

TERRINOTH SETTING
COMPATIBLE

TRADES OF TERRINOTH

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FANTASY RULES SUPPLEMENT



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Dedicated to my wonderful wife, who apart from being my soulmate, happens to also know more about Descent than even I do! When looking at the list of only 8 careers, she asked, “Where’s the Runemaster, the Spiritspeaker, etc.?” She had a good point! This work is the outgrowth of her wonderful idea, to bring the classes from Descent into Genesys. I’m so lucky I’m in love with such a wonderful fellow nerd!

Additional thanks to Scott Zumwalt, for graciously allowing me to reference the new offerings in his [Zynthryx’s Guide to Magic](#)

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INTRODUCTION

This product is a supplement for the **REALMS OF TERRINOTH** setting. Though the supplement is set in the world of Mennara, it can be converted for use in your own fantasy world. The **GENESYS CORE RULEBOOK (CRB)**, **REALMS OF TERRINOTH** setting (RoT), and either Genesys Dice or the Genesys Dice App are required to use this product. For those wishing to play the **Truthseer** career, Scott Zumwalt's [ZYNTHRYX'S GUIDE TO MAGIC](#) is also required.

SYNOPSIS

The **REALMS OF TERRINOTH** sourcebook offers 8 career options for players. However, throughout the book, many more careers are casually mentioned such as: Bards, Runemasters, Knights, Necromancers, and Spiritspeakers. In **DESCENT**, 32 different classes are given as options for players. In this work, these classes have been converted to careers for the **GENESYS** system! These new options offer many of the more common careers of fantasy settings along with some new intriguing options, and ways to spice up career options in general.

ORGANIZATION

In **DESCENT**, the 32 classes are organized into 4 major groups: Healer classes, Mage classes, Warrior classes, and Scout classes. Echoing this idea, this work is organized in much the same way, only converting the classes to **GENESYS** careers instead.

Each career has a new, optional special ability available only to players of that career. These options will be expanded upon in a future supplement "**Terrinoth Talents**" to come. Text in *italics* is from the **DESCENT** game.



A NOTE ABOUT LORE

There are many references in this product that pull from lore previously published in **DESCENT**. The setting of Terrinoth has existed for many years, and there are numerous products published prior to the **REALMS OF TERRINOTH** sourcebook. In all of my works, I often take inspiration from these in an effort to offer new creatures and references for the GM.

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*Although a career in the **REALMS OF TERRINOTH** book, see entry.

HEALER CAREERS

Healers are always a welcome addition to any adventuring party. Whether their power derives from the gods, or drawing from the power of self, healers can be a major asset for any group.

APOTHECARY

Apothecaries are described as: *a walking treasure-trove of elixirs, tonics, and other concoctions. It would be foolish, however, to assume that the Apothecary is a mere peddler of potions; many a foe has made that mistake, only to find themselves choked with poison gas.*

This career was first introduced as a class in the **LABYRINTH OF RUIN** expansion for **DESCENT**. Apothecaries can fit many party roles, from a charming spokesperson to a learned teacher of esoteric lore. They are just as comfortable in the outdoors spending much of their time learning about the uses of plants and minerals in making their wares.

The Apothecary counts the following skills as career skills: **Alchemy, Charm, Knowledge (Forbidden), Knowledge (Lore), Leadership, Mechanics, Medicine** and **Survival**. Before spending any experience during character creation, an Apothecary may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with an Apothecary character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A dagger
- An alchemist's kit
- Healing herbs
- A fine cloak *or* traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Brew Elixir:** An Apothecary always has a variety of alchemical mixtures on hand. In addition to the actual mixtures made using the Alchemy skill, once per encounter, an Apothecary can, as a maneuver, produce a healing elixir for themselves or another.

BARD

A Bard is described as: *using melody and harmony to trigger a vast array of beneficial effects. By changing his or her song, the Bard can trigger new abilities in the heat of battle, making sure that the heroes always have the inspiration they need to triumph.*

This career was first introduced as a class in the **SHADOW OF NEREKHALL** expansion for **DESCENT**. Bards are often the face of the party. Their musical talents can often gain the party entrance where others would be refused. They are often called a Jack of All Trades (and Master of None).

The Bard counts the following skills as career skills: **Charm, Cool, Deception, Knowledge (Geography), Melee (Light), Skulduggery, Stealth,** and **Verse**. Before spending any experience during character creation, a Bard may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Bard character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A portable musical instrument
- A fine cloak *or* Thieves' tools
- A sword and dagger
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Song of Mending.** This Verse spell effect requires an **Easy** (♦) **Verse skill** check. At the end of the Bard's turn, any ally within Short range of the Bard regains either 1 wound or 1 strain (their choice).

CRUSADER

A Crusader is basically a warrior and a healer. They go by many names: Paladin, Knight Errant, Cavaliers, etc. They are religious warriors of their god and can be even more zealous than some in the priesthood. Still, they are often received warmly, for they often seek to do good just for the honor of justice being done.

This career is sourced from **LOST LEGENDS** of **DESCENT**. The most common Crusaders seen are the Chosen of Kellos, but many faiths have them as well.

The Crusader counts the following skills as career skills: **Athletics, Coercion, Discipline, Divine, Knowledge (Lore), Leadership, Melee (Heavy),** and **Vigilance**. Before spending any experience during character creation, a Crusader may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Crusader character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A sword and a shield *or* an axe and shield *or* a mace and shield *or* a halberd *or* other weapon appropriate to one's god
- Leather armor
- A holy icon
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Chosen of (Deity):** A Crusader may choose one (nonmagical) non-career skill to become an additional career skill.

