lone hunter
Bear	Strong Implacable Ponderous of thought and deed
Dracofelas	Silent hunter Death dealer Arrogant lord of the forest
Snake	Poison mouth Swift strike Untrustworthy
Crow	Clever Mystical Trickster
Owl	Wisdom Death from above At home in the dark
Bat	At home in the dark Fear the light Agile
Eder	Cold and Unpredictable The Merciless Deep Sea Creatures everywhere
Kemlar the Guide	Fore-knowledge Mysticism Friend of the Owl
Heneryne	Fertility Protective Friend of the Eagle
Crador the Blind	Unpredictable Madness Spell-binding Storyteller Friend of the Bat

Skinchanger: Spend a Fate Point to physically (but not mentally) transform into the totem animal for the rest of the scene. Requires **Power of [Totem]**

PSIONICS EXTRA

Permission

To gain access to the Psionics Extra the player **must** use one of their aspects to describe the talent. The GM may decide they have to use the High Concept (and therefore rule out the psionic mage or priest).

Cost

As well as displacing other stunts the GM can compel the Psionic Aspect as suggested below once per session for free. Subsequent compels cost a Fate Point.

Benefits

The Will Stunts available to the Psionic are:

Clairvoyance Stunt

The ability to visualise events currently occurring at a remote location. Spend a Fate Point while concentrating on a location (or person) in the same or adjacent zone and creating/discovering a situation aspect based on what they perceive. Extend the range of by taking additional Mental Stress in line with the Spell Range costs (see Shek Pvar Extra).

Sample Compel: spontaneously broadcast one of the psionic's aspects to the nearest person to the target of the clairvoyance, with a free invoke.

Disembodiment Stunt

The ability to detach the ethereal spirit from the body. Spend a Fate Point to gain access to one use of the Shamanic Rites skill to to enter the Spirit World (see Shaman Extra). Their spirit leaves their body to enter the ethereal plane at the start of the next exchange and use Overcome to gain answers from a spirit.

Sample Compel: spontaneously weaken the boundary between the material and ethereal planes in the vicinity of the psionic. A situation aspect is placed on the scene that reflects this and could include the spontaneous appearance of a spirit with a grudge against humanity.

Healer Stunt

The ability to enhance the healing of another creature, not the healer themselves. Spend a Fate Point while touching the skin of the patient and immediately reduce the severity of a Consequence by one step (or remove a Mild Consequence). Even a Crippling Consequence can be reduced to a Grievous one if the psionic acts in the same scene as the Consequence was received and they succeed in a Will roll against a passive opposition of +8!

Sample Compel: spontaneously subject the psionic to a situation aspect such as **Overwhelmed by Other's Pain**, with a free invoke.

Hex Stunt

The ability to curse a victim. Spend a Fate Point to create **Hexed** on the victim. If the invoker has nail parings a lock of hair, etc. then add a second free invoke.

Sample Compel: spontaneously target a random character, or the psionic, instead.

Medium Stunt

The ability to perceive, communicate and, to an extent, control a spirit. Spend a Fate Point to gain one use of the Shamanic Rites skill (see Shaman Extra) to Create an Advantage through the intercession of a spirit.

Sample Compel: spontaneously trigger and weaken the boundary between the material and ethereal planes in the vicinity of the psionic. A situation aspect is placed on the scene that reflects this and could include the spontaneous appearance of an ethereal creature.

Mental Bolt Stunt

The ability to project a blast of mental energy at another mind. Spend a Fate Point to create an aspect such as **Blinded by the Pain** on a victim they can see in the same or adjacent zone.

Sample Compel: spontaneously target a random character or the psionic, instead.

Negation Stunt

The ability to create a shield against psionic, spiritual or magical effects. Spend a Fate Point to create an aspect such as **Protected by my Mind** on the psionic and any other character in the same zone (with a free invoke against any magical, spiritual or psionic effect or creature). The effect is approximately spherical so any enemies in the zone are also affected.

Sample Compel: spontaneously negate a magical, spiritual or psionic effect at an inconvenient time.

Prescience Talent

The ability to determine the fate of a group, person or item. Spend a Fate Point to create a situation aspect on a person, group or object which implies fore knowledge, even if it only becomes clear to the psionic at the point the talent is used.

Sample Compel: spontaneously trigger and allow a random person in the current scene to gain an insight into the psionic's future in the form of a situation aspect with a free invoke.

Psychometry Talent

The ability to determine information about an object, its history or a person who owns/owned it. Spend a Fate Point while holding the object to create a situation aspect on the scene or the object or its owner, with two free invokes; or two aspects with a single invoke on each. The aspect(s) must relate to the objects past, how it was used, when, by whom, &/or its owner.

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Sample Compel: spontaneously broadcast one of the psionic's aspects (or location if appropriate) to the nearest inconvenient person who gains a free invoke.

Pyrokinesis Talent

The ability to raise the temperature of a combustible object to flash point and start a fire. Spend a Fate Point to create an aspect on the scene like those of a Peleahn mage, with additional Mental Stress depending on the area of effect.

Sample Compel: spontaneously trigger the combustion of something useful at an inconvenient time.

Sensitivity Talent

The ability to scan for magical, spiritual or magical effects. Spend a Fate Point to detect the location or nature of a magical/psionic/spiritual residue or effect in the scene. This takes the form of revealing a situation aspect on the scene/object with a free invoke.

Sample Compel: spontaneously broadcast the psionic's presence to an inconvenient nemesis in the vicinity and possibly attract them ...

Telekinesis Talent

The ability to move objects without touching them. Spend a Fate Point to move an object the psionic can see and keep it moving until the end of the exchange. The effect can be sustained by taking Mental Stress each subsequent exchange (Use the Spell Duration Difficulty scale to judge). While it is not possible to accelerate objects to dangerous speeds and control their direction it is possible to raise and drop them to create **Falling Object**.

Sample Compel: spontaneously cause an object(s) in the scene to move in unpredictable directions and at potentially dangerous speeds!

Telepathy Talent

The ability to transmit thoughts or emotions. Spend a Fate Point to create an appropriate aspect on a target within sight.

Sample Compel: spontaneously affect a random person, or the psionic, instead.

FATE IN HARNWORLD

NATURAL HAZARDS

Hazards have two skills:

- **Danger** is how difficult it is for a character to oppose the effects of the hazard;
- **Scale** represents how widespread the hazard is and how difficult the it is to avoid its effects.

Hazards come in several varieties but in each case the hazard description will describe the effect of failure:

Simple Hazards: a single Overcome action against Scale to avoid or Danger to pass swiftly.

Challenge Hazards: comprise multiple challenges requiring more than one (and possibly different) skills/ actions to successfully negotiate.

Contest Hazards: The character(s) compete with the hazard, with three victories required to 'win'.

Conflict Hazards: the hazard has a stress track and may have Consequences. It seeks do the characters harm by Attacking using Danger or Scale, depending on the description.

Incremental Hazards: Any type of hazard that has to be confronted at various intervals (every exchange, hour, watch, day etc.), or due to the character's actions, or the adventure's Plot Stress, or which gets more challenging.

Hazard Aspects: these operate as situation aspects special to the hazard and can be invoked to increases their impact.

Examples

Simple Hazard - Bog: Overcome Scale with Survival to find a way around it, or Danger with Athletics (to pick a way across it) or Endurance (to slog through it). Shifts of failure convert into increments of time delayed.

Simple Hazard - Rockfall: Overcome Danger with Athletics to avoid it. Shifts of failure convert into Physical Stress that a Shield can absorb.

Incremental Simple Hazard - Drowning: Overcome +1 Danger (+1 per exchange in the water) using Endurance. Shifts of failure convert into Physical Stress.

Incremental Simple Hazard - Falling: A pit trap would have Scale dependent on the degree of camouflage that would be Overcome by Notice to avoid. Scale is +1 per 6' fallen after the first 6' (± 1 or 2 if the surface fallen onto is particularly hard/sharp/soft/ yielding). Overcome using Athletics. Shifts of failure convert into Physical Stress that Armour &/or Shield can absorb.

Incremental Simple Hazard - Desert: The desert has high Scale and low Danger to start with, but each watch the character spends without water increases Danger by +1. Overcome Danger with Endurance. Shifts of failure

convert into Physical Stress (or Mental Stress if the GM accepts hallucinations as a possible Consequence).

Incremental Simple Hazard - Quicksand: Overcome Scale with Strength to achieve 3 ‘victories’ in order to escape. Failure to win and the character disappears below the sand and must Overcome +1 Danger (+1 per exchange in the sand) using Endurance. Shifts of failure convert into Physical Consequences. Overcome Scale with Athletics to reach the surface again. *The more you struggle the worse it gets* can be invoked to increase the challenge of quicksand.

Challenge Hazard – Ice/Dust/Sand storm: Overcome Scale with Survival to create the advantage *Makeshift shelter* but Overcome Danger with Endurance to avoid Consequences equal to shifts of failure.

Challenge Hazard – Extensive thorny thicket: Assuming Survival failed to Overcome Scale to find a way around it, then Overcome Danger with Athletics and Strength to hack a way through it. Shifts of failure convert into increments of time delay.

Incremental Challenge Hazard - Singing sword in a stone: Overcome Scale +1 per exchange exposed to the singing, with Will, or be forced to grip the hilt. Overcome Scale (which continues to increase by +1 per exchange exposed) with Will to release the hilt one grasped. Each exchange that the hilt is held causes 1 point of Mental Stress, until Consequences cause the character to fall unconscious. Overcome Scale with Strength (to pull the sword from the stone and stop it singing; teamwork bonuses apply), or with Athletics to put enough distance between the character and the sword to avoid its effects.

Contest Hazard - Reefs: Overcome Scale with Scholar (Pilot) or Craft (Seaman) to avoid the reefs. Shifts of failure convert into incremental time delays. Alternatively, Overcome Danger with the same skills to achieve 3 ‘victories’ to pass through the reefs. Failure and the Danger must be Overcome using the Strength of the character’s vessel (perhaps supported by character skills) to avoid running aground.

Conflict Hazard - Poison: Overcome Danger (which depends on the poison concerned) with Endurance. Shifts of failure convert to Physical Stress. This continues until Endurance achieves 3 ‘victories’, at which point the poison ceases to have any effect.

Conflict Hazard - Haunted forest: Scale defines the number of stress boxes the forest has and the forest has *Everyone feels the chill* which can be invoked once for free against each character. After that invokes must be paid for. Each character must Defend against Danger using Will with shifts of failure converted into Mental Stress (as if the forest was using Provoke to instill fear).

In their turn characters may attack Danger with Provoke (I’ve been in worst places than this) or Deceive (You don’t frighten me!). They could also create advantages of morale using Rapport. If their Attacks succeed then shifts of success convert into Stress applied to the forest’s stress track.

Conflict Hazard - Disease(Infection): any character coming into contact with the disease must Overcome +2 or Danger (depending on the disease) with Endurance, or take Physical Stress equal to the shifts of failure. Any resulting Consequence becomes *Infected with ...*

Contest Hazard - Disease(Recovery/Impact): A victim must accumulate 3 Endurance victories over Danger to shake off the disease. Shifts of failure continue to inflict Physical Stress (and Consequences based on the disease).

Challenge Hazard - Disease(Containing Infection): Overcome Danger with Scholar(Physician). Shifts of failure convert into zones of spread. Overcome Scale with Scholar(Physician) to understand the disease and create a treatment.

TIME INCREMENTS

Exchange: an instant to a few minutes; **Scene:** a few mins; 15 mins; half an hour; an hour; **Session:** an hour; a Watch; half a day; a day; a few days; or a week; **Scenario:** a few days; few weeks; a month; to a season; **Longer Increments of Time:** half a year; a year; a few years; a decade; a lifetime; eternity.

BRUTE FORCE & IGNORANCE [BF&I]

Sometimes obstacles do not yield to subtlety and require a different approach. Obstacles have one skill, **Strength**, which also defines their **Stress Track**. Obstacles also have **Resistance** which can, like Armour, make them more difficult to damage.

Attack the obstacle’s Strength using Strength (teamwork bonus applies if other characters can access the obstacle). Shifts of success convert into Physical stress on the obstacle modified by the difference between Weapon Impact and the obstacle’s Resistance.

Shifts of failure convert into Physical Stress damage to the character, modified by the difference between obstacle’s Strength and the character’s Armour. The weapon used to make the Attack can be used to absorb this Stress by reducing its Impact permanently.

Character’s can use Crafts to create advantages such as **Leverage** before making an Attack.

Sample Obstacles	Strength*	Resistance*
Interior wooden door	+0	+1
Exterior wooden door	+2	+1
Iron bound door	+4	+2
Stone wall	+6	+3
Metal bars	+8	+3

*±1 at GM discretion, depending on quality of construction.

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ENCUMBRANCE

The character sheet shows the number of 'hands' of items that a character can carry on their back, belt and in their hands. Once these slots are filled each extra item carried makes any rolls +1 more difficult.

LIFTING AND CARRYING

Overcome +2 per point of SIZE difference from the character using Strength to lift it, modified by the GM for particularly dense items. Teamwork bonuses apply, but shifts of failure convert to Physical Stress which is distributed between all the characters, starting with the lead character.

Overcome +2 (+2 more per point of SIZE difference from the character) using Endurance to carry it for a watch (modified by the GM for particularly dense items or if forced marching). Teamwork bonuses apply, but shifts of failure convert to Physical Stress which is distributed between all the characters trying, starting with the lead character.

FEAR

Harn is a routinely dangerous, often cruel, place but its inhabitants are not immune to what they encounter. Whenever a PC encounters something **TERRIBLE**, **HORRIFIC** or **MONSTROUS** for the first time, they must oppose a Mental Attack on their Will. The resulting Mental Stress is accumulated, and recovered from, as normal. The Harnic Bestiary, below, includes reference to these aspects and other uses can be judged against these examples:

TERRIBLE(+1): a mound of mutilated corpses; a Terrible creature; or witness their first human sacrifice.

HORRIFIC(+2): one of the mutilated corpses is someone they know; the creature has hold of someone they know, or is HORRIFIC; or they recognise the sacrificial victim.

MONSTROUS(+3): They wake among the mutilated corpses, or are the subject of the sacrificial rite. The creature is MONSTROUS, or defies the laws of nature as they understand them. This will usually include any arcane summoning and the servants of any god – possibly even their own!

EXTRA EFFORT

A character can choose to take a Physical Consequence when a roll is insufficient to succeed in some physical task. The value of the Consequence is added to the roll.

TRANSGRESSION & ATONEMENT

The **Transgression Stress Track** monitors the sins of a player character with the Clerical Extra or the drift towards renegade of a Shek Pvar.

The track comprises 4 x 1 Stress boxes: .

Transgression

If the player spends a Fate Point to avoid a compel of the aspect they have adopted from those of their god, or the Shek Pvar code, they take 1 Stress to their Transgression Stress Track. The GM may choose to impose more than 1 point in extreme cases and can also impose a point of Transgression Stress when the player benefits from the action of another that is antithetical to their god/code.

Unlike other Stress Tracks, Transgression does not clear at the end of a scene. After gaining 4 points of Transgression the next point causes a Consequence. The player can choose whether it is physical or mental so long as it makes narrative sense and the GM agrees. Agrik might impose a **Raging Fever**, Save K'nor might apply **Forgetful**, for instance, while other Shek Pvar might judge the character **Suspicious** and then **Dangerous**.

Taking the consequence clears the track, which can then refill until a second Consequence is taken, and so on until the character is **Crippled** by the weight of their transgressions.

The Code of the Shek Pvar

- *Bring not the scorn of the ordinary folk upon thy brothers, nor make with thine Art a place for thyself above them;*
- *Spread not thy Lore, even among thy brothers, without the sanction of thy peers;*
- *Keep sacred and free from harm thy Chantry;*
- *Succour not a renegade of the Art, but strike him down with thy power, else summon thy brothers to thine aid;*
- *Make tithe to thy Chantry a portion of thy arcane treasure to thy brother's benefit*

Atonement

The Consequences of Transgression cannot be treated, and do not recover, as other consequences do.

Instead, whenever the character accepts compels based on their god's aspect/Pvaric code they immediately donate the Fate Point they earned to their god/the fates, to buy off a point of the Consequence. The change is immediate so the Knorran's **Forgetfulness (+3)** could swiftly recover to **Absentminded (+1)** in only a few scenes if compels came quickly enough.

