

Symbaroum snippets



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Bartolom, the Wizard



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Bartolom, Wizard of the Order

"Remarkable, this must be studied!"

YOU ARE A NOVICE in Ordo Magica, Ambria's most influential order of wizardry. When all others fled to the north you wanted nothing more than to tag along, but your master wouldn't hear of it. You and she stayed behind in Alberetor to study the dying earth - a task that seemed more and more tiresome for every story that reached your ears about the north; stories speaking of Davokar's miraculous herbs and the alchemy of barbarian witches. Now that your master is dead it is time to learn for yourself if there is any truth to the rumors. The first step will be to locate your old colleague, Master Vernam, who is said to live in Thistle Hold.

BARTOLOM

Race	Human (Ambrian)		
Trait	<i>Privileged</i>		
Discreet 5, Quick 11, Cunning 13, Strong 9, Accurate 10, Vigilant 7, Resolute 15, Persuasive 10			
Abilities	<i>Alchemy (novice), Anathema (novice), Medicus (novice), Sulfur Spray (novice), Wizardry (novice),</i>		
Weapons	Dagger 1D6 (short), Staff 1D6 (Long, Blunt)		
Armor	Wizard's Robes 1D4 (Flexible)		
Defense	11		
Toughness	10	Pain Threshold	5
Shadow	Fiery, sunlit copper (corruption: 0)		

Powers

PRIVILEGED (TRAIT)

The character gets a second chance to succeed when taking on social challenges within its own society, and doesn't have to roll a die unless it strives to accomplish something which is questionable or that may be next to impossible to achieve. Additionally, the character starts with 50 thaler in its purse.

ALCHEMY (ABILITY)

The character is schooled in the mysteries of alchemy. With the right ingredients, the character can prepare various elixirs to help it survive in the dark depths of Davokar. A list of alchemical mixtures and potions are featured in CHAPTER 16: EQUIPMENT.

In problem-solving situations, *Alchemy* can be used to identify drugs and poisons and to gain clues as to where they come from. Other than that, the character may attempt to prepare an elixir once per adventure. This attempt can be performed before the start of an adventure or at any appropriate moment during the adventure - for example when traveling through a forest or when passing through a cave where potent ingredients may be found.

Novice	Action: Special. With a successful roll against <i>Cunning</i> the character can gather herbs and minerals to create one dose of a Novice elixir.
Adept	Action: Special. As an acknowledged alchemist the character can roll against <i>Cunning</i> to gather herbs and minerals to create one dose of an Adept elixir or 1D4 doses of a Novice elixir.
Master	Action: Special. The character can, as a widely renowned alchemist, roll against <i>Cunning</i> to gather herbs and minerals to create one dose of a Master elixir, 1D4 doses of an Adept elixir or 1D8 doses of a Novice elixir.

ANATHEMA (MYSTICAL POWER)

Material: A small silver bell.

The Mystic has studied the secrets of counter magic and can dispel the effect of other mystical powers. *Anathema* does not affect rituals, whose mystical bonds are thoroughly woven and may only be dispelled by other rituals.

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- Novice **Action:** Active. The Mystic can disperse the effects of an ongoing power that is affecting a creature, if he or she makes a successful roll against [*Resolute*←*Resolute*]. The Mystic can also use the power on itself, as long as the Mystic is capable of using magic. Use the *Resolute* of the affecting Mystic as resistance when making the test.
- Adept **Action:** Active. The Mystic can disperse the ongoing effect on several creatures in a chain. The test is made for one target at a time, and continues until the mystic fails an attempt.
- Master **Action:** Active. The Mystic is now powerful enough to dispel all kinds of mystical effects by making a successful roll against *Resolute*, including summoned effects and creatures.

MEDICUS (ABILITY)

The character is trained in the art of healing and is therefore a greatly coveted asset in its society, keeping diseases from spreading, tending to wounded warriors or taking care of the ruling elite. The art of healing has been developed in parallel with alchemy, and many healers are also trained in alchemy for this reason, especially those who operate far from civilization where herbal cures cannot be purchased from well-stocked merchants.

A character with the *Medicus* ability can diagnose and cure diseases and identify poisons by their symptoms. *Medicus* also gives the character a coroner's point of view, which might come in handy when examining a crime scene or a dead body.

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- Novice **Action:** Active. As an accomplished field surgeon, the character can make a roll against *Cunning* to heal 1D4 of a patient's *Toughness*, or 1D6 when using an herbal cure. This ability can only be used once per patient and day.
- Adept **Action:** Active. The character is an acknowledged *Medicus*. A successful roll against *Cunning* heals 1D6 of a patient's *Toughness*, or 1D8 when using an herbal cure. This ability can only be used once per patient and day.
- Master **Action:** Active. As a Master *Medicus*, the character can flaunt with a vast medical learning. A successful roll against *Cunning* now heals 1D8 of a patient's *Toughness*, or 1D10 when using an herbal cure. Even a failed test heals some of the patient's *Toughness*: 1D4 when only using *Medicus* or 1D6 when also using an herbal cure. This ability can only be used once per patient and day.

SULFUR SPRAY (MYSTICAL POWER)

Material: A fistful of pure brimstone.

The Mystic can unleash the rampaging spray of fire and burn its enemies to ash, or at least scorch them severely.

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- Novice **Action:** Active. The Mystic lashes out with fire and brimstone against a target. If the mystics succeed with a roll against [*Resolute*←*Quick*], the spray deals 1D12 points of damage. If the Mystic fails the test the spray only deals 1D6 damage.
- Adept **Action:** Active. The mystic unleashes a chain of burning energy. If the mystics succeeds with a roll against [*Resolute*←*Quick*], the spray deals 1D12 points of damage. If the Mystic fails the test the spray only deals 1D6 damage. If the target suffers the full 1D12 damage, the Mystic may try to steer the flaming energy toward an additional target, and so on until the Mystic fails a [*Resolute*←*Quick*] test.
- Master **Action:** Active. The Mystic unleashes a veritable storm of flaming and smoking energies. If the Mystics succeed with a roll against [*Resolute*←*Quick*], the spray deals 1D12 points of damage. If the Mystic fails the test the spray only deals 1D6 damage. The chain continues even if the Mystic would fail at one test, and doesn't stop until there is a second failure.

WIZARDRY (ABILITY)

Wizardry is taught by Ordo Magica and is a tradition whose representatives are well-versed in the mysteries of fire, of the will's triumph over matter and of the labyrinths of the senses. To mystics of the Order, these phenomena are intimately linked.

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- Novice **Action:** Special. The mystic no longer suffers permanent *Corruption* when learning powers belonging to the tradition of *Wizardry* at novice level, nor when learning its rituals. However, the character has no protection against the temporary *Corruption* that comes from using the powers and rituals of the tradition.
- Adept **Action:** Special. The mage no longer suffers permanent *Corruption* from learning the powers belonging to the tradition of *Wizardry* at Adept level. The adept mystic has also learned to ground the powers and rituals of wizardry in theories, so well that he or she now only suffers one (1) temporary *Corruption* when casting them.
- Master **Action:** Special. The Master wizard's understanding of linked magic is all but complete and he or she may therefore re-roll one (1) failed test each round when attempting to establish a chain of mystical effects. Moreover, the master suffers no permanent *Corruption* when learning a power belonging to the tradition of *Wizardry* at Master level.