DISCIPLE

While the Disciple is an existing career in the **REALMS OF TERRINOTH** sourcebook (page 70), it was also a class in the 2nd edition of **DESCENT**. As other derived TerrinOTH classes listed here have (optional) named special abilities, the Disciple does as well.

Special Ability: (Optional). **Prayer of Healing:** Once per encounter, a Disciple can pray to their god (as a maneuver) and heal themselves or anyone in Engaged range a number of wounds equal to the ranks in the Divine skill with an **Easy** (♦) **Divine skill** check. This effect costs only one strain.



HERETIC

A Heretic is described as a hybrid of healer and mage. In other realms they are called mystics or worse, excommunicated for embracing other paths to magic outside of the Divine as well as commonly forbidden weapons.

This career is sourced from **LOST LEGENDS** of **DESCENT**. Heretics have a love of magic but are heretics in name only, as they still have full faith in (and the blessings of) their chosen deity.

The Heretic counts the following skills as career skills: **Coercion**, **Divine**, **Knowledge (Forbidden)**, **Knowledge (Lore)**, **Melee (Heavy)**, **Melee (Light)**, **Resilience**, and **Skulduggery**. Before spending any experience during character creation, a Heretic may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Heretic character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A sword and a shield *or* an axe and shield *or* a mace and shield *or* a halberd *or* other weapon appropriate to one's god
- Leather armor
- A holy icon
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Exiled Visionary:** A Heretic may choose one (magical) non-career skill to become an additional career skill. However, a Heretic may only earn up to 3 ranks in the chosen skill.

PROPHET

Prophets have been around as long as anyone can remember. Some are mad, some are charlatans, and still others are simple devoted vessels used by other beings to communicate to mortals.

This career was first introduced as a class in the **TROLLFENS** expansion for **DESCENT**. While many clergy receive cryptic signs and messages from their patron deity, prophets are often more directly contacted. GMs are encouraged to play up this aspect of the prophet's relationship, but it is of course optional.

The Prophet counts the following skills as career skills: **Charm**, **Coercion**, **Discipline**, **Divine**, **Knowledge (Forbidden)**, **Knowledge (Lore)**, **Leadership**, and **Perception**. Before spending any experience during character creation, a Prophet may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Prophet character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A weapon
- A holy icon
- Healing herbs
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Soothing Insight:** Any time a Prophet character earns a Story Point, he or she also gains or heals 2 wounds and gains or recovers 2 strain.



SOUL REAPER

A Soul Reaper is not typically welcome in a group. Reapers gain power by absorbing the essence of the slain and defeated. However, they are presented here for completeness and for those wishing to play less “heroic” characters.

This career is sourced from **LOST LEGENDS** of **DESCENT**. Soul Reapers exclusively worship Nordros, the Master of Cold and Death. In many baronies, once identified, they may be driven out, imprisoned, or more commonly, slain.

The Soul Reaper counts the following skills as career skills: **Brawl**, **Deception**, **Discipline**, **Divine**, **Knowledge (Forbidden)**, **Knowledge (Lore)**, **Melee (Heavy or Light)**, and **Resilience**. Before spending any experience during character creation, a Soul Reaper may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Soul Reaper character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A sickle or scythe (depending on Heavy or Light choice for Melee skill)
- An unholy icon of Nordros
- A fine (black) cloak
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Stream of Life:** Any time a creature is slain within Short range of the Soul Reaper, he gains 1 point of “Essence”. At any point, the Soul Reaper can (as a maneuver) use up to 4 points of Essence and heal 1 wound per point of Essence spent.

SPIRITSPEAKER

While the practice is described in detail in the **REALMS OF TERRINOTH** sourcebook (page 126), no details of the actual career were provided, despite several named heroes with it. Spiritspeakers are those with the gift to communicate with the spirits of nature and other such spirits.

Though described in the sourcebook, it was also a class in the 2nd edition of **DESCENT**. Spiritspeakers are often eccentric and even more often hermits or leaders of remote tribes. Though many races have the spiritspeaker ability, it is especially embraced by the Orcs.

The Spiritspeaker counts the following skills as career skills: **Alchemy**, **Brawl**, **Knowledge (Forbidden)**, **Knowledge (Lore)**, **Leadership**, **Medicine**, **Primal**, and **Survival**. Before spending any experience during character creation, a Spiritspeaker may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Spiritspeaker character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A magic staff
- Heavy robes or 1 stamina elixir
- Healing herbs
- 1d100 silver coins

Special Ability: (Optional). **Stoneskin:** When the Spiritspeaker or an ally within Short range is attacked, the Spiritspeaker can (as an out of turn incidental and at the cost of 2 strain) add 1 to soak and to melee and ranged defense for the encounter.

WATCHMAN

A Watchman is described as a hybrid of healer and scout. In other realms they are often called rangers. Typically, they are followers of Ethana; the Goddess of the Wood, or Kurnos; Lord of the Hunt.

This career is sourced from the **CHAINS THAT RUST** expansion for **DESCENT**. Watchmen are often the caretakers of a set area or forest. This duty may be at the behest of a barony, a local lord, or just self-designated. In border baronies, they are often stationed at watchtowers. Through a system of established watches, signal fires can quickly communicate the threat of invasion.

