

PROVIDENCE

PEOPLE'S KNIGHTS



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TABLE OF CONTENTS

4	INTRODUCTION
5	HISTORY
5	A Hero Emerges
5	The Heroes of Today
6	PREJUDICES
6	Cry-Star
6	Cliff-Spider
6	Water-Sister
7	Bastion
7	Haak San Bazaa
7	Warden Cities: Bone-Wail and Green-Deep
8	THE MAKING OF A HERO
8	What is a Hero?
8	Antiheroes
9	Common Behaviours
9	Heroes
9	Common Behaviours
9	True Hero
9	Common Behaviours
9	A CODE OF HONOUR
10	THE ADVERSARY
10	Crime
11	The Caste War
11	Guild Warfare
12	The Lost Tribes
12	Geological Disaster
12	BROKEN LAWS
12	Vigilantism
13	Identification
13	Breaking and Entering
13	Restrictions on Movement
13	Restrictions on Weaponry
13	Assault and Battery
14	THE DUAL IDENTITY
14	The Mundane Identity
14	Secret Identity
14	A PLACE TO CALL HOME
15	DESIGNING A PEOPLE'S KNIGHT
16	PEOPLE'S KNIGHT GROUPS
16	The People's Knights
16	History
16	Membership
16	Motivations
16	Location
18	Forge's Fist
18	History
18	Membership
18	Motivations
18	Location
20	Bastion's Halcyon
20	History
20	Membership
20	Motivations
20	Location
21	Thunder and Lightning
21	History
21	Membership
21	Motivations
21	Location
22	SPECIAL EQUIPMENT
22	Crystal Weave
23	NEW ABILITIES
23	Body of Magma
23	Ice Entangle
24	RAVAGE'S VENGEANCE
24	History
24	Membership
24	Motivations
24	Location

27 PEOPLE'S KNIGHTS OF NOTE

27	Paragon
29	Vanguard
31	Mercury
33	Winter
35	Forge
37	Maelstrom
39	Arachnae
41	Razor
43	Aegis
45	Lorelei
47	Wraith
49	Lightning
51	Thunder
53	Hassgar
55	Magma
57	Knight Sallusturm
59	Sentry
61	Whisper
63	Eidolon
65	Sss'Kal

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This book is dedicated to Christopher Reeve, one of the true heroes of our time.

HERO: "The central figure in any important event or period, honoured for outstanding qualities."

Webster's New World Dictionary, 2nd Edition.

INTRODUCTION

What is it that makes a person a hero? Is it power? More often than not, great power causes corruption. It is far easier to take than to earn. Unfortunately, power facilitates the process of taking. Does the act of performing good actions make one a hero? Drummers and Archers are renowned for their actions, and though many are heroic in nature, their profession does not make them true heroes. It is their job to act as they do; while the two guilds follow strong codes of ethics, they are paid for their services. Drummers and Archers will fight to the death to save their city from aggressive Green People. They might not rush to a merchant's aid when the neighbourhood thief robs his stand. They are heroes, but accomplishing heroic actions is within their job's description. Beyond that, they will rarely get involved in a situation where they could help, leaving the petty thief to the local Watchers. A job description does not restrain a true hero. Heroes put their lives on the line not because they must do so, but because someone is in need and they choose to help. That is the true measure of a hero, and the defining attribute of a People's Knight.

This book will delve into the making of Providence's heroes. The first half of the book will cover People's Knights; their history, activities and what makes them special. The second half of the book will introduce some of Providence's most prominent People's Knights. Each Knight has motivations. Through their actions and deeds, the People's Knights have set themselves apart as heroes in a world in dire need of them.



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HISTORY

A HERO EMERGES

Providence's society calls its heroes People's Knights. This title dates from 1349 E.M.D., when a powerful Shard, adorned in elaborate armour, fought the Chain. The Chain was a potent slavery ring that sold people to Bone-Wail for a tidy profit as "recaptured prisoners." Since they never kidnapped important people, targeting general labourers, Haak San Bazaa's officials were slow to react. While the Watchers of the city were dragging their feet, a man stepped forward and began to fight against the Chain. The criminals, however, were incredibly resourceful and well prepared for resistance. Having the support of Bone-Wail, the Chain had strong magical resources at their command. As the Shard attempted to thwart their efforts, truly epic battles raged throughout the city. In the following months, clashes illuminated the night sky in explosive displays of Wird. The populace claimed the Shard as their hero and called him the People's Knight.

The city authorities, however, viewed the People's Knight as a vigilante. Furthermore, they held him responsible for tremendous disturbances and damage to the city. The Mercantile Council, Haak San Bazaa's city government, ordered the People's Knight arrested in an effort to stop the lawlessness. Several historians suspect that the Kat'Cha Dragons, an influential family within the Merchant Bands, was in league with the Chain. They believe that it was the Kat'Cha who spearheaded the attempt to thwart the People's Knight in an effort to aid their allies. Any proof of this, however, is sketchy at best. Regardless, over the following months, the Watchers of Haak San Bazaa attempted to capture the People's Knight or learn of his true identity, a secret that no one uncovered.

While dodging the Watchers, the People's Knight continued to battle the Chain. He captured over 40 criminals, about half of whom were members of the slave ring.

About four years after his appearance, the People's Knight mysteriously vanished without a trace. Many people believe that the Chain captured and killed him. Others believe the Watchers captured and tried him in a secret court to avoid a public outcry. No one, however, truly knows the final fate of the People's Knight.

Several decades later, in 1375 E.M.D., a group of Shards came forth in Haak San Bazaa, collectively naming themselves the People's Knights in the original hero's honour. They were a group of four Shards who wore costumes to conceal their identity and fought to protect the city from various criminals.

Over the following years, the People's Knights grew, shrank, disbanded and resurfaced several times until in 1423, the group had its most important encounter. The Green People and the White Crow attacked Haak San Bazaa during the Lost Wars. Defending their city from destruction, the People's Knights stood

at the forefront of the assault. On the eve of the war's end, while the fighting was at its fiercest, the last surviving member of the People's Knights lost her life holding off a Green People offensive. Her sacrifice proved to be vital; it provided enough time for the Guild of Drummers to arrive, reinforcing the city's line of defense and preventing the city from being overrun. In the aftermath, the populace of Haak San Bazaa demanded that the People's Knights be honoured as heroes of the battle. While they, like their predecessor, had long been thorns in the side of the Watchers and the Mercantile Council, the city's officials agreed that their heroic sacrifice should be remembered. The city commissioned a statue of the group and built it in the Merchant's Square for all to see, where it remains today.

Since then, society calls those who step forward as heroes People's Knights, in the memory and honour of the heroes who came before them.

THE HEROES OF TODAY

In recent days, the number of People's Knights has increased in most major cities, most notably in Bastion, a city sorely in need of help. The authorities of Haak San Bazaa and Bastion are thankful for the aid of its People's Knights. However, the Watchers of most Alliance cities do not share a similar relationship with their heroes-of-the-people. Most city officials view People's Knights as vigilantes, whether they operate in a group or individually. They are as likely to arrest them as the criminals they combat. Some individual Watchers are thankful for the assistance of a local People's Knight. Most, however, do not appreciate that these "heroes" operate with their own code of beliefs with little regard for the laws of the Alliance or Merchant Bands. Despite their intents or goals, People's Knights often break the laws that govern the rest of society.

Making matters worse, the Recognizers of both Alliance and Merchant Band cities bear the People's Knights no love. Recognizers work long and hard to capture their targets. They do not appreciate it when a People's Knight steps in and captures their Warrant, thus preventing the Recognizer from collecting on the Warrant's bounty. This has resulted in a number of conflicts between the Recognizers and various People's Knights over the years. The tension is most severe in Haak San Bazaa. Sierra Kudlow, the Administrator for the Recognizers in the city, has issued contracts on two of the city's more disruptive People's Knights: Lightning and Thunder.

No matter where they operate, People's Knights are an important aspect of Providence. With increasing tensions over the caste system, an impending war with the Lost Tribes and a world intent on destroying itself, the people of Providence need as much help as they can get.

PREJUDICES

While the lower castes view People's Knights with a great deal of esteem, many people within the higher castes don't share this affection. Heroes often reflect a force for change within society. The upper levels of society are uncomfortable with the People's Knights if it means they can upset the balance of power. Since they support the discriminatory caste system, the Alliance of Kings sees change as a more serious problem than the Merchant Bands. This sentiment has remained the driving force behind the opposition that most People's Knights face from the authorities.

CRY-STAR

King Gunther opposes the People's Knights operating in his city. While Gunther is willing to admit that the Knights appear to have noble intentions, their lack of regard for authority bothers him. As such, the Watchers of Cry-Star are among the most active in their attempts to apprehend the People's Knights. Also, captured Knights have received stiff punishments. Officially, the tradition-conscious Guild of Drummers offers little support to most Knights. While the Drummers feel that their goals are worthy, they believe that one must still act within society's established boundaries. Furthermore, recent battles between Magma and Ravage have devastated certain sectors of the city. This has increased tensions between the city's People's Knights and the Drummers, since the duty of a Drummer is to defend the city.

CLIFF-SPIDER

Cliff-Spider offers its People's Knights the most resistance. Raldowin IV, like Gunther, opposes the Knights' vigilante ways. In particular, their refusal to respect the caste system bothers him. Recently, however, the fact that several People's Knights in the city are battling Strike, the city's militant Wayfarer commander, has helped to soften Raldowin's opposition. Additionally, the Guild of Archers does not share the Drummers' opposition to the People's Knights. In fact, a few members joined the guild after their exploits as People's Knights came to the attention of Guild Master Arturias Sanquade.

WATER-SISTER

The city of Water-Sister has the smallest percentage of People's Knights compared to its population. The city's force of Watchers is among the most proficient and well funded in the Alliance of Kings. Therefore, People's Knights that operate within



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the city deal mostly with petty street crimes. As a result, the city's Watchers pay the People's Knights little heed. The Knights most often help the Fallen of the city. Since Watcher Preventine, the city's ruler, is against the caste system, she is very forgiving to any Knights convicted of vigilantism.

BASTION

The city of Bastion has seen a boom in its population of People's Knights. With the incredible influx of refugees from the devastated city Sun Guard, the city's Watchers are overwhelmed, causing crime to explode. With criminals running rampant, several new People's Knights have emerged to combat them. The Watchers of the city are all too happy for the assistance and have gone to great lengths to work with the city's People's Knights. The relationship between the two is so strong that the Mercantile Council has contemplated making a special branch within the Watchers specifically for Bastion's Halcyon, a powerful group of Knights. This would grant them official law enforcement capabilities. It remains to be seen whether this will happen.

HAAK SAN BAZAA

Haak San Bazaa's Watchers also share a positive relationship with their People's Knights. The Knights' history within the city has virtually guaranteed them a good place in Haak San Bazaa. The problem, however, is not with the Watchers, but the city's Recognizers. As previously stated, the Recognizers of Haak San Bazaa often exhibit open hostility with any People's Knight that they encounter. Many of the city's Knights choose to avoid these conflicts. Thunder and Lightning, however, have often come to blows with the bounty hunters in vicious battles throughout the city.

WARDEN CITIES: BONE-WAIL AND GREEN-DEEP

Lastly, the cities of Bone-Wail and Green-Deep have no "official" People's Knights. Several members of the various freedom fighting groups within their prisoner populations are, arguably, People's Knights. Regardless, the Wardens' solution for dealing with them is simple; kill all dissidents.

THE MAKING OF A HERO

WHAT IS A HERO?

What makes someone heroic? Ask friends to think of a hero and have them define what it means. Odds are that it is a different definition for each person that you ask. In the classical sense, a hero is the main character of an epic tale – the person responsible for vanquishing the villain. In real life, there are few heroes that fall into this category. Most heroes are simply people who react selflessly in a traumatic or dangerous situation. Individuals who rush into a burning building to save a pet are heroes. Why, because they put their life in danger to save a simple pet? Yes, though it's much more than that. Putting your life in danger doesn't make you heroic. Selflessly jeopardizing your life because you believe in something so much that you must act, no matter the consequences to your own well being, makes you heroic. Being heroic, however, isn't measured by how much danger you face. Think of the volunteers who travelled to the Sunderlands to try to save the thousands of dying animals from the flooding. They are just as heroic as the person that rushed into the fire. Many of these people received no compensation for what they did. Their convictions and beliefs dictated their behaviour, even if it was only to save just one life. Can you honestly say you would have done the same thing? I hope so, because Providence can use more heroes.

Most people don't set out in life "to become heroes." Individuals earn that title by accident, when life presents them with a particular situation. In the world of Providence, however, there are a few people whose convictions and beliefs are so strong that they must step forward to help society. They believe so strongly that society needs help that they can no longer sit idly by and watch; they must take action. These people "set out to become a hero." They are People's Knights.

What is it that makes people decide to actively put their lives in danger, with no tangible benefit? The reasons are many and not all are necessarily noble.

ANTIHEROES

Many heroes are actually antiheroes – born through tragedy. Revenge drives their desire to fight evil. Many antiheroes get their beginnings from watching friends or family suffer at the hands of criminals. A desire to avenge their loved ones forces antiheroes to do battle with their hated foes. This need for revenge is often so strong that it smothers virtue. The person acts in ways many people would not view as heroic, although their goals may be. Becoming a hero because of revenge is also often a transitory thing; once you defeat your opponent, the desire to be a hero is gone. As such, most antiheroes do not



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remain active for long. Worse yet, most antiheroes meet violent ends as their desire for revenge often causes them to forge ahead recklessly. Whisper (See page 61), Cliff-Spider's tragic hero, is a good example of an antihero.

COMMON BEHAVIOURS

Confident, Dedicated, Hard-Nosed, Heroic, Humourless, Stubborn and Vengeful

HEROES

Other people assume the mantle of hero because they can no longer watch the evils of the world prey on society. They feel that because they have the ability to fight back, it is their duty to do so. As the saying goes, "with great power comes great responsibility." These heroes are often more virtuous in their actions, being far less violent than those driven by revenge.

Acting as vigilantes, Heroes rarely operate within the strict bounds of the law. They have their own set of morals and ethics that dictate their actions, ignoring some of society's laws for the "greater good." Though they may not realize it, they live by the belief that the ends justify the means. In their view, since the end goals are noble and just, it is forgivable to break a few laws. Hassgar (see page 53), is a good example of a Hero.

COMMON BEHAVIOURS

Courageous, Heroic and Protective

TRUE HERO

The last, and rarest, type of hero is the True Hero; the person whose sole driving goal is to help people. For these heroes, helping an elderly person across the street is normal, something they must do. The bounds set forth by society, however, still regulate their desire to do good. These are the type of heroes that think only of serving society and working towards its betterment. True Heroes are the rarest because they feel that the ends do not – ever – justify the means. Despite how difficult it may be, they feel they must work within the laws of society (with the exception to laws on vigilantism). This is a philosophy that many people find exceptionally challenging to follow, making these heroes scarce and often valued for their virtues and nobility. Winter (see page 33), is a good example of a True Hero.

COMMON BEHAVIOURS

Charming, Confident, Courageous, Dedicated, Dignified, Expressive, Heroic, Law-abiding and Protective

A CODE OF HONOUR

One thing that truly sets People's Knights apart from most of society is the code of honour that guides their actions. Unlike the Drummers, who have the Drummers Code instilled in them, the People's Knights' codes come from within themselves. They dictate what they do and why they do it.

Again, unlike the Drummers Code, which is a recorded and strict set of rules, most People's Knights do not even realize that they have a set of rules that they follow. As players, however, it is a good idea to decide what your characters' codes of honour are. Will they kill the villains they fight against or is all life sacred? Will they torture people to get important information? If they give their word, will they honour it, no matter what? Is the character willing to cheat and lie? What are the character's views on authority and the law? Is the character willing to break the law in an attempt to battle a villain? How will the character react when innocent lives are endangered? Answering these questions will help to form the hero's motivations, making the character feel more real. Most often, the answers will not be black or white. Characters may be honest with anyone in authority; however, they may also be willing to lie to and cheat those that prey upon society. These answers help to flesh out the character as a whole. It is not necessary that these answers form a rigid set of rules that the player must memorize. However, they should still form a code of conduct that characters follow in all their actions. If characters break a rule, they have only themselves to answer to.

For example, Sara who is creating a People's Knight, decides that her character has the following code of honour:

- She will not kill, no matter who or what.
- Torture is completely out of the question but intimidation is acceptable.
- She will keep her word to people who are noble and just. To villains and those without honour, she will try to keep her word, but she will not allow it to get in the way of justice.
- She is willing to lie, but only to a villain. Cheating is unacceptable.
- Her character has a great deal of respect for authority and will make every effort not to break the law when possible.
- If innocents are in danger, she will do anything to save their lives, even if it means letting a villain get away.

This example gives a strong idea of what type of hero Sara's character will be. It will also help Sara play the character. When a situation arises, she already has a framework set up to help her decide what her response to the situation will be. This is obviously something that all players, not just someone playing a People's Knight, can do for their characters. It greatly helps in defining characters and their reactions to the world.

THE ADVERSARY

For a hero to emerge, there must be an enemy to confront. The world of Providence is rife with evils, making the need for heroes all the more urgent. The antagonists for the heroes of Providence boil down into five main categories: crime, the caste war, guild warfare, the Lost Tribes and geological disasters. For most heroes, one main opponent drives their noble actions, be it combating a major crime ring or fighting to save all Yas'Wailians from the flooding Sunderlands. Over time, as People's Knights encounter more of the world, they often confront new threats. Their focus, however, usually remains true to their original goals.

CRIME

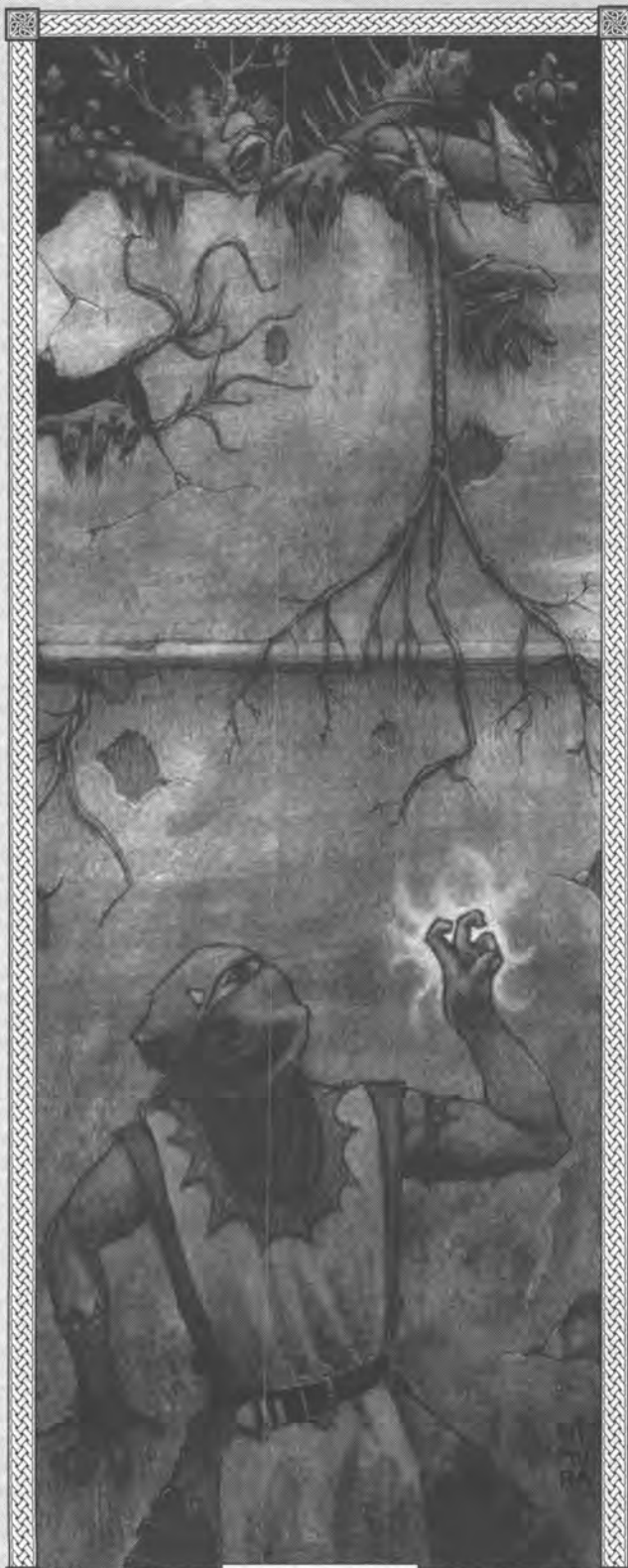
The Lost Tribes close in on the Yas'Wailians. Wayfarers wage their terrorist war for change. The world itself attempts to extinguish all life in its bubble realm. During all of this turmoil, criminals still stalk the streets, preying upon the weak. Criminals are now, more than ever, able to operate with little resistance as Watchers answer the call for aid in the evacuation of the Sunderlands. The military is also unable to deal with the new crime rings that are taking hold of various cities. Furthermore, their focus remains clear; protect the cities from the Lost Tribes. The new crime spree is affecting some cities more than others.