Rageor, the berserker



Rageor, Ogre Berserker

"Annoy me not!"

MANY YEARS AGO you emerged from the deep of Davokar, nameless and void of memories. A barbarian witch found you wandering along the forest edge and took you in, taught you to speak and eventually how to get by in the world. She never gave you a name, fully aware that that you don't need one - after all, you know who you are and that is quite enough. Your nickname was instead granted to you by the witch's servant, reflecting your unruly temperament. Since then you have been known as Rageor, and when the witch died from old age you left the forest behind. There seems to be much to experience and learn in the great wide world.

RAGEOR

Race	Ogre
Trait	<i>Long-lived, Pariah, Robust (novice)</i>
Discreet 5, Quick 11, Cunning 9, Strong 15, Accurate 10, Vigilant 10, Resolute 13, Persuasive 7	
Abilities	<i>Berserker (novice), Twin Attack (adept)</i>
Weapons	Dagger 1D6 (short), 2 Swords 1D8 (+1D4 on 1 attack/turn)
Armor	Leather Apron 1D4 (Impeding -2)
Defense	8 [Quick 11, -2 for Robust, -2 for Impeding, +1 for Twin Attack]
Toughness	15 Pain Threshold 8
Shadow	Dark green, glittering like the moist moss of the forest (corruption: 0)

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Powers

LONG-LIVED (TRAIT)

Once adulthood is reached, the aging process of the character slows down. The character can live up to two or even three centuries if its life is not shortened by violence, poison or disease. The creature's long lifespan makes it prone to do things at a slow pace, but this is compensated by the attitude that what is worth doing is worth doing well, which over time results in a considerable degree of expertise. *Long-lived* has no effect besides what it implies in terms of playing the role.

PARIAH (TRAIT)

The character belongs to a race which is ill-reputed among the ruling majority and which is more or less openly discriminated. Single individuals in society might be less inclined to prejudice, but the character's social interactions are generally hampered. Discriminated groups tend to stand together against the world and provide each other with aid and support.

When taking on a social challenge, the player has to roll twice and pick the highest result to decide the outcome of the test. On the other hand, the character is awarded a second chance to succeed while interacting with members of its own race, in which case it also only has to roll the die when it strives to accomplish something which is questionable or that may be next to impossible to achieve. Additionally, the character starts with only five shillings in its purse.

ROBUST (TRAIT)

The character belongs to a race of creatures that are naturally tall and often continues to grow their entire life. But there are variations: some grows quickly, others more slowly while some hardly seems to grow at all.

Novice **Action:** Special. The character is close to seven feet tall and very strong. Such a towering body is easier to hit in combat, which is balanced by a natural toughness. The character's *Defense* is based on *[Quick-2]* and it can only use light armor, which must be customized and therefore costs twice the normal price. In return, the character naturally ignores 1D4 damage from each hit taken, in addition to any armor it wears. Furthermore, it can deal 1D4 extra damage with one melee attack each turn.

Adept **Action:** Special. The character is over eight feet tall, weighs about 500 pounds and has skin as tough as bark. A creature like that packs quite the punch but is also easy to hit. The character's *Defense* is based on *[Quick-3]* and it can only use light armor, which must be custom-made and costs three times the normal price. In return, the character naturally ignores 1D6 damage from each hit taken, in addition to any armor it wears. Furthermore, it can deal 1D6 extra damage with one melee attack each turn.

Master **Action:** Special. The character is close to ten feet tall, weighs about half a ton and crushes lesser creatures while enemy weapons have a hard time penetrating its stone-like skin. It is very easy to hit a creature of this size, but equally hard to wound it seriously. The character's *Defense* is based on *[Quick-4]* and it can only use light armor, which must be custom-made and costs four times the normal price. In return, the character naturally ignores 1D8 damage from each hit taken, in addition to any armor it wears. Furthermore, it can deal 1D8 extra damage with one melee attack each turn.

BERSERKER (ABILITY)

The feared barbarian warriors of Davokar have developed the practice of working themselves into a berserker frenzy before battle. By letting the repressed anger of the heart strengthen its limbs, the character can unleash a fuming rage that, if channeled correctly, might determine which side will emerge victorious from the battle.

Novice **Action:** Free. The character may as a free action enter into a murderous frenzy to solely focus on hurting the enemy, dealing 1D6 of extra damage when fighting in melee combat. The downside to this frenzy is that the character cannot defend itself properly. The character's *Quick* is considered to be 5 when calculating *Defense*.

Adept **Action:** Reaction. The rage is like an armor to the character. He or she ignores 1D4 damage from each hit suffered while in a berserker rage.

Master **Action:** Free. The character has mastered the ability to harness the rage without losing any of its power. The character can utilize the capacity to both deal and ignore extra damage, while still being able to defend itself as normal.

TWIN ATTACK (ABILITY)

Barbarians, Ambrians and goblins all have developed fighting techniques involving the use of more than one weapon. The character has learned how to fight with two weapons – an advanced but effective technique that gives the warrior an offensive edge. *Twin Attack* is devastatingly effective against lightly armored targets.

Novice **Action:** Active. The character can safely wield two weapons, one in each hand. The Novice can fight with a single-handed weapon in its primary hand and a Short weapon in the other. The character can make two attacks on the same target, dealing 1D8 and 1D6 damage respectively. The enemy must defend itself separately against the attacks.

The Novice also receives a +1 bonus to its *Defense* as a passive ability, but only when wielding a weapon in each hand.

Adept **Action:** Active. The Adept can use two single-handed weapons, each attack dealing 1D8 of damage.

Master **Action:** Active. With the skill of a Master, the damage dealt by the main-hand weapon is 1D10 while the weapon in the other hand deals 1D8.

Fenya, the treasure-hunter



Fenya, goblin treasure-hunter

"There you are, my precious pearl!"

YOU WERE BORN and raised in the goblin village of Karabba-dokk, where your family settled down when the rest of their tribe joined up with a band of robbers in the forests of Mervidun. When you couldn't find work in the neighboring town of Thistle Hold you left the village, determined to build a future for yourself, preferably one where you aren't forced to survive on scraps from the tables of wealthy humans. And you have to make haste - you have already reached the age of five and life is short!

On your way south you met a grumpy old sow that you ensnared with your goblin magic and named Kverula. Over a short period of time the two of you have developed a deep love-hate relationship to each other. But feelings aside, you are prepared to face the challenges of the world together.