The Watchman counts the following skills as career skills: **Athletics, Charm, Knowledge (Geography), Primal, Ranged, Stealth, Survival, and Vigilance**. Before spending any experience during character creation, a Watchman may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Watchman character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A bow
- Leather armor
- A holy icon
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Vigilance:** A Watchman may choose one (non-magical) non-career skill to become an additional career skill.



MAGE CAREERS

Mages wield the awesome powers of magic, drawing from raw magic, primal spirits, or even one's own mind.

BATLEMAGE

A Battlemage is described as a hybrid of mage and warrior. These mages have been trained for using magic on the battlefield, but also in arms and armor as well.

This career is sourced from the **CHAINS THAT RUST** expansion for **DESCENT**. Battlemages are a rare breed of those with both physical ability for melee as well as the mental acuity for wielding magic.

The Battlemage counts the following skills as career skills: **Arcana**, **Brawl**, **Knowledge (Forbidden)**, **Knowledge (Lore)**, **Leadership**, **Melee (Heavy)**, **Resilience**, and **Vigilance**. Before spending any experience during character creation, a Battlemage may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Battlemage character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A magic staff *or* magic wand
- A sword
- Heavy robes *or* 1 stamina elixir
- 1d100 silver coins

Special Ability: (Optional). **Arcane Veteran:** A Battlemage may add to any skill roll for an Attack spell.

CONJURER

A Conjuror *stands ready to distract the enemy's monsters with his images. The Conjuror can use his images for any number of tricks, such as redirecting his line of sight, slowing down monsters, or granting himself a better attack or defense.*

This career was first introduced as a class in the **SHADOW OF NEREKHALL** expansion for **DESCENT**. Conjurors often use conjured images to improve line of sight and range and conjured creatures to distract the enemy.

The Conjuror counts the following skills as career skills: **Arcana**, **Coercion**, **Deception**, **Discipline**, **Knowledge (Forbidden)**, **Knowledge (Lore)**, **Negotiation**, and **Perception**. Before spending any experience during character creation, a Conjuror may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Conjuror character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:



- A magic staff *or* magic wand
- 1 stamina elixir
- Heavy robes
- 1d100 silver coins

Special Ability: (Optional). **Channeling:** A Conjuror may add to any skill roll for a Conjure spell. **Mirror Image:** A Conjuror may create as many duplicate images of himself as he has ranks in the Arcane skill, at a cost of 2 strain. Any of these images can be used to determine range or line of sight instead of the actual location of the Conjuror.

ELEMENTALIST




An Elementalist specializes in studying the elements of earth, air, fire and water. Often (though not always), an Elementalist will focus on one of these elements for the majority of their spells.

This career is sourced from **LOST LEGENDS** of **DESCENT**. Elementalists channel the raw power of nature and the elements to wield their primal magic.

The Elementalist counts the following skills as career skills: **Alchemy**, **Charm**, **Coercion**, **Knowledge (Forbidden)**, **Knowledge (Lore)**, **Negotiation**, **Primal**, and **Survival**. Before spending any experience during character creation, a Conjuror may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with an Elementalist character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A magic staff *or* magic wand
- 1 stamina elixir
- Heavy robes
- 1d100 silver coins

Special Ability: (Optional). **Elemental Focus:** An Elementalist may add  to any skill roll for a spell using earth, air, fire or water *or* an Elementalist can choose (at creation) to focus further on one of these four elements and spells using that one element may add   instead.



GEOMANCER

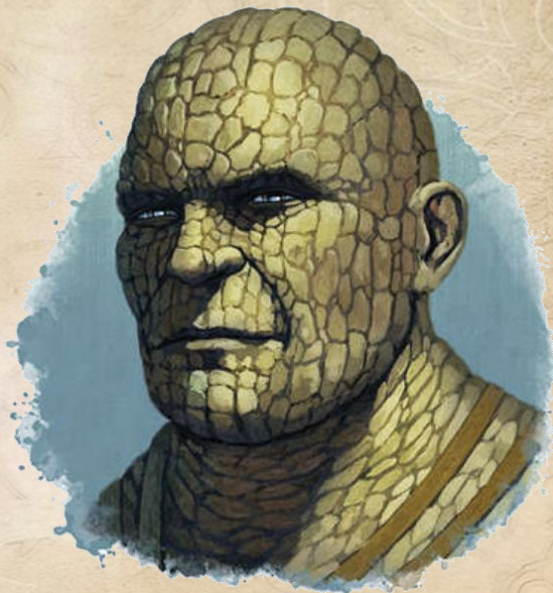
A Geomancer is similar to an Elementalist who specializes in studying the element of Earth, but does have a few differences.

This career was first introduced as a class in the **LAIR OF THE WYRM** expansion for **DESCENT**. Geomancers can use the earth below their enemies against them, wielding lava and stone at will. The Geomancer is also able to summon a **stone sentry** (see creature entry) to do his bidding.

The Geomancer counts the following skills as career skills: **Arcana**, **Coercion**, **Deception**, **Discipline**, **Knowledge (Forbidden)**, **Knowledge (Lore)**, **Negotiation**, and **Perception**. Before spending any experience during character creation, a Geomancer may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Geomancer character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

STONE SENTRY (MINION)



The Stone Sentry is a small, 3' tall summoned stone familiar to a Geomancer. It obeys the Geomancer's orders and if destroyed simply crumbles into a pile of stones. The Stone Sentry can only be summoned once per scene. It is formed out of a partnership with the Geomancer and local earth elemental spirits.