Bastion is close to snapping, as the city's population has exploded to three times its normal capacity. City officials are helpless to deal with all the various criminals who have swooped into this new feeding ground, hungry for profit. The Reaver, Providence's most powerful crime lord, has watched her control of the city's criminal operations drop drastically from almost 40% of all activities to 18%. Several new opponents have arisen to challenge her dominance over the city, starting a war in the streets. Every night, bloody battles and assassinations take place as the struggle between the Reaver and her new competitors escalates. With the city packed solid with refugees from Sun Guard, these lethal conflicts have claimed the lives of more than a few innocent bystanders. Also, while the war rages, all parties are still intent on turning a shady profit from Bastion's population. Due to this, Bastion's People's Knights have increased almost fivefold in recent months.

Haak San Bazaa is the centre of the Reaver's power. This has actually benefited the city as independent operators are very quickly "discouraged" from infringing on the Reaver's territory. Her response to newcomers has helped to keep the crime rate of the Merchant Bands city relatively low. At the same time, the Reaver has organized the criminals operating in the city very well, making her organization one of the most formidable threats to the city. This has presented the city's People's Knights with a powerful and resourceful opponent, one that will not fall any time soon.



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Cry-Star and Cliff-Spider have suffered of late as the Alliance of Kings has begun preparations for war. Only a few crime rings prey upon both cities, and the Reaver's organization is the only one that isn't small and poorly organized. The biggest threat to these two cities comes more from the many independent criminals. They present a problem to People's Knights because defeating one is simply that – one defeated. There are still many more criminals out there.

Water-Sister has the lowest crime rate of all the major cities. Cauldron's slave ring is the only major criminal organization in Water-Sister. Although a serious offender does periodically come to the fore, most activity within the city consists of petty street crime; as such, People's Knights that operate within Water-Sister deal with other concerns to society.

THE CASTE WAR

This is a problem that has become an increasingly serious threat over the past few years. As the Wayfarers' war against the caste system escalates, more People's Knights have stepped forward to defend people caught in the middle. Usually, Knights involved in the caste war protect Fallen that become innocent bystanders to the violent tactics of the Wayfarers. They usually remain neutral to the caste war. Over time, however, a Knight's involvement in the caste war may change if some Wayfarers become too violent. Often, the moral dilemma is more difficult than it first would appear. Does one fight beside the Wayfarers against an unjust social system? True, the caste system is unfair and results in the inhuman treatment of the Fallen. Does that justify the terrorist attacks launched by the Wayfarers and the innocent deaths that result? Does fighting against the Wayfarers mean that one supports the caste system? These are questions that many People's Knights who become involved in the caste war must eventually ask themselves. Unfortunately, the answers are never easy.

Only Knights operating within the Alliance of Kings will deal with this problem as the Merchant Bands do not recognize the caste system.

GUILD WARFARE

The major guilds of the Alliance of Kings have had a long time to feud with each other. The Chirurgeons and Drummers share little love for each other and have been waging a political war for several years. Their relationship however, is better than that of the Cartographers and Messengers, who hate each other. Stabilizing the Guild of Messengers burdens Terracine Gulliver, its Guild Master, leaving little time for thoughts of war with the Cartographers. Guild Master Sirius Khohall of the Cartographers does not have the same problem. Furthermore, dealing with confrontation subtly is not Sirius Khohall's best trait, making the feud between the Cartographers and

the Messengers a powder keg, ready to explode. Sometimes the guild struggles spill over into society in open conflict, which is where a People's Knight would become involved.

THE LOST TRIBES

The Green People, the White Crow and half of the Serpenkine nation sit poised to launch an all-out war against all Yas'Wailians - Alliance of Kings, Merchant Bands and the Wardens alike. While they have remained comparatively quiet to date, they have launched a few probing attacks against several military outposts and cities, testing Yas'Wailian defenses. Thus far, the attacks have only been minor but they are increasing in severity and it is only a matter of time before major assaults take place. There is little question that the people of Providence are going to need help soon.

GEOLOGICAL DISASTER

The most powerful threat facing the Yas'Wailians is not the Lost Tribes nor Bone-Wail; it is the world itself. There seems to be little that can stop the flooding of the Sunderlands or the volcano in the Sky-Torrent Spire. However, the disasters threaten many lives. Thousands of people are evacuating from flooding villages. Also, wild animals that have changed their migration routes or fled their normal territories have attacked several cities and villages. Many of these animals are extremely dangerous, posing serious threats to people who are often already in danger of losing their homes to flood waters.

No matter what forges a person's resolve to step forward as a People's Knight, there is no question that there is a need for heroes.

BROKEN LAWS

In their efforts to protect individuals from the many evils that prey upon society, People's Knights often break a number of laws. Whether or not the Watchers of a city decide to prosecute an individual Knight depends largely on the relationship between the two. If the relationship is good, the Watchers will likely overlook many infractions. If the Knight has a bad reputation with the authorities however, the Watchers will likely attempt to find any and every law that the People's Knight has broken. Since each city has its own laws, the specific laws People's Knights break will vary according to their location. There are, however, a number of similar laws common to most cities, with minor variations.

VIGILANTISM

The most common law People's Knights break is that of vigilantism. All cities have some sort of law which prohibits the



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populace from taking justice into their own hands. Since this is exactly what the People's Knights are doing, this is often the first law they break. Furthermore, authorities prosecute People's Knights most often for vigilantism.

IDENTIFICATION

Due to the constant threat of terrorist attack from the Wayfarers, the Alliance of Kings' cities have instituted a law which requires all citizens to clearly identify themselves to Watchers. This is to prevent Wayfarers from being able to move around the city undetected. Because many People's Knights conduct their heroics behind a mask, they are breaking this law. Watchers often overlook this law, unless the Knight has a particularly bad reputation.

BREAKING AND ENTERING

Many People's Knights find it necessary to investigate a number of situations, many of which take them to restricted areas. Be it the Royal Castle, City Hall or a normal person's home, it is against the law to enter uninvited.

RESTRICTIONS ON MOVEMENT

Many cities, for the purpose of protecting their elite, place several restrictions on their civilians. Watchers may inquire about a person's destination and a traveling group's purpose. Knights often ignore this law as their fight against crime takes them many places.

RESTRICTIONS ON WEAPONRY

All cities have restrictions on what types of weapons are acceptable. People must also register most weapons with the local Watchers. Since being a People's Knight often requires the hero to enter into combat, many characters break this law by carrying around swords and other weapons-of-war. Also, it is highly unlikely that a People's Knight will register a two-handed sword as the local Watcher might have a few interesting questions to ask the costumed person.

ASSAULT AND BATTERY

Even though People's Knights fight individuals they feel are evil, their foes are not always obviously "bad" people. For example, a People's Knight might attack a corrupt city official. Regardless of the fact that the person was secretly committing a crime, the official is still able to demand protection from bodily harm. If the truth of the situation comes to light, the Watchers will likely drop the charges of Assault. Until then, however, Watchers will likely be after the People's Knight.



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THE DUAL IDENTITY

What makes a People's Knight different from a heroic Slaywind or Drummer? While Providence is home to many heroes, the People's Knights have set themselves apart from the rest by assuming secret identities. In the tradition of the original People's Knight, many Knights don elaborate costumes that conceal their identities as they combat their foes. The majority of Knights do this to protect their friends and families against retribution from opponents. While the practice began as a means of disguise, it has grown into something more. Typically, a People's Knight exhibits two clearly separate personalities, one while dressed as the hero and a very different mundane identity. This split in personality between the heroic and the common identity is what separates People's Knights from the rest of Providence's heroes.

THE MUNDANE IDENTITY

Potentially the greatest problem facing People's Knights is maintaining their normal identity, whether they are market vendors, high nobles, or Fallen fathers of eight. Most Knights have dealt with this problem by assuming costumed identities when they operate as heroes. This is often more difficult than it would appear. If Knights witness a crime while in their mundane identity, do they rush off to don their costume and hope that nobody witnesses their change in clothing? Sometimes it is impossible for Knights to change into their heroic identity. This presents a moral dilemma: do they sit by and watch or do they rush in to help, despite the consequences? Also, there is the obvious risk that a foe could remove the hero's costume in the middle of a battle. If someone discovers a People's Knight's secret identity, the consequences are usually bad. Villains may move in to prey upon the hero's loved ones in revenge. Also, if the Watchers in certain cities discover the identity of vigilantes, they may arrest them. This raises another dilemma: what happens if someone learns their identity? Do the Knights kill the person that uncovers it before they can pass the knowledge along? Do they let the person get away and hope for the best? Should they flee the area to save their families or do they give in to their foe's wishes? The maintenance of a secret identity is not only hard work, but it often presents dilemmas with few easy answers.

The second problem with the ordinary identity is one's ability to operate properly. People's Knights often work at night, when many criminals come out to prey on the sleeping city. As a result, most Knights get very little sleep, which can often affect their normal lives. Occasionally a Knight's heroic escapades interfere so completely with a person's regular life that their normal identity begins to suffer. In recent years many people have taken to leaving small packets of food and other provisions out to help the People's Knights that protect their neighbourhoods. This

practice is most prevalent in Haak San Bazaa, a city well known for taking care of its Knights. However, not all cities have yet adopted this custom, making it difficult for Knights in Cry-Star, Cliff-Spider and Bastion to balance their personal lives with their heroic roles. Again, this raises a moral dilemma; do Knights let their normal lives suffer to help the rest of society or do they stem their heroic tendencies and keep their mundane existence in order?

SECRET IDENTITY

Players must remember when designing their characters that they can purchase certain Traits exclusively for their secret identities or for their normal identities. Sometimes characters will only have a contact with a city official in their mundane identities while having contacts with the city's Watchers in their secret identities. In order to maintain a secret identity, the character must usually wear some form of disguise or costume. This will result in the Trait Abnormal Appearance, as someone running around in a costume will stand out in a crowd. Traits that a player may purchase separately for the character's Mundane and Secret Identity are: Abnormal Appearance, Contact, Enemy, Military/Police Rank, Reputation and Organization (see The Recognizers source book). The simplest way to differentiate between Traits possessed by one identity over the other is to mark the secret identity's Traits with an asterisk (*). The system for purchasing these identity-specific Traits does not change compared to purchasing Traits for a character with one identity.

A PLACE TO CALL HOME

Unlike modern comic books, few People's Knights in Providence maintain a base of operations. While there are a few exceptions that prove the rule, most People's Knights find it dangerous to call one place their "base." Since they must constantly worry about the law, it is difficult for them to keep the location of their base a secret. If the law or their enemies discovered the location of their home, they would be in grave danger. Furthermore, very few People's Knights have the necessary funding to maintain a secret base.

Simply put, the environment and society of Providence makes a base of operations for a People's Knight a very difficult thing to maintain. Since most Knights have enough problems to deal with, they often choose not to establish a base.

Many groups of People's Knights, however, gather at common locations in order to meet the other members of their group. These locations are often as simple as "the statue in the park" or "the roof of the Dragonier's Breath." Also, they often agree to meet at a different location each night so as to avoid the problem of someone discovering their gathering place.

DESIGNING A PEOPLE'S KNIGHT

When a player wishes to design a character, there are two commonly used methods. The first, and most typical in games with a variety of abilities, is to decide what powers players wish their characters to have. Most often, players will purchase the Abilities or Spells if the characters possess any, then purchase the Characteristics, Skills and lastly Traits. Though this is a very common approach, it has its weaknesses. Because the player designs the character with a game purpose in mind, the character concept can suffer as it is the last piece of the puzzle the player constructs. What personality quirks does the character have? Where was he or she born and how has life affected them? Players answer these questions after they purchase Abilities, Skills and Characteristics. While this doesn't make the character bad, in a character-driven game, as opposed to a purely combat-driven game, the character concept may be weak.

An alternate approach is to build the character from childhood up. In this approach, players decide who the characters are and what sort of life they have led. Afterwards, they work forward in time from that point, purchasing Traits, Skills, Characteristics and lastly Abilities or Spells if necessary. Many players may find their character concepts to be more coherent and interesting if they are designed this way. Also, using this approach will often result in Skills that accurately reflect the character's profession. If the character grew to become a blacksmith, you would purchase skills accordingly. If you purchased skills first and a career choice afterwards, you may find at some point during a game that you forgot to purchase an appropriate skill for your character.

When someone is creating a People's Knight, a third possibility presents itself. As Providence is a fantasy world with super-heroic elements, players can take inspiration from comic book super heroes, and use an existing character as a template. This is a common practice among players. It is the easiest way for players to make characters since much of the work on character concept and development has already been created. In this situation, the player attempts to translate the existing hero into game statistics. From there, they will usually have to adjust the character's background to integrate them into the world of Providence. Most novice players use this method of character creation as it provides them with a familiarity with which to work as they explore their new hobby. Some experienced players also use this method as it is still a great deal of fun to play a favourite comic book character.

Whichever method players use, one key element to People's Knights is the development of their motivations. Their goals are what makes them different from other characters. As such, it is very important that GMs and players work together to fully develop the motivations of the characters. From that point GMs can develop their campaign story lines and players can fully develop their characters. Without motivations, GMs cannot focus their campaign and players will have difficulty "getting a grasp" on their characters. The easiest way to fully develop a character's motivations is through Behaviours.



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PEOPLE'S KNIGHTS GROUPS

Most People's Knights are solitary individuals, operating with little help and fewer allies. A few heroes, however, come together. They share a common goal and decide to work in the pursuit of that goal. When this occurs, the effectiveness of the People's Knights involved increases greatly because they are now able to rely on allies for assistance. Where one may be weak, many are strong.

Usually, when several Knights work together, the alliance is short-lived since the secretive lives of People's Knights makes it difficult to operate together over long periods of time. Some groups, however, have formed long-lasting relationships that have endured many hardships, becoming fixtures in Providence's society.

THE PEOPLE'S KNIGHTS HISTORY

The most famous group of heroes is the People's Knights of Haak San Bazaa, whose history dates back well over 100 years. Over that time, this group has survived virtually impossible odds, including its entire membership's death at the end of the Lost Wars.

Some time after the group's complete destruction, as Haak San Bazaa repaired the damage from the Lost Wars, a series of violent murders besieged the city. Someone was murdering Pure and Fallen alike throughout the city. Quickly, the populace became terrified of the night; strange sounds and muffled screams came from the shadows. Watchers discovered victims' bodies brutally butchered. To protect the populace while searching for the murderer, the Watchers declared a curfew, forbidding anyone to travel the streets at night. This did nothing to halt the killings as victims disappeared from their very homes. As paranoia began to grip the city, three Shards appeared one evening. In a violent confrontation that resounded throughout the city, they captured the killer – a powerful Warden Degenerate. Authorities later learned that the Degenerate was from the abandoned city of Weeping Rock, though what had caused the Degenerate to leave the desolate city remains a mystery.

The populace of Haak San Bazaa, however, was thankful that the reign of terror had ended. The three Shards responsible for the Degenerate's capture continued to work together, defending the city from other threats that arose. Their fans in Haak San Bazaa granted these new heroes the mantle of the People's Knights. This name has remained with the group as it has grown and evolved over the years.

Since then, the People's Knights have battled everything from criminal organizations to various natural threats. They are

presently the most powerful group of heroes in all of Providence. Most People's Knights have lives apart from their heroic identities. Conversely, members of this group operate at all hours of the day, always keeping a vigil over Haak San Bazaa.

MEMBERSHIP

At present, Paragon, a beautiful and charismatic Swan, leads the People's Knights. She has led the People's Knights for the past five years. While clearly less powerful than the other members of the team, she is unquestionably the most capable leader the group has seen in some time. Because new members from cities outside Haak San Bazaa have begun joining, the group's membership has surged to 22, its largest ever. Only seven members make up the group's core active membership. These members are Paragon, Vanguard, Mercury, Winter, Peregrine, Titan and Grimoire. The remaining 15 members usually operate on their own, called upon only if the Knights need their help. The reason for the small core group is that most of the members are unable to commit to being full-time members. The core members are active all the time and do not maintain mundane identities.

MOTIVATIONS

The People's Knights' motivation is to save society in the broadest sense. They focus their efforts primarily on anything that immediately threatens the population, be it crime, natural disaster, the Lost Tribes, Bone-Wail or whatever. Now, much of their attention is on helping the refugees in Bastion, combating the Reaver's criminal organization and dealing with the coming war with the Lost Tribes. However, with Regent Caiylus' recent plea for help in discovering the keys to the gates back to Yas'Wail, a few members of the People's Knights have begun aiding in the search.

LOCATION

While the People's Knights operate primarily in Haak San Bazaa, they have appeared in various other cities, most often Bastion. The Merchant Bands and several prominent guilds have approached them to secure their allegiance. The People's Knights, however, have remained neutral, choosing instead to work for all of Providence rather than one small portion of it.

THE PEOPLE'S KNIGHTS



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FORGE'S FIST HISTORY

Forge's Fist is a group of Fallen Shards who appeared shortly after Strike assumed control of Cliff-Spider's largest Wayfarer Cluster. Strike, even more than most Wayfarers, violently opposes the caste structure and the injustices that it causes. In his effort to tear apart the social structure of the Alliance of Kings, Strike has waged a violent war of terrorism against Cliff-Spider's elite.

One evening, Strike led an assault on a shipment of goods from the Kalinnda House. Utilizing hit-and-run tactics, Strike's team appeared from the darkness, setting wagons ablaze and slaughtering several of the caravan's Bawk'shi and workers before melding back into the night's darkness. The guards of the Kalinnda House quickly pursued the Wayfarers, intent on exacting their revenge. The ensuing battle quickly escalated as Watchers arrived to aid Kalinnda's guards. Strike led his team of Wayfarers to Freetown, a poor sector of town inhabited mostly by Fallen, intent on losing their pursuers in the confusion. As the Wayfarers entered the heavily populated area, they hid among the other Fallen and tried to avoid detection. When found, they used innocent bystanders as cover. The Watchers and Kalinnda's guards attempted to avoid injuring the Fallen shields that Strike's Wayfarers used, many times in vain. Several innocents fell injured or killed. Strike made good his escape at the cost of some of the people he was supposedly working to protect.

A week later, when Strike launched another attack against a Pure House's holdings, four people watched from the shadows. As Strike again made his escape towards a populated area, the four individuals moved to intercept him, intent on keeping the Wayfarer from harming innocent Fallen again. Stunned by the sudden assault and by the approach of Watchers, Strike briefly retaliated before slipping off in another direction. When the Watchers arrived, all that they saw was a group of four Fallen slip away. Thinking them to be Strike's Wayfarers, they gave chase but soon lost track of them.

Since then, the four individuals united, calling themselves Forge's Fist. They have monitored Strike's activities and worked to ensure that his actions don't hurt Cliff-Spider's Fallen. This has brought them into several confrontations with the Wayfarers under Strike. Most of these battles are short but furious affairs. In addition to conflicts with Strike, Forge's Fist has had more than a few encounters with Cliff-Spider's Watchers. To date, Forge's Fist has fought these conflicts very defensively because they have no wish to wage a war with the city's law authority. The Watchers, however, are working hard to apprehend the members of Forge's Fist, believing they have a connection with the

Wayfarers. It isn't known what their reaction will be once they realize that Forge's Fist is also working to thwart Strike.

MEMBERSHIP

Forge is a venerated member of the Guild of Drummers. He is unable to live the "quiet life" of retirement and leads Forge's Fist. The other three members are Arachnae, Razor, and Maelstrom. All members of Forge's Fist are Fallen, not by design but by coincidence.

MOTIVATIONS

The members of Forge's Fist dislike the caste system. However, they disagree with the violent methods that the Wayfarers of Cliff-Spider use to bring about social change. As such, Forge's Fist works to discover and thwart Strike's plans when possible. They have dedicated themselves to capturing Strike and removing him from the Wayfarers in the hopes that his absence will moderate the Wayfarers' violent trends. They also work to prevent violent reprisals from the city's Pure against the Fallen. This has resulted in a great deal of trouble for the group. It often brings them into conflict with the authorities and other high ranking city officials. Of late, Razor has had troubles justifying his efforts to thwart the Wayfarers who are trying to instigate a change in a system he despises. However, whenever his doubts increase, Strike launches another violent attack that claims the lives of innocents.

LOCATION

Forge's Fist operates almost exclusively in Cliff-Spider's Fallen sectors and the surrounding villages. Periodically, Strike's plans will force Forge's Fist into the richer sectors of the city. Their main concern, however, lies with the Fallen of Cliff-Spider.