FENYA

Race	Goblin
Traits	<i>Short-lived, Pariah, Survival Instinct</i> (novice)
Discreet 13, Quick 15, Cunning 5, Strong 11, Accurate 10, Vigilant 10, Resolute 9, Persuasive 7	
Abilities	<i>Polearm Mastery</i> (adept), <i>Ritualist</i> (novice, <i>Familiar</i>)
Weapons	Dagger 1D6 (short), Spear 1D10 (Long)
Armor	Leather Outfit 1D4 (Impending -2)
Defense	13 [<i>Quick</i> 15, Impending -2]
Toughness 11	Pain Threshold 6
Shadow	Red with a few dark spots, like overripe lingonberries (corruption: 1)

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Powers

SHORT-LIVED (TRAIT)

The character's life is short, also under favorable living conditions. All members of its race tend to reach adulthood in a handful of years, after which they start to lose their youthful vigor so that only a few ever live to see the age of forty. On the other hand, they are quick to learn and adapt to new surroundings why they often are ready to face the world at the age of five. *Short-lived* has no effect besides what it implies in terms of playing the role.

PARIAH (TRAIT)

The character belongs to a race which is ill-reputed among the ruling majority and is more or less openly discriminated. Lone individuals in society might be less inclined to prejudice, but the character's social interactions are generally hampered. Discriminated groups tend to stand together against the world and provide each other with aid and support.

When taking on a social challenge, the player has to roll twice and pick the highest result to decide the outcome of the test. On the other hand, the character is awarded a second chance to succeed while interacting with members of its own race, in which case it also only has to roll the dice when it strives to accomplish something which is questionable or that may be next to impossible to achieve. Additionally, the character starts with only five shillings in its purse.

SURVIVAL INSTINCT (TRAIT)

The character belongs to a race with a short lifespan but with a life-force comparable to that of more long-lived races. For some individuals this energy shows itself in clamorous hollering and an acute restlessness; for others it manifests itself in a more useful survival instinct.

Novice **Action:** Free. Thanks to its explosive survival instinct, the character may perform one extra Movement Action once per scene.

Adept **Action:** Reaction. The character trusts its instincts and has learned that rolling with the punches often saves your life. The character's finely honed survival instinct provides it with a permanent +1D4 to Armor.

Master **Action:** Free. There resides a powerful fighting spirit within each member of the character's race, and that spirit can show itself when the character is backed into a corner. The character has nurtured this hot-tempered aggression and may sacrifice a Movement Action once per scene to perform an extra Combat Action.

POLEARM MASTERY (ABILITY)

The character is initiated in the secrets of long-shafted weapons. The spear is a simple weapon and anyone can quickly learn how to make good use of its length. For this reason, the militia armies of the plains and forests are often armed with spears. The character's skill with long weapons really shows that a shaft of hardened wood is a weapon to be feared in the hands of a trained warrior.

Novice **Action:** Passive. The damage dealt by Long weapons is increased by one dice tier, to 1D10 for spears and halberds and to 1D8 for staves.

Adept **Action:** Reaction. The character has truly mastered the long thrust. The character receives a Free Attack against any enemy who comes into range of melee combat – if it is the enemy who engages the character or vice versa is irrelevant. The only exception is when the enemy also wields a long weapon; in such a situation the character receives no Free Attack.

Master **Action:** Reaction. As a Master of long weapons, the character has the skill to keep his or her enemies at bay. The character can use the Free Attack with a long weapon to keep an enemy from entering into melee combat. For as long as the character succeeds in hitting the enemy, the enemy remains unable to attack the character with melee weapons – whether or not the damage done actually penetrates the enemy's armor.

RITUALIST (ABILITY)

The character has learned how mystical powers are channeled through rituals – powerful but time-consuming magical practices. This knowledge may come from studying under a teacher or from self-studies with a ritual codex.

The character suffers one (1) permanent Corruption from each ritual it learns, except if the ritual belongs to a mystical tradition practiced by the character (Wizardry, Theurgy or Witchcraft). In the latter case the character is spared the blight of Corruption.

When it comes to performing rituals, the character suffers 1D4 temporary Corruption if the ritual does not belong to a tradition he or she masters. Performing rituals covered by the characters tradition only gives one (1) point of temporary Corruption.

The *Ritualist* ability makes it possible for the character to recognize what ritual has been performed by examining symbols and components remaining on the scene, and also to recall the effects of the ritual, even if he or she does not master it.

Novice **Action:** Special. The character has learnt to perform one (1) ritual. The ritual may belong to any mystical tradition, but the character must have access to the ritual in order to learn and memorize it. The knowledge may be gained from a tutor involved in the same organization as the character, from a codex found in the ruins of Symbaroum or from another *Ritualist* who imparts the knowledge as a reward for services rendered.

Adept **Action:** Special. The character has learnt to perform two additional rituals (three in total), again from any mystical tradition but bound to the same conditions as those presented at the Novice level.

Master **Action:** Special. The character has learnt to perform three additional rituals (six rituals in total). Just as before, the Master *Ritualist* is not limited to the rituals of a single mystical tradition, but must have access to the ritual to be able to learn and memorize it.

FAMILIAR (RITUAL)

Tradition: Witchcraft

The Mystic binds itself to a beast. This beast is not much smarter than others of its kind, but fiercely loyal to the mystic and the bond between them is made up of mystical energies – they are soul mates. The spiritual bond is so strong that the two can communicate telepathically; the mystic can command the familiar from a distance and also experience whatever the familiar perceives with its senses. The depth of this union also makes it possible for the two to share wounds. If the familiar is wounded the mystic can choose to suffer half of the damage, or if the mystic is wounded half of the damage can be transferred to the familiar. The player decides when damage should be shared in this way. There is also a downside to the mystical bond: should the familiar die the mystic suffers 1D8 in damage, damage that ignores any Armor.

The familiar is governed by the player as an additional character. It gains Experience like a character and loses it if it dies, just like a character.

KVERULA, WILD SOW

Race Beast

Traits *Armor (I), Natural Weapon (I)*

Discreet 9, Quick 13, Cunning 7, Strong 15, Accurate 11, Vigilant 10, Resolute 10, Persuasive 5


Weapons Tusks 1D6 (short)

Armor Skin 1D4 (flexible)

Defense 13

Toughness 15 **Pain Threshold** 8

Shadow Yellowish red like the autumn leaves on an aspen tree (corruption: 0)



SYMBAROU M SNIPPET 04

The elves of Davokar

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Elves Category: Cultural Beings

ACCORDING TO LEGENDS told by the barbarian folks, the elves arrived to the region north of the Titans at the time of Symbaroum's downfall. Some myths even state that it was the elf prince Eneáno who planted the forest of Davokar, hoping to bury the blight-stricken land of the fallen empire. Whatever the truth may be, the elves currently dwelling in Davokar regard themselves as the guardians of the woods. With reference to ancient treaties they demand that both barbarians and Ambrians must keep away from the dark deep of Davokar, and most importantly from the ruins hidden under its roots and soil. Every violation of the treaties is considered to be an act of war.

When the Ambrians arrived to the region they had little knowledge about elves, and popular belief still maintains that what actually are elves in several different life stages make out different kinds of creatures. However, conversations with witches and the few emissaries sent to Yndaros by the forest people suggest that the elven kind evolves in a number of phases; phases separated by periods of dormancy during which the individual undergoes both physical and mental changes. It is also indicated that only a minority survives the dormancy, while most withers away and dies before waking up to the following phase. In other words: even if there are a number of now living elves who were around at the time of Symbaroum's fall, they are for the aforementioned reasons few and so alien to humans that they are almost impossible to communicate with.