Skills: Brawl 2

Talents: None

Abilities:

Silhouette 0

Equipment: **Punch**. (Brawl, Damage 4; Critical 3; Range [Engaged]).

- A magic staff *or* magic wand
- 1 stamina elixir
- Heavy robes
- 1d100 silver coins

Special Ability: (Optional). **Terracall:** A Geomancer can summon a small Stone Sentry once per scene to do his or her bidding (costs 2 strain).

HEXER

A Hexer is a caster who specializes in curses. Most often, this career is practiced by shamans and witch doctors in the more primitive tribes of Zanaga, but every nation has them to some degree.

This career was first introduced as a class in the **LABYRINTH OF RUIN** expansion for **DESCENT**. Hexers are *capable of making the enemy pay for every step they take. With an arsenal of plagues, curses, and other afflictions at their command, Hexers are a grim reminder that even the most objectionable forms of magic can be used in the name of good.*

The Hexer counts the following skills as career skills: **Alchemy, Coercion, Knowledge (Lore), Leadership, Medicine, Primal, Resilience, and Survival**. Before spending any experience during character creation, a Hexer may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Hexer character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A magic staff *or* magic wand
- 1 stamina elixir
- Heavy robes
- 1d100 silver coins

Special Ability: (Optional). **Enfeebling Hex:** When a Hexer inflicts a successful attack on a target (causing damage), the target is also inflicted with 1 Hex Point. At any time during the combat, as an out of turn incidental, the Hexer can use these points to inflict one extra wound per Hex Point on the target or add 1 ■ per Hex Point to the victim's next attack (once used in either way, any accrual would start over).

LOREKEEPER

A Lorekeeper is a font of knowledge. It is a hybrid career of mage and healer. More likely to be found in a magic university or in a lord's employ, Lorekeepers are concerned with learning about ancient knowledge, magic, and other mysteries. Still, many do accompany adventurers in the pursuit of esoteric knowledge.

This career is sourced from **LOST LEGENDS** of **DESCENT**. Lorekeepers are scholars, not fighters, but many have still learned the skills they need to survive adventures, they are simply less enthused about it.

The Lorekeeper counts the following skills as career skills: **Alchemy, Arcana, Knowledge (Adventuring), Knowledge (Forbidden), Knowledge (Geography), Knowledge (Lore), Mechanics, and Medicine**. Before spending any experience during character creation, a Lorekeeper may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Lorekeeper character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A magic staff *or* magic wand
- Healing herbs
- Heavy robes
- 1d100 silver coins

Special Ability: (Optional). **Interdisciplinary:** Unlike other Arcana casters, the Lorekeeper can cast Heal type spells. However, this splitting of discipline comes at a cost. The Lorekeeper can never have more than 4 ranks in Arcane or any other magic skill. They are simply too spread out in their knowledge to apply such focus.



NECROMANCER

A Necromancer is unlikely to be a welcome addition to most adventuring parties. They are presented here for completeness and for those desiring to play such foul beings who would use the dead to do their bidding.

Though described in the **REALMS OF TERRINOTH** sourcebook (page 166), it was also a class in the 2nd edition of **DESCENT**. Necromancy is illegal in the baronies, and in most civilized nations. The practice is done in secret, with Necromancers often passing themselves off as other mages when in mixed company. Of course, if they have summoned a Reanimate familiar at the time, this can be problematic.

The Necromancer counts the following skills as career skills: **Coercion, Cool, Deception, Knowledge (Forbidden), Knowledge (Lore), Leadership, Primal, and Skulduggery**. Before spending any experience during character creation, a Necromancer may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Necromancer character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A magic staff *or* magic wand
- 1 stamina elixir
- Heavy robes
- 1d100 silver coins

Special Ability: (Optional). **Raise Dead:** Once per scene, a Necromancer can summon a Reanimate familiar (found in the **REALMS OF TERRINOTH** sourcebook (page 166)) to serve until it is destroyed (costs 2 strain).



RUNEMASTER

Although Runemasters are briefly described in the **REALMS OF TERRINOTH** sourcebook (page 71) as a variant mage career, it was also a class in the 2nd edition of **DESCENT**. Runemasters focus on the magic of runes and view them as far safer than tapping into the raw energies of other magical sources.

The Runemaster counts the following skills as career skills: **Alchemy, Cool, Discipline, Knowledge (Adventuring), Knowledge (Forbidden), Knowledge (Lore), Perception, and Runes**. Before spending any experience during character creation, a Runemaster may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Runemaster character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A Lesser Rune (see page 119 of the **REALMS OF TERRINOTH** sourcebook)
- A dagger *or* sling

- Heavy robes *or* 1 stamina potion
- 1d100 silver coins

Special Ability: (Optional). **Runic Knowledge:** When adding an one effect to a spell that can be tied to the function of a possessed Rune, it does not increase the difficulty. If adding more than one effect (even if related to the Rune) you would still have to pay for the added effects.

TRUTHSEER

A Truthseer harnesses the power of their mind to achieve spell-like effects. This career takes advantage of the new **Psychic** skill detailed in **Scott Zumwalt's ZYNNTHRYX'S GUIDE TO MAGIC* (page 19).

This career is sourced from **LOST LEGENDS** of **DESCENT**. Truthseers often masquerade in the role of an Envoy.