A **Crippling Consequence** does not recover in this way; it will have replaced the High Concept that defined the characters belief/philosophy. The High Concept **Priest of ...** might become ... **Heretic**, or **Defrocked Priest of ...**, while the Shek Pvar aspect becomes **Renegade ...** etc. Only a very significant Milestone requiring time, effort and pain should recover the character's original status.

THE PEOPLE OF HARN

Nameless NPCs

Nameless NPCs can be: Average (a +1 skill); Fair (+2 & +1 skills); or Good (+3, +2 & +1 skills). The following examples are a guide to the GM and provide possible foundations for Named NPCs.

The statistic blocks describe:

HIGH CONCEPT

Other Aspect(s)

Skills (& Stunts)

Weapon(s)

Armour (& Shield)

Stress & Consequences*

*All NPCs have a single stress track with **1** & **2** stress boxes. Additional boxes are added if they have Endurance. The GM can give any NPCs a Mild, Serious & Grievous Consequence if desired, but their situation (and the plot) may mean they are reluctant to resort to them!

<p>Average Nameless NPC: Rank-and-file order-takers, local conscripts, apprentices and those new to their work or role:</p>	<p>Fair Nameless NPC: Trained professionals, journeymen, most men-at-arms or sharp-tongued courtiers or talented thieves:</p>	<p>Good Nameless NPC: Tough opposition when leading groups of NPCs, or a significant challenge if appearing in numbers themselves:</p>
SLAVE/SERF/TOWNSFOLK		
<p>Manual Labourer +1 Endurance</p> <p>Unarmed:0; 1-H Improvised:1 Cloth:0 1 2 3</p>	<p>Skilled Labourer; Well-known +2 Endurance; +1 Crafts</p> <p>Unarmed:0; 1-H Improvised:1 Cloth:0 1 2 3</p>	<p>Office Holder; Respected +3 Crafts (Specialism Stunt); +2 Contacts; +1 Endurance Unarmed:0; 1-H Improvised:1 Cloth:0 1 2 3</p>
FREE GUILDSMAN/UNGUILDED TRADESMAN		
<p>Apprentice / Learning the trade +1 Crafts or Scholar</p> <p>Unarmed:0; 1-H Improvised:1 Cloth:0 1 2</p>	<p>Journeyman / Knows their business; Well-known +2 Crafts OR Scholar(Specialism Stunt); +1 Contacts Unarmed:0; 1-H Improvised:1 Cloth:0 1 2</p>	<p>Master / The best ... in town; Respected +3 Crafts OR Scholar(Specialism Stunt); +2 Contacts; +1 Rapport Unarmed:0; 1-H Improvised:1 Cloth:0 1 2</p>
LIA-KAVAIR CONMAN		
<p>Apprentice / Learning the game +1 Deceive</p> <p>Unarmed:0 Cloth:0 1 2</p>	<p>Journeyman / Knows the game; Well-known in certain circles +2 Deceive; +1 Rapport Unarmed:0 Cloth:0 1 2</p>	<p>Master / The best ... in town; Dangerous connections +3 Deceive; +2 Rapport; +1 Contacts Dagger:1 Cloth:0 1 2</p>
LIA-KAVAIR THIEF		
<p>Apprentice / Learning the trade +1 Larceny Dagger:1 Cloth:0 1 2</p>	<p>Journeyman / Knows the game; Well-known in certain circles +2 Larceny; +1 Notice Dagger:1 Cloth:0 1 2</p>	<p>Master / The best ... in town; Dangerous connections +3 Larceny; +2 Notice; +1 Contacts Dagger:1 Cloth:0 1 2</p>

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<p>LIA-KAVAIR THUG <i>Learning to survive</i></p> <p>+1 Fight</p> <p>Dagger:1 Cloth:0 1 2</p>	<p><i>Handy in a fight; Well-known in certain circles</i></p> <p>+2 Fight; +1 Strength(Damage+1)</p> <p>Dagger:0; 1-H Improvised:1 Cloth:0 1 2</p>	<p><i>The most feared in town; Dangerous connections</i></p> <p>+3 Fight; +2 Strength(Damage+1); +1 Contacts</p> <p>Unarmed:0; 1-H Improvised:1 Cloth:0 1 2</p>
<p>PRIEST <i>Acolyte</i></p> <p>+1 Ritual</p> <p>Unarmed:0; 1-H Improvised:1 Cloth:0 1 2</p>	<p><i>Ordained; Well-known</i></p> <p>+2 Ritual; +1 Contacts OR church related skill</p> <p>Unarmed:0; 1-H Improvised:1 Cloth:0 1 2</p>	<p><i>Office Holder; Respected OR Feared</i></p> <p>+3 Ritual; +2 Contacts or church related skill; +1 Rapport OR Provoke</p> <p>Unarmed:0; 1-H Improvised:1 Cloth:0 1 2</p>
<p>BRIGAND/OUTLAW <i>Runaway Peasant</i></p> <p>+1 Notice</p> <p>1-H Improvised:1 Cloth:0 1 2</p>	<p><i>Locally known; Nose for risk</i></p> <p>+2 Notice; +1 Fight</p> <p>Club/Dagger: 1 Cloth:0 1 2</p>	<p><i>Brigand Leader; Respected OR Feared</i></p> <p>+3 Notice; +2 Fight; +1 Missiles</p> <p>Bow:1/ 1; Dagger/Club: 1 Leather:1 1 2</p>
<p>KNIGHT (Medium Foot/Horse) <i>Green but keen</i></p> <p>+1 Melee</p> <p>Long Sword:2; Spear:2; Dagger:1</p> <p>Ring & Kite Sh:2+1 1 2</p>	<p><i>Experienced Knight; Warhorse</i></p> <p>+2 Melee; +1 Ride</p> <p>Long Sword:2; Spear:2(3 Mounted charge); Dagger:1</p> <p>Ring & Kite Sh:2+1 1 2</p>	<p><i>Veteran Knight; Loyal warhorse</i></p> <p>+3 Melee; +2 Ride; +1 Fight</p> <p>Long Sword:2; Spear:2(3 Mounted charge); Dagger:1</p> <p>Chain & Kite Sh:3+1 1 2</p>
<p>MAN-AT-ARMS (Light Foot) <i>Green and nervous</i></p> <p>+1 Missile</p> <p>Bow:1(1); Dagger:0 Leather:1 1 2</p>	<p><i>Experienced; Dutiful OR Cynical</i></p> <p>+2 Missile; +1 Fight</p> <p>Bow:1(1); Dagger:0 Leather:1 1 2</p>	<p><i>Veteran sergeant; Survivor</i></p> <p>+3 Missile; +2 Fight; +1 Endurance</p> <p>Bow:1(1); Dagger:0 Leather:1 1 2 3</p>
<p>MAN-AT-ARMS (Medium Foot) <i>Green and nervous</i></p> <p>+1 Melee</p> <p>Spear:2; Dagger:1 Ring:2 1 2</p>	<p><i>Experienced; Dutiful OR Cynical</i></p> <p>+2 Melee; +1 Strength (Damage+1)</p> <p>Spear:2; Dagger:1 Ring & Kite Sh:2+1 1 2</p>	<p><i>Veteran sergeant; Survivor</i></p> <p>+3 Melee; +2 Strength (Damage +1); +1 Endurance</p> <p>Spear:2; Falchion:2 Dagger:1 Ring & Kite Sh:2+1 1 2 3</p>

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THARDIC LEGIONARY (Light Foot)		
<p>Green but trained +1 Missiles</p> <p>Bow:1(1); Short Sword:1 Leather:1 & Buckler:+1 to Defend 1 2</p>	<p>Experienced; Dutiful OR Cynical +2 Missiles; +1 Melee</p> <p>Bow: 1(1); Short Sword:1 Leather:1 & Buckler:+1 to Defend 1 2</p>	<p>Veteran; Survivor +3 Missiles; +2 Melee; +1 Endurance Bow: 1(1); Short Sword:1 Leather:1 & Buckler:+1 to Defend 1 2 3</p>
THARDIC LEGIONARY (Medium Foot)		
<p>Green but trained +1 Melee</p> <p>Spear/Javelin:2(1); Short Sword:1 Ring & Kite Sh:2+1 1 2</p>	<p>Experienced; Dutiful OR Cynical +2 Melee; +1 Missiles</p> <p>Spear/Javelin:2(1); Short Sword:1 Ring & Kite Sh:2+1 1 2</p>	<p>Veteran; Survivor +3 Melee; +2 Missiles; +1 Strength (Damage +1) Spear/Javelin:2(1); Short Sword:1 Ring & Kite Sh:2+1 1 2</p>
THARDIC LEGIONARY (Medium Horse)		
<p>Green but trained +1 Melee</p> <p>Spear:2 (3 Mounted charge); Short Sword:1 Ring & Kite Sh:2+1 1 2</p>	<p>Experienced; Warhorse +2 Melee; +1 Ride</p> <p>Spear:2 (3 Mounted charge); Short Sword:1 Ring & Kite Sh:2+1 1 2</p>	<p>Veteran; Loyal warhorse +3 Melee; +2 Ride; +1 Provoke</p> <p>Spear:2 (3 Mounted charge); Short Sword:1 Ring & Kite Sh:2+1 1 2</p>
URBAN MILITIA (Light Foot)		
<p>Green and nervous +1 Crafts</p> <p>Spear:2; Club:1 Leather:1 1 2</p>	<p>Protect the town; Dutiful +2 Crafts; +1 Melee</p> <p>Spear:2; Club:1 Leather:1 1 2</p>	<p>Once a man-at-arms; Dutiful +3 Melee; +2 Crafts; +1 Contacts</p> <p>Spear:2; Dagger:1 Leather & Round Sh:1+2 1 2</p>
RURAL MILITIA (Unarmoured Foot)		
<p>Green and nervous +1 Crafts</p> <p>1-H or 2-H Improvised:1 OR 2 Cloth:0 1 2</p>	<p>Protect the village; Dutiful +2 Crafts; +1 Fight</p> <p>1-H or 2-H Improvised:1 OR 2 Cloth & Round Sh:0+2 1 2</p>	<p>Loyal to my Lord; Sacrifice +3 Crafts(Beadle Specialism); +2 Melee; +1 Contacts</p> <p>Spear:2 Leather & Round Sh:1+2 1 2</p>
IVINIAN BOAT CREW		
<p>Green but keen +1 Melee</p> <p>Spear:2 Cloth:0 1 2</p>	<p>Experienced; Fierce Courage +2 Melee; +1 Missile</p> <p>Spear:2; Handaxe:1(0) Cloth & Round Sh:0+2 1 2</p>	<p>Veteran; Frightening when roused +3 Melee; +2 Missile; +1 Endurance</p> <p>Spear:2; Handaxe:1(0) Cloth & Round Sh:0+2 1 2 3</p>
IVINIAN HUSCARL		
<p>Green but in search of fame +1 Melee</p> <p>Spear:2; Hand axe:1(0) Leather & Round Sh:1+2 1 2</p>	<p>Experienced; Fierce honour +2 Melee; +1 Endurance</p> <p>Spear:2; Hand axe:1(0) Ring & Round Sh:2+2 1 2</p>	<p>Veteran; Protect my honour +3 Melee; +2 Endurance; +1 Strength (Damage+1)</p> <p>Spear:2; Short Swd:1; Hand axe:1(0) Ring & Round Sh:2+2 1 2 3</p>

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BARBARIAN WARRIOR (Unarmoured Foot)		
Youth +1 Missile Bow:1(1); Dagger:1 Cloth:0 1 2	Experienced; Fierce +2 Missile; +1 Melee Bow: 1(1); Dagger:1 Cloth:0 1 2	Veteran; Cunning +3 Melee; +2 Missile; +1 Endurance Bow: 1(1); Dagger:1 Cloth:0 1 2 3
BARBARIAN WARRIOR (Light Foot)		
Youth +1 Melee Spear:2 Leather & Round Sh:1+2 1 2	Experienced; Fierce +2 Melee; +1 Endurance Spear:2; Handaxe:1 Leather & Round Sh:1+2 1 2 3	Veteran; Cunning +3 Melee; +2 Endurance; +1 Strength (Damage+1) Spear:2; Handaxe:1 Leather & Round Sh:1+2 1 2 3
BARBARIAN SHAMAN/WISE WOMAN		
Apprentice shaman +1 Scholar(Tribal Lore) Dagger:1 Cloth:0 1 2	Shaman of the (tribe /totem/ god etc.); Fetish (appropriate +1 Spirit) +2 Shamanic Rites; +1 Scholar(Tribal lore) Dagger:1 Cloth:0 1 2	Shaman of the (tribe /totem/ god etc.); Fetish (appropriate +1 Spirit) +3 Shamanic Rites; +2 Scholar (Tribal lore); +1 Survival Dagger:1 Cloth:0 1 2
FALSE BARBARIAN SHAMAN/WISE WOMAN		
'Apprentice' +1 Deceive Dagger:1 Cloth:0 1 2	'Shaman' of the (tribe /totem/ god etc.); Many prominent 'Fetishes' +2 Deceive; +1 Rapport(Orator) Dagger:1 Cloth:0 1 2	'Shaman' of the (tribe /totem/ god etc.); Many prominent 'Fetishes' +3 Deceive; +2 Rapport (Orator); +1 Survival Dagger:1 Cloth:0 1 2

Named NPCs

Named NPCs play a supporting role in scenes and scenarios. They often have a distinguishing aspect that sets them apart from the crowd, perhaps because of their relationship to a PC or NPC, a particular competence or unique ability, or simply the fact that they tend to appear in the game a great deal. The 'faces' assigned to particular locations are named NPCs, as are any characters who are named in one of the PCs' aspects or with whom they have a relationship. While they may not be central to resolving a scenario, they're a significant part of the session, either because they provide aid, present a problem, or figure in a subplot.

To make a Named NPC, start with an appropriate Nameless NPCs but give them a unique High Concept and a Trouble, and 2-3 other aspects. Also add two stunts, and turn the skill column into a pyramid peaking at Good(+3). Also add Mild, Serious & Grievous Consequences.

Significant Named NPCs

These are the most significant characters that a PC will encounter, with a full character sheet just like a PC.

They can be peers of the PCs with the same skill distribution and number of stunts as the PCs; improving as the PCs improve.

Alternatively they can be superior to the PCs who remain static while the PCs grow to sufficient strength to oppose them. In this case their skill pyramid peaks at least two higher than the PCs with more aspects and more stunts to reflect their superiority.

Friendly NPCs & Missing PCs

The GM can use their pool of scene Fate Points compel any of their known Aspects (or roll to discover them). The Fate Point forms a 'party pool' accessible to any PC.

Similarly a PC can invoke any of their known Aspects by paying a Fate Point to the GM.

They support die rolls made by the GM or PC but do not initiate skill rolls (or take harm) themselves

MORE ASPECTS AND STUNTS

These suggestions are provided to flesh out Named or Significant NPCs.

BARBARIAN WARRIOR

Knows his Territory, Superstitious, Brutal (or Noble Savage); Berserker Rage

Notice(Keen Hearing): +2 on Notice rolls made to overcome based on hearing.

Notice(Keen Eyesight): as above for visual perception.

Survival(Tracker): +2 to Survival rolls made to find and follow tracks in their range.

Almost any other Survival Stunt

BARBARIAN SHAMAN/WISE WOMAN

Terrifying to all, , Superstitious , Gossip, I've got a lotion for that, Never admit ignorance, Respected in community, Thinks things through

Any Shamanic Rite Stunt

Rapport(Braggart): Use Rapport instead of Provoke on first meeting someone to create an advantage based on intimidating demeanour.

Rapport(Orator): +2 to Rapport when delivering an inspiring speech in front of the tribe.

Empathy(Eye of Truth): +2 to Empathy rolls to discern or discover lies.

Deceive(Mind Games): Use Deceive to make mental attacks provided they have the leverage of knowing an opponent's weakness represented by an Aspect.

IVINIAN WARRIOR

Glory in Battle, Loot and Pillage, Brutal, Superstitious, Loyal to ... , Terrifying to all, Berserker Rage, Superstitious

Melee(Hurled Axe): Melee is used instead of Missiles to throw the Axe into an adjacent zone. Doing so puts the *Disarmed* aspect on the character, but no one gets to invoke that for free.