This snippet introduces the first three life phases of the elves. Most authorities in Ambria agree that the life span of the forest people include at least one more, possibly two more phases. If that is true, the first of the later phases would consist of the allegedly reclusive Winter Elves, the second of an extremely small number who survive their fourth dormancy and awakes as extremely powerful beings, as for instance the daunting Aloéna on Karvosti. But this assumption is far from being regarded as a fact. Instead there are those who argue that Aloéna and others like her have nothing to do with the elves; that they make out a separate race of ancient beings, that they are earth-bound demigods or that they are embodied forces of nature.

FAIRY (SPRING ELF)

During the first life phase the elf is characterized by a playful curiosity and a cautiousness which have made the elf experts at Ordo Magica compare them to kittens. The phase is assumed to last for about fifty years, during which the fairy grows four feet tall. It should also be noted, that to the extent that the elf experts' metaphor is correct it must refer to the offspring of a dreadfully cruel predatory cat - the spring elves love to subject both their elder siblings and unsuspecting humans to mean pranks; pranks which seem to cause more giggles and merriment the nastier they are.

The fairies almost never leave the safety of the forest. On some single occasions there have been reports describing

encounters with elven warbands that have included one or two fairy scouts, but mostly they gather in large packs and avoid contact with their elders. However, one might wonder if the latter is about to change. Some malicious treasure-hunters have retrained to become fairy-hunters, out to gather the allegedly miraculous hair, ears and nails of spring elves. It is a difficult and dangerous occupation, since the fairies leave few traces behind and often is cunning enough to transform the hunter into their prey. On the other hand, he who manages to ensnare a group of spring elves can expect to earn a small fortune when selling the harvest to alchemists in Thistle Hold.

FAIRY, SPRING ELF

Race	Elf
Resistance	Weak
Trait	<i>Long-lived</i>
Discreet 15 (-5), Quick 13 (-3), Cunning 10 (0), Strong 5 (+5), Accurate 10 (0), Vigilant 11 (-1), Resolute 7 (+3), Persuasive 9 (+1)	
Abilities	None
Weapons	Dagger 3 (short), Bow 4
Armor	None
Defense	-3
Toughness 10	Pain Threshold 3
Shadow	Bright green, like the leaves on a sundrenched birch (corruption: 0)

Tactics: The fairies keep at a distance, shooting arrows at pursuers, alternately trying to lure them into traps or ambushes prepared further down the trail.

ELFLING (SUMMER ELF)

Those who awaken after their first dormancy and enter the life phase of the summer elf make out a still curious but not nearly as cautious crowd. The so called Elflings are known as hot-tempered, aggressive and impulsive, bordering on foolhardy. Up to five and a half feet tall, nimble as mares and with about 150 years to hone their skills they develop into fierce warriors, qualified to take on any human fighter.

The elflings are the backbone of Davokar's self-appointed defense force, weakly armored but equipped with spears and bows. Most often they are led by an Autumn Elf, but sometimes their impatience makes them renounce the guidance of older siblings. Such warbands, consisting of between ten and thirty elven hotheads, always prefer attack over defense and may very well assault villages on the lowland instead of their normal targets: outposts, caravans and free settlers in the woods.

ELFLING, EARLY SUMMER ELF**Race** Elf (early summer)**Challenge** Ordinary**Trait** *Long-lived***Discreet** 11 (-1), **Quick** 13 (-3), **Cunning** 10 (0), **Strong** 7 (+3), **Accurate** 10 (0), **Vigilant** 15 (-5), **Resolute** 9 (+1), **Persuasive** 5 (+5)**Abilities** *Acrobatics* (novice), *Marksman* (adept), *Sixth Sense* (novice)**Weapons** Bow 4, Spear 5 (long)**Armor** Braided Silk 2 (flexible)**Defense** -3**Toughness** 10 **Pain Threshold** 4**Shadow** Brilliant green, like wet leaves shimmering in the morning sun (corruption: 0)**Tactics:** The elflings of early summer prefer to use their bows and switches to spears when they must. In close combat they use *Acrobatics* to enter in and out of melee, in order to time and again take advantage of the length of the spear.**ELFLING, LATE SUMMER ELF****Race** Elf (late summer)**Challenge** Challenging**Trait** *Long-lived***Discreet** 11 (-1), **Quick** 10 (0), **Cunning** 10 (0), **Strong** 7 (+3), **Accurate** 15 (-5), **Vigilant** 5 (+5), **Resolute** 13 (-3), **Persuasive** 9 (+1)**Abilities** *Armor Proficiency* (adept), *Marksman* (master), *Polearm Mastery* (master)**Weapons** Bow 4, Spear 5 (long)**Armor** Coated Silk Cuirass 4 (flexible)**Defense 0** -3**Toughness** 10 **Pain Threshold** 4**Shadow** Deep green, like the leathery leaves of an orchid (corruption: 0)**Tactics:** The late summer elves are fond of using their bows, but if it comes to close combat they don't mind standing in the front line, keeping the enemies at bay while their friends fire them full of arrows.**ELF (AUTUMN ELF)**

It is said that the dormancy between summer and autumn can be as long as fifty years. The elves who wake up are both taller and much more tempered than their younger siblings - as the elf expert Master Goncai in Thistle Hold have described it: "*The Autumn Elf is old enough to appreciate the seriousness of the world, and still young enough to care about the march of time*". It is elves of the autumn who assumes the reasonability of leadership and that communicates with the outside world - two examples being the envoy Elori in Yndaros and Gealóna who has been allowed to live and work at the Ordo Magica chapter in Agrella.

According to some approximations the elven autumn lasts for about four hundred years. During that time the elf grows seven feet tall, very potent and often very wise. It is evident that their opinions vary with regards to the ambrians, since some are seen leading hordes of elflings in attacks against ambrian settlements while others engage in more diplomatic relations or even collaborations. But regardless of which, the autumn elves are formidable opponents for anyone who makes them angry, not least thanks to their deep understanding of how to manipulate the mystical energies of the world.

Powers

LONG-LIVED (TRAIT)

Once adulthood is reached, the aging process of the character slows down. The character can live up to two or even three centuries if its life is not shortened by violence, poison or disease. The creature's long lifespan makes it prone to do things at a slow pace, but this is compensated by the attitude that what is worth doing is worth doing well, which over time results in a considerable degree of expertise. *Long-lived* has no effect besides what it implies in terms of playing the role.