The Truthseer counts the following skills as career skills: **Discipline, Knowledge (Forbidden), Knowledge (Lore), Negotiation, Perception, Psychic***, **Streetwise**, and **Vigilance**. Before spending any experience during character creation, a Truthseer may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Truthseer character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A magic crystal (treat as a magic wand, but for using the **Psychic*** skill to cast instead)
- 1 stamina elixir
- Heavy robes
- 1d100 silver coins

Special Ability: (Optional). **Clairvoyance:** A Truthseer may choose one (non-magical) non-career skill to become an additional career skill. The Truthseer is simply tapping into knowledge from a prior life.



WARRIOR CAREERS

Warriors are a general career in the **REALMS OF TERRINOTH** sourcebook and are detailed on page 73. However, in **DESCENT**, Warrior is a group of classes, now converted to careers, related by this common description; those dedicated to the art of combat with weapons.

AVENGER

An Avenger is a hybrid career of Warrior and Healer.

This career is sourced from **LOST LEGENDS** of **DESCENT**. Avengers are often called Paladins, though unlike Crusaders, they focus more on weapons than magic.

The Avenger counts the following skills as career skills: **Brawl, Cool, Discipline, Knowledge (Adventuring), Leadership, Melee (Heavy), Resilience, and Vigilance**. Before spending any experience during character creation, an Avenger may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with an Avenger character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A sword and a shield *or* an axe and shield *or* a mace and shield *or* a halberd
- Leather armor
- 2 healing elixirs
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Justicar:** Unlike other Warriors, the Avenger can cast Heal type spells (using their Knowledge (Lore) as the casting skill. However, this splitting of discipline comes at a cost. The Avenger can never have more than 4 ranks in any Melee skill or more than 4 ranks in Knowledge (Lore) skill. They are simply too spread out in their knowledge to apply such focus.

BEASTMASTER

The mighty Beastmaster is a hunter of unparalleled skill, and with his loyal animal companion at his side, he's prepared to stalk his prey through any wilderness.

This career was first introduced as a class in the **LABYRINTH OF RUIN** expansion for **DESCENT**. Beastmasters are most common among Orcs, though they can be of any race. They are characterized by their animal companion, often wolves, though can be other creatures at the GM's discretion.

The Beastmaster counts the following skills as career skills: **Brawl, Charm, Coercion, Melee (Heavy), Melee (Light), Perception, Resilience, and Survival**. Before spending any experience during character creation, an Avenger may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Beastmaster character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A sword and a shield *or* an axe and shield *or* a mace and shield *or* a halberd
- Leather armor
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- Saddle or other leatherwork for their beast
- 1d100 silver coins

Special Ability: (Optional). **Bound by the Hunt:** A Beastmaster gains an **Animal Companion**, as detailed on page 77 of the **GENESYS CORE RULEBOOK**. However, this animal can be up to Silhouette 2 in size (at the GM's discretion). The tradeoff for this is that this splitting of discipline means the Beastmaster can never have more than 4 ranks in Brawl or in any Melee or Ranged skill, as they spend more time training and caring for their animal.



BERSERKER

The Berserker is a variety of warrior using blind rage to shut themselves off to the pain of battle. They are most common in Isheim and in the Broken Lands, but the Dunwarr Dwarves have such units as well.

This career is sourced from the 2nd edition of **DESCENT**. Berserkers rarely wear heavy armor (the Dwarves being a notable exception), as they prefer to move quickly on the battlefield.

The Berserker counts the following skills as career skills: **Brawl, Cool, Discipline, Knowledge (Adventuring), Leadership, Melee (Heavy), Resilience, and Vigilance**. Before spending any experience during character creation, a Berserker may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Berserker character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A sword and a shield *or* an axe and shield *or* a mace and shield *or* a halberd
- Leather armor
- 2 healing elixirs
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Rage:** Once per scene, a Berserker that has taken damage reduces the Critical rating of its attacks to 1, similar to the Bestial Rage ability of the Beastman.

CHAMPION

The Champion is driven by valor, and takes strength from each monster he defeats.

This career was first introduced as a class in the **LAIR OF THE WYRM** expansion for **DESCENT**. Champions can come from many sources, a highly skilled warrior, a successful gladiator in the arena, or trained soldier to name a few.

The Champion counts the following skills as career skills: **Athletics, Brawl, Coercion, Cool, Discipline, Melee (Heavy), Melee (Light), and Resilience**. Before spending any experience during character creation, a Champion may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Champion character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A sword and a shield *or* an axe and shield *or* a mace and shield *or* a halberd
- Leather armor
- 2 healing elixirs
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Valor of Heroes:** A Champion gains a Valor Point each time he defeats an enemy with a Melee weapon. When attacking, he can then use up to 3 Valor Points during an attack. For each Valor Point spent, an additional wound is inflicted in the attack. Any Valor Points not spent during the scene are lost.



KNIGHT

The Champion is driven by honor, and sees combat as his duty.

This career is sourced from the 2nd edition of **DESCENT**. The Knight's style revolves around facilitating movement and taking and resisting damage.

The Knight counts the following skills as career skills: **Charm, Cool, Discipline, Melee (Heavy), Melee (Light), Resilience, Riding, and Vigilance**. Before spending any experience during character creation, a Knight may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Knight character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A sword and a shield *or* an axe and shield *or* a mace and shield *or* a halberd
- Leather armor
- 2 healing elixirs
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Oath of Honor:** Once per encounter, a Knight may move one range band without using up a maneuver, to engage an enemy who is Engaged with an ally.