FORGE'S FIST



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BASTION'S HALCYON HISTORY

Bastion's Halcyon has only recently become a People's Knight group. Regardless, in their short time together, they have gained the attention of many in and around Bastion. Their arrival relieves people that they help, such as the victims of crimes. Those individuals Bastion's Halcyon stands against await the day that they fall.

The group has repeatedly clashed with the various criminals that have set up operations in Bastion. As the Reaver's control over the city's crime dwindles, the rate of violent crimes has increased. Furthermore, several new crime syndicates have waged open war on each other, which has caused countless problems. Halcyon has fought many of these new organizations, attempting to shut them down as quickly as possible. Thus far, they have had limited success; correspondingly however, they have had very few failures. While the Watchers are extremely grateful for their aid, both realize that they are having little success in stemming the tide of crime. However, they constantly remind themselves that little success is better than none.

Besides the various city criminals, Bastion's Halcyon has faced several Lost Tribe assault parties who have attacked the city. While Halcyon's involvement in these clashes is often minimal, simply providing an extra body in the battle, the group's help has raised the morale of the troops protecting the city. Halcyon quickly earned an excellent reputation as saviours within Bastion. Often, their very appearance has given courage to people who are steadily losing hope.

MEMBERSHIP

At present, there are just three members of Halcyon. While no one has assumed the role of leader, Wraith and Lorelei often defer to Aegis's greater experience and will often follow his lead. There are several People's Knights that the group has thought about approaching in hopes of joining forces. One person the group is attempting to get in touch with is Knight Sallusturm. They believe that she would be willing to work with them and, together, they could accomplish much more. It remains to be seen if Knight Sallusturm will accept the offer.

MOTIVATIONS

The motivations of Bastion's Halcyon are broad. They all simply wish to help people and make the world a better place.

LOCATION

Halcyon operates in and around Bastion. Because they periodically tangle with the Lost Tribes that are threatening the city, they will sometimes leave Bastion. Within the city, they will often be sighted in the overpopulated sectors of town where crime and tension are at their highest.



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THUNDER AND LIGHTNING HISTORY

Thunder and Lightning's history together thus far has been relatively brief. In their short time as a team, however, the two have uncovered and fought against several of Bone-Wail's covert agents operating within Haak San Bazaa. While the Alliance of Kings and Bone-Wail have joined forces, the Merchant Bands and Bone-Wail have made no such agreement. This, coupled with the covert nature of the Wardens' activities within Haak San Bazaa, makes it clear that Bone-Wail's intentions are far from beneficial.

At present, Thunder and Lightning have been investigating a few leads that various informants have passed along. Thunder, a street-wary Rat, has used many of his shady connections. His twin sister, Lightning, has also used her extensive merchant contacts and Dragon persuasion to learn as much as possible. They have pieced together a few clues. They have also uncovered two Warden Retrieval Bands; Retrieval Bands consist of a Warden Captain leading a small, but elite group of Ravagers and Ward Dogs. Bone-Wail sends out Retrieval Bands to capture important targets that are capable of presenting a serious threat through Wird manipulation or Shard abilities. Although Warden Elarian, ruler of Bone-Wail, wants Thunder and Lightning, the two bands clearly had another target in mind. Thus far, Thunder and Lightning have been unable to determine exactly who this target is, but they are sure that the picture will become clearer with time.

MEMBERSHIP

Presently, Thunder and Lightning work only with each other. However, they are gaining some allies as their war against Bone-Wail's agents escalates, some of whom may join them in their fight. At the moment, their most potent and reliable allies are the Slip Walkers of Haak San Bazaa. The Walkers work to free prisoners in Bone-Wail.

MOTIVATIONS

The motivations of Thunder and Lightning are clear; do everything possible to stop Elarian and Bone-Wail. Presently, their focus is to uncover all of Bone-Wail's agents working in Haak San Bazaa. They know that their fight will eventually move beyond their home. Also, while they are working towards this goal, they periodically use their abilities to prevent other, more mundane criminals from harassing their city.

LOCATION

Thunder and Lightning operate solely within Haak San Bazaa. They believe that this will not last much longer. The various agents that they uncover will eventually lead them out of the city, to another major city or, eventually, to Bone-Wail itself. Neither one of them is looking forward to this day, but they also know that they cannot avoid it.



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SPECIAL EQUIPMENT

CRYSTAL WEAVE

Within Providence, there are a wide variety of Abilities available to Shards. Some of these Abilities have the disadvantageous side-effect of destroying anything the Shards wear as they activate their power. Characters with Flame Armour incinerate their clothing while Shards with the ability to increase their size tear their clothes into shreds. This causes a problem should Shards wish to deactivate their power while maintaining their dignity. Many people attempted to infuse Wird into their clothing, hoping to prevent the damage. This didn't work because the cloth couldn't hold the Wird enhancements particularly well. In the end, it was exceptionally expensive to maintain the Wird enhanced clothing due to the mystical upkeep necessary.

Because of this problem, in 1392 E.M.D. a People's Knight known as Torch asked for the assistance of a D'Shau Monk whom he had aided. The D'Shau Monk came up with an ingenious solution. He manipulated some crystals into a fine thread and used it to weave a suit of clothing for his friend. The Crystal Weave, as it is known, proved to maintain Wird enhancements as well as anything else made of the D'Shau Monk crystals. After endowing the Crystal Weave with a few minor Wird enhancements, Torch was able to wear his costume, confident in the knowledge that his Shard-abilities would not destroy it.

COST

75 Natlaw Tasks per cubic yard (roughly 400 Natlaw Tasks for a full suit of clothing)

ABILITIES

When Crystal Weave is commissioned, it is designed for specific Shard Abilities. The D'Shau Monk imbues the Crystal Weave with the necessary enhancements needed to resist the Shard's powers. Crystal Weave from one Shard will prove virtually useless for other Shards, unless they have exceptionally similar Abilities (same power at ± 2 Tier levels). Crystal Weave provides absolutely no protection from any form of attack, Shard based or otherwise. It also often, though not always, has the ability to slowly, magically repair any damage that it incurs. This enhancement costs about 200 Natlaw Tasks extra. However, in the end, it is much cheaper than having to pay to repair the material.



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NEW ABILITIES

BODY OF MAGMA

This ability allows characters to transform themselves into molten earth. This Power is a mixture of both Body of Earth and Body of Fire. As such, it is considered Earth or Fire Based for the purpose of Character Creation.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

Shards with this Power have the ability to transform their bodies into molten lava. In this state, they gain several bonuses to their Characteristics, armour and the ability to do damage with a simple touch.

Unlike Body of Earth, the character's new body is more gelatin than solid in form. As such, players gain a certain amount of protection as their molten body absorbs most attacks. The amount of protection provided is equal to the Tier level -2 under the Wird Effect column on the Power Chart, modified by the type of attack. Additionally, characters in a magma state will have their Strength increased at the higher Tiers, similar to Body of Earth. Lastly, simple contact with a character whose body is magma will cause damage as the superheated rock burns everything it touches. Damage is equal to the Tier level -1 under the Wird Effect column on the Power Chart.

Body of Magma is affected by attacks differently. These modifiers are listed below.

Blunt Attack - Tier

Edged Attack - Tier +2

Air Based - Tier +1

Cold Based - Tier -2

Earth Based - Tier

Flame Based - Tier +1

Electrical Based - no armour

Light Based - Tier

Sound Based - Tier

Water Based - no armour

Tier 1 no modifier to Strength

Tier 2 no modifier to Strength

Tier 3 no modifier to Strength

Tier 4 +1 Strength

Tier 5 +3 Strength

Tier 6 +6 Strength

Tier 7 +10 Strength

Tier 8 +15 Strength

Tier 9 +21 Strength

Tier 10 +28 Strength

Tier 11 +36 Strength

Tier 12 +45 Strength

ICE ENTANGLE

This ability enables the character to generate ice around an object or a person. While the ice does no damage itself, the target is entangled. Targets must then break free from the ice before they can act normally. This power obviously falls within the Cold-Based category of Abilities.

Area: Target

Range: 10

Power Type: Ranged / Action / Elemental

This Power produces ice with a BPV equivalent to the Wird Effect column of the Power chart (pg. 102, Providence Main Rule Book). When a Shard with this Power successfully hits a target, the captive must break free of the ice. The target has to do more damage than the BPV of the ice. Entangled characters can use a blast, or armour or elemental body that does damage (e.g. Body of Electricity), to destroy the ice. Characters can use their strength, but cannot use a weapon to aid them. If targets attempting to break free cause double the damage of the ice's BPV, they will not lose an action freeing themselves. The ice will eventually melt, at the rate of one Tier per hour.

RAVAGE'S VENGEANCE HISTORY

Sirus Khohall formed the group now known as Ravage's Vengeance. The Cartographers' Guild Master felt he needed a weapon against some of his more physically powerful enemies. To this end, he approached several failed Drummer recruits. Relying on their resentment at having been rejected, Sirus proposed to these shady characters a way to get back at the Drummers for the slight against them. Few declined the charismatic Guild Master's offer. Those that did refuse, quietly disappeared.

With the backing of the Cartographers, the growing group of Shards began preparing for war with the Drummers and any other enemies who stood in Sirus's way. Initially, Sirus used his new asset minimally, choosing to keep it as an ace up his sleeve. One of the members of the group, however, was not content to wait. Ravage, as he was known within the group, began quietly convincing others that the time to act was now. In short order, he gained enough support with the other members that they now recognize him as their new leader.

Against Sirus Khohall's strict orders, Ravage and several other members of the group launched an attack against the Drummers at their recruit training facility, the Shadon Allisi Keep. As former Drummer recruits, Ravage's Vengeance knew the layout and defences of the Keep well. They mounted a devastating attack that claimed the lives of four Drummers. Eventually, they were forced to retreat due to the appearance of a new Shard, known as Magma.

Since Vengeance's attack, Ravage has taken full control of the group, completely usurping Sirus Khohall's hold over them. He is constantly planning ways to attack and destroy the Drummers. Without the backing of the Cartographers, Ravage's Vengeance has turned to mercenary tactics, taking pay to finance their operations. Their abilities and the reputation they earned after their first attack have made their services a highly sought after commodity among Providence's less scrupulous individuals. Sirus Khohall is less than pleased that the group is no longer under his control. To solve this dilemma, he has hired the Guild of Dusk to assassinate Ravage. Afterwards, he can again take control of the failed Drummers and use them as his tool.

MEMBERSHIP

Ravage's Vengeance is made up primarily of individuals who tried to join the Guild of Drummers but were refused because their personalities "didn't fit with the Drummers' criteria." Since Ravage assumed control of the group, however, it has begun accepting other people. They welcome anyone who is willing and able to aid them in their attempt to destroy the Drummers.

Recently, as Vengeance's reputation as an elite mercenary group has begun to spread, more people have approached them hoping to join.

MOTIVATIONS

The motivations of Ravage's Vengeance remain simple – destroy the Guild of Drummers. Since losing the backing of the Cartographers, Ravage's Vengeance has begun selling their services as mercenaries. While they may enjoy their jobs, they don't feel the same passion for other contracts as they do for work against the Drummers.

LOCATION

At present, Ravage's Vengeance is operating primarily in Cry-Star, the main home of the Guild of Drummers. Ravage, however, has begun thinking of sending small groups to Cliff-Spider in order to attack the Drummers there. Since their numbers are smaller than they are in Cry-Star, they will be more vulnerable in Cliff-Spider. Ravage figures that any attack against the Drummers will weaken them as a whole. In Ravage's mind, anything that hurts the Drummers is good.

RAVAGE

Troupial: Hawk					
1	Coordination	11	Strength	7	Constitution
0	Intelligence	0	Willpower	-1	Psyche
1	Appearance	1	Charisma	1	Perception
0	Aura	45	Wird		
20	Body	13	True Body	44	Endurance

SKILLS OF NOTE

2	CM - Charge	2	CM - Dodge	3	CM - Grapple
2	CM - Parry	4	CM - Strike	2	WS - Drummer's Hammer
3	Battle Tactics	3	Hand to Hand	3	Leadership
4	Melee	3	Streetwise		

ABILITIES

Claws - 3 point attack, Hard damage
 Increased Sense, Sight - Tier 1
 Wings - Tier 3
 Armour, Permanent - Tier 5
 Modify Characteristic, Strength, Permanent - Tier 4
 Modify Characteristic, Constitution, Permanent - Tier 3

EQUIPMENT OF NOTE

Ravage uses a stolen God's Tooth from a Drummer he murdered in the assault on Shadon Allisi Keep. The hammer does 6/12/19/25 points of Hard damage and has a BPV of 50.

RAVAGE'S VENGEANCE



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PARAGON



Paragon, born Alisia Sunheart of Troupial Swan, grew up in a happy home. Her mother was a powerful leader of the Dyn'stal Traders, one of the most influential trading conglomerates within the Merchant Bands. Because of this, Alisia experienced a life of luxury. If there was anything that Alisia wanted, one of her servants would fetch it for her. For a long period of time, her life seemed perfect. This all changed abruptly when her father, Kungal of Troupial Hawk, raped Alisia at the age of 14.

Terrified and battered, Alisia ran away from home, seeking solitude in the streets of Haak San Bazaa. Life on the streets offered her little in the way of comfort, but it was safer than home. Her mother immediately contacted the Watchers and reported Alisia missing, despite her husband's placating attempts to discourage her. On the streets, Alisia quickly learned to fend for herself while dodging the seeking eyes of the Watchers. Over time, their search for her dwindled as many people believed her dead or long gone.

Over the following years, Alisia tried to make a new life for herself. She worked for or stole what she needed to live as she attempted to forget her past. Her life was far from luxuriant, but over time she forgot her past horrors and began to enjoy life's small pleasures again. One evening, Alisia was appreciating the sight of the waning sun and the scent of the Luxal blossoms in a small park in Haak San Bazaa. Unfortunately, she once again fell prey to a sexual predator. The beauty of the evening was shattered by a large and powerful man who forced her to the ground. As her mind began to register what was happening to her, the rage within her was transformed to pure hatred. The next moments took on a nightmarish quality. Alisia felt herself reacting with little control over her actions. She threw the man from her as though he was made of straw. Before he hit the ground, she pounced on him, hammering him into unconsciousness with one punch. Before she could throw a second deadly blow, Alisia regained control of herself. Terrified by what had happened, and more by her reaction, she fled the park in tears.

Alisia quickly learned that she had gained incredible abilities. Unfortunately, her Epiphany was far from the beautiful experience it could have been. With this knowledge, she realized that she could not ignore what had happened a second time. It was time for her to face her past. She immediately returned home to her mother and told her what had occurred almost four years earlier. Her mother, realizing that Alisia spoke the truth, acted quickly and decisively, having her husband arrested for his crimes.

Alisia still felt hollow at her victory. She knew that she had more to do. She began watching the streets for other sexual predators, intent on protecting others from the same fate. This is how she came to meet the People's Knights – Haak San Bazaa's famous protectors. Shortly after meeting them, she joined the group and has become the team's leader after eight years with the group. With her strong leadership and the financial backing her family can offer, the People's Knights are Providence's most powerful and stable group ever. With the aid of her new friends, Alisia is now beginning to accept her past and enjoy her life.

PARAGON

Troupial: Swan

Profession: People's Knight

CHARACTERISTICS

0 Coordination	6 Strength	0 Constitution
1 Intelligence	1 Willpower	1 Psyche
2 Appearance	2 Charisma	12 Perception
0 Aura	24 Wird	
12 Body	7 True Body	16 Endurance

SKILLS

INNATE

3 Body Language	3 Charm	2 CM - Strike
3 CM - Dodge	2 Flight	1 Lang - Serpenkine
2 Oration	2 Small Talk	1 Teaching
1 WS - Sword	2 WS - Dagger	

LEARNED

3 Battle Tactics	2 Bureaucracy	1 Finance
1 Etiquette	2 First Aid	2 Hand to Hand
3 Leadership	3 Strategy	3 Streetwise
3 Pick Pocket	2 Stealth	

STUDIED

2 AK - Haak San Bazaa	2 AS - Haak San Bazaa	1 Law
1 Philosophy	1 Psychology	

ABILITIES

Wings - Tier 3
 Modify Characteristic Strength, Permanent - Tier 3
 Increased Senses, Permanent - Tier 4

TRAITS

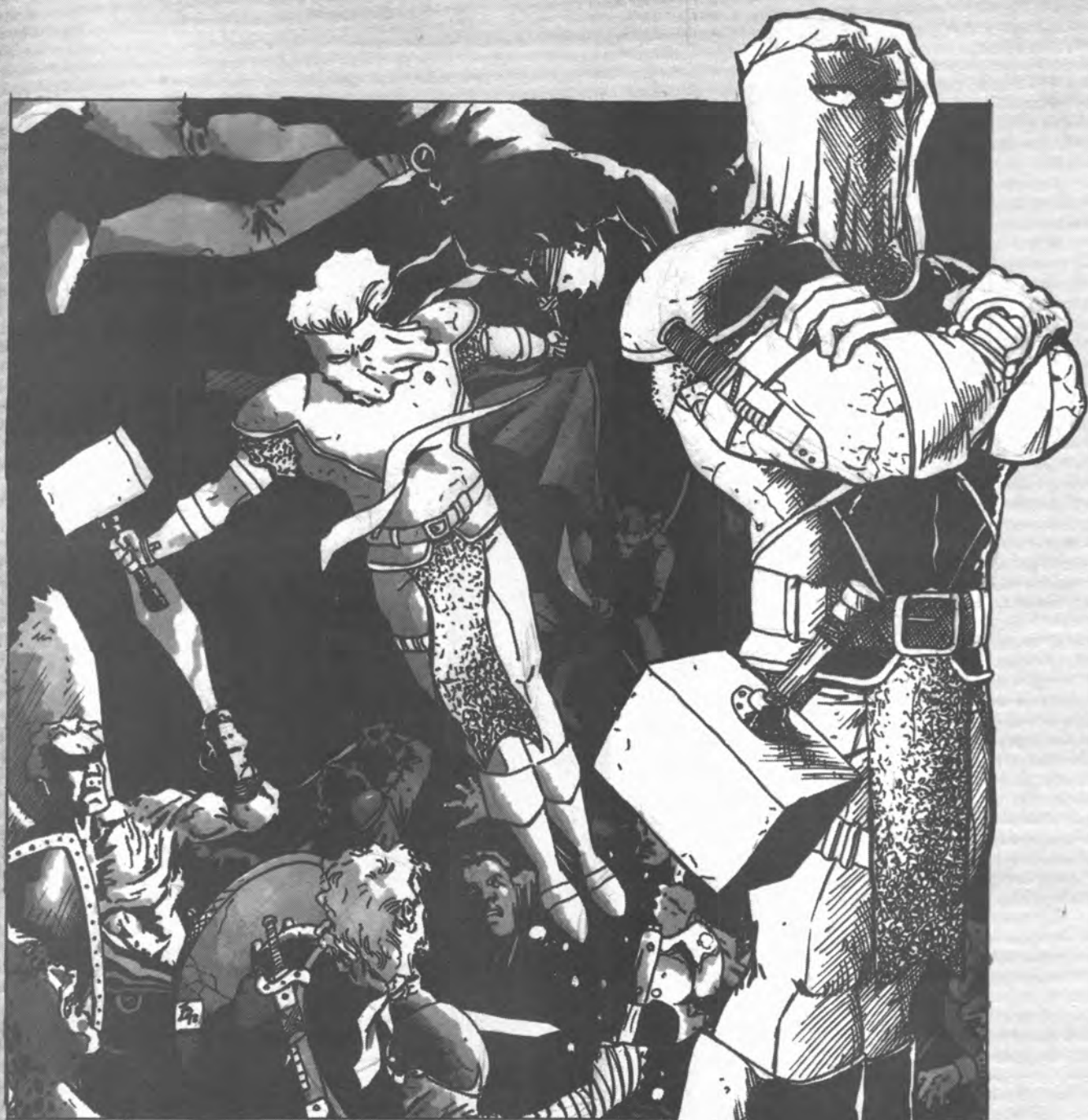
Abnormal Appearance*	Behaviour - Caring
Behaviour - Hates sex offenders	Behaviour, Ext - Monogamous
Behaviour, Ext - Protective	Behaviour, Ext - Won't kill
Caste Status - Pure	Contact - Mother (8)
Contact - Watchers (8)	Reputation - People's Knight (4)
Reputation - Strong Leader (5)	Secret ID
Wealth (8)	

EQUIPMENT OF NOTE

CRYSTAL SHIELD

Paragon wears a crystal bracer which she had made for herself. This bracer can grow into a crystal shield at will. When activated, the bracer grows to the size of a normal shield. As a shield, it provides her with a +6 bonus to her Parry rolls. It also raises an opponents Target Number to hit her by +4 due to the additional cover it provides her. The bracer can also be used to Parry, but it provides no bonuses to her rolls nor penalties to the opponent's Target Numbers. Both the shield and bracer have a BPV of 15.





