

# PLAYERS HANDBOOK



TORGANARATHU  
BY BUCK BUCKLEY



# Welcome to the World of Torganarathu

In the realms of Buck Buckley, where magic and mystery intertwine, brave adventurers embark on perilous journeys, facing ancient evils, forging alliances, and seeking the elusive treasures that lie hidden in the shadows.

## **A D10 System Adventure Awaits You**

In this game, you will immerse yourself in a D10 system that blends strategy, narrative, and the unpredictability of the dice. Every decision, every roll, will shape the destiny of your character.

## **The Dance of Fate: Combat Mechanics**

Engage in dynamic battles where success isn't just about strength but strategy. As an attacking character, your Physical prowess combined with your Offense skill determines outcome, seeking successes on a roll of the storyteller's difficulty.

## **The Tapestry of Stories: Rich Narratives Await**

Beyond combat, immerse yourself in a rich tapestry of stories. Every choice you make, every interaction, shapes the unfolding narrative. Uncover ancient mysteries, form alliances, and navigate the intricacies of a world teeming with characters, each with their own tales to tell.

## **Character Growth: Forge Your Destiny**

Earn experience through your actions - attending, learning, role playing, and uncovering plot points. With each victory and defeat, your character grows, unlocking new potentials and facing greater challenges.

## **Are You Ready for the Adventure?**

Embark on a journey where your fate is woven with exceptional role play and the roll of the dice. Welcome to Torganarathu, where the echoes of your decisions resonate through a world waiting to be explored.

The adventure begins now. May your dice be favorable, and your story legendary.

## Player Name

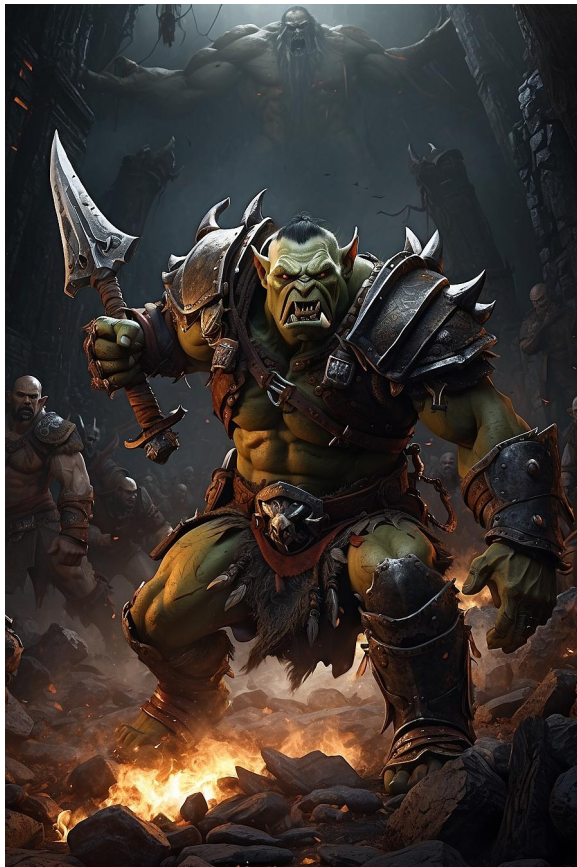
This would be the name you go by.

## Character Name

Choosing a character name is a creative and important aspect of character creation. Here are some tips and considerations to help you pick a fitting and memorable name for your character:

### Setting and Theme:

Consider the setting and theme of the world in which your character exists. Names in a fantasy setting might be different from those in a sci-fi or historical setting.



### Race and Culture:

If your character belongs to a specific race or culture, research names from that culture for authenticity. This adds depth and realism to your character.

### Meaning and Symbolism:

Choose a name that carries meaning or symbolism related to your character's personality, role, or backstory. This can add depth and significance to the character.

### Pronunciation:

Opt for a name that is easy to pronounce. This helps avoid confusion during gameplay and makes it more enjoyable for others to interact with your character.

### Uniqueness:

While it's essential to have a unique name, be mindful of going too elaborate or convoluted. A name that is too complex may be difficult for others to remember or pronounce.

### Alignment with Character Background:

Think about your character's background and choose a name that aligns with their upbringing, experiences, or even the circumstances of their birth.