MARSHAL

Marshals are based out of the Citadel in Archaut and serve as peacekeepers throughout the baronies. This position comes with both the power and the responsibilities this entails.

This career was first introduced as a class in the **MANOR OF RAVENS** expansion for **DESCENT**. Marshals have the ability to make arrests, and this authority is supported by the Barons.

The Marshal counts the following skills as career skills: **Brawl, Discipline, Knowledge (Adventuring), Leadership, Melee (Heavy), Perception, Resilience, and Riding**. Before spending any experience during character creation, a Marshal may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Marshal character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A sword and a shield *or* an axe and shield *or* a mace and shield *or* a halberd
- Leather armor
- 2 healing elixirs
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins
- Use of a riding horse from the Citadel

Special Ability: (Optional). **Retribution:** Once per scene, when a Marshal's ally has taken damage, the Marshal reduces the Critical rating of its attacks to 1, similar to the Bestial Rage ability of the Beastman.



RAIDER

Raiders are the primary reason the Marshals exist. Typically, Raiders were something else before turning to a life of crime.

This career is sourced from **LOST LEGENDS** of **DESCENT**. These highwaymen look for weak targets that can net them some gain.

The Raider counts the following skills as career skills: **Brawl, Melee (Light), Negotiation, Perception, Ranged, Riding, Stealth, and Survival**. Before spending any experience during character creation, a Raider may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Raider character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A sword and a shield *or* an axe and shield *or* a mace and shield *or* a halberd
- Leather armor
- 2 healing elixirs
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Into the Fray:** The Raider may choose one (non-magical) non-career skill to become an additional career skill. This represents that the Raider wasn't always a Raider.

SKIRMISHER

While some Warriors perform best when given one enormous weapon, the Skirmisher excels with a weapon in each hand. The Skirmisher is light and fast, but still capable of dealing out damage. Even the most powerful foes will quickly learn to fear the speed and power of the Skirmisher.

This career was first introduced as a class in the **SHADOW OF NEREKHALL** expansion for **DESCENT**. Skirmishers are fearsome combatants.

The Skirmisher counts the following skills as career skills: **Knowledge (Geography), Melee (Light), Perception, Ranged, Resilience, Stealth, Survival,** and **Vigilance**. Before spending any experience during character creation, a Skirmisher may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Skirmisher character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- Two light melee weapons
- Leather armor
- 2 healing elixirs
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Dual Strike:** The Skirmisher has the Dual Wielder talent (see page 76 of the **GENESYS CORE RULEBOOK**.) The tradeoff for this ability is the Skirmisher must choose one specific weapon type (particular kind of swords, axes, etc.). Once chosen, any other types of light melee weapons are treated as if the Skirmisher is 2 ranks lower in skill (to a minimum of 1 rank).

STEELCASTER

Steelcasters are a hybrid of warrior and mage. These warriors channel arcane energy through their weapons to defeat their enemies.

This career is sourced from the **CHAINS THAT RUST** expansion for **DESCENT**. Steelcasters use Rune magic to combine magical power with combat prowess.

The Steelcaster counts the following skills as career skills: **Athletics, Cool, Discipline, Knowledge (Forbidden), Melee (Light), Resilience, Runes,** and **Vigilance**. Before spending any experience during character creation, a Steelcaster may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Steelcaster character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A light melee weapon
- A Lesser Rune (see page 119 of the **REALMS OF TERRINOTH** sourcebook)
- Leather Armor
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Runeguard:** When the Steelcaster attacks with a melee weapon, they can use a Rune to add an additional (related) effect to the melee attack, similar to a magic attack (still costs 2 strain). Damage is from the melee weapon and the additional effect.



SCOUT CAREERS

Scouts are a general career in the **REALMS OF TERRINOTH** sourcebook and are detailed on page 73. However, in **DESCENT**, Scout is a group of classes, now converted to careers, related by this common description; those dedicated to being skilled hunters and trackers.

BOUNTY HUNTER


Monsters and fugitives throughout Terrinoth would be wise to fear a trained Bounty Hunter. They excel at tracking their quarry before moving in for the capture or kill.

This career was first introduced as a class in the **MANOR OF RAVENS** expansion for **DESCENT**. Bounty Hunters excel at tracking and getting information about their target.

The Bounty Hunter counts the following skills as career skills: **Coercion, Discipline, Knowledge (Adventuring), Knowledge (Geography), Negotiation, Perception, Riding, and Stealth**. Before spending any experience during character creation, a Bounty Hunter may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Bounty Hunter character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A bow or crossbow
- Leather armor
- 2 healing elixirs
- Herbs of healing and climbing gear *or* winter clothing
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Chosen Target:** The Bounty Hunter gains  to attack any target he previously hit during that encounter.

MONK

There are many different orders of Monks in Mennara. All races have them, and most religions have monastic orders. Regardless of these factors, they do share some basic similarities.

This career is sourced from the **CHAINS THAT RUST** expansion for **DESCENT**. Monks are a hybrid of scout and healer.

The Monk counts the following skills as career skills: **Athletics, Brawl, Coercion, Discipline, Knowledge (Lore), Stealth, Survival, and Resilience**. Before spending any experience during character creation, a Monk may choose four of their career skills and gain one rank in each of them. If a player wants to get more information on expanded rules for martial arts, I would highly recommend **Keith Kappel's** **READY...FIGHT** supplement.