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VANGUARD



Born Atal Jax'son, Vanguard is one of the most powerful Shards in all of Providence. Atal underwent his Epiphany at an early age while tending his father's farm on the outskirts of Cry-Star. It was a peaceful day as Atal urged the Bawk'sha forward, guiding the plough. Suddenly, the normally docile beast was startled and bolted, throwing the young boy to the ground. As Atal regained his feet, he saw the massive beast racing towards the rest of his family, who were harvesting crops some ways off. Before he could understand what was happening, the young boy was airborne. Atal began flying towards the Bawk'sha, catching the beast just as it was about to overtake Atal's startled family. It took a brief moment for the chaos to settle before everyone realized that the Fallen boy had flown. Suddenly, everyone understood that Atal was a Shard.

In no time, Atal's father enrolled his son in Shadon Allisi Keep, the Guild of Drummers academy near Cry-Star. Finally, they believed they would leave their paltry Fallen lives behind as their son would join a prominent guild. Atal studied with the Drummers for four long years. He absorbed everything like a sponge and excelled in all aspects of the Drummers' training. Were it possible, he likely would have graduated sooner. The evening before the graduation ceremony, Atal claimed that a figure who walked in the shadows visited him. Atal said that the woman approached him in his small quarters and spoke to him. "As a Drummer, you will live a content life, but your destiny does not lie here. Go to Haak San Bazaa, for you have been chosen." As Atal recounted, before he could form a question, the woman slipped out of his room and disappeared. Atal immediately began packing and before the hour was out, he left the academy, heading south towards Haak San Bazaa. Atal claimed that he had to heed the woman's words; the dozens of Year Rings on her wings, a signature of her position as a legendary Horizon Strider, convinced him of her virtue.

Once in the merchant city, he immediately sent word to his family, informing them of what had happened. Disappointed that he had not joined the Drummers, Atal's parents were nonetheless supportive of their son. If a Ghost Walker, one of the original exploring Horizon Striders, had claimed their son's destiny lay elsewhere, they would accept his fate.

Now that he was in the city of Haak San Bazaa, Atal was unsure of what to do. For a brief period of time, he went from job to job, simply trying to make a living. Unfortunately, this experience quickly left a bad taste in his mouth. One evening, while walking home from his job on the docks, Atal saw an epic battle in the city's harbour. Aboard a ship that was sailing off into the night, Shards were unleashing tremendous energy, lighting up the evening. He watched people struggle until he realized why they were fighting: one side was a group of traders, rumoured to be slavers on the Crysarius Sea. The second group were the People's Knights – Haak San Bazaa's greatest heroes. Without thinking, Atal leapt into the night sky and rushed into the fight. The sheer number of pirates aboard the ship slowly overwhelmed the heroes until Atal sped into the fray, lending his aid to the Knights. However, the People's Knights realized they were not going to win the fight since they were getting farther away from shore. They were forced to abandon the battle to return to land.

Since that evening, Atal, under the name of Vanguard, has worked with the People's Knights, becoming a valued member of the team. He has told no one of his deepest shame. Despite his claims, a Ghost Walker did not visit him on the eve of his graduation. He simply ran away because he was afraid of the pressure and responsibility his family placed on him.

VANGUARD

Troupial: Hyena

Profession: People's Knight

CHARACTERISTICS

3 Coordination	16 Strength	12 Constitution
1 Intelligence	0 Willpower	-1 Psyche
0 Appearance	0 Charisma	1 Perception
3 Aura	102 Wird	
27 Body	18 True Body	64 Endurance

SKILLS

INNATE

3 Athletics	2 Bartering	2 Charm
3 CM - Charge	2 CM - Dodge	4 CM - Grapple
3 CM - Strike	2 Flight	2 Scavenging
2 WS - Drummer's Hammer		3 WS - Hammer
2 WS - Sword		

LEARNED

1 Animal Husbandry	2 Battle Tactics	1 Farming
2 First Aid	4 Hand to Hand	3 Melee
3 Streetwise	2 Survival - Forest	

STUDIED

2 AK - Haak San Bazaa	2 AK Cry-Star	1 Law
1 Philosophy	2 Resist Pain	

ABILITIES

Armour, Permanent - Tier 5
 Modify Characteristic Strength, Permanent - Tier 5
 Modify Characteristic Constitution, Permanent - Tier 4
 Modify Characteristic Coordination, Permanent - Tier 2
 Flight - Tier 5

TRAITS

Abnormal Appearance*
 Behaviour - Insecure
 Caste Status - Fallen
 Deep Secret
 Phobia, Severe - Fear of disappointing family

Behaviour - Heroic
 Behaviour - Protective
 Contact - Drummers (1)
 High Pain Threshold
 Secret ID

EQUIPMENT OF NOTE

REINFORCED WAR HAMMER

Vanguard commissioned Dungen Mikar, a highly sought after Dove weapon smith in Haak San Bazaa, to build a reinforced war hammer. Vanguard wanted a hammer that would be capable of surviving some of his strongest blows. The hammer does 2/5/8/10 points of Hard damage (plus his Strength bonus) and has a BPV of 40.





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Mercury



Mercury, a code name he despises, is a Gargoyle named He-Claws-At-Ground from the Stone-Drop tribe. As a youth, He-Claws-At-Ground grew up as other Gargoyles do – roughly. Nonetheless, he became a normal, blunt and well-adjusted Gargoyle.

Like other males of his tribe, his parents simply called him son for many years until he finally earned his name at the age of eight. While chasing a lynx for supper, he underwent his Epiphany. The young Gargoyle stunned those people watching him chase the young lynx; suddenly the boy's claws tore into the ground as he leapt forward in a blinding burst of speed. In an instant he had passed the lynx and disappeared into the trees surrounding the village. After a few seconds, the young Gargoyle stepped back into the clearing with a confused look on his face. Though bewildered by the event, he had finally earned his name. He-Claws-At-Ground was now a full member of his tribe.

Over the following weeks and years, he learned that he could outrun anything that he wished to catch. He took immense pleasure in challenging himself, racing after anything he thought that could move faster than himself. He gained even more pleasure in the look of terror and surprise on the faces of people and creatures he chased. The sight of a 7'2", 425 pound Gargoyle racing after something at 75 mph is enough to startle even the most courageous individuals.

Over time, He-Claws-At-Ground decided to visit the nearby city of Haak San Baza, to learn more about life. As with many Gargoyles upon first encountering the Alliance of Kings' society, the facades that people project to everyone around them appalled He-Claws-At-Ground. He found so few people to be true to their nature. As his disgust grew, He-Claws-At-Ground met a small group of thugs who bullied people in a neighbourhood. Thinking that he had finally found people that were true to themselves – strong and proud – He-Claws-At-Ground asked to join their group. Thrilled at the idea of having a massive Gargoyle in their midst, the thugs readily agreed.

Their union was a brief one, however. The following night, his new friends decided to collect dues that the local shopkeepers "owed" them. He-Claws-At-Ground was surprised to find out his companions were common criminals. While he was digesting this information, the People's Knights paid the gang a visit in order to end their small reign of terror. He-Claws-At-Ground was appalled as he watched weakness and cowardice replace the gang's tough facade. However, He-Claws-At-Ground saw something in the eyes of the People's Knights who stood across from him. He noticed that they were truly genuine. Although they hid behind costumes, they fought crime because it was their nature to be heroic. As the members of the Knights began to think they had to fight the Gargoyle, He-Claws-At-Ground told them he was joining them. The Knights were taken aback by the bluntness of the statement. They informed him they appreciated the offer, but he was not going to become a member. He simply replied "yes I am."

Over the following weeks, wherever the Knights went, He-Claws-At-Ground followed. No matter what the members of the Knights said, they could not persuade him to leave. Eventually, the Knights agreed that he was extremely helpful. It was also apparent he was not going to leave until they allowed him to join. They invited him into the group. A little confused, He-Claws-At-Ground informed them he was already a member.

MERCURY

Troupial: Gargoyle Profession: People's Knight

CHARACTERISTICS

2 Coordination	2 Strength	1 Constitution
1 Intelligence	1 Willpower	1 Psyche
1 Appearance	1 Charisma	1 Perception
0 Aura	27 Wird	
9 Body	9 True Body	20 Endurance

SKILLS

INNATE

3 Athletics	2 Awareness	2 Body Language
2 Climbing	4 CM - Charge	3 CM - Dodge
3 CM - Strike	3 Intimidation	3 Running
4 Sprinting	1 Stealth	2 Tracking
2 WS - Club	3 WS - Mace	

LEARNED

3 Breakfall	3 Hand to Hand	3 Melee
1 Streetwise	3 Survival - Woods	

STUDIED

2 AK - Haak San Baza	3 AK - The Deep	2 AS - The Deep
2 Bio - Fauna	1 Bio - Flora	

ABILITIES

Horns - 3 point attack, Soft damage
 Bite - 3 point attack, Hard damage
 Armour - Tier 1
 Modify Characteristic Coordination, Permanent - Tier 1
 Leaping, Permanent - Tier 4
 Running, Reduced Wird Drain - Tier 6

TRAITS

Absolute Sense of Direction	Behaviour - Enjoys racing
Behaviour - Hates facades	Behaviour - Hates name Mercury
Behaviour - Likes Nature	Behaviour - Mischievous
Caste Status - Fallen	Combat Reflexes
Reputation - Barbaric (-3)	Reputation - Hero (1)

EQUIPMENT OF NOTE

TRAVELLER'S BOOTS

Several years ago, Mercury was given a pair of boots that enable him to run for long periods of time. The boots allow him to use the Level 1 spell, Hundred Day March (see Main Rule Book, page 160) three times per day.





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winter





Winter, born Mionna Kanoryll of Troupial Raven, was destined to be a hero. Both of Mionna's parents were members of the People's Knights in Haak San Bazaa. Her father, known as Mantle, had incredible strength while her mother, Lore, was a Wird Dancer of some renown. When the two discovered that Lore was with child, they agreed that it was best for her to retire from active duty to ensure the child's safety. Lore continued to help the People's Knights, gathering information from the Grand Repository and dealing with other administrative issues, while her husband fought crime. Shortly before Mionna was born, a major crime spree overwhelmed the People's Knights. In one of the ensuing battles, Mantle fell, perishing before his daughter was born. After her husband's death, Lore left the People's Knights altogether to bear her child alone. She maintained contact with her friends within the group sparingly; seeing the People's Knights reminded her of the loss of her husband.

Over the following years, Lore raised Mionna to become a strong, kind and well-educated woman. She also taught her the arts of Wird manipulation and martial combat, thinking that Mionna might become a Wird Dancer like herself. At a young age, Mionna exhibited a strong aptitude in manipulating Wird and by the age of 13, was already an accomplished Wird Dancer.

Her mother's strange and wonderful friends, the People's Knights, fascinated Mionna. She often spoke with her mother at length about their exploits. Stories of her parents fighting crime fascinated Mionna the most. While she felt a great loss at never having met her father, Mionna also felt pride that he had given his life for the safety of society. Instilled with the strong sense of duty towards society, Mionna approached the People's Knights, asking to join the group at the young age of 14. The leader of the group at that time, Hunter, went to Lore to speak with her about her daughter's request. At first, Lore was adamant – her daughter would not join the team – she would not put her life in danger as had Mantle. Hunter respected her wishes and refused Mionna's request for membership.

Mionna figured Hunter had refused because he felt she was not worthy to be a member. Determined to prove him wrong, she began operating as a solo People's Knight. She figured if she could demonstrate her abilities and determination, they would accept her as a member. One evening, a rogue Shard horribly injured Mionna. As she blacked out from the pain, intense cold exploded from her fingers, encasing the Shard in a block of ice. The first to arrive on the scene was Hunter, who had been patrolling the area. He immediately brought Mionna to Anodynes for medical attention.

When Mionna recovered from her injuries, she discovered that she had lost her ability to manipulate Wird, having undergone an Epiphany. The Anodynes who treated her figured that this was why she had survived her severe injuries.

Initially, Lore was furious that Mionna had attempted to become a People's Knight by herself. She then realized that her daughter was intent on becoming a hero like Lore and Mantle had been before her. Determined to keep her daughter as safe as possible, she asked Hunter to allow her into the People's Knights. Lore felt, with the help of the group, Mionna would be safer than when she was alone. Hunter agreed, as Mionna was exceptionally competent, even at such a young age. Since then, Mionna has been a long standing member of the People's Knights. Once again, Lore has been providing help with research and other administrative concerns.

WINTER

Troupial: Raven

Profession: People's Knight

CHARACTERISTICS

1 Coordination	0 Strength	1 Constitution
1 Intelligence	2 Willpower	1 Psyche
2 Appearance	1 Charisma	1 Perception
2 Aura	33 Wird	
7 Body	7 True Body	20 Endurance

SKILLS

INNATE

3 Acrobatics	2 Athletics	3 Awareness
2 Body Language	1 CM - Disarm	3 CM - Dodge*
2 CM - Parry*	2 CM - Strike*	1 Flight
2 SP - Ice Blast	3 SP - Ice Entangle	2 Stealth
1 WS - Dagger	2 WS - Mace	1 WS - Sword

LEARNED

1 Battle Tactics	2 First Aid	2 Hand to Hand
2 Meditation	2 Melee	3 SP - Ranged Attack
2 Streetwise		

STUDIED

3 AK - Haak San Bazaa	2 AS - Exodus Plains	2 AS - Haak San Bazaa
2 History	1 Lang - Old Yas'Wailian	2 Martial Arts - Soft
3 Wird Lore	2 Wird Dancing	2 Wird - Air
2 Wird - Earth	2 Wird - Fire	2 Wird - Water

ABILITIES

Ice Blast - Tier 6
Ice Entangle - Tier 5
Resist Cold, Permanent - Tier 4
Wall of Ice - Tier 5
Wings - Tier 2

TRAITS

Abnormal Appearance*	Behaviour, Ext - Heroic
Behaviour, Ext - Protective	Caste Status - Blessed
Contact - Great Library (5)	Contact - Lore (8)
Literate	Reputation - Hero (3)*
Reputation - Mystic (2)	Secret ID
Wealthy	

EQUIPMENT OF NOTE

ENHANCED SWORD

Winter inherited her father's sword. This long sword is a superbly crafted blade that has been enhanced with Wird a number of times. The blade's incredible balance gives the wielder one extra die when attacking or parrying and the damage profile for the blade is 2/5/7/10 with a BPV of 20.





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FORGE



Forge is a venerated member of the Guild of Drummers. Forge's Drummer Overseer placed him on inactive duty due to old age. This forced retirement, to many, is a reward for the long years of service that the Drummers provide to society. For Forge, it has been a fate worse than death. Nathan Landra was born as a Rat to Dragon parents. His parents had him adopted by Mitho and Rachel, Rat parents with strong connections to the Kar'l'yl House, his Dragon parents' lineage. Because of the close ties his adopted parents had with his birth family, they could maintain a relationship throughout his life. Both his adopted parents and biological Dragon parents instilled a strong sense of duty and responsibility in Nathan at a young age. This led to Forge's strong desire to help people in any way he could.

When Forge underwent his Epiphany at the age of 13, it was a moment that clearly marked him. While having close connections to a royal family, Forge's adopted parents were still Fallen. Unable to live in the nicer sectors of town, they settled in Freetown, a Fallen settlement outside of the spire containing Cliff-Spider. One evening his family was sitting on the front porch, enjoying the dimming of the sun and the sounds of the city. Suddenly, a group of Wayfarers shattered their quiet reverie, racing by, fleeing from a group of Watchers and royal guards. Forge's father immediately ordered his family into the safety of their home as the guards overtook the Wayfarers, resulting in a violent clash. From his bedroom window, Forge watched as the Wayfarers and city officials fought a bloody battle, slowly devastating his small neighbourhood. Horrified, he watched as a small pocket of the Wayfarers decided to flee the battle by making their escape through his home. Forge rushed downstairs as the Wayfarers burst into his home. When he reached the bottom of the stairs, Forge saw the lifeless bodies of his family and two Wayfarers running out the back door. Forge does not remember what happened after this moment.

The next clear memory Forge has is waking up in the home of his paternal parents two days later. When he asked what had happened, in true Dragon style, his parents merely steered the conversation onto a new topic, deftly avoiding the issue. What is clear is that it was at that point that Forge underwent his Epiphany, gaining immense strength. With that discovery, and in an attempt to block the memory of his slain family, Forge immediately applied to the Guild of Drummers. He hoped that joining the proud Drummers would help him forget. Furthermore, the guild's strong reputation for good had always appealed to him.

Everyone who knew Forge well were little surprised to discover that the Drummers accepted his application. After four short years, the Guild of Drummers made Forge a full member. Over the next 41 years, Forge became an outstanding member, serving in many campaigns. At the advanced age of 58, the guild has decided to venerate him by placing him on inactive duty.

This has forced Forge into a life of retirement. It has also forced him to face his past, something he had locked tightly away. Forge has realized that the Wayfarers' actions have only worsened in recent years, something he was blind to while working with the Drummers. Now, living among the common people again, he can no longer ignore the reality of the situation. Slowly, he has been attempting to uncover what happened after his Epiphany. More importantly, he has been working, with the aid of the other members of Forge's Fist, to prevent the same sort of tragedy from occurring again.

FORGE

Troupial: Rat

Profession: People's Knight

CHARACTERISTICS

1 Coordination	16 Strength	11 Constitution
1 Intelligence	1 Willpower	2 Psyche
0 Appearance	1 Charisma	2 Perception
0 Aura	57 Wird	
28 Body	18 True Body	60 Endurance

SKILLS

INNATE

1 Acrobatics	2 Awareness	2 Body Language
1 Climbing	2 CM - Charge	2 CM - Disarm
3 CM - Dodge	4 CM - Grapple	3 CM - Parry
3 CM - Strike	2 CM - Throw	2 Small Talk
4 WS - Drummer's Hammer		3 WS - Dagger

LEARNED

2 Battle Tactics	1 Bureaucracy	1 First Aid
3 Hand to Hand	3 Leadership	4 Melee
1 Strategy	1 Streetwise	

STUDIED

1 AK - Cliff-Spider	2 AK - Cry-Star	1 Law
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ABILITIES

Altered/Inhuman Sense, Infrared Vision - Tier 1
 Increased Sense, Smell & Touch - Tier 2
 Modify Characteristic Strength, Permanent - Tier 5
 Modify Characteristic Constitution, Permanent - Tier 4
 Armour, Permanent - Tier 3

TRAITS

Behaviour - Dislikes city smells	Behaviour - Follows Drummer's Code
Behaviour - Hates inactivity	Behaviour - Loves information
Behaviour, Ext - Protective	Caste Status - Gifted
Combat Reflexes	Contact - Drummers (8)
Literate	Military Rank (6)
Reputation - Annoying/Honest(2)	

EQUIPMENT OF NOTE

GOD'S TOOTH AND PLATEMAIL ARMOUR

As a member of the Guild of Drummers, Forge has his Drummer's Hammer, an elaborate God's Tooth which he earned after his many years of service. The hammer does 6/12/19/25 points of damage and has a BPV of 50. He also wears a custom made suit of metal platemail armour that provides 10 points of protection and has a BPV of 40.





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Maelstrom



Jon Attan, a Fallen Dove, was content for most of his life. He worked aboard the Wind Chaser, a large, luxurious type of sail boat known as a brigantine. The Wind Chaser was owned by Wynn Dotecka, a Pure Eagle of Cry-Star. This young noble would often arrange long sailing excursions for his highborn friends, sailing around the Crysarius Sea for several days at a time. Jon was more than content being a deck hand for the noble; Wynn was a fair man, even to members of the Fallen. More importantly, he had given Jon a chance to sail aboard one of the finest ships in all of Providence; for Jon, this was a dream come true.

One day, the Wind Chaser's crew lazily returned home after a week's travel around the Pateryn Peninsula. Suddenly, a violent storm overtook the brigantine. The sky blackened with dark clouds, periodically illuminated by immense bolts of lightning. The day slowly disappeared. The sun faded while the storm still held the Wind Chaser firmly in its grip.

Eight hours later, as the winds began to finally subside, the crew began to silently sigh with relief. The worst was behind them; unfortunately, they were mistaken. Suddenly, the mast of the vessel exploded into splinters, dropping onto the deck and rupturing the hull. Chaos again took hold as everyone raced around, attempting to save the vessel. Exhausted and undermanned, it was hopeless. Within three minutes, the ship sank below the waters of the Crysarius sea. Excluding Jon, everyone on the Wind Chaser died. As Jon was slowly succumbing to exhaustion and sinking in the water, he realized he was still alive. Jon was breathing under water. He had undergone an Epiphany and gained control over water.