### Role-Playing Potential:

Consider how the name might contribute to role-playing opportunities. A name that suggests a nickname or a title can lead to interesting interactions and storylines.

### Sound and Aesthetics:

Pay attention to the sound and aesthetics of the name. Some names evoke certain emotions or have a musical quality that can enhance the character's overall presence.

### Test it Out:

Say the name out loud a few times to ensure it rolls off the tongue smoothly. If you're playing in a group, test it with your fellow players to make sure it's well-received.

### Personal Preference:

Ultimately, go with a name that resonates with you and feels right for the character. Your enjoyment of the game will be heightened if you have a strong connection to your character's name.

Remember, there's no right or wrong way to choose a character name. It's a personal decision, and the most important thing is that you feel a connection to the name and that it enhances your overall role-playing experience.

## Race

### Human (+1 to Concentration)

Humans are a versatile and adaptable race, known for their diversity and capacity for learning. Their bonus to concentration reflects their ability to focus and excel in various skills.

### Wood Elf (+1 to Bush Craft):

Wood Elves are attuned to nature, living in harmony with the forests. Their bonus to bushcraft showcases their expertise in survival, tracking, and navigating through dense woodlands.

### High Elf (+1 to Read/Write)

High Elves are cultured and intellectually inclined. Their bonus to read/write emphasizes their affinity for knowledge, lore, and the written word.

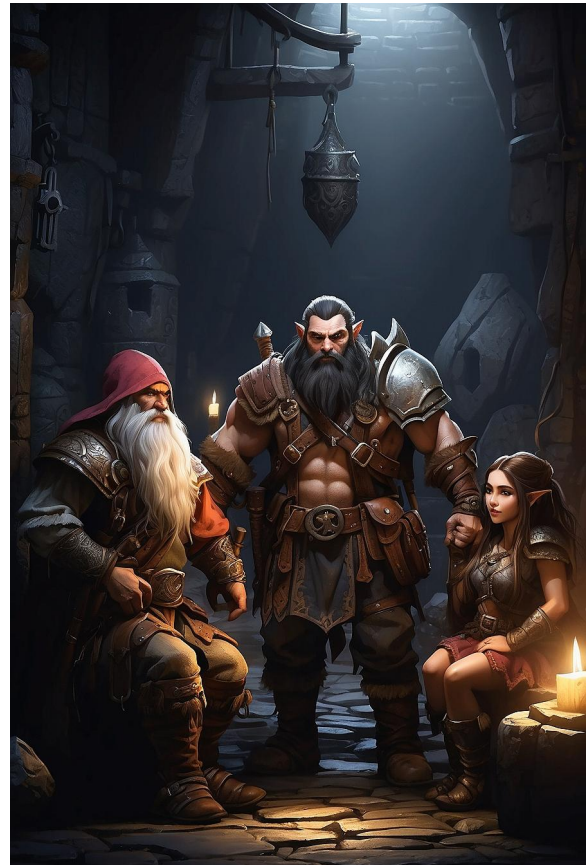
### Half Elf (+1 to Performer)

Half Elves embody the dual nature of their heritage, and their bonus to performers highlights their natural grace and talent for artistic expression.

### Hobbit (+1 to Sleight of Hands)

Hobbits are nimble and stealthy, thriving in the quiet corners of the world. Their

bonus to sleight of hands reflects their dexterity and knack for discreet movements.



### Half Orc (+1 to Survival)

Half Orcs are hardy and resilient, adapted to survival in challenging environments. Their bonus to survival underscores their ability to endure and navigate harsh conditions.

### Northman (+1 to Bush Craft)

Northmen are rugged and resourceful people of the north. Their bonus to bushcraft showcases their skills in surviving and thriving in the wilderness.

### Dwarf (+1 to Negotiations)

Dwarves are known for their shrewdness in trade and diplomacy. Their bonus to negotiations reflects their knack for striking favorable deals and navigating social interactions.

Gnome (+1 to Historical)

Gnomes are inquisitive and curious, with a deep respect for history. Their bonus to historical knowledge highlights their fascination with the past.