ELF, AUTUMN ELF**Race** Elf (autumn)**Challenge** Strong**Trait** *Long-lived***Discreet** 10 (0), **Quick** 5 (+5), **Cunning** 13 (-3), **Strong** 7 (+3), **Accurate** 9 (+1), **Vigilant** 10 (0), **Resolute** 15 (-5), **Persuasive** 11 (-1)**Abilities** *Scholar* (master), *Medicus* (master), *Mystical Power (Bend Will)*, (master), *Mystical Power (Larvae Boil)*, (master), *Ritualist* (master)**Weapons** Sword 4**Armor** Braided Silk (flexible)**Defense** +5**Toughness** 10 **Pain Threshold** 4**Shadow** Yellow and red like autumn leaves, with faint streaks of rusty brown (corruption: 2)**Tactics:** The autumn elf typically leads from behind the front line and supports its friends with magic and medical aid.**ACROBATICS (ABILITY)**

The character has learned the art of acrobatic maneuvering, having spent time with a theater company, in one of the fencing schools of Yndaros or while climbing the trees of Davokar. The nimbleness of the acrobat provides an advantage when trying to withdraw from close combat or when quickly wanting to reach the center of an enemy formation.

- Novice **Action:** Active. The character may roll against *Quick* to avoid Free Attacks from enemies in melee combat, either when trying to slip past an enemy or when attempting to withdraw from melee. Should the test fail, the player must choose to either remain in its original place or to move anyway and suffer a Free Attack from the opponent.
- Adept **Action:** Free. If the character is knocked down he or she may attempt to jump back up again as a Free Action by making a *Quick* test. If the test fails the character has to spend a Movement Action to get back on its feet, as usual.
- Master **Action:** Active. The character can utilize its enemies as shields in battle. In combat with more than one opponent, the character may once per turn use an enemy as a shield and have that enemy suffer a successful hit instead of the character. That opponent cannot defend against the attack, but the master acrobat has to make a successful roll against *Quick* for the enemy to take the hit.

MARKSMAN (ABILITY)

Marksmen have their natural place in every army, scouting party and band of brigands. The character can inflict serious damage on its enemies with a bow or crossbow, hoping to bring them down or at least make sure that they don't reach the character's allies.

- Novice **Action:** Passive. Thanks to the character's skill, damage dealt with bows and crossbows are increased to 1D10 and 1D12 respectively, from the usual 1D8 and 1D10.
- Adept **Action:** Active. The character's precision provides his or her projectiles with a crippling effect. The attack deals damage as usual and if the target is wounded the character may make an *[Accurate←Strong]* test every time the target attempts to move. A successful test means that the target is not going anywhere and its Movement Action is forfeit. When the target manages to move (the character fails the test), the crippling effect is lost.
- Master **Action:** Active. The Master *Marksmen's* projectiles are armor piercing. The shot hits a weak spot and the target's Armor is completely ignored when determining the damage dealt.

SIXTH SENSE (ABILITY)

When moving through dark forests and underground tunnels, one's eyes are no longer very useful. Lighting a lantern or torch may summon dangers, why the explorer better learn to rely on his or her other senses. With dedicated training it is possible to awaken these other senses and sharpen them to the brink of eeriness, and this character has done so. The *Sixth Sense* ability provides the character with unique capabilities when fighting at a distance or in situations where eyesight can no longer be trusted.

A character with *Sixth Sense* may under calm circumstances navigate unhindered in dim light, as well as maintain a sense of direction in complete darkness, though at a pace of only a quarter of its normal, daytime speed.



- Novice **Action:** Passive. The character has a strong intuition, which lets him or her use *Vigilant* instead of *Accurate* then attacking with ranged weapons.
- Adept **Action:** Passive. The character's intuition have expanded and the character may now use *Vigilant* instead of *Quick* for Initiative and when calculating his or her *Defense*.
- Master **Action:** Passive. The character can move and fight unhindered in complete darkness or when blinded.

ARMOR PROFICIENCY (ABILITY)

A real warrior carries armor and is trained how to move and fight while doing so. This is true among Ambrians and barbarians alike, even if the most heavily armored warriors usually are of Ambrian stock. Regardless of the armor being made from leather or steel, this ability gives the character an increased protection against hostile strikes and blows.

- Novice **Action:** Passive. The character know how to use its armor for maximum effect, which increases the armor's Armor tier by one step: light armor protects 1D6, medium armor protects 1D8 and heavy armor protects 1T10.
- Adept **Action:** Passive. The character is used to wearing armor and can adapt his or hers actions to its limitations. The armor no longer has a negative effect on *Quick* or abilities based on *Quick* (including *Defense*). The Impeding quality of the armor still has a negative effect when using mystical powers.
- Master **Action:** Reaction. The Master of Armor may roll against *Quick* to counteract armor piercing arrows or bolts; if the test is successful the Armor protects as usual. Mystical powers that ignore Armor may not be blocked this way; they are not affected by *Armor Proficiency*.

POLEARM MASTERY (ABILITY)

The character is initiated in the secrets of long-shafted weapons. The spear is a simple weapon and anyone can quickly learn how to make good use of its length. For this reason, the militia armies of the plains and forests are often armed with spears. The character's skill with long weapons really shows that a shaft of hardened wood is a weapon to be feared in the hands of a trained warrior.

Novice **Action:** Passive. The damage dealt by Long weapons is increased by one dice tier, to 1D10 for spears and halberds and to 1D8 for staves.

Adept **Action:** Reaction. The character has truly mastered the long thrust. The character receives a Free Attack against any enemy who comes into range of melee combat – if it is the enemy who engages the character or vice versa is irrelevant. The only exception is when the enemy also wields a long weapon; in such a situation the character receives no Free Attack.

Master **Action:** Reaction. As a Master of long weapons, the character has the skill to keep his or her enemies at bay. The character can use the Free Attack with a long weapon to keep an enemy from entering into melee combat. For as long as the character succeeds in hitting the enemy, the enemy remains unable to attack the character with melee weapons – whether or not the damage done actually penetrates the enemy's armor.

SCHOLAR (ABILITY)

The character is educated and well-versed in the ways of the world, its cultures, its history, languages and artifacts. For centuries heroes, monsters and kingdoms have come and gone and left behind powerful items and secrets texts. This ability represents knowledge about such objects and through extensive studies a character with this ability knows not only the story of the object but also its properties and applications.

The *Scholar* ability also makes the character skilled at researching libraries, records and administrative documents, something which might be very useful when faced with that kind of problems and puzzles.

Novice **Action:** Free. With a successful *Cunning*, any character who is a *Scholar* can figure out the properties of a specific artifact, but not how to activate it. In the same way, the Novice can use *Cunning* to translate a text or understand what's being said in another human language. A character must not make a test when uttering simple words and phrases, but a successful roll against *Cunning* is required if he or she is trying to have a proper conversation.

Adept **Action:** Free. As a cultivated knower of artifacts, the character can use *Cunning* instead of *Resolved* when trying to activate artifacts. With a successful *Cunning* test, the Adept can also read and understand the ungainly tongues of both elves and trolls. To say simple phrases in Elvish or Troll Tongue requires no test, but to initiate a conversation requires a successful roll against *Cunning*.

Master **Action:** Free. As an acknowledged interpreter of scrolls, the character may with a successful roll against *Cunning* activate mystical powers directly from scrolls and parchments. The Master *Scholar* may also use *Cunning* instead of *Resolved* to resist mystical effects. Furthermore, the Master is familiar with the secrets of Symbaroum. A successful *Cunning* test is required to be able to read a text written in its ancient and extinct language. It requires no test to utter simple phrases, but to initiate a conversation requires a successful roll against *Cunning*.