Swimming faster than he thought possible, Jon made his way to shore and slowly headed back to Cry-Star. On the return trip, nightmares of his friends and the sinking vessel plagued him. By time he reached Cry-Star, he knew he couldn't stay there; it was too close to the water. If Jon never saw the water again, he could die a happy man. He immediately set off towards Cliff-Spider to start a new life.

Once in Cliff-Spider, he became a labourer on a farming Free-Keep community and began rebuilding his life. As he settled into his new home, he began to notice the activities of Cliff-Spider's Wayfarers. In Cry-Star he had failed to see the Wayfarers since he had spent most of his time at sea. Now he was seeing many things he had previously unnoticed. While Jon understood why the Wayfarers were fighting, he did not agree with them. Wynn had been kind, providing a decent life for Jon, as expected of those of higher caste. Jon had, conversely, worked for Wynn, as expected of him. The caste system had been fair and just to Jon. Unable to sit and watch innocent people unjustly victimized, Jon used his new Shard abilities to confront the Wayfarers. Over time, Jon and Forge's paths crossed. The two old, seasoned men hit it off immediately and decided to work together, marking the beginnings of Forge's Fist.

MAELSTROM

Troupial: Dove

Profession: People's Knight

CHARACTERISTICS

1 Coordination	2 Strength	2 Constitution
0 Intelligence	1 Willpower	1 Psyche
1 Appearance	2 Charisma	1 Perception
0 Aura	30 Wirt	
10 Body	10 True Body	24 Endurance

SKILLS

INNATE

3 Athletics	2 Awareness	3 Climbing
1 CM - Disarm	2 CM - Dodge	1 CM - Grapple
1 CM - Parry	2 CM - Strike	1 CM - Throw
2 Gambling	2 Jumping	3 SP - Water Blast
2 Small Talk	3 Swimming	2 WS - Club
2 WS - Sword	2 WS - Dagger	

LEARNED

3 Breakfall	2 Cartography	3 Drive (boat)
2 First Aid	3 Hand to Hand	3 Melee
3 SP - Ranged Attack	2 Streetwise	3 Survival - Sea

STUDIED

3 AK - Crysarius Sea	2 AK - Cliff-Spider	2 AS - Crysarius Sea
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ABILITIES

Swimming, Permanent - Tier 5
 Water Armour - Tier 2
 Water Blast - Tier 6

TRAITS

Absolute Sense of Direction	Behaviour - Easily distracted
Behaviour - Kind	Behaviour - Protective
Behaviour - Vengeful	Behaviour, Ext - Social
Caste Status - Fallen	Contact - House Dotecka (2)
Heavy Boned	High Pain Threshold
Phobia, Mild - Water	Reputation - Reliable (2)





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ARACHNAE



Arachnae is an extremely rare Shard in Providence. He did not gain his powers through an Epiphany – he was born with his abilities. His Pure Hawk parents were horrified when their child was born deformed with four arms and a bizarre, insect-like armour. Disgusted by the child, they threw him out the window of their bedchamber into the Crysarius Sea. Later, a lonely Hyena who lived in the under city of Cry-Star discovered the child. Undisturbed by the child's countenance, Saraah raised the child as her own.

Within the Fallen under-city, Arachnae was given a relatively fair chance at a normal life. People who knew him well, considered Arachnae a kind and noble soul in a tormented body. Those that did not know him saw a deformed creature, reminiscent of the Warden Degenerates. Because of this, some people who feared Arachnae periodically attacked him. His mother and close friends did everything they could to protect him but, by the age of eight, he clearly showed signs of victimization. Trying to protect her child, Saraah decided to leave Cry-Star, hoping that she would find a safe home for Arachnae.

Uncertain where she should turn to, Saraah decided to head towards Cliff-Spider. She hoped that her son would have a chance for a normal life there; unfortunately, she was wrong. People who saw her child immediately thought him to be a Warden Degenerate. They did everything possible to drive them off. Shortly after arriving in the city, while trying to remain hidden, a large mob attacked Saraah and Arachnae. Desperate to save her son, Saraah told him to flee while she attempted to hold off their assailants. Arachnae fled, but not before he saw his mother overwhelmed and killed by the angry mob.

Terrified and bitter, Arachnae remained hidden. He began living in the shadows of the city's caves, the only spot he felt safe. All the while, he watched the society that had killed his mother out of fear. While viewing people from the shadows, Arachnae often witnessed acts of violence in dark alleys and on deserted streets. Furious at the hatred and ignorance, Arachnae began to help the victims of the attacks. Each time he witnessed an attack, he saw his poor mother, helpless while he fled. He would not turn away again.

At first, the people he rescued were just as terrified of him as they were of their assailants. Slowly, however, as word of the vigilant spider-like creature began to spread, gratitude began to replace the fear. Also, because he did not kill – which surprises the few that know his history – people did not view him as a violent monster. Many of the market area's inhabitants, where Arachnae frequented, would leave food on their doorsteps for him. These acts of kindness confused Arachnae for quite some time, but he was grateful for them nonetheless.

As he continued to watch out for innocent people, he stumbled across Forge and the other members of Forge's Fist. At first, he fled, terrified of their imposing stature. Arachnae was afraid of what they might do to him. Forge's Fist, however, had heard several tales of his deeds and wished to meet him. After a few brief encounters, they eventually spoke with Arachnae at length. Since then, Forge's Fist has adopted him into their group. Arachnae has become a valued friend to the members.

ARACHNAE

Troupial: Hawk

Profession: People's Knight

CHARACTERISTICS

2 Coordination	2 Strength	1 Constitution
-1 Intelligence	0 Willpower	1 Psyche
-3 Appearance	1 Charisma	2 Perception
0 Aura	27 Wird	
10 Body	10 True Body	20 Endurance

SKILLS

INNATE

2 Athletics	1 Body Language	2 Camouflage
3 Climbing	2 CM - Dodge	3 CM - Grapple
1 CM - Strike	2 CM - Throw	1 Intimidation
3 Jumping	3 Scavenging	2 Sprinting
2 Stealth		

LEARNED

1 Breakfall	2 Hand to Hand	5 Multiple Strike
1 Pick Pocket	3 Streetwise	

STUDIED

2 AK - Cliff-Spider	2 AK - Boneyard	3 AK - Hidden caves
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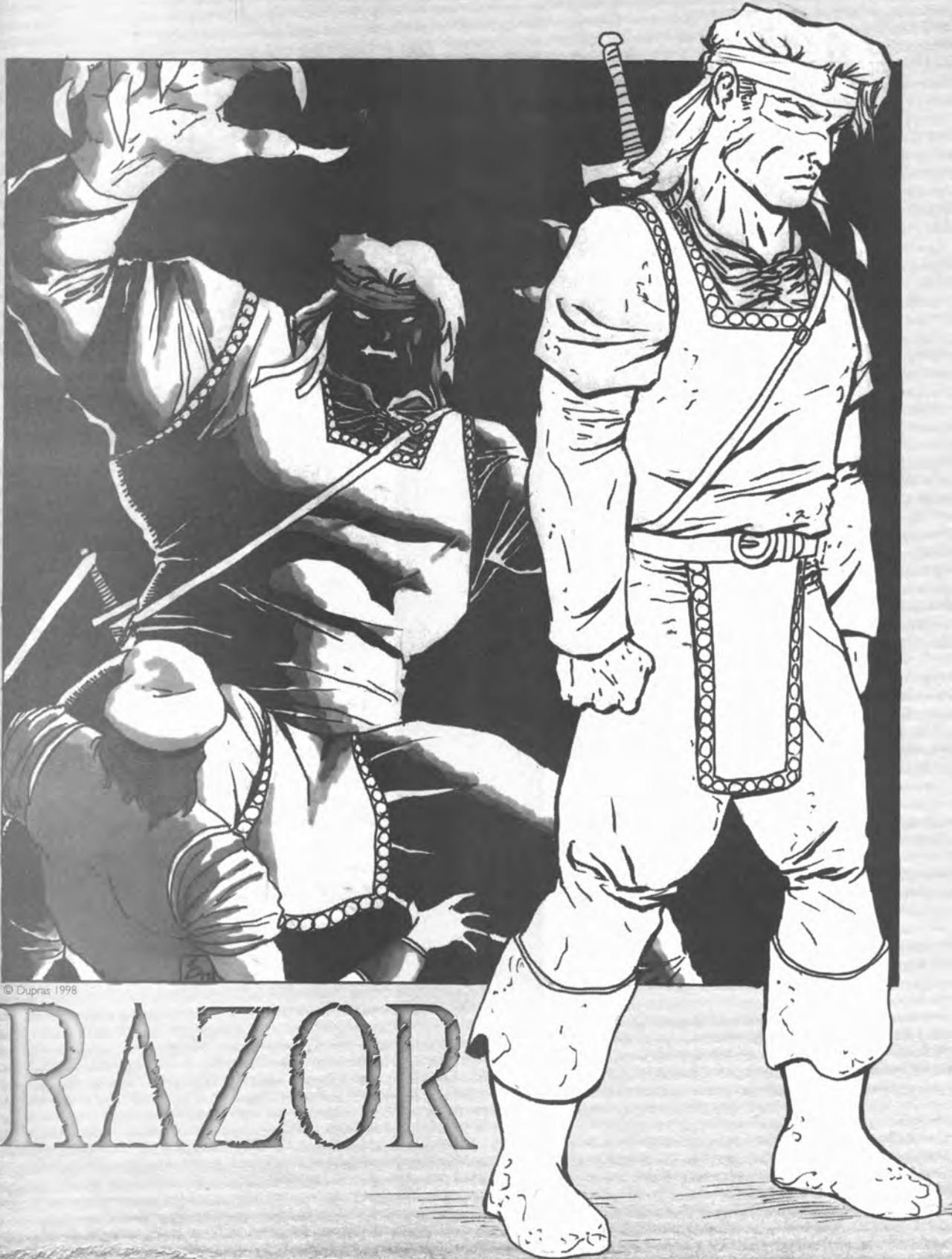
ABILITIES

Claws - 3 point attack, Hard damage
 Increased Sense, Sight - Tier 2
 Change Shape, Permanent, Only Extra Arms - Tier 4
 Armour, Permanent - Tier 2
 Adhesion, Permanent, No Range, Self Only - Tier 4

TRAITS

Abnormal Appearance (-5)	Ambidexterity
Behaviour - Kind	Behaviour - Protective
Behaviour, Ext. - Shy	Behaviour, Ext. - Won't Kill
Caste Status - Fallen	Combat Reflexes
Contacts - various street level (2)	Double Jointed
Heavy Boned	Phobia, Mild - Crowds
Poverty (-5)	





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RAZOR



Razor is an unlikely hero if ever there was one. Born as a Jackal, Razor (his only known name), grew up opposed to the caste system and willing to do anything to cause its downfall. By the age of eight he was already participating in Wayfarer assaults. At the age of 12 he took his first life; for him, this was normal. Razor was surrounded by violence his whole life. At the age of 16, Razor underwent his Epiphany, gaining the ability to transform himself into a massive amalgam of a man and a creature. With this new-found ability, he quickly rose in the ranks of the Wayfarers.

As Razor witnessed more violence, he began to ask questions. While he still opposed the oppressive caste system, he began to realize that many of the Wayfarer attacks served little or no purpose. At the age of 21, Razor's doubts about his actions became so great that he resigned from the Wayfarers. He wanted to figure out if what he was doing was worth the violence and destruction.

From the outside, Razor was finally able to understand the Wayfarers' actions. Razor began to realize that the Jackals, whom he had long looked upon with disgust for their apparent lack of action, had the right idea. Where the Wayfarers were "working for change" through destruction, many Jackals were truly working for change without the violence. Razor began helping the Jackals of Cliff-Spider in their efforts to constructively change the system.

Strike, the leader of Cliff-Spider's largest Wayfarer group, was not so willing to let Razor leave. As Razor attempted to get away from his past, Strike made every effort to bring him back. Finally, as the situation escalated, the Wayfarers came after Razor in force. The ensuing battle resulted in the death of one of Razor's new friends and the injury of several others. Outraged, Razor declared war on the Wayfarers. Razor had believed that they were supposed to fight for the Fallen, not hurt them. In his previous zealotry, Razor had blinded himself to the reality of his actions. Now he could see clearly.

With his new mind-set, Razor began patrolling the streets to protect the people from any of Strike's Wayfarer activities. At the same time, he began preparing to remove Strike from his position of power within the organization. During his crusade against Strike, Razor met Forge. At first, the two had little to do with each other because of Razor's reputation as a violent Wayfarer. Eventually, Forge began to learn of his current activities and asked him to join his group. Razor grudgingly agreed.

Since then, they have actively worked to thwart the activities of the Wayfarers. Razor knows he must stop Strike, but isn't so sure about the Wayfarers as a whole. However, each time he begins to doubt his own conviction, the Wayfarers show their true colours. Again, Razor realizes he must stop their violence before it goes too far.

RAZOR

Troupial: Jackal

Profession: Former Wayfarer

CHARACTERISTICS

1/2 Coordination	2/22 Strength	2/12 Constitution
0 Intelligence	2 Willpower	0 Psyche
0 Appearance	0 Charisma	1 Perception
0 Aura	30/60 Wirt	
10/34 Body	10/20 True Body	24/64 Endurance

SKILLS

INNATE

3 Athletics	2 Awareness	2 Bartering
2 Climbing	3 CM - Charge	2 CM - Dodge
4 CM - Grapple	3 CM - Strike	3 CM - Throw
2 Concealment	3 Gambling	3 Intimidation
2 Scavenging	2 Stealth	3 WS - Sword
2 WS - Dagger		

LEARNED

3 Hand to Hand	3 Melee	2 Multiple Strike
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STUDIED

2 AK - Cliff-Spider	3 AK - Wayfarer Underground
2 AS - Cliff-Spider	3 Resist Pain

ABILITIES

- Change Shape Self, Only into Razor - Tier 4
- Modify Characteristic Coordination (from Change Shape Self) - Tier 1
- Increase Size, linked to Change Shape, Permanent (while in Razor form) - Tier 4
- Increase Density, linked to Change Shape, Permanent (while in Razor form) - Tier 4
- Natural Body Attacks, linked to Change Shape, Permanent (while in Razor form) - Tier 4

TRAITS

Abnormal Appearance (-5)*	Behaviour - Violent
Behaviour, Ext. - Hates Caste System	Behaviour, Ext. - Protective of Fallen
Caste Status - Fallen	Contacts - various street level (6)
Contact - Wayfarers (3)	Enemy - Watchers (-3)
Enemy - Wayfarers (-7)	Heavy-Boned
Poverty (-2)	Reputation - Wayfarer (-4)

EQUIPMENT OF NOTE

CRYSTAL WEAVE CLOTHING

Razor wears a special clothing made of Crystal Weave. The clothes were given to him by a former D'Shau monk who is sympathetic to the Wayfarers' cause. The crystals stretch when Razor transforms into his larger form, preventing the clothing from tearing. The clothing doesn't provide any other protection.





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AEGIS



The young Dragon, Kal'ka Retan'ak, was a ruling noble in the city of Sun Guard. While growing up, Kal'ka was groomed to become an aristocrat. His parents worked very hard to ensure the young boy grew up into a strong, yet kind and fair man. They were exceptionally proud when Kal'ka stepped into the political halls of Sun Guard. He quickly established himself as an honourable and kind nobleman, one that everyone could rely on. Then, shortly after his rise to authority, the Sunderlands began to threaten the city.

For many years the young man did everything he could in an attempt to save his home city from ruin. Using every resource at his command, Kal'ka watched helplessly, frustrated as the waters continued to close in on his city. He knew that not even his ability to manipulate Wird could prevent the disaster. Eventually, heart broken, he conceded that evacuating the city was necessary. Kal'ka personally oversaw many of the Alliance's preparations and helped to safely guide one group of people to the nearby city of Bastion.

Once in Bastion, new problems faced Kal'ka. Though the city's officials attempted to accommodate some of Sun Guard's aristocracy, they weren't about to hand over control of their city. Furthermore, not all refugees could enter the city. Most flood victims had to settle around Bastion itself. This left Kal'ka with little official say in the state of affairs. Helpless, he could only watch as more people bordered Bastion, throwing the growing settlement into chaos. The constant arrival of refugees from the flooded zones caused tensions to rise and periodically boil over. Refusing to sit and watch his people continue to suffer, Kal'ka took to the streets trying to keep the peace.

Over the following years, Kal'ka faced new and increasing threats. Originally, he handled the problems with the diplomatic voice of reason. Slowly, less scrupulous individuals took advantage of the disparity among Sun Guard's refugees. The crime rate began to rise sharply. Kal'ka started using his abilities as a Wylder to stop criminals from preying on the weak.

Most recently, things have become even worse. As the surrounding settlement of refugees in Bastion approaches a breaking point, the Lost Tribes have entered the fray. Almost once a week, small groups of Green People and Serpenkine attack the city's perimeter, testing its defenses. Also, virtually every refugee entering the city has a story of a close run-in with one of the hostile Lost Tribes. Kal'ka now finds his attention divided between criminals and Lost Tribes.

A few months ago, Kal'ka encountered two young women who have joined him in their attempts to protect the city from harm. It wasn't until he met these two costumed People's Knights that Kal'ka realized that society now viewed him as a hero. Until that point, he had simply been doing everything he could to protect his people. Taking on the name of Aegis, Kal'ka has become an icon for the populace of Bastion. He merely hopes that he does not let them down.

AEGIS

Troupial: Dragon **Profession:** People's Knight

CHARACTERISTICS

0 Coordination	0 Strength	1 Constitution
1 Intelligence	1 Willpower	1 Psyche
0 Appearance	1 Charisma	1 Perception
2 Aura	33 Wird	
7 Body	7 True Body	20 Endurance

SKILLS

INNATE

2 Awareness	1 Body Language	1 Charm
2 CM - Dodge	1 CM - Strike	1 Flight
1 WS - Sword		

LEARNED

2 Battle Tactics	2 Bureaucracy	2 Etiquette
2 Hand to Hand	2 Leadership	1 Melee
2 Streetwise		

STUDIED

2 AK - Bastion	1 AS - Bastion	1 Law
2 Politics	3 Wird Lore	3 Wird - Casting
3 Wird - Air	3 Wird - Earth	3 Wird - Fire
3 Wird - Water		

ABILITIES

Altered/Inhuman Sense, Sonar; Hearing Only - Tier 1

Tail - 3 point attack, Soft damage

Wings - Tier 3

Wylder - Level 3

LEVEL 1 SPELLS

Bolt of Air Detect Wird Fog

Stone Missile Weapon of Ice

LEVEL 2 SPELLS

Flash Mirror Image Shatter

LEVEL 3 SPELLS

Blast of Air Light Armour Simple Illusion

TRAITS

Bad Flyer

Behaviour, Ext - Heroic

Caste Status - Pure

Contact - Watchers (6)

Impaired Sense, Sight (-1)

Reputation - Savior (8)

Behaviour - Kind

Behaviour, Ext - Protective

Contacts - Various Nobles (6)

Enhanced Sense, Hearing (1)

Literate

Wealthy (6)

EQUIPMENT OF NOTE

SOLAR STAFF

Aegis wields a Solar Staff. The staff has the ability to cast Light (level 1) at will or Flash (level 2) 3 times per day. It has a damage profile of 1/2/4/5 and a BPV of 30.





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LORELEÍ



Every morning, when Janian Rola wakes up, she thanks her son that she is alive. There was a time, however, when she wished that she were dead. As a young Raven girl in Haak San Bazaa, Janian had a fair life until, at the age of seven, her parents died. People believe that while travelling home from Bastion, a group of Green People attacked Janian's parents. For the seven-year-old girl, all she knew was that her parents left her with her aunt and never returned. To Janian, no matter what anyone else had to say, her parents had abandoned her.

This sense of abandonment swiftly turned into self-loathing. Janian felt there was something wrong with her. Why else would her parents leave her? She quickly fell into trouble. At first, Janian got into drugs, becoming addicted to Bronze Dust. The harder her aunt tried to help, the worse it got. Eventually, at the age of 13, Janian ran away from home. Within a week, she met a man who promised to take care of her. All that she had to do was entertain a few of his friends. Janian agreed and soon began working as a prostitute.

Over the next six years, Janian went from one bed to another in a hazy drugged state. One day, Janian discovered that she was pregnant. This realization affected her deeply because she didn't know what to do. Scared, she decided that she did not want to be a mother, nor did she want to live any more. That evening, as the sun faded to black, Janian ingested an overdose of Bronze Dust. As the effects began to wash over her, she looked up at the sun, surprised that it was getting brighter, rather than darker. Eventually, the light blinded her, filling her eyes with white. Slowly in the white, a form began to take the shape of a person moving towards her. The young man looked remarkably familiar. He had her eyes. A bolt of pain shot through her as she realized that it was her son.