Dracon (+1 Oracle):

Dracons are wise and knowledgeable beings, often associated with ancient secrets. Their bonus to general knowledge showcases their broad understanding of the world.

Catlord (+1 to Move Silent)

Catlords are stealthy and agile, embodying feline grace. Their bonus to move silently emphasizes their ability to move with silent precision.

These descriptions provide a thematic overview of each race, emphasizing their strengths and characteristics in the world you've created. Feel free to expand on these descriptions or tailor them further to fit the specific lore and narrative of your campaign.

## World

If this catches on we will be franchising.

## Concept

Fighter

A skilled warrior who excels in combat, utilizing a variety of weapons and armor. Fighters are often versatile, able to adapt to different situations on the battlefield. They are known for their strength, endurance, and proficiency in martial techniques.



Ranger

Masters of the wilderness, rangers are skilled hunters, trackers, and survivalists. They are often at home in the outdoors, using bows or other ranged weapons and forming bonds with animals. Rangers can navigate through diverse terrains and are adept at ambushing enemies.

Monk



Disciplined and martially trained individuals who follow a path of spiritual enlightenment. Monks are skilled in hand-to-hand combat, often incorporating acrobatics and supernatural abilities into their fighting style. They may also possess heightened awareness and mental focus.

## Knight

A chivalrous and heavily armored warrior, the knight is a symbol of honor and nobility. Knights often swear oaths to protect the realm, and they are skilled in mounted combat. They adhere to a strict code of conduct and are known for their loyalty and bravery.



## Paladin

Holy warriors who combine martial prowess with divine magic. Paladins are champions of righteousness and virtue, often serving a deity or a higher cause. They wield both sword and shield, using their abilities to heal and protect allies while smiting enemies.

## Mage

Spellcasters who harness the arcane forces to cast powerful and diverse spells. Mages are often scholars of magic, studying ancient tomes and artifacts to unlock the secrets of the mystical arts. They can manipulate elements, summon creatures, and cast protective or destructive spells.

## Cleric

Devout servants of deities, clerics channel divine power to heal wounds, banish undead, and protect their allies. They are often found in temples, providing spiritual guidance to their followers. Clerics can also wield weapons and armor, making them formidable in both combat and support roles.

## Thief

Masters of stealth, subterfuge, and larceny, thieves excel in covert operations. They are skilled in picking locks, sneaking, and disarming traps. Thieves are often rogues, relying on agility and cunning to navigate through both urban and dungeon environments.

Each character concept represents a distinct archetype with its own strengths, abilities, and thematic elements. Depending on the campaign and player preferences, characters can be

developed further with unique backstories, motivations, and personal traits.

## Book

A chapter serves as a concise segment within the broader narrative, encapsulating a specific part of the story. A book, in turn, signifies the culmination of a significant portion of the game, bringing closure to a particular arc. A chronicle is an anthology of interconnected books that collectively tell the overarching tale of the narrative.

## Willpower

In the game, willpower is bestowed by the Storyteller and is earned through engaging roleplay. Players can utilize willpower to achieve an instant additional success on a die roll. It's crucial to note that willpower must be invoked before the roll is executed.

## Luck

Luck comes into play when there's a need to transform a failed roll into a success. This intervention can be invoked at the conclusion of a roll to alter the outcome from failure to success. Luck is bestowed by the Storyteller and is earned through engaging roleplay.

## Statistics

### Physical

Represents the character's overall physical strength, endurance, and agility.

### Mental

Reflects the character's intelligence, problem-solving ability, and overall mental acuity.

### Faith

Indicates the character's level of belief, devotion, or connection to religious or spiritual aspects.



### Reflex

Represents the character's quickness, agility, and reaction time in physical situations.

### Nature

Reflects the character's affinity and understanding of the natural world, including plants, animals, and ecosystems.

### Magic

Indicates the character's proficiency in using or resisting magical forces.

## Perception

Represents the character's awareness, attentiveness, and ability to notice details in their environment.

These statistics provide a broad overview of your character's capabilities. Remember that these values can be adjusted based on the specific needs of your story or game, and they're meant to provide a starting point for further character development. Additionally, the context of your character's background, experiences, and the world they inhabit can influence these attributes.