MEDICUS (ABILITY)

The character is trained in the art of healing and is therefore a greatly coveted asset in its society, keeping diseases from spreading, tending to wounded warriors or taking care of the ruling elite. The art of healing has been developed in parallel with alchemy, and many healers are also trained in alchemy for this reason, especially those who operate far from civilization where herbal cures cannot be purchased from well-stocked merchants.

A character with the *Medicus* ability can diagnose and cure diseases and identify poisons by their symptoms. *Medicus* also gives the character a coroner's point of view, which might come in handy when examining a crime scene or a dead body.


Novice **Action:** Active. As an accomplished field surgeon, the character can make a roll against *Cunning* to heal 1D4 of a patient's Toughness, or 1D6 when using an herbal cure. This ability can only be used once per patient and day.

Adept **Action:** Active. The character is an acknowledged *Medicus*. A successful roll against *Cunning* heals 1D6 of a patient's Toughness, or 1D8 when using an herbal cure. This ability can only be used once per patient and day.

Master **Action:** Active. As a Master *Medicus*, the character can flaunt with a vast medical learning. A successful roll against *Cunning* now heals 1D8 of a patient's Toughness, or 1D10 when using an herbal cure. Even a failed test heals some of the patient's Toughness: 1D4 when only using *Medicus* or 1D6 when also using an herbal cure. This ability can only be used once per patient and day.

Humans as the POV

All abilities and mystical powers are written with humans as a point of departure. In most cases that has no bearing on the details, but when it has the GM and players must come to a mutual understanding of what applies.



In a towering grove at the southern edge of Karvosti (the ancient meeting place of the barbarian clans) lives Aloéna. The ten feet tall female being, assumed to be related to Davokar's elves, seems to regard humans as if they were nothing more than a passing flock of birds.



BEND WILL (MYSTICAL POWER)

Material: A silver ring.

The free will is an illusion, but the power of the will is unambiguous. The Mystic have come to understand these seemingly contradictory principles and can use the insight to control the will of other creatures.

- Novice** **Action:** Active. The Mystic can seize control of a creature's will by making a successful *[Resolved←Resolved]* test. The control is considered active until the Mystic breaks concentration or fails a *[Resolved←Resolved]* test. A controlled creature can only perform one (1) Action each turn and cannot use any active abilities or powers while affected by *Bend Will*.
- Adept** **Action:** Active. The Mystic can seize control of a creature's will by making a successful *[Resolved←Resolved]* test. The Mystic does not have to concentrate to sustain the control, it is ongoing and considered active until the Mystic fails a *[Resolved←Resolved]* test. A controlled creature can only perform one (1) Action each round and cannot use any active abilities or powers while affected by *Bend Will*.
- Master** **Action:** Active. The Mystic can seize control of a creature's will by making a successful *[Resolved←Resolved]* test. The Mystic does not have to concentrate to sustain the control, it is ongoing and considered active until the Mystic fails a *[Resolved←Resolved]* test. The controlled creature can perform two Actions each turn.

LARVAE BOIL (MYSTICAL POWER)

Material: A handful of larvae.

The Mystic can use the force of anger to infuse an enemy's body with larvae that then start to eat their way out. Although it is loudly refuted by members of the court, there are persistent rumors going around saying that this is how the hero king Ynedar met his demise.

- Novice** **Action:** Active. The Mystic plants larvae inside the bodies of its enemy, which then starts to eat their way out. The poor target suffers 1D4 damage each round, ignoring Armor. The effect is automatic the first round and continues until the Mystic fails a *[Resolved←Strong]* test.
- Adept** **Action:** Active. The larval growth inside the body deals 1D6 damage each round, ignoring Armor. The effect continues until the Mystic fails a *[Resolved←Strong]* test.
- Master** **Action:** Active. The larvae swarm inside the target's body and deals 1D8 damage each round, ignoring Armor. The effect continues until the Mystic fails a *[Resolved←Strong]* test.

RITUALIST (ABILITY)


The character has learned how mystical powers are channeled through rituals – powerful but time-consuming magical practices. This knowledge may come from studying under a teacher or from self-studies with a ritual codex.

The character suffers one (1) permanent Corruption from each ritual it learns, except if the ritual belongs to a mystical tradition practiced by the character (Wizardry, Theurgy or Witchcraft). In the latter case the character is spared the blight of Corruption.

When it comes to performing rituals, the character suffers 1D4 temporary Corruption if the ritual does not belong to a tradition he or she masters. Performing rituals covered by the characters tradition only gives one (1) point of temporary Corruption.

The *Ritualist* ability makes it possible for the character to recognize what ritual has been performed by examining symbols and components remaining on the scene, and also to recall the effects of the ritual, even if he or she does not master it.

- Novice** **Action:** Special. The character has learnt to perform one (1) ritual. The ritual may belong to any mystical tradition, but the character must have access to the ritual in order to learn and memorize it. The knowledge may be gained from a tutor involved in the same organization as the character, from a codex found in the ruins of Symbaroum or from another *Ritualist* who imparts the knowledge as a reward for services rendered.
- Adept** **Action:** Special. The character has learnt to perform two additional rituals (three in total), again from any mystical tradition but bound to the same conditions as those presented at the Novice level.
- Master** **Action:** Special. The character has learnt to perform three additional rituals (six rituals in total). Just as before, the *Master Ritualist* is not limited to the rituals of a single mystical tradition, but must have access to the ritual to be able to learn and memorize it.



SYMBAROU M SNIPPET 05

The blight beasts of Symbaroum

NOTE:
THE TEXTS IN
THIS DOCUMENT
ARE ROUGH DRAFTS.
COMMENTS AND
SUGGESTIONS ARE
WELCOMED

Abomination Category: Abomination

THE AMBRIANS TYPICALLY use the term abomination when speaking about what the barbarians call Blightlings or Blight Beasts – creatures that are associated with the corrupt powers of Davokar. It is unclear if all such creatures are related or if it would be more accurate to speak of different kinds of abominations. Hopefully the matter soon will be settled, as both Ordo Magica and the Twilight Friars do all in their power to truly understand the phenomenon.

In any case, the term covers a varied crowd of beings that seem to have one trait in common: they are bent on harming humans; they wish for humans to hurt, to suffer, preferably to die. And they wish this with such a passion that nothing else matters. You cannot reason with an abomination, nor compromise with or frighten it; the abomination appears to live for the destruction of mankind, one individual at a time, and it does not hesitate to destroy anything or anyone standing in the way.

BLIGHT BORN

Exactly when it happens is under debate, but at some point it seems as if persons plagued by corruption lose themselves to the blight. When it has gone that far, not only the spiritual disposition of the person but also its physical appearance starts to transform. One who has browsed the book aptly named the Hordes of Darkness, written and illustrated by the black cloak Almagast, has witnessed widely different examples of bodily stigmata: extreme dehydration; oozing blisters; horn-like and tail-like outgrowths; bleeding mucosal membranes; withered or twisted limbs; blackened or albino-pale skin; furry hair growth on humans and loss of fur on animals. And when it comes to personality and temper the transformation is absolute – everything that remains is destructive: envy, anger, hunger, hubris and hatred.