As she reached towards him, he slowly vanished, replaced by the face of a concerned Watcher who had come to her aid. Janian, her mind clearer than it had ever been, realized that life had given her a second chance. As the Watcher helped her to her feet, she thanked him and quickly ran off. Without a thought, Janian headed off towards Bastion. She wanted to leave Haak San Bazaa forever. It was during her journey to Bastion that she discovered that she had gained her Shard abilities.

Once in Bastion, she set about starting her new life, getting a job as a cook in a local tavern. Seven months after arriving in Bastion, she gave birth to a baby boy (as she knew she would). When she looked into her son's eyes, she knew she had to do everything possible to make life better for him. It was then that she decided to use her powers to fight the increasing crime in the over-crowded city. Since that time, she has become one of the city's most beloved People's Knights, bringing hope back into the lives of people that are losing theirs. A few months ago, she joined forces with Aegis and Wraith to deal with the increasing threat posed by the Lost Tribes.

LORELEI

Troupial: Raven

Profession: People's Knight

CHARACTERISTICS

1 Coordination	0 Strength	0 Constitution
1 Intelligence	1 Willpower	1 Psyche
3 Appearance	2 Charisma	0 Perception
0 Aura	24 Wird	
7 Body	7 True Body	16 Endurance

SKILLS

INNATE

2 Awareness	3 Body Language	5 Charm
3 CM - Dodge	2 CM - Strike	2 Disguise
3 SP - Wind Force	3 Small Talk	2 WS - Dagger

LEARNED

2 Dance	1 Etiquette	2 Hand to Hand
2 SP - Ranged Attack	3 Streetwise	

STUDIED

3 AK - Haak San Bazaa	2 AK - Bastion	2 AS - Haak San Bazaa
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ABILITIES

Air Armour - Tier 3
Flight - Tier 3
Wind Force - Tier 4

TRAITS

Abnormal Appearance*	Ambidexterity
Behaviour - Caring	Behaviour - Heroic
Behaviour, Ext - Protective of son	Caste Status - Fallen
Contact - Great Library (5)	Contacts - Street level (4)
Contacts - Various nobles (3)	Contacts - Watchers (5)*
Enemy - Former Pimp (-3)	Reputation - Hero (3)*
Reputation - Mystic (2)	Secret ID

EQUIPMENT OF NOTE

DUELING DAGGERS

Lorelei was given a pair of dueling daggers by a grateful shop owner a few years ago. These blades have been crafted and enchanted specifically for dueling matches. The blades give the wielder an extra die for parrying. Their damage profile is 1/2/3/4 with a BPV of 15. Lorelei is training with the daggers, improving her ability so that she can make the most of them.





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Wraith



When Brendea Rozza gained her Shard ability, the young Bat immediately put it to use. She had long been a low-level member of the Guild of Thieves in Cry-Star. Now, with her ability to transform into a ghost-like state, she could become one of the best thieves in the Alliance of Kings. She quickly rose through the ranks of her guild, earning high paying jobs and the respect of Gannatta, the Thieves' Guild Master. When someone contracted the Thieves Guild to steal one of the most powerful artifacts in Providence, Regent Caiylus' Monarch's Sceptre, Gannatta thought of Brendea. She instantly agreed, knowing that this assignment would make her very rich. Brendea quickly headed off towards Cliff-Spider, where the Regent was supposedly heading.

The level of activity in Cliff-Spider surprised Brendea. Security guards were everywhere she turned. Clearly, something important was happening. In short order, she discovered that Caiylus was going to be giving a speech to the city's people. Brendea carefully began scouting around, attempting to find an opportunity to make off with the Monarch's Sceptre. As the day passed, a huge crowd gathered at the base of Cliff-Spider's spire, awaiting the Regent's speech. When Caiylus eventually emerged to deliver her request for help in locating the Gates, something touched Brendea. Maybe it was the proud nobility of Jeba Sunfierce's commitment or the selfless devotion of the Archers. Brendea realized that riches were fine; however, she also understood that her actions were more important. Looking around, she saw admiration on the faces of people around her. While Ajandi Melisrian and Sirius Khohall marred the ceremony, Arturias Sanquade and Jeba Sunfierce had sparked something in many of those that watched.

Brendea recognized that she could no longer serve with the Thieves Guild. She would not be able to live with herself any longer if she did. However, she might not live long if she attempted to leave. The guild guarded its secrets carefully and Brendea had become privy to many of them. She knew that the guild would be intent on protecting those secrets, no matter the cost.

She quickly left Cliff-Spider and headed for Bastion. Brendea had to leave the Alliance of Kings because she knew that the Thieves Guild's influence in those cities was greater. Haak San Bazaa was out of the question as the guild had many contacts within the Merchant Bands city. Bastion, however, was suffering from overcrowding, making it the ideal city to become lost. It was her only hope for leaving the Thieves Guild alive.

Once in Bastion, she attempted to lay low. Her new-found desire to do something positive with her life, however, forced her out of hiding. She began using her abilities and skills to help the Watchers deal with the criminals that appeared everywhere. It was while fighting crime that Brendea met Lorelei. The two quickly became friends and joined forces. Later, they met Kal'ka. The three united, becoming Bastion's Halcyon. Together, the three are becoming a force of hope among the city's destitute. They are also becoming quite famous. Brendea's activities in the group has recently captured the attention of Gannatta who wishes to have words with her former prized thief.

WRAITH

Troupial: Bat

Profession: People's Knight

CHARACTERISTICS

2 Coordination	0 Strength	0 Constitution
1 Intelligence	1 Willpower	1 Psyche
1 Appearance	0 Charisma	2 Perception
0 Aura	24 Wird	
7 Body	7 True Body	16 Endurance

SKILLS

INNATE

2 Acrobatics	2 Athletics	3 Awareness
2 CM - Dodge	1 CM - Parry	3 CM - Strike
2 Concealment	1 Escape Artist	2 Flight
3 Lang - Bat	5 Stealth	2 WS - Sword
3 WS - Dagger		

LEARNED

1 Appraisal	2 Hand to Hand	2 Lock Picking
2 Melee	2 Pick Pocket	1 Sleight of Hand
3 Streetwise		

STUDIED

1 AK - Cry-Star	1 AK - Cliff-Spider	1 AK - Haak San Bazaa
2 AK - Bastion		

ABILITIES

Increased Senses, Hearing - Tier 1
 Altered/Inhuman Sense, Sonar - Tier 1
 Increased Senses, Touch - Tier 2
 Glider Membrane - Tier 2
 Gaseous Form - Tier 5
 Invisibility, Linked to Gaseous Form, Reduced Wird Drain - Tier 4

TRAITS

Abnormal Appearance*	Ambidexterity
Behaviour - Concerned	Behaviour - Protective
Behaviour - Wary of Strangers	Caste Status - Fortuned
Contact - Thieves Guild (3)	Contact - Watchers (6)*
Enemy - Thieves Guild (-6)	Good Flyer
Impaired Sense, Sight (2)	Light Sleep
Literate	Reputation - Savior (2)*
Secret ID	Wealthy (6)

EQUIPMENT OF NOTE

DRAGON'S TOOTH

Wraith wields a dagger known as the Dragon's Tooth. This 8" blade is made of a black metal. It is capable of doing 1/2/3/5 points of damage and has a BPV of 25. It also has the ability to grow into a short sword capable of doing 2/4/6/8 points of damage. Wraith was hired to steal the Dragon's Tooth but she decided to leave the Thieves Guild before she turned it over. Gannatta would like to have it back.





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Lightning



Kaa'ru' Ruuntal is a Pure Dragon in the city of Haak San Bazaa. She is also the daughter of Warden Elarian of Bone-Wail. Kaa'ru's mother, Kytoko, was a captive within the prison city. Because of her exceptional looks, she was given several "luxuries" not normally held by the other prisoners. The Wardens allowed her to work within the halls of the Warden Senate as a cleaning girl. It was here that she came to the attention of Elarian, who requested her presence in his bedchamber on many occasions. Having no choice, Kytoko consented and spent many nights with the leader of Bone-Wail.

When Kytoko discovered that she was with child, she was terrified. She realized that if Elarian knew, he would have her killed to prevent the birth of such an offspring. Kytoko did not care so much for her own life, which she despised, but cared deeply for the life of her child. Though the new-born was that of a man she hated, it was also her progeny. Kytoko could not bear the thought of robbing her child of a life it deserved to live. Because of this, she immediately began attempting to contact the Slip Walkers, Bone-Wail's underground escape group. Within a month, she had successfully reached members of the group and convinced them to help extricate her from Elarian's realm of influence.

Within a few days the Slip Walkers successfully secreted Kytoko away, safely transporting her to Haak San Bazaa. For several months, they ensured that she would be protected from anyone sent after her. Since no one came to retrieve her, it appeared that Elarian did not miss his prisoner concubine.

In her new, safe life in Haak San Bazaa, Kytoko gave birth to twin children, a Pure Dragon and a Fallen Rat. Still fearful that her children were in danger, Kytoko turned them over to the Slip Walkers for their safety. The Slip Walkers, through their vast connections, saw to it that two good families adopted the two children. Two weeks after the birth of the twins, Kytoko died mysteriously during the night. There was no evidence of foul play, though many people that knew her story had their suspicions. They were certain that the children remained a secret from Elarian as nothing happened to either of them.

A wealthy merchant family raised Kaa'ru', who quickly grew up to become a highly competent trader. At the age of 21, she encountered her brother in the main market of Haak San Bazaa. Kaa'ru' had met with a group of traders who were selling some extremely rare animal hides and plants. As the meeting finished and everyone was returning home, a small group of assailants attacked Kaa'ru'. Startled and panicked, she froze as a small man raced into the fray to her aid. Suddenly, with the man at her side, bolts of lightning leapt down from the clear night's sky and peals of thunder rocked the surroundings. She and the small man were unharmed while her attackers reeled from the violent outburst. Taking advantage of the moment, the small man spirited her off before her attackers could recover. She later learned that she and the man called Dusty have Shard abilities. She also discovered that their abilities only allow them to generate lightning and thunder when they work together. The twins have recently joined forces to fight a group of criminals that Dusty insists is a serious threat to everyone, not just the two of them.

LIGHTNING

Troupial: Dragon Profession: People's Knight

CHARACTERISTICS

1 Coordination	0 Strength	0 Constitution
2 Intelligence	2 Willpower	1 Psyche
1 Appearance	2 Charisma	1 Perception
0 Aura	24 WIRD	
7 Body	7 True Body	16 Endurance

SKILLS

INNATE

2 Awareness	4 Bartering	3 Bribery
3 Body Language	3 Charm	2 CM - Coordinate
3 CM - Dodge	2 CM - Strike	1 Flight
2 Gambling	2 Lang - Serpenkine	2 SP - Lightning Bolt
3 Small Talk	2 WS - Dagger	

LEARNED

3 Appraisal	2 Bureaucracy	3 Etiquette
3 Finance	2 Hand to Hand	2 Lip Reading
2 SP - Ranged Attack	3 Streetwise	

STUDIED

2 AK - Haak San Bazaa	3 AK - Market	2 AS - Haak San Bazaa
2 Math		

ABILITIES

Altered/Inhuman Sense, Sonar, Hearing only - Tier 1
 Tail - 3 point attack, Soft damage
 Wings - Tier 3
 Electrical Blast, Must Coordinate with Brother, x2 range,
 Reduced WIRD Drain - Tier 6
 WIRD Armour, Permanent - Tier 4

TRAITS

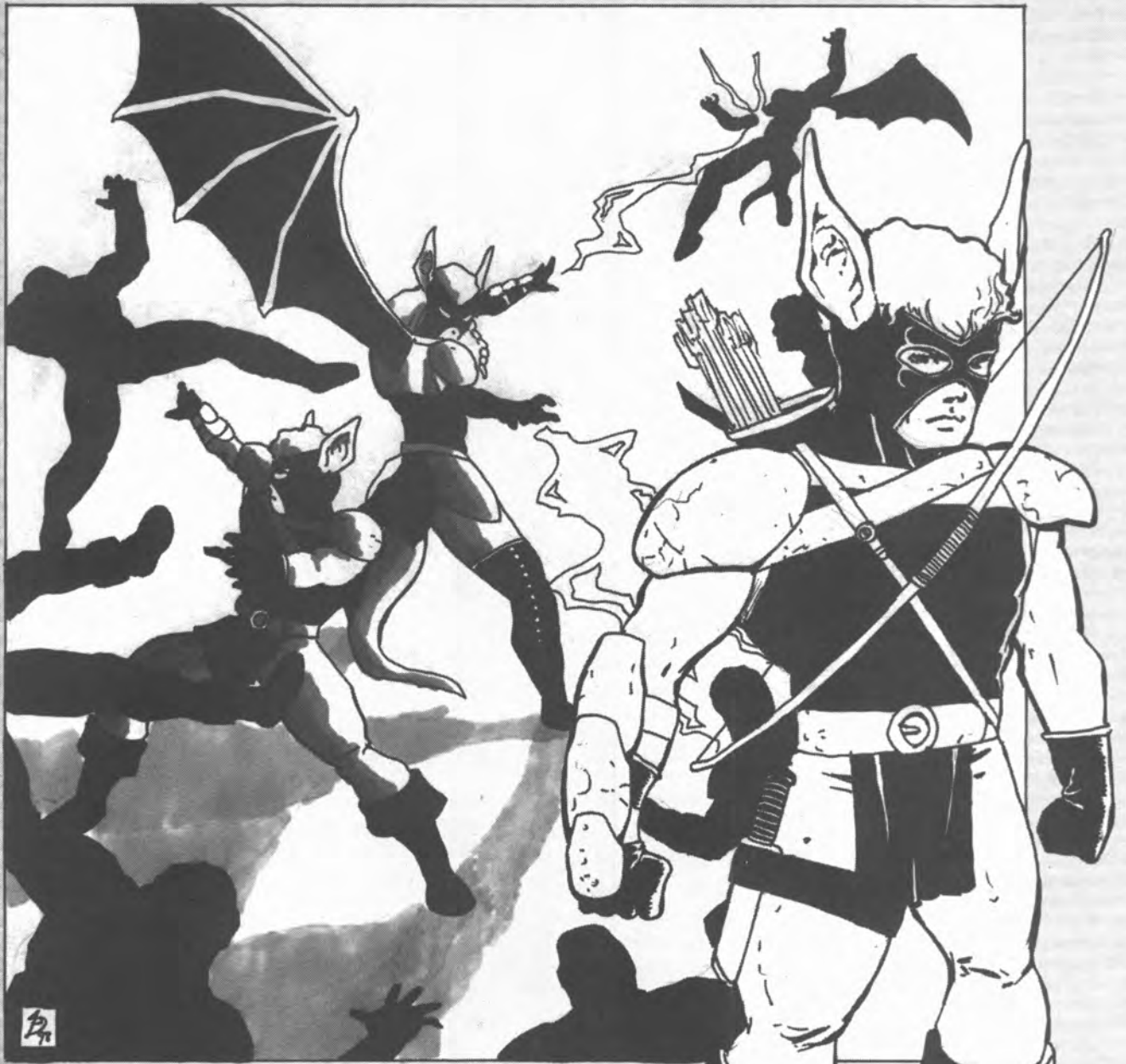
Abnormal Appearance*	Bad Flyer
Behaviour - Protective	Caste Status - Pure
Contact - Slip Walkers (6)	Contacts - Merchants (6)
Enhanced Sense - Hearing (1)	Enemy - Bone-Wail (-8)
Enemy - Recognizers (-4)*	Impaired Sense - Sight (-1)
Literate	Secret ID
Wealthy (6)	

EQUIPMENT OF NOTE

AIR ARMOUR

Kaa'ru' had two suits of armour commissioned for herself and her brother. These suits of light chainmail have been enchanted with the 1st Level spell Armour of Air which is usable three times a day. The armour provides 5 points of protection and has a BPV of 15.





EP

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thunder



Dusty, Lightning's twin brother, has a similar history to his sister. A family of Rat hunters who lived in the area around Haak San Bazaa adopted Rusty. He grew up living off the land and selling his valuable kills in the markets of Haak San Bazaa. One day, while travelling through the forests around the city, Dusty stumbled across a caravan of people moving down along the edge of the Crysarius Sea. Dusty approached the caravan, hoping to sell some animal skins to the obviously wealthy travellers. As he entered the clearing where the caravan had established its camp, he realized that the travellers were from Bone-Wail. A little concerned, he still opened negotiations with the party. He eventually left when it became clear that he wasn't going to make a sale. One man in the group, however, watched intently as Dusty slipped back into the forest. He saw something disturbingly familiar in Dusty.

Upon the caravan's return to Bone-Wail, the man, a high ranking Warden, immediately went to seek an audience with Elarian. Standing before the imposing man, Warden Whyte explained how he had seen a Rat who had the face of Kytoko and the eyes of Elarian. Elarian simply smiled. In his long life, Elarian had many children, but never had he possessed twins. He had long known of Kaa'ru's existence and had assigned Whyte to watch over his daughter. Dusty, however, had escaped his notice. Elarian ordered Whyte to watch both his son and daughter and ensure their safety. He would later have a use for them.

Over the following years, Whyte kept a close eye on both the children, monitoring their movements and activities closely. A few years later, Elarian decided that he wished his children returned to him, to serve beneath him as they were meant to. Elarian ordered Whyte to bring in the two. When Whyte's men moved to take him, Dusty surprised them. He knew of his birthplace from his adopted parents and had long been prepared for such an event. Avoiding the ambush, Dusty easily escaped and headed off towards Haak San Bazaa. He had also learned about his sister and knew that if Bone-Wail wanted him back, they were likely to go after her as well.

Dusty arrived in Haak San Bazaa just in time to intervene as some men attempted to capture his sister. As they fought, the night exploded with a show of light and sound. After he had rescued his sister and things had calmed down, the two discovered that when they were together they could generate lightning and thunder. With this knowledge, Dusty convinced his sister that they should fight against Bone-Wail's agents operating within Haak San Bazaa. Although it took a while to convince her, it quickly became clear to Kaa'ru that she couldn't passively wait for these men to come after her again.

Dusty has revealed to his sister that the people they are fighting against are agents of Bone-Wail and that they are twins. He has not revealed who their father is. He has kept this from her because he is not sure what effect it will have on Kaa'ru. Dusty is waiting to get to know her better before revealing everything. He knows he must tell her eventually, but is not prepared to just yet.

THUNDER

Troupial: Rat

Profession: Hunter

CHARACTERISTICS

2 Coordination	0 Strength	1 Constitution
1 Intelligence	1 Willpower	1 Psyche
0 Appearance	0 Charisma	3 Perception
0 Aura	27 Wird	
7 Body	7 True Body	20 Endurance

SKILLS

INNATE

1 Acrobatics	1 Athletics	2 Bartering
2 Camouflage	1 Climbing	2 CM - Coordinate
3 CM - Dodge	1 CM - Grapple	3 CM - Strike
1 Concealment	2 Gambling	1 Imitation
2 Running	1 Scavenging	2 SP - Sound Blast
1 Small Talk	4 Stealth	1 Swimming
3 Tracking	3 WS - Bow	2 WS - Dagger
2 WS - Sword		

LEARNED

1 Appraisal	2 First Aid	2 Hand to Hand
2 Melee	2 Missile Weapon	2 SP - Ranged Attack
3 Streetwise	3 Survival - Woods	3 Trapping

STUDIED

2 AK - Haak San Bazaa	3 AK - The Deep	2 AS - The Deep
1 Bio - Fauna		

ABILITIES

Altered/Inhuman Sense, Infrared Vision - Tier 1
 Increased Senses, Smell & Touch - Tier 2
 Sound Blast, Must Coordinate with Sister, x2 range,
 Reduced Wird Drain - Tier 7
 Wird Armour, Permanent - Tier 4

TRAITS

Abnormal Appearance*	Ambidexterity
Behaviour - Hates city smells	Behaviour - Loves info
Behaviour, Ext. - Protective of sister	Caste Status - Fallen
Contact - Slip Walkers (8)	Contacts - Traders (2)
Deep Secret - Elarian's Son (-3)	Enemy - Bone-Wail (-8)
Enemy - Recognizers (-4)*	Light Sleep
Reputation - Annoying/Honest (2)	Secret ID

EQUIPMENT OF NOTE

AIR ARMOUR

Lightning had two suits of armour commissioned for herself and Thunder. These suits of light chainmail have been enchanted with the 1st Level spell Armour of Air which is usable three times a day. The armour provides 5 points of protection and has a BPV of 15.





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HASSGAR





Khurt Thallum hates his job but knows that he is doing everything within his power to help people. Khurt, a Pure Eagle, is a slave trader that operates from Cry-Star, or at least, that's what Cry-Star's Watchers believe. Sorjan, Khurt's father, was a powerful slave trader. He sold slaves from many different areas in the Merchant Bands cities. Sorjan raised his son to take over the helm of the lucrative empire that he had established. Khurt, however, could never stomach the idea of people as a commodity. He took pity on the poor Fallen that his father sold as other traders sell Lynax. He witnessed Sorjan's workers drag poor fathers away from their families and sold to gladiator pit managers from Haak San Bazaa. He saw the heartbroken mothers and wives sold to powerful nobles as concubines. Worse yet, he saw poor children sold for far less. Something within Khurt prevented him from accepting his father's business.