Melee(Master of the Axe): Gain a +2 bonus to create an advantage using the Axe and Melee.

Fight(almost any Stunt)

Endurance(Bellow): Once per scene the character may use Endurance instead of Provoke to make a mental attack.

Melee(Two Weapons): When attacking with two weapons accept -2 to all Melee rolls but, when successful, inflict 2 extra shifts of damage to the target.

Endurance(Hard as Nails): Once per session spend a Fate Point to reduce the severity of a serious physical consequence to mild, or avoid a mild consequence altogether.

COURTIER/STEWARD

Loyal to Lord, Arrogant, Cultured, Everything money can buy, Family Honour, Generous, Get out of my way, Sheltered Upbringing

(Rapport)Orator: +2 to Rapport when delivering an inspiring speech in front of a crowd. (If there are named NPCs or PCs in the scene, they may be targeted simultaneously with one roll rather than dividing up shifts.)

Rapport(Braggart): Use Rapport instead of Provoke on first meeting someone to create an advantage based on intimidating demeanour.

Rapport(Court Crony): Gain a +2 bonus to any attempt to overcome obstacles using Rapport when they are at a noble function, such as a royal hunt, tourney or moot.

KNIGHT

Loyal to Lord, I have a cunning Plan, For Glory!, Impoverished Noble, Oath to Lord, Knighted in the Field

Melee(Master of Swords): Gain a +2 bonus to create an advantage using Melee with a sword.

Melee(Counterstrike): If a character succeeds with style, using Melee to defend they are allowed to choose to inflict a 2-shift hit rather than take a boost.

Melee(Critical Hit): Once per scene, when an opponent is forced to take a consequence, spend a Fate Point to increase the severity from minor to serious, serious to grievous or grievous to grievous PLUS a second consequence; or be taken out.

MAN-AT-ARMS

Loyal to Lord, Cynical, Dutiful, Just Following Orders, Loves an Honest Fight, Thug, Will Do Anything for Pay

Missiles(Arrow Storm): Whenever a character uses a bow and they succeed in a Missiles attack, they automatically create a Fair (+2) opposition against movement in that zone until their next turn because of all the arrows in flight.

Melee(Counterstrike): If a character succeeds with style, using Melee to defend against Melee, they are allowed to choose to inflict a 2-shift hit with their weapon rather than take a boost

MILITIA

Loyal to Locality, Local Concerns, Salt of the Earth, I have a future! Improvised Weapons, Underfed

Crafts(Better than New!): Succeed with style on an Craft (overcome) action to repair something and gain a scene aspect instead of just a boost.

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THARDIC LEGIONARY

Professional, Loyal to Self, Cynical, Dutiful, Just Following Orders, Loves an Honest Fight

Melee(Master of Spear & Shield): Gain a +2 bonus to create an advantage using Melee when fighting with a spear & shield combination.

Melee(Master of Sword & Buckler): Gain a +2 bonus to create an advantage using Melee when fighting with a sword and buckler combination.

Ride(Master of the Mounted Charge): Gain a +2 bonus to create an advantage using Ride during a Mounted Charge.

CRAFTSMAN/TRADESMAN

Greedy, Dedicated to Craft / Trade, Industrious, Loves Routine, Perfectionist, Respected in Community

Crafts(Better than New!): Succeed with style on an overcome action to repair something and gain a scene aspect instead of just a boost.

Crafts(Always Making Useful Things): Make an overcome roll with Craft to have a tool or artefact, or jury rig it.

MERCHANT/TRADER

Avaricious, Eye for a Good Deal, Honest, Unprincipled, Wheeler-dealer, Gotta haggle!

Rapport(Haggle): use Rapport to buy things if Privy Purse is no more than 2 below difficulty; Privy Purse may still change.

Contacts(Ear to the Ground): roll Contacts against a difficulty of 2 where they've built a network of contacts to automatically go first in a social conflict initiated by someone else.

Empathy(Eye of Truth): +2 to all Empathy rolls to spot lies, whether they're directed at the character or someone else.

MERCENARY/TOWN GUARD

Loyal to Self, Cynical, Just Following Orders, Will Do Anything for Pay

Fight(Dirty-Fighting): Spend a Fate Point to increase the harm done by a successful Fight attack so that Stress points become a Mild Consequence, Mild becomes serious or serious becomes Grievous related to a very painful blow to kidneys or gonads, or an eye gouge etc.

Fight(Bar-fighter): Gain +2 to create advantages involving improvised weapons such as bottles, chairs etc., and clubs.

LIA-KAVAIR

Career Criminal, Chequered Past, Heart of gold, Hunted, Instinctive Liar, Thrill Seeker, Loyal, Avaricious, Can't Resist Temptation, Impoverished, Ruthless, Nimble Fingers

Deceive(Mind Games): Use Deceive to make mental attacks against an opponent, provided the character has some form of leverage or ammunition in the form of an Aspect representing the opponent's weakness.

Melee(Hidden Weapon): Whenever hit with a *Disarmed* aspect, spend a Fate Point to declare the presence of a hidden dagger. The *Disarmed* aspect is ignored but the opponent gets a boost instead, representing the distraction of drawing the dagger.

Dirty-Fighting: Spend a Fate Point to add +2 shifts of damage done by a successful Fight attack due to a very painful blow to kidneys or gonads, or an eye gouge etc.

Bar-fighter: Gain +2 to create advantages involving improvised weapons such as bottles, chairs etc., and clubs.

Almost any other Larceny or Deceive Stunt

PRIEST

Aspect associaied with their god, Ascetic, Learned, Loner, Pious, Corrupt

Ritual(Divine Intervention): Spend a Fate Point (or one from a character with the same faith) and use Ritual to create an advantage in keeping with one of the god's aspects. Any invoke can be passed to another character.

BEGGAR

Con Artist, Desperate, Diseased, Frightening, Frightened

Danger Sense: At the start of any physical conflict that would normally be a surprise for the character, they can make a free Notice roll to create an advantage based on the fact that they aren't as surprised as the enemy thinks you should be.

Contacts(Rumourmonger): +2 to create an advantage when planting rumours (likely vicious and untrue) about someone else.

Rapport(Haggle): Provided Privy Purse is no more than 2 below the difficulty, use Rapport instead of Privy Purse to buy things, though it may still change.

BRIGAND/OUTLAW

Loyal to Gang, Former Soldier, FreedomFighter, Impoverished, Ruthless

Athletics(Head for Heights): +2 to create advantages with Athletics in any activity or chase across rooftops or a similarly precarious environment.

Fight(Grappler): Spend a Fate Point to allow any successful Fight attack to create the boost

Incapacitated on opponent and allow a free invoke.

MUSICIAN/PERFORMER

Hopeless Romantic, Loves to be the centre of attention, Voice like honey

Deceive(Master of Disguise): Spend a Fate Point to use a few things to create *Disguised* with a free invoke.

Empathy(Good Listener): natural practitioner of the 'talking cure' who can help others recover from social or mental consequences. +2 to the Empathy roll.

SCHOLAR

Bookworm, I think it would be better if ..., Mad Genius, Oblivious, Obsessed

Scholar(I've Read about That): Spend a Fate Point to use Scholar in place of any other skill for one roll or exchange, provided they can justify having read about the action they are attempting.

Scholar(Shield of Reason): Use Scholar to defend against Provoke attempts, provided the GM can be convinced that rational thought and reason could overcome fear.

Investigate(Attention to Detail): Use Investigate instead of Empathy to defend against Deceive in contests due to careful observation of the opponent.

Serf/Slave/Common Townsfolk

Loyal to Locality or Master, Downtrodden, Confidante, Discontent, Obsequious, Overworked

Empathy(Nose for Trouble): Use Empathy instead of Notice to determine initiative in a conflict, provided the character has already had a chance to observe/speak to those involved in the scene.

Rapport(Haggle): Provided Privy Purse is no more than 2 below the difficulty, use Rapport instead of Privy Purse to buy things; Privy Purse may still change.

Rapport(Braggart): Use Rapport instead of Provoke on first meeting someone to create an advantage based on intimidating demeanour

HUNTER/FORESTER

Loner, One with Nature, The Thrill of the Chase, Uncomfortable in Towns

Survival(Tracker): +2 to Survival rolls to find and follow tracks in natural environs.

Survival(Lodestone): never gets lost, whatever the weather or surroundings. They always know which way is north and the general direction of landmarks. In truly alien surroundings they can make a Survival roll vs. 3 to know where they are in relation to known landmarks.

Survival(Herb Lore): use Survival instead of Scholar to find a particularly useful plants or herbs in natural environs. Add +2 to the healing rolls using plants/herbs to treat wounds/sickness.

HARNIC BESTIARY

These interpretations of the creatures of Harn World use the following Statistic Block:

NAME (HIGH CONCEPT & Nos. appearing)

Number appearing is only a guide to GMs and should be interpreted based on the narrative. It can be invoked or compelled to reflect the behaviour of a creature when other aspects don't apply.

Trouble Aspect

A characteristic of the creature, or its behaviour, that may get it into difficulties (and perhaps advantage PCs).

Behaviour Aspect

An aspect of the creature's behaviour or way of life.

Threat Reaction Aspect

A typical reaction to a threat from PCs (or other creatures) along with any qualifying factors such as time of year or presence of young etc.

Other Aspect(s)

These usually describe a natural ability of the creature if it is general enough to constitute an aspect.

SIZE

This is not an aspect but is used in combat encounters as described under Fight, Melee and Missile where the creature is more or less than 'Man-sized':

Descriptor	SIZE
Tiny - Thumb-sized	+0
Very small - Fist-sized	+1
Small - Dog-sized	+2
Man-sized	+3
Big - Horse-sized	+4
Huge - Elephant/Room-sized	+5
Enormous - House-sized	+6
Gigantic - Small Temple-sized	+7
Vast - Keep-sized	+8
Village-sized	+9
Town-sized	+10
City-sized	+11

FEAR!

Aggressive 'natural' beasts often have a Fear rating of +1, which increases for the larger &/or more 'mythical'.

Skill Column and (Stunts)

Most peak at +4 with Stunts used to define specific modes of attack or other natural abilities.

Attack Impact:

Armour Protection:

These are used as described in Fight, Melee and Missile.

Stress and Consequences

The Stress Track usually peaks at SIZE supplemented by Endurance &/or Will. They all have Mild, Serious and Grievous Consequences, though narrative or context may make them reluctant to use them.

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BEASTS

AQUATIC – DARANOG (1)

Stays close to Water; Swift strike from the water's edge; Retreat to fight another day.

HUGE(+5) & TERRIBLE(+1)!

+4 Fight (Serpentine Crush: Can spend a Fate Point to allow any successful Fight attack to create the boost **Incapacitated** on an opponent with a free invoke.); **+3 Stealth; +2 Notice; +1 Athletics (Swimmer:** Move two zones through water and attack, unless there is a movement restriction).

Bite: 5/1 (due to long neck); **Constrict:** 6/0 (if target is **Incapacitated**) **Glistening Green-Blue Scales:** 3

1 2 3 4 5

Mild 1 Mild 1 Serious 2 Grievous 3

AQUATIC – WRECAN (1)

Ships look like other Wrecan; Territorial predator; Hates other Wrecan; Can't let go!

GIGANTIC(+7) & HORRIFIC(+2)!

+4 Fight (Jaws of the Wrecan): Spend a Fate Point after a successful Fight attack to create the advantage **In its Jaws** on any vessel/creature up to its own size. On smaller creatures/objects, this becomes **Swallowed!** Successive successes generate **Firmer Grip**, and then **Sinking**, as it drags the ship down. The Endurance of **Swallowed!** characters is subject to automatic Attacks each exchange (Armour applied only for the first exchange). They may also face the risk of suffocation. **Swallowed!** Characters must Overcome +2 to Attack the Wrecan which then defends using Endurance but with no armour protection; **+3 Endurance; +2 Notice; +1 Athletics (Swimmer:** Move two zones through water and attack, unless there is a movement restriction).

Bite:6 **Brown Wrinkly Hide:**3

1 2 3 4 5 6 7

Mild 1 Mild 1 Serious 2 Serious 2 Grievous 3

BEARS – BLACK BEAR (1)

Curious; Mildly Territorial Omnivore; Retreat unless young are threatened; Powerful Claws

MAN-SIZED(+3)

+4 Notice (Keen Sense of Smell: +2 on Notice rolls made to overcome using good sense of smell.); **+3 Athletics (Climber:** +2 to Athletics when climbing trees); **+2 Survival; +1 Fight**

Claws: 1 **Pelt:** 1

1 2 3 Mild 1 Serious 2 Grievous 3

BEARS – BROWN 'GRIZZLED' BEAR (1)

Territorial in Spring; Intimidate if threatened or attack in defence of young; Ripping Claws

BIG(+4) & HORRIFIC(+2)

+4 Fight (Roar: Use Fight to make Mental Attack against Will on anyone in the same Zone, once per scene) & **(Grappler:** spend a Fate Point to allow any successful Fight attack to create the boost

Incapacitated on an opponent) & **(Bear Hug:** +2 shifts of damage on an **Incapacitated** opponent) & **(Teeth & Claws:** Either +1 to attack a single target with teeth AND claws, OR attack 2 targets at -1 each); **+3**

Endurance; +2 Athletics; +1 Notice.

Bite & Claws: 2 **Thick Hide & Pelt:** 2

1 2 3 4 Mild 1 Serious 2 Grievous 3

BEARS – SNOW BEAR (1)

Feels the heat; Fearless Hunter; White on White.

BIG(+4) & TERRIBLE(+1)!

+4 Fight; +3 Endurance; +2 Stealth; +1 Athletics (Swimmer: Move two zones through water and attack in the same action if there are no restrictions to movement.)

Bite & Claws: 2 **Thick Hide & Pelt:** 2

1 2 3 4 Mild 1 Serious 2 Grievous 3

CAT – COUGAR (1)

Nervous; Stalks its prey; Retreats; Grace & Power.

SMALL(+2)

+4 Notice; +3 Stealth (Ambush: Use Stealth to Attack if target is unaware); **+2 Athletics (Death from above:** +2 to Overcome or Create Advantage when above the opponent); **+1 Fight.**

Bite:1 **Hide:**1

1 2 Mild 1 Serious 2 Grievous 3

CAT – DRACOFELAS (1)

Arrogant 'Lord of the Forest'; Nocturnal Hunter by Stealth; Frightened of nothing; Sabre-toothed.

BIG(+4)

+4 Fight; +3 Stealth (Cats Grace: Use Stealth to climb and move among the trees) AND **(Ambush:** Use Stealth to Attack if target is unaware); **+2 Notice; +1 Endurance.**

Sabre toothed bite: 2 **Thick Fur:** 1

1 2 3 4 Mild 1 Serious 2 Grievous 3

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CATTLE - AUROCHS (1d6+1)

The Herd comes first; Aggressive grazer; Enormous horns; Potent sinews.

HUGE(+5)

+4 Fight (Charge): Overcome +2 to move 1 zone and Attack as one action and, if Succeed with Style then +2 Damage due to trampling); **+3 Endurance (Too stubborn to die):** Once per scene spend a Fate Point to ignore the damage from any single attack); **+2 Provoke (Bellow):** Use Provoke against every creature in the zone, plus 1 zone per Fate Point expended); **+1 Notice (Herd instinct):** +1 to Notice for each adult present)

Hooves and Horns:5

Hide:2

1 2 3 4 5

Mild 1 Mild 1 Serious 2 Grievous 3

CATTLE - WISENT (1d6+6)

The Herd comes first; Avoid confrontations; Heavily muscled grazer

BIG(+4)

+4 Endurance (Hard to kill): Use Endurance to defend against physical attacks though the beast takes +1 extra damage on a tie); **+3 Fight (Charge):** Overcome +2 to move 1 zone and Attack as one action and, if Succeed with Style then +2 Damage due to trampling); **+2 Athletics; +1 Notice (Herd instinct):** +1 to Notice for each adult present).