Dark born animals and beast wander alone in the wilds, killing everything that comes in their way, growing bigger and stronger and spreading corruption through bites and scratches. Human abominations seem to hold on to some ounce of their intellectual capacity and can linger in populated areas for a time. They are kept in hiding, cared for and guarded by blight-stricken servants, sometimes surrounded with a whole court of cultists who obey their every command. In the notorious case of the Baroness of house Elsbet, it took years before the source of corruption was reviled.

PRIMAL BLIGHT BEAST

However far the corruption has gone, the blight born are still recognizable for what they once were – human, ogre, troll, jakaar or elk. But there are also some scarce reports describing something else; something worse and more unnatural; creatures so alien and so hateful that they appear to make out the exact opposite of nature. It is speculated on whether or not these primal horrors truly exist and if they in that case could be embodiments of the corruption itself; personifications of the hunger and the hatred and the wrath.

Among the barbarians there are many legends about these primal (or elder) blight beats and their origins. Most of them describe the monstrous creatures as born from the marrow of something called the World Serpent, a mystical beast named Uron that according to some tales created Symbaroum (others

state that it was slain by Symbaroum's first emperor or that it still bides its time somewhere under the high seat of Symbar). A totally different theory on the origin of the primal blight beasts state that they appear spontaneously in places where the corruption is at its strongest – in ruins brooding on the darkest of secrets, where puddles of acidic magic remain from the baneful practices of old Symbaroum. Whatever the truth may be, both Ambrians and barbarians can count themselves lucky that these elder abominations prefer the dark deep of the forest rather than the sundrenched lowlands.

BLIGHT BORN HUMAN

Race	Abomination, previously human
Challenge	Ordinary
Traits	<i>Acidic Blood</i> (I), <i>Natural Weapon</i> (I), <i>Robust</i> (I)

Discreet 10 (0), **Quick** 7 (+3), **Cunning** 9 (+1), **Strong** 11 (-1), **Accurate** 15 (-5), **Vigilant** 10 (0), **Resolute** 13 (-3), **Persuasive** 5 (+5)

Abilities *Berserker* (novice), *Natural Warrior* (novice)

Weapons *Claws* 9 [2 in base, +1 from *Natural Weapon*, +2 from *Robust*, +3 from *Berserker*, +1 from *Natural warrior*]

Armor *Leather* 4 (Impeding) [2 in base, +2 from *Robust*]

Defense +9 [*Berserker* sets base to +5, +2 from *Robust*, +2 from *Armor*]

Toughness 11 **Pain Threshold** 6

Shadow Corroded copper (thoroughly corrupt)

Tactics: None. The blight born is nothing but hunger and wrath.

BLIGHT BORN ELK

Race	Abomination, previously elk
Challenge	Challenging
Trait	<i>Corrupting Attack</i> (I), <i>Natural Weapon</i> (II), <i>Robust</i> (II)

Discreet 10 (0), **Quick** 13 (-3), **Cunning** 7 (+3), **Strong** 15 (-5), **Accurate** 11 (-1), **Vigilant** 10 (0), **Resolute** 9 (+1), **Persuasive** 5 (+5)

Abilities *Iron Fist* (adept), *Natural Warrior* (novice)

Weapons *Antlers* 10 [2 in base, +2 from *Natural Weapon*, +3 from *Robust*, +2 from *Iron Fist*, +1 from *Natural warrior*] +1D4 in temporary corruption.

Armor *Elk Hide* 3 [+3 from *Robust*]

Defense 0 [-3 as base, +3 from *Robust*]

Toughness 15 **Pain Threshold** 8

Shadow Brownish black, like the hide of a decaying animal corpse (thoroughly corrupt)

Tactics: None. The scent of living bodies drives the blight beast to attack, muzzle foaming with corruption.

Concerning Abominations and the Underworld

Countless contradictory tales claim to relate the truth about the origin of abominations. Some maintain that they are part of an ancient race which has been around since long before elves and dwarves saw the light of day. Others claim that they actually were created by elves or men, by accident or with some kind of malicious intent.

Among the Old Folks a common notion seems to be that the origin of abominations is directly linked to the fall of Symbaroum. One must of course bear in mind that those stories most often reach the Ambrians by way of barbarians or goblins. But that being said, many of those old tales describe how the warlocks and alchemists of Symbaroum did horrible experiments, utilizing the fabled Raw Magic to upset the natural order, thereby giving rise to the blightlings.

Whatever the truth may be, a majority of the age-old legends also refer to something which sometimes is called the Underworld, sometimes Underhill, sometimes the World Beneath. Supposedly there is a whole realm under the roots of Davokar, filled with tunnels, sunken ruins, lakes of tainted magic and far worse phenomena than that. And there are actually some Ambrian explorers who claim to have visited this hidden realm, often after having descended down one sinkhole or another. But even if the authorities at Ordo Magica allow that there may exist local cavernous complexes, there is no one who would agree that the entire forest can be undermined by a vast "Underworld". As Grand Master Seldonio once put it: "*Ludicrous, my dear Baron, what you proclaim is pure nonsense!*"

PRIMAL BLIGHT BEAST

Race	Abomination
Challenge	Mighty
Traits	<i>Acidic Blood</i> (III), <i>Corrupting Attack</i> (III), <i>Natural Weapon</i> (III), <i>Armored</i> (III), <i>Regeneration</i> (III), <i>Robust</i> (III)

Discreet 5 (+5), **Quick** 11 (-1), **Cunning** 9 (+1),
Strong 18 (-8), **Accurate** 13 (-3), **Vigilant** 10 (0),
Resolute 10 (0), **Persuasive** 7 (+3)

Abilities	<i>Berserker</i> (master), <i>Exceptionally Strong</i> (master), <i>Iron Fist</i> (master), <i>Natural Warrior</i> (master)
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Weapons	Claws 20 (long) [2 in base, +3 from <i>Natural Weapon</i> , +4 from <i>Robust</i> , +3 from <i>Berserker</i> , +4 from <i>Iron Fist</i> , +4 from <i>Natural warrior</i>] +1D8 in temporary corruption.
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Armor	Blight Hardened Flesh 10 [4 from <i>Armored</i> , +4 from <i>Robust</i> , +2 from <i>Berserker</i>] + regenerates 4 Toughness/turn
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Defense	+3 [-1 as base, +4 from <i>Robust</i>]
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Toughness	18	Pain Threshold	9
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Shadow	The deepest black, a light-consuming stain on the midnight sky (thoroughly corrupt)
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Tactics: None. Its hatred towards all things living drives it to act without tactical concern – all that matters is destruction.