At an early age, he decided how he was going to deal with the situation. From that day on, he pretended to be everything his father wanted him to be, a cold and calculating business man who traded in "livestock." At the age of 23, when Khurt felt he was ready to inherit the business, his father mysteriously fell ill, eventually succumbing to a rare disease. Happy at last to be rid of his father, Khurt took over his empire. He immediately fired most of his father's staff, replacing them with new people he could trust. Khurt's new business continued to purchase slaves from the various slavers that operate in Providence. Khurt then, carefully and quietly, transported the people to the D'Shau Monk and Slaywind communities around Monarch's Peak. There, the two religious orders cared for the freed slaves.

During this time, Khurt also began raiding other slavery rings. He knew that, unless he had a steady source of income, his operations would soon end. Khurt was convinced that attacking the slavery market at the source would hopefully put an end to the trade. During one attack on a small slavery ring, virtually everything went wrong. Several of Khurt's allies died and Khurt himself only narrowly escaped with his life. During his recovery, Khurt's wounds became infected, endangering his life. D'Shau Monk healers immediately went to his aid, doing everything they could to help their friend. Within two days, his infection disappeared and his wounds began to heal.

The Monk healers looked Khurt over carefully. They discovered that, while his body had been wracked with pain, he had undergone an Epiphany. Khurt had gained a number of bizarre powers. Since then, Khurt has continued to attempt to bring the slave trade to an end. He is using his abilities to stop the *slavery rings* while taking their money to finance his other operations. He has had a great deal of trouble justifying his actions, questioning whether his purchase of slaves is helping to keep the market alive. The looks on the faces of people he purchases and saves, however, tells him that he is still doing the right thing.

HASSGAR

Troupial: Eagle

Profession: People's Knight

CHARACTERISTICS

2 Coordination	1 Strength	1 Constitution
1 Intelligence	1 Willpower	1 Psyche
1 Appearance	1 Charisma	1 Perception
0 Aura	27 Wird	
8 Body	8 True Body	20 Endurance

SKILLS

INNATE

2 Athletics	2 Awareness	3 Bartering
1 Body Language	2 CM - Dodge	2 CM - Parry
4 CM - Strike	3 Flight	2 Stealth
3 WS - Sword	2 WS - Net	1 WS - Dagger

LEARNED

2 Appraisal	1 Bureaucracy	3 Finance
2 Hand to Hand	3 Melee	2 Streetwise

STUDIED

2 AK - Cry-Star	1 AK - Cliff-Spider
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ABILITIES

Wings - Tier 3

Increased Sense, Sight - Tier 1

Earthsium, Reduced Wird Drain - Tier 6

TRAITS

Abnormal Appearance*	Behaviour - Confident
Behaviour - Heroic	Behaviour, Ext - Honorable
Caste Status - Pure	Combat Reflexes
Contact - D'Shau Monks (6)	Contact - Slaywind Community (4)
Contacts - Various nobles (3)	Contacts - Various Slavers (3)
Enemy - Slavers (-6)*	Enemy - Watchers (-4)
Good Flyer	Light Sleep
Literate	Reputation - Savior (6)*
Reputation - Slaver (-4)	Secret ID
Wealthy (8)	

EQUIPMENT OF NOTE

NET OF STRANGULATION

Hassgar discovered a special net, known as a Net of Strangulation, when he freed some slaves from a small slavery ring. The net, if it successfully hits the target, Grapples a victim with a Strength of 4. This Grapple attack does damage as it slowly constricts targets to death, unless they can break free of the net. Any damage incurred from the net is considered Soft.





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Magma



Gabrella Khaniff grew up worshipping the Guild of Drummers. At a young age, the diminutive Dove went to work as an administrative assistant for the Drummers, content simply to be working alongside her heroes. For several years, Gabrella helped the chief administrator with the overwhelming paperwork associated with Providence's most illustrious guild. Eventually the Drummers assigned Gabrella to the administrative staff of the Shadon Allisi Keep, the Guild of Drummers training facility. She earned a promotion to Chief Administrator, the highest post a non-Drummer could achieve within the guild. She was now responsible for managing the paperwork of the day-to-day affairs of the Keep. Gabrella relished the task because it made her a more integral part of the Drummers. She felt like she was a part of something special.

One evening, as she was working late, a large band of Fallen people, possibly Wayfarers, attacked the Keep. Gabrella raced to her window to watch the Drummer trainees race around in confusion, their lack of experience painfully evident. The veteran Drummers however, responded to the threat with clear, calm military efficiency. They first moved to protect the young rookies and then began to repel the attackers. The Drummers progressed extremely well as they forced back the attackers before they could do any major damage to the facility or its people. Suddenly, the momentum changed. Three winged attackers dropped down from the night sky, pouncing on a group of trainees who stood a safe distance from the main battle. Before anyone had realized it, two of the trainees lay dead and one gravely injured. At the same instant, the battle with the original attackers intensified as the Fallen surged forward, attacking the Drummers with new ferocity.

Gabrella watched in horror as the young trainees fought valiantly against the three new attackers. The veteran Drummers attempted to intercept the winged foes while still holding off the original attackers. Tears fell down Gabrella's face as she watched the ambush claim two more noble lives. Enraged, Gabrella charged forward in a mindless fury. When her anger subsided, she stood facing one of the three new attackers. Looking down, she saw that she held the smouldering head of the second assailant in her hands of molten stone. The body of the third lay at her feet, charred to the bone. This brief hesitation provided a chance for the third member to escape as he laughed, flying into the night air.

Slowly, Gabrella watched as the original attackers fled. The Drummers all turned back to survey the damage, noticing the molten figure in their midst. Suddenly a wave of shame washed over Gabrella. She realized that she had used her new powers to kill two of the attackers. Gabrella felt ashamed that she had experienced pleasure at their death. Killing is not the way of the noble Drummers, she thought to herself. Ashamed, she turned and fled into the night before anyone could stop her.

Since that evening, Gabrella has been attempting to find out why the attack on the Drummers took place. She wishes to bring the people responsible to justice. She has often faced the surviving flyer known only as Ravage. Each time he has escaped their violent clashes. She suspects that he is either a former Drummer or a failed candidate for the guild. Either way, she intends on bringing him and his friends to justice. Gabrella also intends on doing it as would a Drummer – honourably.



MAGMA

Troupial: Dove

Profession: People's Knight

CHARACTERISTICS

0 Coordination	0 Strength	0 Constitution
2 Intelligence	1 Willpower	2 Psyche
1 Appearance	1 Charisma	0 Perception
0 Aura	24 Wird	
8 Body	8 True Body	16 Endurance

SKILLS

INNATE

3 Awareness	3 Body Language	3 CM - Dodge
2 CM - Strike	2 SP - Flame Blast	2 Small Talk
1 Teaching	1 WS - Sword	2 WS - Dagger

LEARNED

3 Bureaucracy	2 Etiquette	3 Finance
2 First Aid	2 Hand to Hand	1 Melee
2 SP - Ranged attack	2 Streetwise	

STUDIED

2 AK - Cry-Star	1 AS - Cry-Star	1 History
2 Law	1 Math	1 Politics

ABILITIES

Wings - Tier 1
 Body of Magma - Tier 5
 Flame Blast - Tier 5

TRAITS

Abnormal Appearance*	Absolute Sense of Direction
Behaviour - Easily distracted	Behaviour - Hates violence
Behaviour - Vengeful	Behaviour - Violent
Behaviour, Ext - Admires Drummers	Behaviour, Ext - Social
Caste Status - Blessed	Contacts - Drummers (2)
Enemy - Alliance of Kings (-4)*	Literate
Phobia - Fear of killing (-2)	Reputation - Destructive (-2)*
Reputation - Reliable (2)	Secret ID

EQUIPMENT OF NOTE

HEAT RESISTANT ARMOUR

In order to resist the damaging effects of her power, Magma's chainmail armour has been enchanted through Wird. This has given the armour 10 points of resistance to heat and flame enabling it to completely resist her power. This resistance to heat and flame is only for the armour; it provides no additional protection against fire for the person wearing the armour. The armour provides 5 points of protection from all attacks to the wearer and has a BPV of 15.



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KNIGHT SALLUSTURM





The woman known as Knight Sallusturm, after the noble knights from two thousand years ago, is one of Bastion's most respected People's Knights. Karyn Tebiak was originally a noble daughter of a powerful house in the now flooded Sun Guard. While growing up, Karyn took advantage of all that her noble station had to offer, spending vast amounts of money to explore the world around her. Much to the chagrin of her family, Karyn did not embrace the court with the same enthusiasm that she embraced the danger that Providence has to offer. It is clear to all that knew her that she thrived on danger. When she was younger, it was not uncommon for her to go on long expeditions into the Deep, searching for some strange animal or rumoured artifact.

As Sun Guard began to flood, the Eagle Chapter Tebiak fell into complete disarray, with many members petitioning the Sallusturm for membership. Karyn, however, had taken the opportunity to further explore Providence, attempting to discover why the world was flooding. It was during one of her explorations of the Deep that she came across a long abandoned temple near the shore of the Sunderlands. Fearlessly, Karyn entered the temple to discover what secrets it had to offer. As she slipped farther into the temple, which extended deep into the ground, Karyn faced many obstacles and apparent tests. She successfully passed each one, gaining greater access into the mysterious tomb. After some time, she came across a locked room. Easily picking the lock, she slipped into the room to discover an intricate suit of crystal armour surrounded by a pile of long dead bodies.

Cautiously, Karyn approached the armour, looking for the trap that had claimed the lives of the others. Unable to discover the device, Karyn reached the armour safely. Nonetheless, something had claimed the lives of those people, Karyn thought; but what had it been? Gingerly, she reached towards the armour, still expecting some sort of trick. As her finger neared the armour, it pulsed to life, glowing with the light of the sun. Suddenly blind, Karyn realized that she was not alone in the room – that which had claimed the lives of the others was with her. As she turned to deal with the threat, her hand brushed against the armour. In an instant she could see again. Before her stood an old man, weak and frail of body, but obviously coursing with power.

Before she could act, the man stated simply "It's about time you arrived. Go now. You are needed." As the last word left his mouth, the man vanished. In a daze, Karyn walked back outside. Turning around, she saw that the temple had vanished. At first she thought it was a dream until she realized that she wore the armour she had seen in the temple's deep chamber.

When she returned to her home, she found it completely swallowed by the Sunderlands. Karyn then went to Bastion. Once there, she discovered that she had been missing for five years, though she felt as if only a few weeks had passed. Since that time, Karyn has discovered that her suit of armour has a variety of mystical abilities, which she has begun using to protect the populace of her new city. She has become a potent force against those preying upon Bastion's refugees. At the same time, she is attempting to discover what exactly happened to her in that temple.

KNIGHT SALLUSTURM

Troupial: Eagle

Profession: People's Knight

CHARACTERISTICS

1	Coordination	1/10	Strength	1/10	Constitution
1	Intelligence	1	Willpower	1	Psyche
2	Appearance	1	Charisma	3	Perception
2	Aura	33/60	Wird		
8/21	Body	8/21	True Body	20/44	Endurance

SKILLS

INNATE

1	Acrobatics	2	Athletics	3	Awareness
2	Bartering	1	Body Language	3	Camouflage
2	CM - Disarm	3	CM - Dodge	3	CM - Strike
2	CM - Parry	2	Concealment	2	Escape Artist
3	Flight	3	Lang - Serpenkine	2	Lock Picking
3	Stealth	3	Tracking	2	WS - Dagger
3	WS - Sword	1	WS - Spear	1	WS - Bow

LEARNED

3	Appraisal	1	Cartography	2	First Aid
3	Hand to Hand	3	Melee	1	Missile Weapon
2	Pick Pocket	2	Streetwise	2	Survival - Desert
1	Survival - Swamp	3	Survival - Woods	2	Trapping

STUDIED

2	Archeology	2	AK - The Deep	2	AK - Bastion
2	AS - The Deep	1	Bio - Fauna	1	Bio - Flora
2	Cryptography	1	Heraldry	2	History
2	Lang - Old Yas'Wailian	1	Lang - White Crow	1	Medicine

ABILITIES

Abilities

Wings - Tier 5

Increased Senses, Sight - Tier 2

TRAITS

Abnormal Appearance*

Behaviour - Heroic

Behaviour, Ext - Honorable

Combat Reflexes

Literate

Behaviour - Courageous

Behaviour, Ext. - Adventurous

Caste Status - Pure

Good Flyer

Secret ID

EQUIPMENT OF NOTE

ARMOUR OF THE SALLUSTURM KNIGHTS

This unique crystal armour provides 20 points of protection from attacks and has an immense BPV of 100. It can also generate a crystal great sword capable of doing 4/8/12/16 points of damage. It also has the following spells, usable at will:

Detect Wird (lv 1)

Reflexes of the Rilbec +9 Initiative (lv 2)

Strength of a Bawk'sha (lv 3)

Mend the Broken (lv 2)

Counter Spell (lv 3)

Vigor of the Bawk'sha (lv 3)





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SENTRY



Sentry is a very frustrated man. For Antonae Lintal's entire life he has watched criminals prey upon society with little opposition. At a young age, he was afraid to walk the streets at night, scared of what was out there waiting for him. He had heard so many stories of slavers, drug fiends and angry Wayfarers that his imagination filled every shadow with a threat. His one solace was the Watchers that worked in his neighbourhood; they were the only force for good. When they were around, it was the only time he truly felt safe.

Since Antonae had admired the Watchers in his youth, it was little surprise to anyone that he joined the Watchers upon his 16th birthday. However, the surprise was that the timid little boy who was afraid of the dark excelled as a Watcher. The Watchers uniform and bracer brought out everything good in Antonae. Their symbolism acted as a security blanket for the man that was emerging from the boy.

Over the next 15 years, Antonae quickly rose through the ranks. He became a strong and proud man and an excellent enforcer of the law. Antonae also became frustrated. It seemed that no matter how much he did, no matter how hard he tried, it was never enough. While the hand of the law in Cry-Star is heavy, Antonae saw too many criminals slip through their grasp. This only made him try harder. Unfortunately, the harder he tried, the more frustrated he became.

Eventually, one evening while looking out his bedroom window, Antonae decided to act. He watched people walk quickly through the streets as the sun began to dim. Putting on a costume to disguise his identity, he slipped into the night to patrol the streets and met out his own justice. Over the following nights and eventually weeks, Antonae averted several criminal activities. Rather than turning the offenders over to the slow process of the law, he put an end to their activities himself. Antonae could not bring himself to kill, but he did anything and everything short of it. Over time, his nocturnal activities earned him a reputation as an unrelenting vigilante in Cry-Star. It also earned him the ire of an important noble household. The Wakam house of Troupial Eagle declared Sentry an outlaw. As Sentry operated within Antonae's jurisdiction, his superior assigned him the task of bringing this vigilante to justice.

Antonae is certain that the Wakam house is connected to a criminal organization that he has run up against. So far, he has been unable to prove it. When he finds sufficient evidence, he will deal with the Eagles. Nonetheless, he is unsure whether he will confront them as Antonae or Sentry.

SENTRY

Troupial: Dove Profession: Watcher/People's Knight

CHARACTERISTICS

2 Coordination	1 Strength	1 Constitution
2 Intelligence	1 Willpower	1 Psyche
1 Appearance	2 Charisma	2 Perception
0 Aura	27 Wird	
8 Body	8 True Body	20 Endurance

SKILLS

INNATE

1 Athletics	3 Awareness	3 Body Language
1 Charm	2 CM - Disarm	2 CM - Dodge
3 CM - Grapple	1 CM - Parry	2 CM - Strike
2 Intimidation	1 Small Talk	2 WS - Club
1 WS - Sword	1 WS - Dagger	

LEARNED

1 Bureaucracy	2 First Aid	2 Hand to Hand
2 Leadership	2 Melee	3 Streetwise

STUDIED

3 AK - Cry-Star	2 AS - Cry-Star	2 AS - Exodus Plain
2 Law		

ABILITIES

Wings - Tier 2

TRAITS

Abnormal Appearance*	Absolute Sense of Direction
Behaviour - Frustrated	Behaviour - Protective
Behaviour - Vengeful	Behaviour, Ext. - Social
Caste Status - Blessed	Contact - Anodynes (2)*
Contact - Street Informants (4)	Contact - Street Informants (6)*
Contact - Watchers (6)	Deep Secret
Enemy - Watchers (-6)*	Police Rank (5)
Reputation - Fair Watcher (+4)	Reputation - Hero (+3)*
Reputation - Reliable	Secret ID
Social Responsibility (-6)	

EQUIPMENT OF NOTE

SPECIALIZED WATCHER'S BRACERS

Sentry wears a highly modified version of the normal Watcher's Bracer. His bracers have the usual ability to detect wanted criminals within 100 feet. Furthermore, they grant him Hundred Day March (level 1) and Speed of the Fox (level 2), usable at will. These enhancements were made, as a show of thanks, by a Wird Weaver who Sentry aided some time ago.





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whisper





Jof Kambel is an unhappy man who looks forward to the day that he can finally rest in peace. A Swan, Jof lived a happy life in Cliff-Spider's upper levels. At the young age of eight, while playing with some other children, Jof met the girl that he was to love for the rest of his life. Even at that young an age, he knew that she was the only person for him. His advances flattered the Dove girl named Reb'ka. However, the young girl never took him seriously until much later in life. Undaunted by her initial reaction, Jof merely waited patiently. She would soon realize what he already knew – they were destined to be together. Jof's parents were thrilled that their son had found his soul mate so soon in life. Reb'ka's parents were happy that a young Pure boy had taken an interest in their daughter. If they married, it would bring a great deal of prestige upon their family. The two families began doing everything possible to foster the budding relationship. At first, Reb'ka resented the pressure and the fact that her parents were interfering with her life so much. Slowly, however, she grew to love him and agreed to marry Jof.

The two met on the eve of their wedding, in a small garden within Cliff-Spider's upper caves, to enjoy a quiet moment together. They sat on the grass, looking out the great arches into the night sky, admiring the twinkling of torch lights and campfires on the opposite side of Providence. Suddenly, their quiet moment vanished as a red body detached itself from a nearby shadow. Before he fully realized what was happening, Jof felt blood pouring down his chest. His voice was trapped in his breast as the man slit his throat. Jof struggled to call for help as the figure swept in on Reb'ka, instantly pinning her to the ground. All that escaped Jof's mouth was a hoarse whisper, his vocal cords severed. Attempting to save his beloved, he rushed to the man only to be knocked senseless.

While unconscious, Jof could hear the muffled cries of his fiancée. Nonetheless, Jof was unable to get his body to react. Suddenly, he heard one last, horrific scream that forced him to move. Reacting with uncanny speed, he leapt atop his attacker and plunged his dagger into the centre of the attacker's back. The man simply turned around, insanity filled in his eyes. Slowly, the assailant reached back and pulled the dagger free, handing it back to Jof. Again, Jof attacked and watched in horror as the deep wound healed without a trace. The man simply laughed, turned and disappeared into the shadows. The last thing that Jof remembered before losing consciousness, was the sight of his dear Reb'ka, broken and defiled on the ground.

When his injuries finally healed, Jof began hunting for the murderer. The serial killer who had taken his soul mate was a Swan known as Redborn. Jof knows that when he finally catches Redborn, killing him will be nearly impossible. Nonetheless, he must, for only then can he join Reb'ka.