Hooves and Horns:4

Hide:2

1 2 3 4 Mild 1 Serious 2 Grievous 3

CHIMERA - HIRENI (1)

Stupid & lightly boned; Territorial scavenger; Intimidate if threatened

BIG(+4) & TERRIBLE(+1)!

+4 Notice; +3 Athletics (Leap onto a target): Succeed with style to leap 20' into the air before swooping hooves first onto the target to do +2 shifts of Damage) AND (**Fly:** Move 2 zones and attack as a single action so long as there is no restriction); **+2 Fight (Multiple Attacks):** Either +1 to attack a single target with Beak AND Talons, OR attack 2 targets at -1 each);

+1 Provoke

Talons:3 & **Beak:**2

Hide:2

1 2 3 4 Mild 1 Serious 2 Grievous 3

CHIMERA – GRIFFON (1 MALE)

Arrogant Master of the high peaks; Cunning hunter; Intimidate rather than fight.

BIG(+4) & TERRIBLE(+1)!

+4 Athletics (Glide attack): Use Athletics to move up to 2 zones per 20' of starting height and attack as a single action) AND **Agile climber:** +2 to climb); **+3 Endurance; +2 Provoke (Roar!):** Intimidate Attack on all creatures within 1 zone); **+1 Fight (Multiple Attacks):** Either +1 to attack a single target with Beak and Talons, OR attack 2 targets at -1 each)

Talons:2 & **Beak:**1

Hide:2

1 2 3 4 Mild 1 Serious 2 Grievous 3

CHIMERA – GRIFFON (1d6+3 FEMALES)

The pride comes first; Cunning pack hunter; Drive the prey.

BIG(+4) & TERRIBLE(+1)!

+4 Notice; +3 Stealth; +2 Athletics (Glide attack): Use Athletics to move up to 2 zones per 20' of starting height and attack as a single action) AND (**Agile climber:** +2 to climb); **+2 Fight (Multiple Attacks):** Either +1 to attack a single target with Beak and Talons, OR attack 2 targets at -1 each)

Talons:2 & **Beak:**1

Hide:2

1 2 3 4 Mild 1 Serious 2 Grievous 3

DEER – RED DEER (1d3+1 x 1d6)

The Herd comes first; Placid grazer; Flee unless provoked.

BIG(+4)

+4 Notice; +3 Athletics (Charge): Overcome +2 to move 1 zone and Attack as one action and, if Succeed with Style then +2 Damage due to trampling); **+2 Endurance; +1 Fight.**

Gore:1

Hide:1

1 2 3 4 Mild 1 Serious 2 Grievous 3

DEER – PERAN MOOSE (1d3)

Fearless; Territorial forest grazer; Challenge the interloper

HUGE(+5)

+4 Strength; +3 Endurance (Hard to kill): Use Endurance to defend against physical attacks though the beast takes +1 extra damage on a tie); **+2 Fight; +1 Athletics (Charge):** Overcome +2 to move 1 zone and Attack as one action and, if Succeed with Style then +2 Damage due to trampling)

Gore:2 (+2 shifts of Damage)

Hide:2

1 2 3 4 5

Mild 1 Mild 1 Serious 2 Grievous 3

FATE OF HARN 42

DOG – ATTACK/GUARD DOG (varies)

Domesticated; Courageous friend to man; Bite before bark.

SMALL(+2)

+4 Fight; +3 Athletics (Swift: Move two zones and attack as a single action if no restriction to movement); **+2 Notice; +1 Stealth**

Bite:1

Hide:1

1 **2** Mild **1** Serious **2** Grievous **3**

DOG – BLOODHOUND (varies)

Domesticated; Tenacious friend to man; Bark before bite.

SMALL(+2)

+4 Survival (Tracker: +2 to Survival rolls made to find and follow tracks in a natural environments); **+3 Notice (Keen Sense of Smell:** +2 to Notice using smell); **+2 Athletics; +1 Stealth**

Bite:1

Hide:1

1 **2** Mild **1** Serious **2** Grievous **3**

DRAGON – DRAGONET (1)

Prized as a familiar; Bat-winged serpent; Fight another day; Psychic link

SMALL(+2)

+3 Athletics (Diving Attack: Move up to 2 zones, Attack, and continue on for another zone) AND (**Flyer:** Move two zones instead of one, provided there are no aspects restricting movement); **+2 Fight; +1 Notice (Psychic Link:** Spend a Fate Point to detect any ethereal in the scene and communicate to a chosen human)

Bite:1

Iridescent scales:1

1 **2** Mild **1** Serious **2** Grievous **3**

DRAGON – BASILISK (1)

Prized by scholars; Solitary cave dweller; Very aggressive

BIG(+4) & TERRIBLE(+1)!

+4 Will (Gaze: +2 against target's Will to create **Frozen** so long as the target is in the same zone. The effect can be sustained at the end of that, and subsequent, exchanges by spending a Fate Point); **+3 Stealth; +2 Fight (Venom:** spend a Fate Point following any successful Fight attack to force the victim to take a Consequence, **Creeping Paralysis**, instead of Stress. This requires an Endurance Overcome to reduce to the value of the Consequence until it's gone); **+1 Notice**

Bite:2

Dull brown and black scales:3

1 **2** **3** **4** Mild **1** Serious **2** Grievous **3**

DRAGON – LINDWORM (1)

Stay close to Water; Territorial serpent; Very aggressive

BIG(+4) & TERRIBLE(+1)!

+4 Notice; +3 Stealth (Prismatic Scales: Use Stealth instead of Athletics to defend against physical attacks); **+2 Fight (Grappler:** spend a Fate Point to allow any successful Fight attack to create the boost

Incapacitated on an opponent as its tail coils around them) AND (**Venom:** spend a Fate Point following any successful Fight attack to force the victim to take a Consequence, **Creeping Paralysis**, instead of Stress. This requires an Endurance Overcome to reduce the value of the Consequence until it's gone); **+1 Athletics (Swimmer:** Move two zones for free in a conflict without rolling, instead of one, provided there are no aspects restricting movement.)

Claws & Bite: 3

Glistening scales: 3

1 **2** **3** **4** Mild **1** Serious **2** Grievous **3**

DRAGON – DRAKE (1)

Craven; Territorial stalker; Spit!

BIG(+4) & TERRIBLE(+1)!

+4 Athletics (Climber and Jumper: +2 when using Athletics to climb or jump); **+3 Fight (Acid Spray:** once per session can ignore victim's armour following a successful Fight attack or spend a Fate Point to attack a weapon or armour with an Overcome against the quality of their crafting to make them permanently **Weakened**); **+2 Endurance; +1 Stealth (Ambush:** Spend a Fate Point to take the first action irrespective of normal turn order).

Claws & Bite: 3

Glistening scales: 3

1 **2** **3** **4** Mild **1** Serious **2** Grievous **3**

DRAGON – WYVERN (1)

Light boned; Soaring Territorial Hunter; Craven

BIG(+4) & TERRIBLE(+1)!

+4 Athletics (Flyer: Move two zones instead of one provided there are no restrictive aspects) AND (**Diving Attack:** Use Athletics to move up to 2 zones, attack, and continue into another zone); **+3 Notice (Sharp eyed:** +2 to Overcome using sight); **+2 Fight (Venom:** spend a Fate Point following any successful Fight attack to force the victim to take a Consequence, **Creeping Paralysis**, instead of Stress. This requires an Endurance Overcome to reduce the value of the Consequence until it's gone) **+1 Survival**

Claws & Bite: 3

Glistening scales: 3

1 **2** **3** **4** Mild **1** Serious **2** Grievous **3**

FATE OF HARN 43

GIANT – HRU (5d6)

Stone in the sun; Sociable thinker; Fight

ENORMOUS(+6) & TERRIBLE (+1)

+4 Notice (Foul Breath: Use Endurance to create *Retching* on any opponent(s) in the same zone due to its foul breath.); **+3 Fight (Haymaker:** Success with Style in a Fight attack places *Dazed* on the target with a free invoke) **AND (Great Blow:** Success in a Fight attack automatically inflicts 2 extra shifts of physical damage); **+2 Scholar (Lore of the Mountains:** gains a +2 to all Scholar rolls relating to the Mountains); **+1 Athletics**
Fist:5 Stone!6

1 2 3 4 5 6

Mild 1 Mild 1 Serious 2 Serious 2 Grievous 3

GRAVE-WIGHT – MALE (1d6)

Not Very Bright Follower of its Female; Long Limbed Night Stalker; Attack!

MAN-SIZED(+3) & HORRIFIC(+2)!

+4 Athletics & +3 Fight (Rot: If an Attack causes a physical Consequence it is *Grave Rot* which must be treated successfully or it gets worse!) **AND (Teeth & Claws:** Either +1 to attack a single target with teeth *AND* talons, *OR* attack 2 targets at -1 each); **+3 Stealth;** **+2 Strength** (+1 Damage); **+1 Endurance.**

Talons:3/1 & Bite:2/0 Thick Hide & Pelt: 2

1 2 3 Mild 1 Serious 2 Grievous 3

GRAVE-WIGHT – FEMALE (1/male group)

Fat and Slow; Night Stalker; Cunning Deceiver

MAN-SIZED(+3) & HORRIFIC(+2)!

+4 Will (Influence: Passive Overcome vs. target Will within 2 Zones to secretly create the advantage *Confused*. Actively Overcome vs. target Will within 2 Zones to secretly create the advantage *Panic*. Either advantage can only be invoked by the female and are typically used to drive them from the Wights' lair or draw them deeper into danger); **+3 Endurance;** **+2 Stealth;** **+1 Fight (Rot:** If an Attack causes a physical Consequence it is *Grave Rot* which must be treated successfully or it gets worse!)

Talons:2/0 & Bite:2/0 Thick Hide & Pelt: 2

1 2 3 Mild 1 Serious 2 Grievous 3

GULMORVRIN (varies)

Slow; Susceptible to Light and Fire; Obedient to Master

HORRIFIC(+2)!

+4 Fight (Touched by Bukrai: If any Physical Stress is inflicted add a point of Mental Stress); **+3 Endurance** **+2 Strength;** **+1 Will (Hard boiled:** Once per session choose a mild or serious Consequence that can't be compelled/invoked against it for the duration of the scene. At the end of the scene the Consequence increases one level).

Bludgeoning Fists:1 (+1 Damage) **Leathery skin:1**

1 2 3 4 Mild 1 Serious 2 Grievous 3

SNAKE – HARNIC ADDER (1d3)

Craven; Silent in the undergrowth; Dangerous when surprised!

VERY SMALL(+1)

+4 Notice; **+3 Stealth;** **+2 Athletics;** **+1 Fight (Poison:** Victim Overcomes +2 with Endurance or suffers 1 physical stress per exchange until treated)

Bite:1 Skin:0 0

TAWEDOG (1)

Shy, elusive and enigmatic 'Old Ones of the Forest'; Camouflage; Berserk blood lust

BIG(+4) & TERRIBLE(+1)!

+4 Notice; **+3 Provoke (Presence:** Use Provoke to defend against Melee/Fight attacks, but only until receiving stress in a conflict, which demonstrates vulnerability); **+2 Athletics (Move through the canopy:** +2 to Overcome obstacles among the forest canopy); **+1 Survival (Ghost in the woods:** +2 to create advantages when tracking or being tracked).

Clawed hand:3 or Tree bough:2 Hide:1

1 2 3 4 Mild 1 Serious 2 Grievous 3

WILD BOAR (1)

Tenacious(or Stupid!); Ferociously Territorial; Cunning

MAN-SIZED(+3)

+4 Fight; **+3 Endurance;** **+2 Athletics (Charge:** Move two zones instead of one into contact, provided there are no restrictive aspects); **+1 Notice**

Tusks:2 Thick Hide:1

1 2 3 Mild 1 Serious 2 Grievous 3

FATE OF HARN 44

WOLF – BLACK WOLF (2d6)

Depends on the pack; Intensely Territorial; Cunning Hunter

SMALL(+2)

+4 Notice; +3 Survival; +2 Fight (Pack Hunter: +2 to create an advantage using Fight when there are 3+ wolves in the scene); +1 Stealth

Bite: 1

Thick Fur: 1

1 2 3 Mild **1** Serious **2** Grievous **3**

WOLF – DIRE WOLF (1d3)

Reckless; Intensely Territorial; Cunning Hunter

BIG(+4)

+4 Notice; +3 Endurance; +2 Fight (Pack Hunter: +2 to create an advantage using Fight when there are 3+ wolves in the scene) AND (Teeth & Claws: Either +1 to attack a single target with teeth AND claws, OR attack 2 targets at -1 each); +1 Stealth

Teeth:2 & Claws:1

Thick Fur: 1

1 2 3 4 Mild **1** Serious **2** Grievous **3**

YELGRI (2d6)

Light Boned; Skittish Hunter; Aggressive

MAN-SIZED(+3) & TERRIBLE(+1)!

+4 Athletics (Fly: Move 2 zones instead of one provided there are no restrictive aspects); +3 Notice; +2 Fight (Diving Attack: Can dive three zones and Attack with Talons as one action provided there are no restrictive aspects); +1 Melee

Primitive Spear/Javelin:1/1 & Talons:1 Hide:2

1 2 3 Mild **1** Serious **2** Grievous **3**

GARGUN

GARGU –ARAK (2d6) – Small Orc

Easily bullied; Nocturnal Predator; Avoids other Gargun;

SMALL(+2)

+4 Stealth; +3 Missiles; +2 Fight; +1 Survival (Herb

Lore: use Survival instead of Scholar to find plants giving +2 to treat physical Consequences)

Mankar:1 & Bow:1/1 Hide:1 & Buckler(+1 Defend)

1 2 Mild **1** Serious **2** Grievous **3**

GARGU –HYEKA (2d6) – Brown Orc

Confident miner; Nocturnal Predator; Metal Crafter

MAN-SIZED(+3)

+4 Melee; +3 Notice; +2 Stealth; +1 Craft (Miner: +2 to Craft rolls relating to mines and mining)

Mankar:1 & Javelin:2/1 Hide & Round Sh:1+1

1 2 3 Mild **1** Serious **2** Grievous **3**

GARGU –KYANI (1d6) – White Orc

Loyal to Tribe; Thoughtful Nocturnal Predator; Honours Courage

SMALL(+2)

+4 Melee; +3 Notice (Danger Sense: a free Notice roll to Create an Advantage as they are not as surprised as the enemy expects); +2 Scholar (Wolf Ken: Use Scholar instead of Rapport/Provoke/Empathy to 'communicate' basic ideas and simple directions to dogs/wolves); +1 Endurance

Mankar:1 & Javelin:2/1 Leather & Round Sh:1+1

1 2 3 4 Mild **1** Serious **2** Grievous **3**

GARGU –VIASAL (1d6) – Red Orc

Aggressive; Superstitious Nocturnal Cannibal Predator; Hate Khanu

MAN-SIZED(+3)

+4 Melee; +3 Stealth; +2 Athletics; +1 Notice

(Danger Sense: a free Notice roll to create an advantage due to the fact that they're not surprised by enemy at the start of any ambush.)

Mang:2 & Spear:2

Ring & Round Sh:2+1

1 2 3 Mild **1** Serious **2** Grievous **3**

GARGU –KHANU (1d6) – Black Orc

Fearless; Murderous Nocturnal Predator; Battle Rage

MAN-SIZED(+3)

+4 Melee; +3 Endurance; +2 Notice (Danger Sense:

a free Notice roll to create an advantage due to the fact that they're not surprised by enemy at the start of any ambush); +1 Stealth

Mang:2 (+1 Damage)

Ring & Round Sh:2+1

1 2 3 4 Mild **1** Serious **2** Grievous **3**

ELEMENTALS

Elementals can be summoned from the elemental dimensions that exist beyond the Spirit World. They vary in size from the Very Small (Size +1) to rare Elemental Lords (Enormous: Size +6).

INTELLIGENCE

Elementals up to Size +3 are no more intelligent than dogs or well-trained horses, but the larger they get the more intelligent they become. These Elementals often have complex, individual personalities, and quirks.

VULNERABILITIES

Elementals are normally only vulnerable to attacks using their own element, the element to which they are diametrically opposed, or magic from a similar source.