Starting Gear: Players with a Monk character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- Heavy robes
- 2 healing elixirs
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Greater Calling:** Unlike other Scouts, the Monk can cast Heal type spells (using their Knowledge (Lore) as the casting skill. However, this splitting of discipline comes at a cost. The Monk can never have more than 4 ranks in any skill (other than Brawl) and never more than 4 ranks in Knowledge (Lore) skill. They are simply too spread out in their knowledge to apply such focus..



RAVAGER

The Ravager is a hybrid of scout and warrior. This career is popular with mercenaries. Fighting prowess and stealth combine to make these scouts deadly adversaries.

This career is sourced from **LOST LEGENDS** of **DESCENT**. As stealthy warriors, they are often tasked with sneaking into enemy territory to perform covert combat operations.

The Ravager counts the following skills as career skills: **Athletics, Brawl, Coercion, Knowledge (Geography), Melee (Light), Perception, Resilience, and Stealth**. Before spending any experience during character creation, a Ravager may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Ravager character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A light melee weapon
- Leather armor
- 2 healing elixirs
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Battle Hardened:** A Ravager may choose one (non-magical) non-career skill to become an additional career skill. Ravagers often need a cover story in case they are discovered where they shouldn't be, so often such skills are chosen for this ruse.

SHADOW WALKER

*The Shadow Walker is a scout who can use a **Shadow Soul** familiar to undermine foes' plans. A **Shadow Soul**'s very presence drains the life from nearby enemies. By sending the **Shadow Soul** into the heart of conflict, a **Shadow Walker** can quickly dispatch a group of enemies.*

This career was first introduced as a class in the **SHADOW OF NEREKHALL** expansion for **DESCENT**. **Shadow Walkers** use their familiar to weaken their foes.

The **Shadow Walker** counts the following skills as career skills: **Charm, Deception, Leadership, Melee (Heavy), Perception, Ranged, Skulduggery, and Stealth**. Before spending any experience during character creation, a **Shadow Walker** may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a **Shadow Walker** character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

SHADOW SOUL (MINION)



The **Shadow Soul** familiar cannot interact with the corporeal world, but its close presence can drain the life force from foes. It appears as an animated shadow of the summoner.



Skills: None

Talents: None

Abilities:

Incorporeal: (the **Soul Shadow** may move over or through terrain (including doors, windows, and walls) without penalty. Halve the damage dealt before applying soak, unless the attack is from a spell or magical weapon)

Life Drain: (any foe Engaged with the **Soul Shadow** must make an **Average** (♦♦) **Resilience** skill check or take 1 wound)

Undead: (the **Soul Shadow** is immune to poison, disease, and sleep, and needs no air, water, or food to survive)

Equipment: None. The **Shadow Soul**'s only method of attack is engaging with the enemy to use the **Life Drain** ability.

- A heavy melee weapon and bow
- Leather armor
- Thieves' tools
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Soul Bond:** A Shadow Walker can summon a Soul Shadow once per scene to do his or her bidding (costs 2 strain).

STALKER

An authority on traps and lures, the Stalker excels at hastily constructing deadly contraptions to poison, explode, or otherwise incapacitate unwary foes.

This career was first introduced as a class in the **TROLLFENS** expansion for **DESCENT**. Most Stalkers have never even set foot in a city.

The Stalker counts the following skills as career skills: **Deception, Knowledge (Geography), Mechanics, Ranged, Resilience, Skulduggery, Stealth,** and **Survival**. Before spending any experience during character creation, a Stalker may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Stalker character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A light melee weapon and bow
- Leather armor
- Thieves' tools
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Set Trap:** A Stalker may make an Average (◆◆) Skulduggery skill check with a bonus of ■ ■. If successful, the Stalker has set a hasty trap to either slow his foes passing through that area (trap uses up the enemy's maneuver to get out), or causes damage according to the story elements and die results. If you want more details on traps, I highly recommend **Caleb Smith's [SURVIVALIST'S GUIDE TO SURVIVAL](#)**.

THIEF

The Thief is a welcome addition to any party. Traps, locked doors, and secret entrances can often be the difference between life and death, and in these situations, the Thief excels.

This career is sourced from the 2nd edition of **DESCENT**. The Thief is the quintessential rogue, picking locks, disarming traps, hiding in the shadows and choosing the moment to strike.

The Thief counts the following skills as career skills: **Deception, Knowledge (Geography), Mechanics, Ranged, Resilience, Skulduggery, Stealth,** and **Survival**. Before spending any experience during character creation, a Thief may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Thief character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A dagger *or* throwing knives
- Leather armor
- Thieves' tools
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Greedy:** A Thief should be assumed to always be passively looking for something to take (unbeknownst to others) quickly and stealthily when in a situation where there is an opportunity. The GM should consider this an out-of-turn incidental, and if applicable, a **Hard (◆◆◆) Perception skill** check, and if successful, find some small



TREASURE HUNTER



The avaricious Treasure Hunter may excel at claiming wealth and uncovering relics, but he's more than capable of defending himself – and his newfound riches – should his situation demand it.

This career was first introduced as a class in the **LABYRINTH OF RUIN** expansion for **DESCENT**. A party with a Treasure Hunter is certainly more likely to add to the party's loot tally for most adventures.