WHISPER

Troupial: Swan

Profession: People's Knight

CHARACTERISTICS

5 Coordination	0 Strength	0 Constitution
1 Intelligence	2 Willpower	0 Psyche
2 Appearance	1 Charisma	3 Perception
0 Aura	24 Wird	
6 Body	6 True Body	16 Endurance

SKILLS

INNATE

2 Awareness	3 Body Language	2 Charm
2 CM - Dodge	2 CM - Strike	2 Flight
2 Oration	2 Small Talk	2 Stealth
2 Tracking	2 WS - Dagger	1 WS - Sword

LEARNED

3 AE - Singing	1 Appraisal	3 Dance
3 Etiquette	2 Finance	2 Hand to Hand
1 Lip Reading	1 Melee	2 Streetwise

STUDIED

3 AK - Cliff-Spider	2 AK - Caves	2 AS - Cliff-Spider
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ABILITIES

Wings - Tier 3

Modify Characteristic Coordination, Permanent - Tier 2

Increased Senses, Permanent - Tier 2

Sound Suppression - Tier 4

TRAITS

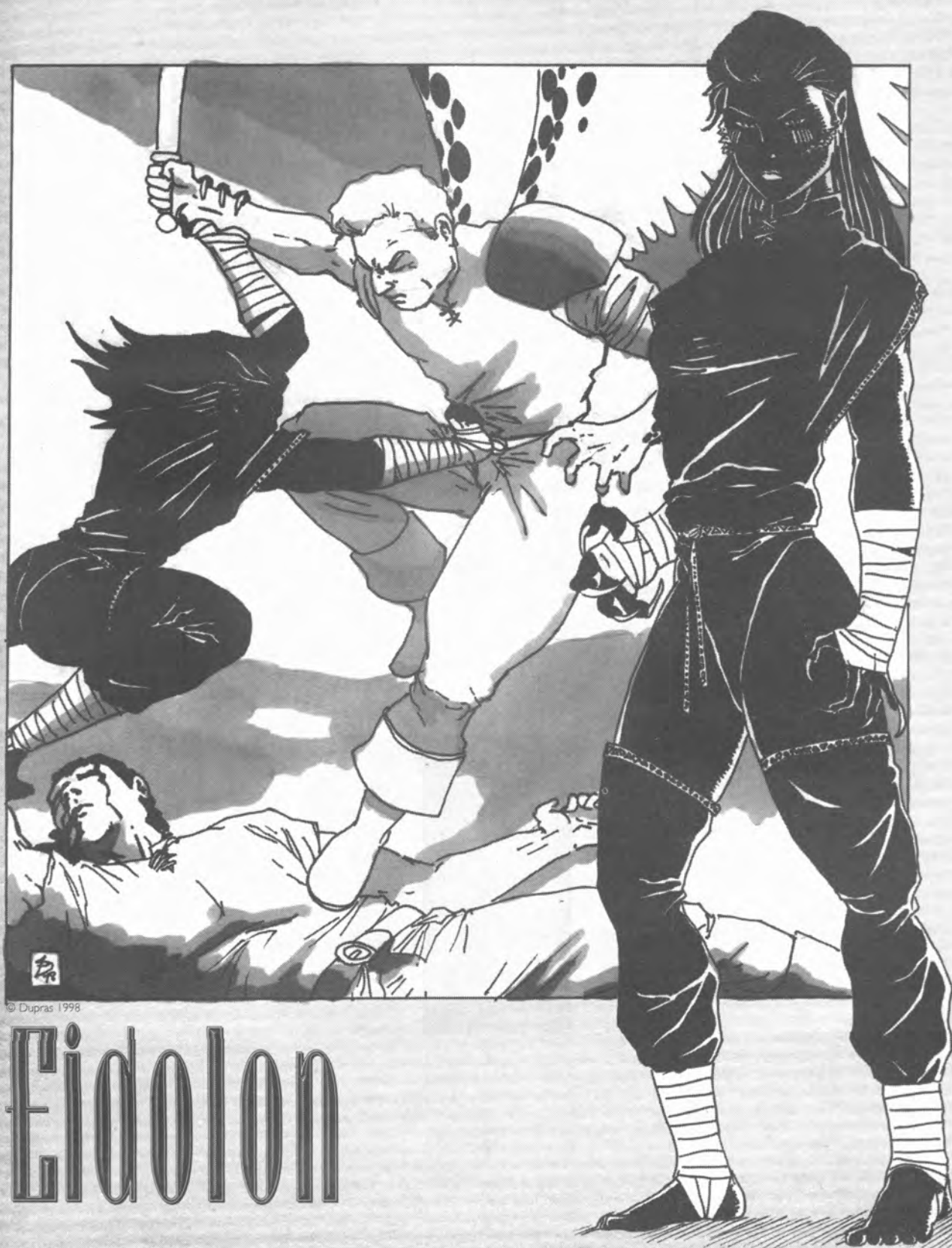
Abnormal Appearance - Scar	Ambidexterity
Behaviour - Emotional	Behaviour - Sad
Behaviour - Vengeful	Behaviour, Ext. - Monogamous
Behaviour, Ext. - Wants to kill Redborn	Caste Status - Pure
Contacts - Various nobles (3)	Enemy - Redborn (-8)
Literate	Speech Impediment - whispers
Wealthy (4)	

EQUIPMENT OF NOTE

FLAMING SHORT SWORD

Jof hired a Wylder to enchant his short sword with the 2nd level spell, Flaming Weapon. Jof felt that he needed the Wird enhancement in order to kill Redborn. He is able to activate the spell three times only (NOT three times per day, three times TOTAL). Normally the sword does 2/3/4/6 points of Hard damage. When the spell is active, it does 11/12/13/15 points of Hard damage. Also, unlike the spell (see Main Rule Book, page 169), Whisper may still use his Weapon Skill in Sword when attacking with the flaming sword. It still retains its solid form when it is sheathed in flame.





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Eidolon



The woman known as Eidolon by the people of Bastion is a hero in the weakest sense of the word. Born to Fallen Hawk parents in Cliff-Spider, Dayna Mundial had a hard life. Because of her caste status, she constantly faced prejudice. Her Hawk lineage made her fierce and proud however. She was willing to confront anyone that opposed her, violently if necessary. Dayna participated in many fights while she was growing up. One day, when her aggressive attitude once again got her into conflict with a Blessed boy, Dayna came to the attention of a Kestrel named Be'wul. The Kestrel watched as the young girl stood up to the older boy, never backing away. When the boy initiated the brawl, rather than Dayna, the Kestrel knew that he had found his pupil.

As the fight ended, Dayna the clear victor, Be'wul approached and offered to teach her the fighting arts of Shii'klin. Dayna, distrustful of the stranger, thanked him and went on her way, a reaction that Be'wul had expected. Over the following weeks, Be'wul slowly introduced himself to the young spitfire, eventually earning her trust. Again, he offered to teach her the philosophies and techniques of the Kestrel. This time she accepted.

At the age of 12, Dayna began absorbing everything that Be'wul had to offer. Her desire to learn was insatiable and she quickly excelled in the fighting aspect of Shii'klin. Her grasp, however, of the philosophies and mental aspects of the martial art evaded her. Be'wul figured it was merely because she was young. He also believed that because she had led a hard life, the physical aspect of his teachings were easier to understand than his philosophies. As time passed, however, she was unable to fully grasp the other, true teachings of the Kestrel.

Her tutelage continued under Be'wul for the following 20 years until he suddenly fell ill in Bastion. On his deathbed, Be'wul imparted his final lesson to Dayna. "I have taught you everything I know. Understand this, I have taught you nothing. Go and learn. Learn from the master. Learn from life." Dayna assumed that this meant that Be'wul wished her to master her fighting skills. Immediately, she began to prowl the streets of Bastion, looking for fights to test herself. She eagerly sought out the criminal element within the city, determined to test her hard edge against foes who would not hold back. Over the following weeks and months, Dayna earned a reputation as a swift force of vengeance. Because she would strike without warning then quickly disappear, people named her Eidolon after the valiant ghost of folklore.

During her adventures, she has enjoyed herself tremendously. Dayna is finally able to fully apply her martial skills. At the same time, she is watching the people of the beleaguered city around her. Slowly, stubbornly, she is realizing that there are thousands of people in need. Dayna is beginning to recognize that there are more important things than honing her fighting skills. It is possible that the spiritual lessons of her former mentor are finally sinking in. Though viewed as a People's Knight by the people of Bastion, she has not yet truly acted heroically – Dayna has merely fought against criminals to perfect her martial arts. Her growing realization of the state of the people around her may change this – there may be a hero in her yet. Also, her recent exploits have brought her to the attention of the region's Kestrels. They are debating how to deal with this apparent rogue Kestrel.

EIDOLON

Troupial: Hawk

Profession: People's Knight

CHARACTERISTICS

2 Coordination	1 Strength	1 Constitution
0 Intelligence	1 Willpower	1 Psyche
1 Appearance	0 Charisma	2 Perception
0 Aura	27 Wield	
8 Body	8 True Body	20 Endurance

SKILLS

INNATE

2 Acrobatics	2 Athletics	2 Awareness
1 Body Language	1 Climbing	2 CM - Charge*
3 CM - Strike*	3 CM - Dodge**	2 CM - Parry**
2 CM - Throw**	2 Stealth	

LEARNED

2 Battle Tactics	2 Breakfall	2 Hand to Hand
2 Multiple Strike*	2 Streetwise	

STUDIED

1 AK - Bastion	1 Bio - Anatomy	3 Martial Arts - Hard (*)
3 Martial Arts - Soft (**)	1 Medicine	2 Resist Pain

ABILITIES

Claws - 3 point attack, Hard damage
Increased Senses, Sight - Tier 2

TRAITS

Ambidexterity	Behaviour - Curious
Behaviour, Ext. - Competitive	Behaviour, Ext. - Confrontational
Caste Status - Fallen	Combat Reflexes
High Pain Threshold	Poverty (2)
Reputation - Good Fighter (2)	Reputation - Hero (-2)

EQUIPMENT OF NOTE

CLOTHING OF STEALTH

Eidolon's clothing has been enchanted with the 3rd Level spell Silence (see Main Rule Book, page 187). She can activate the spell three times per day, allowing her to move around in complete silence. The spell is centered on her, not a specific location (unlike the spell). Eidolon is not immune to the silence created by the spell - she too has her hearing based Perception rolls reduced by -14.





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Sss'Kal





Sss'kal is potentially the most unusual hero in all of Providence – this People's Knight is a Serpenkine. The Serpenkine nation is strongly divided because of their philosophies and beliefs. However, within both groups, one element remains strong – a sense of honour and duty. It is this principle that has drawn Sss'kal to Cry-Star to become one of the city's fiercest protectors.

Sss'kal was a member of the elite warrior caste known as the Shiva. Their faction opposes the Yas'Wailians in Providence. As such, Sss'kal and his fellow warriors were trained for war with the Alliance of Kings. It was while preparing for an attack against an outpost of Cry-Star that the Serpenkine under Sss'kal's command were attacked by a large group of Dragoniers. Ill prepared for battle with the fierce birds, his men were close to death when a group of Yas'Wailians happened across the sounds of battle. Thinking the Serpenkine group to be allies of the Alliance of Kings, they immediately rushed to the aid of Sss'kal's group. Most of the Yas'Wailians died before they finally drove off the savage birds. Twenty-seven men and women, Serpenkine and Yas'Wailian, lay dead or dying from vicious acid burns and claw wounds. Five people remained standing – Sss'kal, who was badly injured, and four of the Yas'Wailians. After the heat of battle, the Yas'Wailians recognized that the Serpenkine they had fought to protect were not their allies.

As Sss'kal noticed their realization, he prepared to fight to the death. He was surprised when the Yas'Wailians simply turned and slowly limped away, back towards Cry-Star. Stunned, Sss'kal likewise turned and began to head back home, thinking about what had happened. Before he made it back to camp, Sss'kal stopped. Without a second thought, he turned and raced off towards Cry-Star.

The philosophy of the Shiva warrior states that they give their life over to their goddess of war, Ssslan. According to their tenets, it is her will as to whether the warrior returns alive from battle. Sss'kal understood that, in the confrontation with the Yas'Wailians, Ssslan gave him back his life. Furthermore, Sss'kal realized that the Yas'Wailians turning away from the fight was a sign from the goddess. Were the Yas'Wailians truly enemies of the Serpenkine, Ssslan surely would not have used them as agents of her will. With that realization, Sss'kal knew that the Yas'Wailians were not enemies of Ssslan and, therefore, were not his enemy.

Since then, Sss'kal has secretly stalked the streets of Cry-Star, attempting to keep its people safe from harm. He is not looking forward to the day when the Lost Tribes launch their war against the Yas'Wailians and he must fight against his brothers and sisters. Sss'kal knows that his realization about the Yas'Wailians is personal, a belief that only he can understand. As such, he cannot enlighten the rest of his nation. His people must come to the realization by themselves. Sss'kal prays that they do it before it is too late.

SSS'KAL

Troupial: Serpenkine Profession: People's Knight

CHARACTERISTICS

5 Coordination	11 Strength	5 Constitution
0 Intelligence	1 Willpower	0 Psyche
-1 Appearance	2 Charisma	5 Perception
0 Aura	39 Wird	
20 Body	20 True Body	36 Endurance

SKILLS

INNATE

2 Acrobatics	3 Athletics	3 Awareness
2 Body Language	4 Camouflage	5 Climbing
3 CM - Charge	3 CM - Dodge*	4 CM - Grapple*
3 CM - Parry	4 CM - Strike*	3 Intimidation
3 Jumping	3 Lang. - Yas'Wailian	3 Leadership
3 Running	4 Sprinting	4 Stealth
3 Swimming	3 Tracking	5 WS - Sword

LEARNED

3 Battle Tactics	3 First Aid	4 Survival - Jungle
4 Survival - Mountain	3 Streetwise	

STUDIED

2 AK - Cry-Star	3 AK - Leviathan's Spine	3 AS - Leviathan's Spine
2 Bio - Fauna	2 Bio - Flora	3 Martial Arts (Hard)*
2 Philosophy	2 Resist Pain	

ABILITIES

Claws - 4 point attack, Hard damage
 Fangs - 2 point attack, Hard damage
 Tail - 3 point attack, Soft damage
 Armour, Permanent - Tier 3
 Altered/Inhuman Sense, Infrared Vision, Permanent - Tier 3
 Regeneration, Permanent - Tier 1
 Leaping, Permanent - Tier 3
 Running, Permanent - Tier 3
 Invisibility - Tier 2
 Swimming, Permanent - Tier 2

TRAITS

Abnormal Appearance - Serpenkine	Absolute Sense of Direction
Behaviour, Ext. - Honorable	Behaviour, Ext. - Religious
Combat Reflexes	Double Jointed
Heavy Boned	High Pain Threshold
Light Sleep	

EQUIPMENT OF NOTE

IVORY SWORD

Sss'Kal wields a unique Ivory greatsword fashioned from the tooth of a Torrador which Sss'Kal helped to kill several years ago. The sword does 4/7/11/14 points of damage and has a BPV of 50.

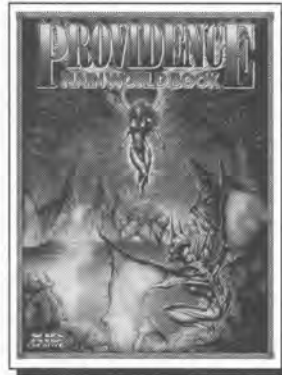


PROVIDENCE

ROLE-PLAYING GAME

Main Rule Book

The Main Rulebook contains both the basic and advanced rules, spells, skills and powers needed to run virtually any style or genre of roleplaying game. Simple yet realistic, the Creative System™ enables GM's and players alike a wide range of flexibility and playability that few game systems offer. XID 001

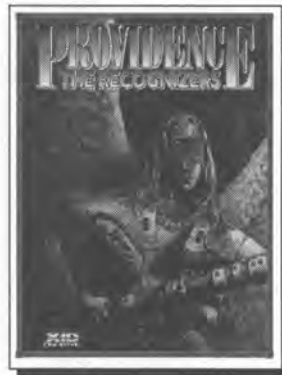
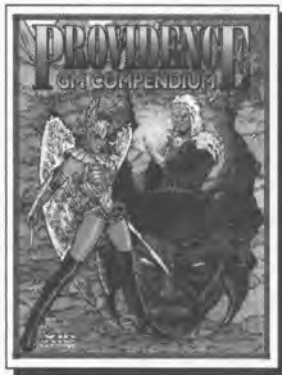


Main World Book

The world of Providence is a place of high fantasy where the Arthurian legacy of grand chivalry is mixed, like a potent elixir, with the steel of super-heroes. The Main World Book details this world, describing the races, its history, geography and social structure. XID 002

GM Compendium with GM Screen

This first source book will give GMs as much help as possible in starting their campaigns. Included are the characteristics for several of the major NPCs, a number of story and campaign ideas and new magic items and abilities. Included with this book is the Providence GM Screen and a character sheet package. XID 005

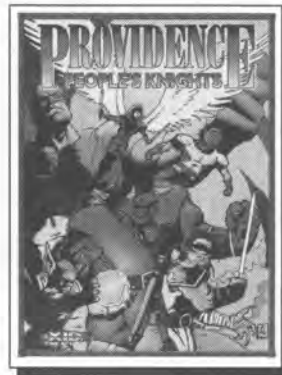


The Recognizers

This 65 page source book includes the history and organization of Providence's bounty hunters, as well as 20 of the most wretched, depraved and lucrative bounties available. In addition, this source book presents aspiring hunters with a variety of new skills, spells, items, traps and hunting strategies. XID 008

The Ecology

This 114 page book provides source information on the creatures of Providence. Woven into this superbly illustrated volume are story seeds, hints of things to come and a wealth of secrets. This heavily illustrated book will provide GMs with far more information than one would expect to find in a book of creatures. XID 004



People's Knights

This 65 page source book explores what it is to be a hero in Providence. Being a hero takes more than just a costume and super-human ability. Included in this book are 20 of the most prominent People's Knights operating within Providence as well as new abilities and character creation ideas. XID 009

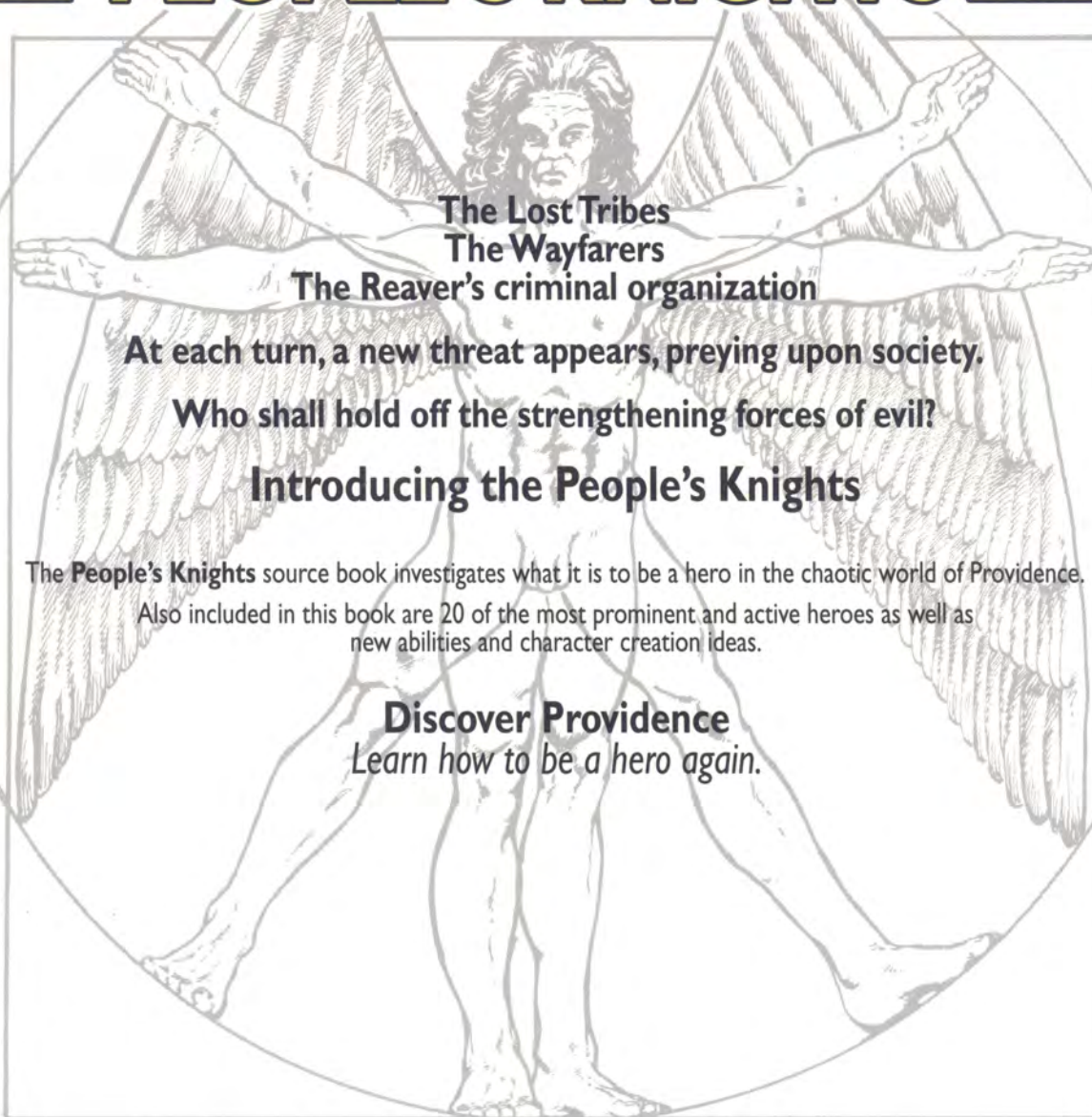
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PROVIDENCE

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The Wayfarers
The Reaver's criminal organization**

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