They also suffer if they are separated from their natural element. They -1 to all rolls per zone away from a source of their element (or in the case of fire elementals, fuel to feed on). This has most effect on water and mineral elementals, and least on air elementals. Fire elementals have to Overcome their own Rank to remain active in the same zone for more than 2 exchanges, as they use up fuel depending on their own size; this is why they most often attack using their fireball stunt as it allows them to pass through the target's zone and refuel in an adjacent one.

AIR ELEMENTALS

Invulnerable to any physical attacks other than those based on its own or the diametric element/essence: Earth or Fyvrian Magic.

Common Stunt: Charge! Spend a Fate Point (own or Conjuror's) to Move up to 2 Zones into contact, attack with a Buffet, and retreat 1 Zone, all as a single action.

VERY SMALL(+1)

Playful and dangerous living wind

+1 Athletics

Buffet:1

1 Mild 1 Serious 2 Grievous 3

SMALL(+2)

Playful and dangerous living wind

+2 Athletics, +1 Strength

Buffet:2 [+1Dam]

1 2 Mild 1 Serious 2 Grievous 3

MAN-SIZED(+3)

Playful and dangerous living wind

+3 Athletics, +2 Strength, +1 Fight

Buffet:3 [+1Dam]

1 2 3 Mild 1 Serious 2 Grievous 3

BIG(+4)

Playful and dangerous living wind

Confined spaces are restrictive

+4 Athletics, +3 Strength, +2 Fight, +1 Deceive

Buffet:4 [+2Dam]

1 2 3 4 Mild 1 Serious 2 Grievous 3

HUGE(+5)

Playful and dangerous living wind

Confined spaces are restrictive

Sound is Just Moving Air

+5 Athletics, +4 Strength, +3 Fight, +2 Deceive, +1 Provoke

Buffet:5 [+2Dam]

1 2 3 4 5 Mild 1 Serious 2 Grievous 3

ENORMOUS(+6)

Playful and dangerous living wind

Confined spaces are restrictive

Sound is Just Moving Air

A Storm Incarnate

+6 Athletics, +5 Strength, +4 Fight, +3 Deceive, +2 Provoke, +1 Will

Buffet:6 [+3Dam]

1 2 3 4 5 6

Mild 1 Mild 1 Serious 2 Grievous 3

FATE OF HARN 46

EARTH ELEMENTALS

Invulnerable to any physical attacks other than those based on its own or the diametric element/essence: Air or Lyahvian Magic.

Common Stunt: Restrain! Spend a Fate Point (own or Conjuror's) to gain +2 active opposition to any movement through the zone it occupies.

VERY SMALL(+1)

Deliberate and Dangerous Living Earth

+1 Strength

Batter and Bury:1[+1Dam]

1 Mild 1 Serious 2 Grievous 3

SMALL(+2)

Deliberate and Dangerous Living Earth

+2 Strength, +1 Fight

Batter and Bury:2[+1Dam]

1 2 Mild 1 Serious 2 Grievous 3

LARGE(+3)

Deliberate and Dangerous Living Earth

+3 Strength, +2 Fight, +1 Athletics

Batter and Bury:3[+2Dam]

1 2 3 Mild 1 Serious 2 Grievous 3

BIG(+4)

Deliberate and Dangerous Living Earth

Stone is not Earth!

+4 Strength, +3 Fight, +2 Athletics, +1 Will

Batter and Bury:4[+2Dam]

1 2 3 4 Mild 1 Serious 2 Grievous 3

HUGE(+5)

Deliberate and Dangerous Living Earth

Stone is not Earth!

Earth is my Water

+5 Strength, +4 Fight, +3 Athletics, +2 Will, +1 Empathy

Batter and Bury:5[+3Dam]

1 2 3 4 5 Mild 1 Serious 2 Grievous 3

ENORMOUS(+6)

Deliberate and Dangerous Living Earth

Stone is not Earth!

Earth is my Water

Plant Nurturer

+6 Strength, +5 Fight, +4 Athletics, +3 Will, +2 Empathy, +1 Deceive

Batter and Bury:6[+3Dam] 1 2 3 4 5 6

Mild 1 Mild 1 Serious 2 Grievous 3

FIRE ELEMENTALS

Invulnerable to any physical attacks other than those based on its own or the diametric element/essence: Water or Odivishan Magic.

Common Stunt: Fireball! Spend a Fate Point (own or Conjuror's) to Move up to 2 Zones into contact and Burn as a single action.

VERY SMALL(+1)

Swift and Aggressive Essence of Flame

+1 Fight

Burn:1

1 Mild 1 Serious 2 Grievous 3

SMALL(+2)

Swift and Aggressive Essence of Flame

+2 Fight, +1 Athletics

Burn:2

1 2 Mild 1 Serious 2 Grievous 3

LARGE(+3)

Swift and Aggressive Essence of Flame

+3 Fight, +2 Athletics, +1 Endurance

Burn:3

1 2 3 Mild 1 Serious 2 Grievous 3

BIG(+4)

Swift and Aggressive Essence of Flame

Hot Tempered Destroyer

+4 Fight, +3 Athletics, +2 Endurance, +1 Provoke

Burn:4

1 2 3 4 Mild 1 Serious 2 Grievous 3

HUGE(+5)

Swift and Aggressive Essence of Flame

Hot Tempered Destroyer

Fuel my Flame

+5 Fight, +4 Athletics, +3 Endurance, +2 Provoke, +1 Deceive

Burn:5

1 2 3 4 5 Mild 1 Serious 2 Grievous 3

ENORMOUS(+6)

Swift and Aggressive Essence of Flame

Hot Tempered Destroyer

Fuel my Flame

Beautiful when Tranquil

+6 Fight, +5 Athletics, +4 Endurance, +3 Provoke, +2 Deceive, +1 Will

Burn:6 1 2 3 4 5 6

Mild 1 Mild 1 Serious 2 Grievous 3

FATE OF HARN 47

ICE ELEMENTALS

Invulnerable to any physical attacks other than those based on its own or the the diametric element/essence:
Fire or Peleahn Magic

Common Stunt: Ice Storm! Spend a Fate Point (own or Conjuror's) to cause +1 shift of damage when making a successful Fight attack.#

VERY SMALL(+1)

Pitiless Essence of Cold

+1 Fight

Freeze:1

1 Mild 1 Serious 2 Grievous 3

SMALL(+2)

Pitiless Essence of Cold

+2 Fight, +1 Endurance

Freeze:2

1 2 3 Mild 1 Serious 2 Grievous 3

MAN-SIZED(+3)

Pitiless Essence of Cold

+3 Fight, +2 Endurance, +1 Athletics

Freeze:3

1 2 3 Mild 1 Serious 2 Grievous 3

BIG(+4)

Pitiless Essence of Cold

Cold and Dark!

+4 Fight, +3 Endurance, +2 Athletics, +1 Provoke

Freeze:4

1 2 3 4 Mild 1 Serious 2 Grievous 3

HUGE(+5)

Pitiless Essence of Cold

Cold and Dark!

Sensual Flow

+5 Fight, +4 Endurance, +3 Athletics, +2 Provoke, +1 Will

Freeze:5

1 2 3 4 5 Mild 1 Serious 2 Grievous 3

ENORMOUS(+6)

Pitiless Essence of Cold

Cold and Dark!

Sensual Flow

Tidal Wave!

+6 Fight, +5 Endurance, +4 Athletics, +3 Provoke, +2 Will, +1 Strength

Freeze:6 1 2 3 4 5 6

Mild 1 Mild 1 Serious 2 Grievous 3

LIGHT ELEMENTALS

Invulnerable to any physical attacks other than those based on its own or the diametric element/essence:
Earth or Fyvrian Magic.

Common Stunt: Prismatic Flicker Spend a Fate Point (own or Conjuror's) to use Deceive instead of Athletics to defend against physical attacks.

VERY SMALL(+1)

Playful and dangerous living light

+1 Deceive

Dazzle:1

1 Mild 1 Serious 2 Grievous 3

SMALL(+2)

Playful and dangerous living light

+2 Deceive, +1 Athletics

Dazzle:2

1 2 Mild 1 Serious 2 Grievous 3

MAN-SIZED(+3)

Playful and dangerous living light

+3 Deceive, +2 Athletics, +1 Fight

Dazzle:3

1 2 3 Mild 1 Serious 2 Grievous 3

BIG(+4)

Playful and dangerous living light

Line of Sight

+4 Deceive, +3 Athletics, +2 Fight, +1 Provoke

Dazzle:4

1 2 3 4 Mild 1 Serious 2 Grievous 3

HUGE(+5)

Playful and dangerous living light

Line of Sight

Coat of Many Colours

+5 Deceive, +4 Athletics, +3 Fight, +2 Provoke, +1 Will

Dazzle:5

1 2 3 4 5 Mild 1 Serious 2 Grievous 3

ENORMOUS(+6)

Playful and dangerous living light

Line of Sight

Coat of Many Colours

Awesome Presence

+6 Deceive, +5 Athletics, +4 Fight, +3 Provoke, +2 Will, +1 Empathy

Dazzle:6 1 2 3 4 5 6

Mild 1 Mild 1 Serious 2 Grievous 3

FATE OF HARN 48

METAL ELEMENTALS

Invulnerable to any physical attacks other than those based on the its own or diametric element/essence: Spirit or Savoryan Magic. Some consider these refined members of one of the Stone tribes as it has some similarities to those cruder creatures.

Common Stunt: Dismantle! Spend a Fate Point (own or Conjuror's) to gain +2 to Create an Advantage due to taking some constructed item apart.

VERY SMALL(+1)

Sharp Edged Artificer

+1 Craft

Stab:1

1 Mild 1 Serious 2 Grievous 3

SMALL(+2)

Sharp Edged Artificer

+2 Craft, +1 Endurance

Stab:2

1 2 3 Mild 1 Serious 2 Grievous 3

LARGE(+3)

Sharp Edged Artificer

+3 Craft, +2 Endurance, +1 Deceive

Stab:3

1 2 3 Mild 1 Serious 2 Grievous 3

BIG(+4)

Sharp Edged Artificer

Fragile Fault Lines Under Pressure

+4 Craft, +3 Endurance, +2 Deceive, +1 Strength

Stab:4

1 2 3 4 Mild 1 Serious 2 Grievous 3

HUGE(+5)

Sharp Edged Artificer

Fragile Fault Lines Under Pressure

Ingenuity is Fascinating

+5 Craft, +4 Endurance, +3 Deceive, +2 Strength, +1 Will

Stab:5

1 2 3 4 5 Mild 1 Serious 2 Grievous 3

ENORMOUS(+6)

Sharp Edged Artificer

Fragile Fault Lines Under Pressure

Ingenuity is Fascinating

Metals can Flow

+6 Craft, +5 Endurance, +4 Deceive, +3 Strength, +2 Will, +1 Scholar

Stab:6

1 2 3 4 5 6

Mild 1 Mild 1 Serious 2 Grievous 3

SHADOW ELEMENTALS

Invulnerable to any physical attacks other than those based on its own or the the diametric element/essence: Fire or Peleahn Magic. Shadow Elementals cannot cause physical stress, but attack with Provoke to Frighten. Shadow Elementals are sometimes mistaken for the feared Shadow of Bukrai ...

Common Stunt: Shivers! Spend a Fate Point (own or Conjuror's) to gain +1 to shifts of mental stress when attacking using Provoke.

VERY SMALL(+1)

Insidious Pool of Shadow

+1 Stealth

Frighten:1

1 Mild 1 Serious 2 Grievous 3

SMALL(+2)

Insidious Pool of Shadow

+2 Stealth, +1 Provoke

Frighten:2

1 2 Mild 1 Serious 2 Grievous 3

LARGE(+3)

Insidious Pool of Shadow

+3 Stealth, +2 Provoke, +1 Empathy

Frighten:3

1 2 3 Mild 1 Serious 2 Grievous 3

BIG(+4)

Insidious Pool of Shadow

Silent and Cold!

+4 Stealth, +3 Provoke, +2 Empathy, +1 Will

Frighten:4

1 2 3 4 Mild 1 Serious 2 Grievous 3

HUGE(+5)

Insidious Pool of Shadow

Silent and Cold!

Hide in Plain Sight

+5 Stealth, +4 Provoke, +3 Empathy, +2 Will, +1 Deceive

Frighten:5

1 2 3 4 5 Mild 1 Serious 2 Grievous 3

ENORMOUS(+6)

Insidious Pool of Shadow

Silent and Cold!

Hide in Plain Sight

The Pit of Despair

+6 Stealth, +5 Provoke, +4 Empathy, +3 Will, +2 Deceive, +1 Athletics

Frighten:6

1 2 3 4 5 6

Mild 1 Mild 1 Serious 2 Grievous 3

STONE ELEMENTALS

All of the many mineral tribes are invulnerable to anything but attacks based on its own or the diametric element/essence: Spirit or Savoryan Magic.

Common Stunt: Smash! Spend a Fate Point (own or Conjuror's) to gain +1 Shift of damage against any Armour or Shield that is used to absorb damage, or any constructed item it attacks.

VERY SMALL(+1)

Blunt Destroyer

+1 Fight

Crush:1

1 Mild 1 Serious 2 Grievous 3

SMALL(+2)

Blunt Destroyer

+2 Fight, +1 Endurance

Crush:2

1 2 3 Mild 1 Serious 2 Grievous 3

LARGE(+3)

Blunt Destroyer

+3 Fight, +2 Endurance, +1 Deceive

Crush:3

1 2 3 Mild 1 Serious 2 Grievous 3

BIG(+4)

Blunt Destroyer

Fragile Fault Lines Under Pressure

+4 Fight, +3 Endurance, +2 Deceive, +1 Strength

Crush:4 [+1Dam]

1 2 3 4 Mild 1 Serious 2 Grievous 3

HUGE(+5)

Blunt Destroyer

Fragile Fault Lines Under Pressure

Single Minded

+5 Fight, +4 Endurance, +3 Deceive, +2 Strength, +1 Will

Crush:5 [+1Dam]

1 2 3 4 5 Mild 1 Serious 2 Grievous 3

ENORMOUS(+6)

Blunt Destroyer

Fragile Fault Lines Under Pressure

Single Minded

Unstoppable

+6 Fight, +5 Endurance, +4 Deceive, +3 Strength, +2 Will, +1 Scholar

Crush:6 [+2Dam] 1 2 3 4 5 6

Mild 1 Mild 1 Serious 2 Grievous 3

WATER ELEMENTALS

Invulnerable to anything but attacks based on its own or the the diametric element/essence: Fire or Peleahn Magic.

Common Stunt: Fascinate! Spend a Fate Point (own or Conjuror's) to gain +2 to Create an Advantage using Rapport.

VERY SMALL(+1)

Flirtatious but Irresistible Living Water

+1 Athletics

Pummel and Drown:1

1 Mild 1 Serious 2 Grievous 3

SMALL(+2)

Flirtatious but Irresistible Living Water

+2 Athletics, +1 Rapport

Pummel and Drown:2

1 2 Mild 1 Serious 2 Grievous 3

LARGE(+3)

Flirtatious but Irresistible Living Water

+3 Athletics, +2 Rapport, +1 Empathy

Pummel and Drown:3

1 2 3 Mild 1 Serious 2 Grievous 3

BIG(+4)

Flirtatious but Irresistible Living Water

Cold and Dark!

+4 Athletics, +3 Rapport, +2 Empathy, +1 Fight

Pummel and Drown:4

1 2 3 4 Mild 1 Serious 2 Grievous 3

HUGE(+5)

Flirtatious but Irresistible Living Water

Cold and Dark!

Sensual Flow

+5 Athletics, +4 Rapport, +3 Empathy, +2 Fight, +1 Endurance

Pummel and Drown:5

1 2 3 4 5 Mild 1 Serious 2 Grievous 3

ENORMOUS(+6)

Flirtatious but Irresistible Living Water

Cold and Dark!

Sensual Flow

Tidal Wave!

+6 Athletics, +5 Rapport, +4 Empathy, +3 Fight, +2 Endurance, +1 Deceive

Pummel and Drown:6 1 2 3 4 5 6

Mild 1 Mild 1 Serious 2 Grievous 3

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SPIRITS

Spirits can be summoned (see Shek Pvar and Shaman Extras) or encountered in nature. Rank reflects their power as Size depends on their choice of manifestation which can be very varied.