The Treasure Hunter counts the following skills as career skills: **Deception, Knowledge (Adventuring), Mechanics, Melee (Light), Perception, Ranged, Stealth** and **Vigilance**. Before spending any experience during character creation, a Treasure Hunter may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Treasure Hunter character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A light melee weapon
- Leather armor
- Thieves' tools
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Delver:** A Treasure Hunter gains   to any Perception check to look for hidden treasure. If the Treasure Hunter has no other ally within Short range, he gains +1 damage to his attacks.

TRICKSTER

The Trickster is a hybrid career of scout and mage. Though a rogue by all appearances, the Trickster's unexpected magic can baffle foes who didn't properly assess his threat.

This career is sourced from **LOST LEGENDS** of **DESCENT**. The Trickster uses magic or his skills depending on the situation.

The Trickster counts the following skills as career skills: **Arcane, Deception, Knowledge (Lore), Perception, Ranged, Skulduggery, Stealth**, and **Streetwise**. Before spending any experience during character creation, a Trickster may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Trickster character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A dagger *or* throwing knives
- A magic wand *or* staff
- 1 stamina elixir
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins

Special Ability: (Optional). **Razzle Dazzle:** A Trickster may choose one (non-magical) non-career skill to become an additional career skill. Just one more unexpected trick up his sleeve.



WILDLANDER

The Wildlander is the consummate archer and woodland survivalist. Unlike the traditional rangers of other realms, the Wildlander does not employ Divine magic, but instead raw skill and knowledge.

This career is sourced from the 2nd edition of **DESCENT**. The Wildlander is at home in the wilderness and uneasy in cities or even towns.

The Wildlander counts the following skills as career skills: **Athletics, Knowledge (Geography), Perception, Ranged, Resilience, Stealth, Survival, and Vigilance**. Before spending any experience during character creation, a Wildlander may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Wildlander character may choose to start with the following gear instead of spending currency during **Step 7** of character creation:

- A light melee weapon and bow
- Leather armor
- Thieves' tools
- Traveling gear consisting of a backpack, a bedroll, a rope, flint and steel, 3 torches, and a waterskin
- 1d100 silver coins



Special Ability: (Optional). **Nimble:** At a cost of 1 strain, a Wildlander can make an extra move maneuver before or after an attack.

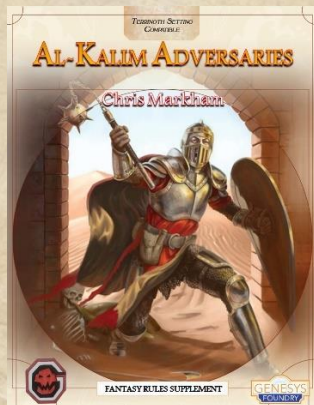
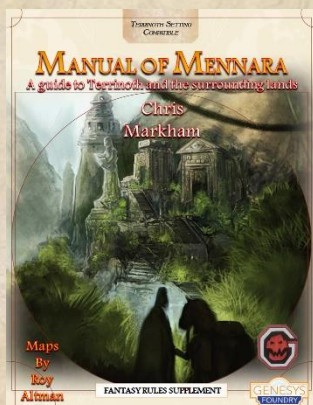
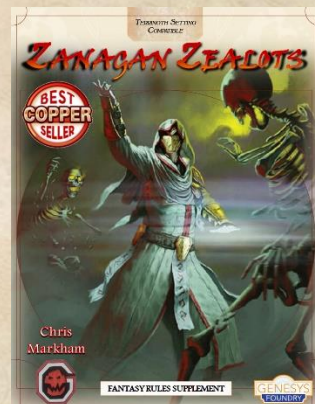
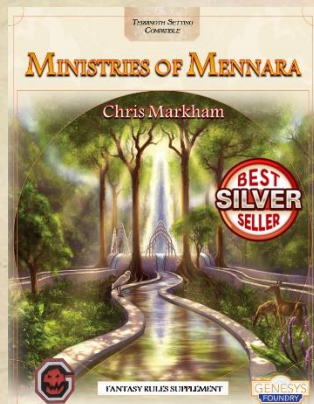
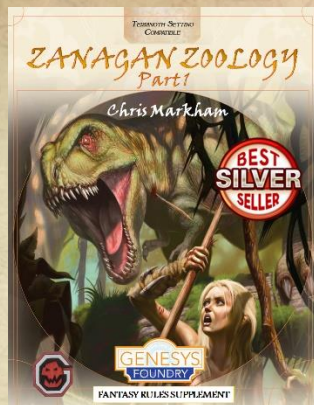
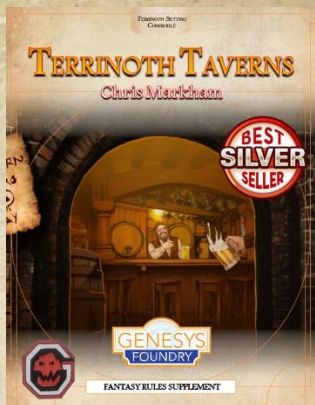
MORE TO COME!

The (Optional) **Special Abilities** for each career are just the *starting* abilities for these careers, when emulating the classes in **DESCENT**.

As these abilities come as the character earns experience, I plan to flesh out the rest of the class abilities as new **Talents** in a future supplement.

That supplement, when ready, will be released and available as

TERRINOTH TALENTS



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Thank you for purchasing this product, and I sincerely hope it adds to your Terrinoth experience!

A handwritten signature in blue ink that reads 'Chris Markham'.

Chris Markham