Powers

ACIDIC BLOOD (MONSTROUS TRAIT)

The creature's blood is corrosive, and sprays all around when the creature is hit by attacks. He or she who hits the creature in melee combat, and manage do damage it, must make a *Defense Test* or else be hit by the acidic blood. To remove the acid from either body or armor requires that someone spends an Action and make a successful *Cunning Test* (wash it away with water, earth or something similar).

- I **Action:** Reaction. The corrosive blood is weak and deals 3 points of damage for 3 rounds.
- II **Action:** Reaction. The corrosive blood is moderately strong and deals 4 points of damage for 4 rounds.
- III **Action:** Reaction. The corrosive blood is strong and deals 5 points of damage for 5 rounds.

NATURAL WEAPON (MONSTROUS TRAIT)

The creature is gifted with a well-developed natural weapon, such as sharp claws, teeth or a tail stinger, which the creature can utilize in melee combat. The *Natural Warrior* ability (see page 119) can be used to enhance the creature's *Natural Weapon* even further.

- I **Action:** Passive. The creature's natural weapon deals 3 points of damage instead of 2. This natural weapon can also be used to perform a Hidden Strike, which cannot be done with ordinary unarmed attack.
- II **Action:** Passive. The creature's natural weapon deals 4 points of damage.
- III **Action:** Passive. The creature's natural weapon deals 5 points of damage. The natural weapon now has the quality Long, which allows the creature to perform a Free Attack at the start of a combat against enemies with shorter weapons.



ROBUST (MONSTROUS TRAIT)

The creature is bigger and tougher than usual. The creature can only wear light armor.

- I **Action:** Passive. The creature ignores 2 points of damage from each hit, in addition to any Armor it may wear. Once per round, the creature deals an additional +2 points of damage with one of its melee attacks. The creature's Defense is calculated from the basis of *[Quick-2]*.
- II **Action:** Passive. The creature ignores 3 points of damage from each hit, in addition to any Armor it may wear. Once per round, the creature deals an additional +3 points of damage with one of its melee attacks. The creature's Defense is calculated from the basis of *[Quick-3]*.
- III **Action:** Passive. The creature ignores 4 points of damage from each hit, in addition to any Armor it may wear. Once per round, the creature deals an additional +4 points of damage with one of its melee attacks. The creature's Defense is calculated from the basis of *[Quick-4]*.

BERSERKER (ABILITY)

The feared barbarian warriors of Davokar have developed the practice of working themselves into a berserker frenzy before battle. By letting the repressed anger of the heart strengthen its limbs, the character can unleash a fuming rage that, if channeled correctly, might determine which side will emerge victorious from the battle.

- Novice **Action:** Free. The character may as a free action enter into a murderous frenzy to solely focus on hurting the enemy, dealing 1D6 of extra damage when fighting in melee combat. The downside to this frenzy is that the character cannot defend itself properly. The character's *Quick* is considered to be 5 when calculating Defense.
- Adept **Action:** Reaction. The rage is like an armor to the character. He or she ignores 1D4 damage from each hit suffered while in a berserker rage.
- Master **Action:** Free. The character has mastered the ability to harness the rage without losing any of its power. The character can utilize the capacity to both deal and ignore extra damage, while still being able to defend itself as normal.

NATURAL WARRIOR (ABILITY)

A sword or a bow is not always needed to fight. Through long and hard training, the character has become a dangerous opponent even when unarmed. The barbarians of the forests have cultured mighty traditions of wrestling and the fighting schools of the gutter in the eastern quarters of Yndaros have developed their own arts of unarmed combat, which these days can be seen at the Dome, since a pair of the city's renowned gladiators has embraced this art form.

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- Novice **Action:** Passive. The character has learned to use its natural-born warrior capabilities with great efficiency. The character's unarmed attacks now deal 1D6 damage. If the creature has the Natural Weapons trait as well, then the damage is increased according to the level of that monstrous trait.
- Adept **Action:** Active. With the speed of an adept, the character may now perform double attacks at against a single target. The attacks are rolled separately.
- Master **Action:** Passive. By attacking an opponent's weak points with flawless precision – such as throat and knees – the Master's unarmed strikes are truly devastating. Each attack that hits deals 1D6 of damage extra.

CORRUPTING ATTACK (MONSTROUS TRAIT)

Those of Davokar's creatures that are the most corrupted have the ability to spread the dark taint through their claws, bites and other natural weapons.

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- I **Action:** Passive. The creature's attack oozes of corruption and taints any who are wounded by an attack. A victim that suffers at least 1 point of damage from the attack also suffers 1D4 temporary Corruption.
- II **Action:** Passive. A victim that suffers at least 1 point of damage from the attack also suffers 1D6 temporary Corruption.
- III **Action:** Passive. A victim that suffers at least 1 point of damage from the attack also suffers 1D8 temporary Corruption.

IRON FIST (ABILITY)

The character is trained to use its strength for maximum effect on a target in combat. Especially knights, members of the barbarian Wrath Guard and other heavily armed warriors rely on their strength in melee combat and leave precision and finesse for others to worry about.

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- Novice **Action:** Passive. The character can fully utilize its strength and therefore uses *Strong* instead of *Accurate* then making a melee attack.
- Adept **Action:** Passive. The character's melee attacks now deals +1D4 additional damage.
- Master **Action:** Active. The character knows how to truly put its back into an attack. The character can perform a devastating melee attack once per turn that deals +1D8, instead of +1D4, in additional damage.

ARMORED (MONSTROUS TRAIT)

The creature either has thick skin, scales or something else that makes it especially hard to wound. The creature cannot wear any additional armor over its natural armor, which, on the other hand, is not Impeding like ordinary armors are. Yet, the *Armor Proficiency* ability enhances the creature's natural protection even further, in addition to its levels in *Armored*.

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- I **Action:** Passive. The creature has a natural protection of 2.
- II **Action:** Passive. The Armor protects 3.
- III **Action:** Passive. The Armor protects 4.

REGENERATION (MONSTROUS TRAIT)

The creature spontaneously heals, without needing to spend either time or power to do so. However, the creature has a weakness, a specific type of damage that it cannot regenerate (which, of course, can be healed in other active ways). The creature must choose a weakness related to a type of damage it cannot heal automatically. Choose between magical weapons, elemental energies (fire and acid) and either holy or unholy damage.

-
- I **Action:** Passive. The creature regenerates 2 Toughness per turn.
- II **Action:** Passive. The creature regenerates 3 Toughness per turn.
- III **Action:** Passive. The creature regenerates 4 Toughness per turn.

EXCEPTIONAL ATTRIBUTE (ABILITY)

All the character's senses, just as its physical and mental capacity, can be improved by training. By practicing a little bit each day, the muscles can grow stronger, the eyes sharper and intellect vaster. This ability enhances the character's basic condition for survival.

The *Exceptional Attribute* ability may be chosen multiple times, and indicates a different Attribute each time.

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- Novice **Action:** Special. The character has cultured one of its Attributes through hard work, which increases the Attribute with +1.
- Adept **Action:** Special. As Novice, but the ability increases the Attribute with a total of +2.
- Master **Action:** Special. As Novice, but the ability increases the Attribute with a total of +3.