INTELLIGENCE

Spirits of Rank 1-2 are usually as intelligent as a child with Rank 3 having adult understanding. Those of higher Rank may be far more intelligent and cunning!

SPIRIT VULNERABILITIES

All spirits are vulnerable to mental, and immune to physical, attacks, but their choice of manifestation may not be. Many spirits are sometimes very fond of some object or places and threats to them can encourage the spirit's cooperation. If taken out the spirit either disperses or retreats into its chosen object to recover.

SPIRITS OF NATURE - ILSIRI

These are the ubiquitous spirits summoned using the Shamanic Rites skill and rarely exceed Rank +3. They often manifest as tiny humanoids with insect wings

Minor Ilsiri (Rank+1)

Essence of ... (animal, plant or place)

+1 Will (Essence of the ...! +2 to either Overcome, Create an Advantage, or Attack, depending on the animal, plant or place.) AND (**Mental Bolt:** Use Will to make an Attack on Mental Stress)

1 Mild 1 Serious 2 Grievous 3

Major Ilsiri (Rank+2)

Essence of ... (animal, plant or place)

Proud, even Arrogant

+2 Will (Essence of the ...! +2 to either Overcome, Create an Advantage, or Attack, depending on the animal, plant or place.) AND (**Mental Bolt:** Use Will to make an Attack on Mental Stress)

AND (**Summon ...:** Use Will to Create an Advantage in the form of some creature associated with its nature);

+1 Provoke

1 2 Mild 1 Serious 2 Grievous 3

Potent Ilsiri (Rank+3)

Essence of ... (animal, plant or place); Proud, even Arrogant; This is my ... (animal, plant or place)

+3 Will (Essence of the ...! +2 to either Overcome, Create an Advantage, or Attack.) AND (**Summon ...:** Use Will to Create an Advantage in the form of some creature associated with its nature); **+2 Provoke; +1 in a skill related to its essence ...**

1 2 3 Mild 1 Serious 2 Grievous 3

SPIRIT OF NATURE – WILL O'THE WISP

The spirits of dangerous misty marshes & bogs.

Predator in the Mist (Rank +2)

+2 Deceive (A Lantern in the Mist! Use Deceive to create the advantage, **This way, it's a Lantern/Light, as appropriate); +1 Will**

1 2 3 Mild 1 Serious 2 Grievous 3

SPIRIT OF NATURE - ASIRI

These ethereal Sprites often secret themselves in inanimate objects and manifest as small humanoids with butterfly wings. In either form they can manipulate the air around them.

Air Sprite(Rank +3); Air is my tool

+3 Rapport (Charm: Use Rapport to Overcome the victim's Will cause them to be **Charmed**, ignoring everything about them until the end of the next exchange);

+2 Will (Magic of Air: +2 to use Will in place of Lyahvian Create/Make & Destroy/Disperse,

BUT only on the Essence of Air. This causes no Stress but costs cumulative Fate Point to extend range, area of effect or duration beyond the current exchange; **+1**

Provoke

Buffet: 2

1 2 3 Mild 1 Serious 2 Grievous 3

SPIRIT OF NATURE - ELMITHRI

These ethereal Sprites live in bodies of water and manifest as attractive women with fishtails; easily mistaken for mermaids. In either ethereal or physical form they can manipulate the water around them.

Any Elmithri is fond of their pool and would have to cease manifestation to leave it. However, it is quite difficult to 'attack' a pool in order to threaten a water sprite.

Water Sprite(Rank +3); Water is my tool and my home

+3 Rapport (Charm: Use Rapport to Overcome the victim's Will cause them to be **Charmed**, ignoring everything about them until the end of the next exchange);

+2 Will (Magic of Water: +2 to use Will in place of Odvishan Create/Make & Destroy/Disperse,

BUT only on the Essence of Water. This causes no Stress but costs cumulative Fate Point to extend range, area of effect or duration beyond the current exchange;

+1 Provoke

Buffet: 2

1 2 3 Mild 1 Serious 2 Grievous 3

SPIRIT OF NATURE - DRYAD

Dryads live in ancient trees, emerging at night and taking the form of a beautiful women. The Dryad's tree is vulnerable to normal attacks, though it's age and strength will make it difficult to chop down.

Beautiful Tree Spirit (Rank +4)

Fascinating and Fascinated unless offended

+4 Rapport (Charm: Use Rapport to Overcome a male Will to **Charm** them until the end of the next exchange.

Spend all her Fate Points at the beginning of each session to extend this effect to **Enthralled** until released by the Dryad, or her tree is killed, or a year and a day).

+3 Deceive; +2 Will; +1 Stealth

Unarmed: 0

1 2 3 4 Mild 1 Serious 2 Grievous 3

SPIRIT OF NATURE - GNOME

Gnomes live in old stumps and boulders and manifest as small male humanoids. Sometimes Gnomes move into human homes when their boulder is broken up to make building stone. These often adopt the human inhabitants as Hearth Spirits. Gnomes living in the stones of mines are called Kobolds by miners.

Grumpy but Industrious Spirit (Rank +3)

Timid

+3 Rapport (Animal Friends: Use Rapport to Overcome +2 and call on local animals to distract those threatening them); **+2 Missiles(Poison Dart:** Spend a Fate Point to cause the Consequence **Deep Sleep** instead of Stress); **+1 Will**

Crossbow: 0

1 2 3 4 Mild 1 Serious 2 Grievous 3

SPIRIT OF NATURE - POLRAE

Polrae live in ruins and caves preferring the dark to the light. They manifest as a sinewy male humanoid appearing to have been freshly dipped in blood. Lesser nature spirits live in fear of the Polrae who may bully them into supporting its plots to wreak havoc on humans.

Murderous Spirit (Rank +4)

Aggressive and Cunning

+4 Stealth; +3 Melee(Master of the Polearm: +2 to Create Advantages using their bloody polearm); **+2**

Will; +1 Strength

Polearm: 1 (+1 Damage)

1 2 3 4 Mild 1 Serious 2 Grievous 3

SPIRIT OF NATURE - PUKA

These are among the most powerful nature spirits.

They manifest, usually at night, as either a humanoid with the head of an animal, or a large example of the animal itself. In either case they are easily distinguished by their jet black colour and golden eyes.

Seeker of secrets and teller of lies (Rank +5)

Cunning trickster of travellers

Other gods but Siem are false

+5 Scholar (Specialist: +2 Local folklore), **+4 Deceive**

(**Liar:** +2 when using Deceive to create an advantage by telling a mortal lies); **+3 Notice; +2 Will; +1 Notice**

Natural weapons and hide: see relevant beast

1 2 3 4 5 Mild 1 Serious 2 Grievous 3

SPIRITS OF THE DEAD – GHOST

Spirits that have been denied, or refused, their death journey into their afterlife

Sad and lonely apparition (Rank+3)

Needs help to resolve ... (the issue / task etc.)

Single minded

+3 Will (Speak through the living: Use Will to Overcome the Will of a victim so that the ghost can control and speak through them until the end of the next exchange. Send a Fate Point to extend the effect for an additional exchange) AND (**Ghastly Appearance!** Use Will to Overcome target's Will to manifest in the target's nose's eye); **+2 Provoke (Haunting:** Use Provoke to Create an Advantage such as **Moaning** or **Chills** to frighten victims. Spend a Fate Point to have an area effect on anyone on the zone); **+1 Deceive (Hide in Plain Sight:** while normally entirely ethereal the ghost can use Deceive to Overcome the will of a target to make itself visible out of the corner of their eye)

1 2 3 Mild 1 Serious 2 Grievous 3

SPIRITS OF THE DEAD - POLTERGEISTS

These are the Spirits of people who die while holding a grudge some other person(s) so powerful against that they refuse to give it up in favour of the afterlife. They remain to persecute their grudge.

Noisy and Violent Spirit (Rank+3); Rash; This is MY place

+3 Provoke, +2 Will (Telekinesis: Use Will to Create an Advantage by moving objects in the scene around or knocking them over. Spend a Fate Point to use Will in place of Missile to Attack a target using an otherwise harmless object in the scene. The Poltergeist can accept penalties to the Attack to raise the Impact of the object above 0), **+1 Empathy (Secret Fear:** Use Empathy to discover a victim's greatest fear)

1 2 3 Mild 1 Serious 2 Grievous 3

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SPIRIT OF DREAMS - AULAMITHRI

These normally harmless Spirits servants of the god Siem are tasked to carry dreams into the material world. On the rare occasions they manifest they do so as tiny humanoids with dark insect wings

Siem is my Master(Rank +2); Insidious Spirit of the Unconscious

+2 Empathy (Bad Luck: Spend a Fate Point to create **Bad Luck** on the victim using Empathy. The spirit then concedes, leaving the free invoke for someone else)

AND (Dream Caster: Overcome the Will of a sleeping target to give them a specific memorable dream. Spend a Fate Point to make it a Nightmare causing +1 Mental Stress per shift of success), **+1 Rapport**

1 2 Mild 1 Serious 2 Grievous 3

SPIRITS OF UNDERSTANDING

These are conjured by Savoryan mages and are invulnerable to any physical attacks unless based on the diametric element/essence: Fire or Peleahn Magic.

Common Scholar Stunts:

Overload: Use Scholar to make an Attack on Mental Stress by over stimulating the mind of the victim. Some Spirits of Knowledge are so jealous of mortal experience that they will seek to create the Grievous or Critical Consequence: **Possessed!**

Eye of Knowledge: +2 to recognise and literally translation any script

Specialist: +2 in an a number of areas of scholarship equal to Rank -1

Local Knowledge (+1)

Essence of Knowledge

+1 Scholar

1 Mild 1 Serious 2 Grievous 3

Scholar (+2)

Essence of Knowledge

+2 Scholar +1 Deceive

1 2 Mild 1 Serious 2 Grievous 3

Teacher (+3)

Essence of Knowledge

+3 Scholar; +2 Deceive; +1 Empathy

1 2 3 Mild 1 Serious 2 Grievous 3

Master (+4)

Essence of Knowledge

Jealous of what it knows

+4 Scholar; +3 Deceive; +2 Empathy; +1 Rapport

1 2 3 4 Mild 1 Serious 2 Grievous 3

Grandmaster (+5)

Essence of Knowledge

Jealous of what it knows

Essence of Understanding

+5 Scholar; +4 Deceive; +3 Empathy; +2 Rapport; +1 Contacts

1 2 3 4 5 Mild 1 Serious 2 Grievous 3

Font of all Knowledge (+6)

Essence of Knowledge

Jealous of what it knows

Essence of Understanding

Thirst for Knowledge... and experience

+6 Scholar; +5 Deceive; +4 Empathy; +3 Rapport; +2 Contacts; +1 Will

1 2 3 4 5 6

Mild 1 Mild 1 Serious 2 Grievous 3

GYTEVSHA of NAVEH

This demon servant of Naveh is sometimes sent to aide, or chastise, a priest or some other unlucky mortal.

Gytevsha are invulnerable to any physical or mental attacks other than those **Blessed** by, or using the Aspects of, another god. It attacks the Will of a victim.

Common Stunt: Possess! The summoner must overcome the Will of the Gytevsha using his own Will or Ritual in order to subdue and command it. Failure and the Gytevsha attacks its summoner with the possessed body's physical skills.

RANK + 1

Dark Servant of Naveh

+1 Provoke

Frighten:1 1 Mild 1 Serious 2 Grievous 3

RANK + 2

Dark Servant of Naveh

+2 Provoke, +1 Will

Frighten:2 1 2 Mild 1 Serious 2 Grievous 3

RANK + 3

Dark Servant of Naveh

+3 Provoke, +2 Will, +1 Deceive

Frighten:3 1 2 3 Mild 1 Serious 2 Grievous 3

RANK + 4

Dark Servant of Naveh

Merciless

+4 Provoke, +3 Will, +2 Deceive, +1 Stealth

Frighten:4 1 2 3 4

Mild 1 Serious 2 Grievous 3

SHADOW of BUKRAI

This is a horrific ethereal phenomenon which surrounds some artefacts sacred to Morgath, and his undead minions. The Shadow is only ever encountered as a result of conjuration by a Morgathian cleric.

The Shadow is invulnerable to any physical or mental attacks other than those *Blessed* by, or using the Aspects of, another god.

Though it causes mental stress it does so by making contact with the target's skin using Fight.

Common Stunt: Possess! The Morgathian cleric spends a Fate Point to define a Mental Consequence as Possessed by the Shadow (see Shadow Bestiary entry).

VERY SMALL (+1)

Dark Pool of Morgath's Will

+1 Fight

Feed:1 [1] Mild[1] Serious[2] Grievous[3]

SMALL (+2)

Dark Pool of Morgath's Will

+2 Fight, +1 Provoke

Feed:2 [1][2] Mild[1] Serious[2] Grievous[3]

MAN-SIZED (+3)

Dark Pool of Morgath's Will

+3 Fight, +2 Provoke, +1 Will

Feed:3 [1][2][3] Mild[1] Serious[2] Grievous[3]

BIG (+4)

Dark Pool of Morgath's Will

Silent and Cold!

+4 Fight, +3 Provoke, +2 Will, +1 Deceive

Feed:4 [1][2][3][4] Mild[1] Serious[2] Grievous[3]

HUGE (+5)

Dark Pool of Morgath's Will

Silent and Cold!

Hide in Plain Sight

+5 Fight, +4 Provoke, +3 Will, +2 Deceive, +1

Empathy

Feed:5 [1][2][3][4][5]

Mild[1] Serious[2] Grievous[3]

ENORMOUS (+6)

Insidious Pool of Morgath's Will

Silent and Cold!

Hide in Plain Sight

The Pit of Despair

+6 Fight, +5 Provoke, +4 Will, +3 Deceive, +2

Empathy, +1 Athletics

Feed:6 [1][2][3][4][5][6]

Mild[1] Serious[2] Grievous[3]

IVASHU

ADWELNA (1)

Patient

Nocturnal; Slow; Acidic Saliva;

HUGE(+5); HORRIFIC(+2)!

+4 Fight; +3 Endurance; +2 Notice; +1 Will (Hex:

Spend a Fate Point to allow any successful passive Overcome against the targets Will to create the aspect *Confused.*)

Tentacles: 3/1

Chitinous segments: 2

[1][2][3][4][5] Mild[1] Serious[2] Grievous[3]

AKLASH (1d3+1)

Bad Tempered

Semi-intelligent;

BIG(+4); TERRIBLE(+1)

+4 Endurance (The Choking Wind: Use Endurance to create *Retching* on any one opponent per exchange in the same zone due to its foul breath) AND

(**Regenerate:** Spend a Fate Point to clear a Stress Box);

+3 Fight (Grapppler: Spend a Fate Point to replace any

physical stress from a successful Fight attack with the

boost Incapacitated on an opponent.); **+2 Strength; +1**

Survival

Claws & Bite:3[+1Dam]

Blubbery Skin:3

[1][2][3][4][5][6] Mild[1] Serious[2] Grievous[3]

ERGATH (1d3)

Cowardly; Semi-intelligent;

MAN-SIZED(+3) & TERRIBLE(+1)

+4 Notice (Keen Senses: +2 on Notice rolls made to overcome using exceptional sense of smell, hearing and

sight.); **+3 Stealth; +2 Athletics (Swimmer:** Move

two zones through water for free in a conflict without

rolling, instead of one, provided there are no aspects

restricting movement.); **+1 Fight**

Claws Bite:3; Club:1

Thick Pelt:3

[1][2][3] Mild[1] Serious[2] Grievous[3]

MIURUCA (1d3)

Cowardly amphibian; Opposable Thumbs; Pungent Odour;

MAN-SIZED(+3) & TERRIBLE(+1)!

+4 Athletics (Swimmer: Move two zones through water for free in a conflict without rolling, instead of one,

provided there are no aspects restricting movement.);

+3 Fight (Paralytic Bite: Any Consequence inflicted

by Fight must be *Sluggish*, as the paralytic saliva takes

effect); **+2 Notice; +1 Survival**

Bite:1

Rubbery Hide:2

[1][2][3] Mild[1] Serious[2] Grievous[3]

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NOLAH (1)

Hide and Lure; Flow into/through Small Spaces; Quite Intelligent; Some Language;

MAN-SIZED(+3) & TERRIBLE(+1)!

+4 Athletics (Swimmer: Move two zones through water for free in a conflict without rolling, instead of one, provided there are no aspects restricting movement.);

+3 Will (Charm: Spend a Fate Point to make a passive Overcome against any target in line of sight. Success creates It's this way on the target which is invoked for free to bring the target to the Nolah's location and submit to being eaten!); **+2 Notice; +1 Survival**

2-H Improvised/Rock:2 Moist Hairless Skin:2

1 **2** **3** Mild **1** Serious **2** Grievous **3**

SWARMS, SHOALS, PACKS

Individually, or in very small numbers, some creatures do not constitute a combat target but require an Overcome Action by an appropriate skill to avoid them (ATHLETICS); drive them off or kill them (STRENGTH); or endure their attention (ENDURANCE or WILL). Only as a swarm, shoal or pack can they attack/be attacked.

VULNERABILITY

Swarms, Shoals and Packs can't be damaged by attacks that don't have an area effect, nor can their movement be opposed: there are too many of them to try to make them go anywhere they don't want to go.

LARGE SWARM (Size +3)

These are man-sized - a large swarm of bees; several feral dogs, or more feral cats; or a pack of rats.

1 **2** **3** Mild **1** Serious **2** Grievous **3**

BIG SWARM (Size +4)

These are about twice the size of an average human, or of a horse - a pack of several large wild cats; more rats than you're likely to see in the same place or an unnaturally large swarm of bees or other stinging insects.

1 **2** **3** **4** Mild **1** Serious **2** Grievous **3**

HUGE SWARM (Size +5)

These are about four times the size of an elephant - these will be truly unnatural packs/swarms as creatures rarely come together in such numbers nature.

1 **2** **3** **4** **5** Mild **1** Serious **2** Grievous **3**

Larger groupings are best represented by multiple Big or Enormous swarms/shoals/packs.

BATS – CRIBOG (1d3 Big Swarms)

See Ancient Shades! There's always exposed skin!

+4 Notice; +3 Athletics (Fly: Move two zones through unobstructed air, instead of one); **+2 Fight; +1 Survival**

Bites & Scratches:1

None:0

INSECTS – HORNETS (1 Small Swarm)

Angry and irritable winged insects! There's always exposed skin!

+4 Notice; +3 Athletics (Fly: Move two zones through unobstructed air, instead of one); **+2 Fight; +1**

Survival Stings:1 None:0

INSECTS – FIGHTING ANTS (1 Big Swarm)

Strongly territorial crawlers! There's always exposed skin! Immensely strong for their size

+4 Notice; +3 Strength (Irresistible wave:

Overcome Size of opponent to move him 1 zone); **+2**

Fight; +1 Survival Bites:1 None:0

IVASHU – HYGITH (1d3 Small Shoals)

Swarm towards Blood! Tiny Razor toothed Aquatic; HORRIFIC (+2)

+4 Notice; +3 Athletics (Swimmer: Move two zones through unobstructed water, instead of one); **+2 Fight**

(Crimson Frenzy: Blood in the water confers +1d6 to any attack by the shoal); **+1 Survival**

Bite:1 Articulated plates:1

IVASHU – SCURGAH (1d3 Small Packs)

They're in the trees! Silent Death from Above; Fragile Glider

+4 Stealth (Silent Killer: Overcome target's Notice to create the Boost *Surprised* which must be immediately invoked I an attack.); **+3 Notice (Keen Hearing:** +2 on Notice rolls made to overcome based on hearing); **+2**

Fight; +1 Athletics (Gliding Attack: Can glide three zones for free in a conflict without rolling, instead of one, provided there are no aspects restricting movement.)

Bite/Claw:1 Leathery Skin:1

IVASHU – UMBARTHI (1d6 Big Packs)

Mischievous Insane Babblers; They Know Many Things; Predictable Teleporting!

+4 Athletics (Blink: Disappear in a puff of smoke when hit, reappearing behind the attacker.); **+3 Will (Keen**

Hearing: +2 on Notice rolls made to overcome based on hearing.); **+2 Notice; +1 Scholar (Supernatural**

Lore): +2 to all Scholar rolls relating to the supernatural, though capturing and communicating with the Umbarthi may be a challenge.)

Bite/Scratch:0 Thin Skinned:0

IVASHU – VLASTA (1d3 Small Packs)

Voracious Carnivores; The Eye's, Always the Eyes!; Light Boned but TERRIBLE(+1)!

+3 Athletics; +2 Fight (Leaping Attack: leap two zones for free in a conflict instead of one, provided there are no aspects restricting move.); **+1 Notice**

Bite/Claw:1 Thin Skinned:0

RATS (1d3 Small Packs)

Voracious Omnivores; Fearful Rustling in the Dark

+3 Notice; +2 Provoke; +1 Fight

Bite:1

Skin:0

LUST FOR BATTLE!

DEFINING AN ARMY

An army is made up of Units and at least one Leader. Each Unit represents 4-5 warriors, or a typical Company/Squadron of 20 foot soldiers/10 cavalry, for larger engagements.

Each army starts the battle with a pool of 1 Fate Point per Unit.

DEFINING LEADERS

During the battle every Named Character (PC & NPC) gains a special, temporary, skill: **Command**. This is equal to the highest of the character's Provoke or Rapport skill (or Scholar if the character has the specialist Military Strategist stunt). One Named Character is the Army Leader. Other Named Characters can become the Leader of individual Units by attaching to them (see below).

DEFINING UNITS

Units have Skills, Aspects, and Consequences, and Quality, but not Stunts or Stress boxes.

Unit Quality

Average (+1) Quality Units: these are green units with one skill at +1 (and all others at +0); one Aspect; but no Consequences – one hit takes them out.

Fair (+2) Quality Units: Trained warriors/men-at-arms have a skill pyramid peaking at +2 (and all others at +0); two Aspects; and one Mild(2) Consequence.

Good (+3) Quality Units: These veterans have a skill pyramid peaking at +3 (and all others at +0); three Aspects; and one Minor(2) and one Serious(4) Consequence.

Unit Aspects

A unit's *Name* is its **High Concept**, such as *The Red Guard of Tharda*; *Knights of the Red Shadows*; *Aleath Citizen Militia*; *The High Guard of Azadmere*; *Sindarin Noble Cavalry* etc. Other aspects defined by the players, subject to GM agreement (see below).

Unit Skills

Athletics/Ride: Use to move foot/mounted units.

Crafts: Use to attack/defend during a siege.

Provoke: Use to intimidate/provoke other Units.

Melee: Use to attack Units in the same zone, and defend against Melee attacks from other Units.

Missile: Use to attack Units in adjacent zones.

Notice: Use to scout ahead or spot infiltration.

Stealth: Use to set up ambushes or infiltrate.

Will: Use to defend against Missile attacks; the morale of Units enables them to stand in place under fire.

Unit Consequences

Unlike character consequences these can be 'treated' *during* the battle by any Named Character that is attached to the unit, using their **Command**.

UNIT ACTIONS

Units act in order of the Command of their Leader or their Quality (ties broken with a die roll). A led unit can defer its action to later in the turn if it wishes.

A unit can always move for free into an adjacent unoccupied zone, as long as there is no hindering terrain or other obstacle. It can also take one action during its turn, either before or after its move. A unit can sometimes gain a second action but no unit can take the same action twice in a turn, and attacking always ends a unit's turn. Hence, a unit can move one zone and attack, create an advantage and attack, and so on, but it can't attack twice, create an advantage twice, or attack and then create an advantage or move.

Unit Overcome Actions

Starting difficulty is always +2.

Athletics: Overcome to move a foot unit into a zone occupied by an enemy unit, or containing hindering terrain or other obstacle, Aspect, or to move out of a zone it is engaged in. Add +2 to difficulty for each of these present after the first, and +1 per enemy unit in the zone after the first. Success with Style means the unit can move into a subsequent adjacent zone.

Ride: As for Athletics but for moving a cavalry unit.

Notice: Overcome to identify a hidden terrain aspect in an adjacent zone prior to declaring a move.

Stealth: Overcome to move into an enemy occupied zone without immediately triggering combat, or disengage from a combat it is already involved in.

Provoke: Overcome to move a unit into an enemy occupied zone but ignore any additional difficulty due to extra enemy units, but not additional difficulty due to hindering terrain or obstacle aspects.

Unit Create Advantage Actions

Use the standard Create Advantage results, including free invokes etc.

Athletics: Roll against the Athletics of an enemy foot unit in the same zone (-2 if facing enemy cavalry) to create a positional advantage relative to that, such as **Outflanked**. If the unit has more allies than enemies it can place the **Surrounded** aspect.

Ride: As for Athletics but for cavalry seeking an advantageous position (+2 if facing enemy foot).

Provoke: Roll to create a situational aspect such as **Frightened by our Power** or **Berserk Rage!**

Missile: Roll to place an aspect such as **Pinned Down!** on a unit in an adjacent zone.

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Notice: Roll against +2 (+2 per existing terrain or obstacle aspect) to create a new aspect in an adjacent unoccupied zone.

Stealth: Roll to add an aspect such as *The Trap is Set!* to an adjacent zone, or *Surprised!* to an enemy unit.

Unit Attack/Defend Actions

Each additional friendly unit in a zone modifies the roll by +1; each enemy by -1.

Melee: Roll to attack, or defend against, enemy units in the same zone.

Missile: Roll to attack Units in adjacent zones.

Will: Roll to defend against Missile attacks; the morale of Units enables them to stand in place under fire.

UNATTACHED CHARACTERS

Unattached Named Characters act in the turn sequence based on their Notice, and always act before Units they tie with.

Unattached Characters can do anything they could do in a normal scene, acting independently and spending their own Fate Points to interact with other unattached characters during the battle. They are not limited by any of the rules limiting unit movement, treating zones on the battlefield as they would zones in any scene. They can also:

- Attach themselves to any unit in the same zone for free;
- Spend an Action to attach themselves to any unit in the same zone having already detached from another unit that turn;
- Spend a Fate Point to give a leaderless unit in the same zone a second action.

ATTACHED CHARACTERS

Attached Named Characters act when the unit they are attached to acts, though they can take their action at any time during the unit's turn.

The attached Character with the highest **Command** is usually the unit's Leader unless the GM rules otherwise. If the unit Leader's **Command** is greater than a skill possessed by their unit, then that skill gains a +1 bonus as long as the Leader remains attached.

Attached characters are more constrained in what they can do during their turn: They can:

- Detach from a unit becoming an unattached character in the same zone for free;
- Spend an Action to detach themselves from a unit in the same zone having already attached to another unit that turn;
- Donate their action to their unit, so it takes two actions;
- Spend a Fate Point to invoke one of their aspects to help their unit;

- Use their action to 'treat' a unit's consequence as in Fate Core but using their **Command**;
- Use their action to put a **boost** on their unit, such as *Charge* or *Hold the Line*. This doesn't require a roll unless the unit has taken a consequence, in which case the character uses **Command** against a difficulty equal to twice the total value of the unit's consequence(s).

THE AFTERMATH of BATTLE

Battle continues until one side:

Concedes,

The conceding army must Overcome +2 with the army leader's Command. Each shift of success removes a consequence (player choice irrespective of whether it is Mild or Serious).

Named characters who were not taken out before the concession survive and any Consequences they took are reduced by one step, with Minor being removed.

or, Is Taken Out

The army has no chance to save stragglers or wounded. There is no Command roll to recover consequences, which are permanent until the GM judges sufficient time has passed to remove them.

Named characters survive but must live with any Consequences received.

DEFINING THE BATTLEFIELD

A battlefield is made up of zones. A zone might be a hill, an open meadow, or an area of woodland, forest or marsh, etc. The actual dimensions of a zone is irrelevant as it is defined by its Aspect(s) not its area.

Number and Placement of Zones

As a rule of thumb the number of zones equals the total number of units engaged plus 4dF (min^m of 4).

The GM and players alternate rolls on a Terrain Table, in order of **Command**, and place their Zone adjacent to an existing one.

Unit Starting Placement

This might be determined by the scenario, GM decision or by placing alternate units.

Sample Battlefield Aspects

Weather is agreed in advance or based on rolls on the relevant Harn Weather Table.

Sample Terrain Aspects

Fortifications will usually be the result of the campaign but an army fighting from within fortifications gains the Aspect and can invoke it once for free, to defend, or compel it to restrict the garrison from sallying forth.

Fieldworks can be thrown up prior to battle with GM agreement. Treat as fortifications without a free invoke.

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Buildings / Village - invoked to provide cover and the making of fire weapons; compel to distract troops with booty.

Dense Forest – invoke to provide cover for an advance and achieve surprise; compel to make impassable.

High ground – invoke to achieve momentum in a melee or extra range for missiles; compel to exhaust troops marching up hill.

Marsh / Bog – invoke to provide a hidden approach; compel to delay a unit in the marsh.

Open Ground – invoke to add pace to a charge; compel to reflect lack of cover.*

Open Woods – invoke to provide cover; compel to break up formations/slow advances.

River / Stream – invoke to negate hot weather effects; compel to create a barrier to a move.

Rough ground – invoke to benefit from cover; compel to break up formations/slow advances.

Trail – invoke to speed movement across the zone; compel to confine troops to column of march.*

**All but Open Ground & Trail add +2 to difficulty to enter*

Terrain Tables

Peran: Northern Coastal Plain

1d6	Zone Terrain Aspect
1	Dense Forest
2	Dense Forest
3	Dense Forest
4	River/Stream
5	High Ground
6	Marsh/Bog

Peran: Western Highlands

1d6	Zone Terrain Aspect
1	Dense Forest
2	Dense Forest
3	River/Stream
4	Rough Ground
5	High Ground
6	High Ground

Peran: River Valleys

1d6	Zone Terrain Aspect
1	Open Woods
2	Open Woods
3	River/Stream
4	River/Stream
5	High Ground
6	Open Ground

Peran: Broken Lands

1d6	Zone Terrain Aspect
1	Rough Ground
2	Rough Ground
3	Rough Ground
4	Rough Ground
5	River/Stream
6	Marsh/Bog

Peran: Rayesha Foothills

1d6	Zone Terrain Aspect
1	High Ground
2	High Ground
3	High Ground
4	High Ground
5	Rough Ground
6	River/Stream

Rethem: Hills

1d6	Zone Terrain Aspect
1	Open Woods
2	Open Woods
3	River/Stream
4	Rough Ground
5	High Ground
6	High Ground

Rethem: Cultivated

1d6	Zone Terrain Aspect
1	Open Woods
2	Open Ground
3	Open Ground
4	River/Stream
5	High Ground
6	Building/Village

Rethem: Woodland

1d6	Zone Terrain Aspect
1	Open Woods
2	Open Woods
3	River/Stream
4	River/Stream
5	High Ground
6	Marsh/Bog

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SAMPLE FEUDAL UNITS

Unarmoured(UF) – Average Foot Unit: *Peasant Militia*; Melee+1 (others +0); no Consequences.

Unarmoured(UF/SB) – Average Shortbow Unit: *Peasant Militia*; Missile+1 (others +0); no Consequences.

Light Foot(LF) - Fair Foot Unit: *Trained Men-at-Arms; Loose Formation*; Athletics+2, Melee+1, Will+1 (others +0); one Mild(2) Consequence.

Light Foot(LF/SB) - Fair Shortbow Unit: *Trained Men-at-Arms; Skirmish!*; Athletics+2, Missile+1; Will+1 (others +0); one Mild(2) Consequence.

Light Foot(LF/LB) - Fair Longbow Unit: *Trained Yeomanry; Cloth Yard Shafts*; Missile +2, Athletics +1; Will+1 (others +0); one Mild(2) Consequence.

Medium Foot(MF) - Fair Foot Unit: *Agrikan Laumak; Shieldwall!*; Melee+2; Athletics+1, Will+1 (others +0); one Mild(2) Consequence.

Unarmoured Horse(UH) - Average Cavalry Unit: *Scouts*; Stealth+1 (others +0); no Consequences.

Light Horse(LH) - Fair Cavalry Unit: *Skirmishers*; Ride+1 (others +0); no Consequences.

Medium Horse(MH) - Fair Cavalry Unit: *Feudal Knights; Charge!*; Melee+2; Ride+1, Will+1 (all others +0); one Mild(2) Consequence.

Heavy Horse(HH) – Good Cavalry Unit: *Akarata's Guard; Big Men on Big Horses; Might is Right*; Melee +3, Provoke+2; Ride+2, Will+1, Notice+1, Missile+1 (others +0); one Mild(2) and one Serious(4) Consequence.

SAMPLE REPUBLICAN UNITS

Light Foot(LF/LB) - Fair Longbow Unit: *Loyal Legionary Bowmen; Emplace your Stakes!*; Missile +2, Athletics+1; Will+1 (others +0); one Mild(2) Consequence.

Medium Foot(MF) - Fair Foot Unit: *Stout-hearted Legionary ; Shieldwall!*; Melee+2; Athletics+1, Will+1 (others +0); one Mild(2) Consequence.

Medium Horse(MH) - Fair Cavalry Unit: *Well-drilled Legionary Cavalry; Hold the Line*; Melee+2; Ride+1, Will+1 (others +0); one Mild(2) Consequence.

Heavy Foot(HF) – Good Foot Unit: *The Red Guard of Tharda; The Best of the Best; Many Emperors led the Guard*; Melee+3, Will+2, Provoke+2; Athletics+1, Notice+1, Missile+1 (others +0); one Mild(2) and one Serious(4) Consequence.

SAMPLE BARBARIAN UNITS

Unarmoured(UF/SB) – Average Shortbow Unit: *Kuboran Youths*; Missile+1 (others +0); no Consequences.

Light Foot(LF) - Fair Foot Unit: *Kuboran Women; Protect the Hearth*; Stealth+2, Athletics+1, Melee +1 (others +0); one Mild(2) Consequence.

Light Foot(LF) - Fair Foot Unit: *Fierce Kuboran Warband; The Forest is a Friend*; Melee+2, Athletics+1, Stealth+1 (others +0); one Mild(2) Consequence.

Medium Horse(MH) - Fair Cavalry Unit: *Chelni Horse-Archers; Skirmish*; Missile+2; Ride+1, Will+1 (others +0); one Mild(2) Consequence.

SAMPLE NON-HUMAN UNITS

Heavy Foot(HF) – Good Foot Unit: *Azadmere High Guard; Plate Mail; 2-Handed Axe*; Melee +3, Will+2, Provoke+2; Athletics+1, Notice+1, Missile+1 (others +0); one Mild(2) and one Serious(4) Consequence.

Heavy Foot(HF) – Good Foot Unit: *Evael's Protectors; The Power of the Hartbow; The Power of Shava*; Missile +3, Will+2, Melee+2; Athletics+1, Notice+1, Stealth+1 (others +0); one Mild(2) and one Serious(4) Consequence.

Heavy Horse(HH) – Good Cavalry Unit: *Evael's Ancient Nobility; Swift and Sure; Might is Right*; Melee +3, Will+2; Ride+2, Stealth+1, Notice+1, Missile+1 (others +0); one Mild(2) and one Serious(4) Consequence.

SAMPLE ENGAGEMENT

During the Agrikan retreat from Kustan in 718 the pursuing Kubora got over-confident!

The Agrikans

1 Units of Laumak (men-at-arms) escorting a unit of **Baggage** which takes no part in the battle but acts as a continuously active and invoked disadvantage to the Laumak, adding +2 to all the difficulties they face, except when taking a Defend action: **Medium Foot(MF) - Fair Foot Unit (+2 Quality): *Agrikan Laumak; Shieldwall!***; Melee+2; Athletics+1, Will+1 (others +0); one Mild(2) consequence.

2 Units of the Akarata's Guard deployed as an after-guard for the retreat down the Scarlet Ribbon: **Heavy Horse(HH) – Good Cavalry Unit (+3 Quality): *Akarata's Guard; Big Men & Big Horses; Might is Right***; Melee +3, Provoke+2; Ride+2, Will+1, Notice+1, Missile+1 (others +0); One Mild(2) and One Serious(4) Consequence.

Their Meketa (**Command** is 4) can be attached to either Guard Unit when battle commences.

The Kubora

2 units of Warriors intent on taking the booty carried by the Baggage. To do so they must destroy or drive off the Laumak and hold the baggage for 2 turns after which they will scatter into the forest with whatever they can carry: **Light Foot(LF) - Fair Foot Unit (+2 Quality):**

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Fierce Kuboran Warband; Get the Booty!; Melee+2, Athletics+1, Stealth+1 (others +0); one Mild(2) Consequence.

Their Leader (**Command** is 4) can be attached to either unit when battle commences.

Defining the Battlefield

5 Units will be engaged so there are 5-4dF Zones: 6 zones

Starting positions:

	1 Open [Kubora & Kubora*]	
2 River [Akarata's Guard]	3 Open [Baggage and Escort]	4 Hill [Akarata's Guard]*
5 Woods	6 Open	

The turn sequence is: Guard with Commander; then the other Guard; both Kuboran units and then the Baggage's Laumak escort.

Fate Point Pools: Agrikans 3; Kubora 2.

Turn 1:

The Guard* Unit (*=with the Commander attached) defers its action, and the other Guard Unit moves into the zone with the Baggage and its escort. This is a free move as it is into an open terrain zone with only friends present.

Each Kuboran unit must use Athletics +1 to enter an occupied zone. Overcome +2, +1 for additional unit now present (the Guard), for +3. Kubora roll 4dF+2 vs. Agrikan 4dF+3: +2 vs +4. The overcome fails so the first Kuboran unit is stuck in place. The unit with the Leader attached (Kuboran*) gains an extra +1 due to his Command exceeding their Athletics: 4dF+2+1 = +4 vs +4 doesn't exceed so can't move either. The Kuboran spends a Fate Point to invoke **Booty!** to add +2 to the roll so his unit does advance after he encourages them.

Fate Point Pools: Agrikans 3; Kubora 1.

Having moved into the zone with the baggage the Kuboran unit makes an Attack action with Melee +2 (-1 for additional enemy unit) vs. the Escort Melee +2. 3 vs. 3, so no harm to escort but attacker gains the boost **Momentum** with a free invoke to use it.

This ends the Kuboran* unit's turn so the Escort tries to disengage and retreat into zone 6. Normally an unoccupied open zone is a free move, but this time they

are disengaging from the Kubora so an Overcome Athletics+1 is required against normal difficulty +2 plus the difficulty the **Baggage** provides, +2: 4dF+1 vs. +4 = -1 vs 4 presents the Kubora with the boost **Baggage bogged down** with a free invoke.

This ends the Escorts turn.

The Guard* decides to take a hand and aims to thunder down the hill into the flank of the Kubora.

Because the zone they are aiming for contain an enemy they require a Ride Overcome (4dF+2) vs. Difficulty +2, +2 for the Kubora in the target zone (+4): 5 vs 4 = success and they sweep down the hill to contact the Kubora.

The Commander decides to create an advantage for the attack using his personal Action. He rolls his own Provoke+3 to get a total of +5 vs. Kubora Unit Will+0 or -2 for a total of +7!

This creates **Fear the horsemen!** with 2 free invokes. He adds the first free invoke to the Guard* Unit's attack: 4dF+3+2 vs. 4dF+2: 8 vs. 3 = 5 which overflows the Kuborans' Mild(+2) consequence and takes out the unit. The Kubora are trampled underfoot and the survivors scatter taking their Mild(2) Consequence of **Shattered** with them to any future battle.

Turn 2:

The sequence begins again and this time the Agrikans take the initiative. The Guard* advances on the remaining Kuboran unit. Overcome with Ride+2 vs. +2 difficulty (1 enemy unit in open ground): 6 vs 2 = Success with Style, so the Knights could sweep through the zone into another one ... but the Kubora are in the way ... attack: 4dF+3+2 (second free invoke of **Fear the horsemen!** as the GM judges the Kubora will have been unnerved by seeing their friends scattered!) vs. 4dF+2: +5 vs. +4 = 1 point of damage, so the Kubora must use their Mild (+2) consequence to avoid being taken out. They have survived the attack, though and stopped the Guard* from thundering into any adjacent open zone.

The next unit to act is either the Kubora, or the other Guard unit. The Agrikans win the tie-break so the Guard advance to contact: Overcome with Ride+2 vs. +2 difficulty (1 enemy unit in open ground): +6, so success with style, and they too could sweep on into another zone if they can shatter the Kubora. Attack: 4dF+3 vs. 4dF+2: 7 vs. 2 = 5 points of damage which takes this unit out too!

The Agrikan player has destroyed both Kuboran units and the baggage and its escort will make it a little further down the Scarlet Ribbon towards safety!

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SAMPLE SETTING

The initial stages of the campaign take place in Melderyn. The characters will move from place to place in a series of related quests.

Current Issues

Melderyn is widely known as the *Wizards Isle*, a mysterious place where knowledge is valued and people live peacefully and prosperously. The *Shadowy Council of Eleven* stand behind the throne and they have acted for centuries to control the flow of knowledge between mainland Lythia and the island of Harn. Growing economic forces are making it increasingly difficult for this isolationism to be maintained. The current issue is *A Time of Change*.

Impending Issues

There is no reason to believe that the several centuries of peace and prosperity that Melderyn has enjoyed are about to be threatened. Their neighbours have a healthy respect for Melderyn's potential military power of the its assumed command of the arcane arts.

However, the Solara Crusade and the periodic expeditions against the Hodiri tribesmen from the Dyriamarch suggest that both secular and religious lords are looking outward. It is difficult to believe that the Council of Eleven is not aware of these tendencies and this leads to the impending issue: *A Secret Arcane Conspiracy?*

PLACES & FACES

Melderyn - Felshon Island

Home to wreckers preying on unsuspecting seafarers and undertaking some dark rites to appease the local sea gods. This is where the characters are wrecked and where some of them are rescued from the locals before escaping in a stolen fishing boat. *Wreckers and Human Sacrifice; Best Left to Themselves*.

The Scarecrow: This tall silent man wears a sack over his head with holes cut for his eyes and mouth. He speaks little but it might be possible to identify him from his voice. He is the head of the wreckers who make a living deceiving seafarers onto the rocks at the north of Felshon Island. *Mysterious Master Wrecker; Duty to his People; Ruthless*.

Sir Adrin Cael: The Caels have been Bailiff's of Felshon Hundred for generations. Their manor at Inorm is no bigger than Celim, further up the coast, but the seniority of the clan ensures that most trade to Chyrefal runs through their dock. Sir Adrin is not a man of action; he would much prefer to be in a warm Inn. He has no inclination to listen to rumours about wreckers. *Short-sighted Bailiff of the Hundred; Enjoys the Good Things*.

Melderyn - Ikom Island

Isolated Ikoshire is left very much to itself. The manors of Zuden and Kisl owe fealty to the Baron of Glenoth, across the Ikom Channel. That irks the Sheriff, Sir Balsen Torele. *Green & Pleasant Land; Tensions among the Ruling Class*.

Sheriff Balsen Torele: A quiet man in his mid-40's who enjoys the local power that isolation brings him. *Efficient Administrator; Ambitious; Wandering Eye*.

Melderyn - Ikom Island - Chyrefal

The shire moot of Ikoshire is a small but prosperous port that welcomes visitors as long as they obey the rule of law. It boasts a temple of Save K'nor and a widely respected Odvishan Chantry. *Scholarly; Sprites and Elementals*.

The Whistle: a pleasant inn on the south end of the town kept by Lyman of Aleama. Its reasonable prices and high quality attracts many locals and is a home away from home of many travellers. *Melting Pot; Perceptive Landlord*.

Melderyn - Glenoth

Glenoth Island is located midway between the islands of Ikom and Melderyn and the town is home to the scholarly Baron Soren Halwyn. He takes an interest in the concentration of standing stones across his fief and has good relations with the local Jmorvi Chantry. *Ancient Arcane Heritage; Target of Intrigue*.

The Jmorvi Chantry: a busy chantry that appears to operate openly and to the benefit of the locals. *Best Metalwork in the Kingdom; Everyone has some secrets!*

Melderyn - Nurisel

While Earl Sunoril is cold and formal the fief prospers under his insightful hand. Second only to Cherafir it boasts a prosperous maritime community and a Lyahvian Chantry. *Strangers are Welcome; Pvaric Rivalries?*

Melderyn - Cherafir

The Royal seat is renowned throughout western Lythia as a centre of scholastic activity and as the 'wizard's city'. *Gateway to (and Gatekeepers of) the World and The Alienage can be Threatening*.

SAMPLE CHARACTER

GARAN'aqli UQUIT

1. High Concept

Garan is a Lawata Numec, a member of the *kel* of the *Uquit*, in the desert south of Isynen. As a member of the noble warrior caste he was granted the title '*aqli Uquit* on reaching maturity. In his training he quickly outstripped his instructors and led the *kel* in raids against their neighbours. Soon he was the greatest warrior among the *Uquit* so that, when the time came, he inherited the *kel's* *Thanath*. This sacred Taugari blade has been handed down through the *kel's* greatest warriors for generations.

Several years ago news reached the desert of a foreigner from the North carrying a sword that rivalled Taugari steel. The Taugari sent back an instruction: '*The sacred Kelazaydi tells us that the unbridled spread of knowledge once came near to destroying the world. Find this man and his blade and end the spread of his knowledge.*'

Garan was one of five Lawata chosen for the quest. The tribe's understanding of the world beyond Isynen was limited but, through intermediaries, passage for the questing warriors was arranged. Three were sent to mainland Lythia while Garan and another travelled to Chelemby. From there his friend was to seek among the Cheler before travelling to Ivinia. Garan was to go to Harn.

Knowing that they might spend many years among unclean foreigners all put aside their coveted status as respected members of their caste. Until he returns in honour Garan will be '*aq Uquit*. Only as a member of the vassal caste can he travel among the *muwathin* – the unclean – and preserve his *kel's* honour.

Questing Numec Warrior

Sample Invoke: Whenever a +2 might further the search for the northerner and his sword.

Sample Compel: the merest hint could send him off in a hurry or distract him from the task in hand.

2. Trouble

Not until he started his quest did Garan realise how different the world beyond the desert was. They speak different tongues, eat tasteless food and have disgusting table manners.

Naïve Stranger in a Strange Land

Sample Invoke: He is novel and unusual and that might be of interest to important or useful people.

Sample Compel: whenever someone is gulling him, making fun of him or otherwise caricaturing him, they have his poor language skills and understanding of cultural mores to work with!

3. The First Adventure

With the other player characters Garan was shipwrecked, coming ashore with little more than what he stood up in and his beloved *Thanath*. Making their way across the island to rescue the other survivors he was grateful that mighty Azay had been wise enough to leave him his sword.

The Thanath of my Fathers

Sample Invoke: When the quality of the blade or its uniqueness is a factor.

Sample Compel: The sword is a concrete connection to his culture and mission so it might force an action to protect or recover it.

4. Crossing Paths

His experience on Felshon Island demonstrated that the foreigners Jehal and Reza were barely fit to be allowed out alone. He may not be '*aqli Uquit* anymore, but they are certainly appropriate members of the Aqhed (slave) caste. He insists on calling them **Jehal'abd Uquit** and **Reza'abd Uquit**. As such he is now obliged to protect them whether they acknowledge their position in his *kel* or not.

Protect the kel of 'abd Uquit

Sample Invoke: invoke this aspect in their defence.

Sample Compel: his actions in their defence could be compelled despite their inconvenience!

5. Crossing Paths again

The other stranger, Gehl, is a different kettle of sand snakes. He is capable and practical and able to look after himself. He stepped in several times to stop Garan doing something he shouldn't following the shipwreck.

The Ivinian Trader is Wise

Sample Invoke: to supplement some effort to understand a local situation when it's reasonable that Gehl might signal the best course of action.

Sample Compel: it is possible that his trust in Gehl's judgement might be transferred to another, less deserving, Ivinian (or trader).

6. Skills

Garan is a noble warrior who has to have the skills to have earned his *Thanath* and the honour of the quest. So: Melee (+4); Endurance and Athletics (+3); Notice, Will and Ride (+2); and Stealth, Provoke, Survival & Missile (+1). Other skills at +0.

7. Description

Garan is a typical Numec: olive skin, high cheekbones and a hooked nose. He is dressed in ankle length robes layered against the cold and the turban-like *hebr*. Garan uses layers of heavier, rougher, cloth in order to stay warm in the cold and damp of the north.