## Strategies

### Offense

The degree to which a character excels in attacking and dealing damage. A higher rating indicates greater skill in offensive maneuvers.

### Defense

Reflects a character's ability to withstand and mitigate incoming attacks. A higher rating signifies superior defensive capabilities.

### Avoidance

Represents a character's agility and knack for evading attacks. A higher rating indicates increased proficiency in avoiding harm.

### Resistance

Denotes a character's ability to resist and endure various forms of harm, including magical effects or environmental hazards.



### Alertness

Measures a character's perceptiveness and quick reaction to potential threats. A higher rating implies heightened awareness.

### Diplomacy

Represents a character's skill in negotiation, persuasion, and interpersonal relations. A higher rating indicates greater diplomatic finesse.

### Scholarly

Reflects a character's knowledge, education, and intellectual prowess. A higher rating signifies a more scholarly and educated character.



These strategies provide a framework for characters to specialize and excel in various aspects of gameplay, allowing for a diverse range of approaches and playstyles.

## Mastery



### Fey Mastery:

Proficiency in harnessing the mystical and magical energies associated with the Feywild. Characters with Fey Mastery may have a unique connection to fey creatures and nature.

#### Novice Fey Adept (Level 1):

*Description:* A novice in the realm of Fey Mastery, the character has just begun to tap into the mystical energies of the Feywild. At this level, they may have a

basic understanding of fey creatures and nature, sensing their presence and gaining mild insights.

#### Apprentice Fey Adept (Level 2):

*Description:* The character's proficiency in Fey Mastery grows, marking them as an apprentice. They can now actively communicate with minor fey creatures and harness minor magical effects from the Feywild. This level might grant them the ability to cast simple fey-themed spells.

#### Adept of the Fey (Level 3):

*Description:* Having achieved a notable mastery of Fey energies, the character is recognized as an Adept of the Fey. They can summon and command fey creatures, navigate the Feywild with greater ease, and cast more powerful and intricate spells associated with the fey realm.

#### Master of the Feywild (Level 4):

*Description:* At this level, the character attains mastery over Fey energies, becoming a respected figure in fey circles. They can commune with powerful fey beings, manipulate the environment of the Feywild, and cast potent spells that draw on the essence of the fey.

#### Fey Archmage (Level 5):

*Description:* The pinnacle of Fey Mastery, the character is now a Fey Archmage. They have transcended mortal limitations, gaining unparalleled control over Feywild forces. As a Fey Archmage, they can reshape reality within the Feywild, summon ancient and

majestic fey entities, and cast spells of extraordinary power, potentially influencing events in both the Feywild and the material world.

Each level represents a significant advancement in the character's understanding and command of Fey Mastery, unlocking new abilities and deepening their connection to the magical essence of the Feywild.

#### Arcane Mastery:

Expertise in manipulating arcane energies and casting spells. Characters with Arcane Mastery are often skilled spellcasters who draw power from the arcane arts.

#### Novice Arcanist (Level 1):

*Description:* A novice in the arcane arts, the character has just begun to explore the world of magic. At this level, they can cast simple spells and manipulate basic arcane energies. Their understanding is foundational, and they are in the early stages of developing their magical potential.

#### Apprentice Sorcerer (Level 2):

*Description:* The character has advanced to the rank of an apprentice sorcerer. They can now cast a broader range of spells, including more complex and potent ones. Their grasp of arcane theory and practice deepens, allowing them to experiment with diverse magical effects.



#### Adept Magician (Level 3):

*Description:* Having honed their magical abilities, the character is now recognized as an adept magician. They can cast a variety of spells with precision and may specialize in a particular school of magic. Their understanding of magical lore expands, enabling them to create more intricate magical effects.

#### Master Wizard (Level 4):

*Description:* As a master wizard, the character's mastery of the arcane is highly advanced. They can cast spells of significant power, create magical constructs, and even delve into the creation of unique magical items. Their knowledge of arcane secrets is

profound, and they can manipulate magical energies with finesse.

#### Archmage (Level 5):

*Description:* The pinnacle of Arcane Mastery, the character attains the prestigious title of Archmage. They are now a paragon of magical prowess, capable of casting the most potent spells and manipulating reality itself. Archmages are revered as experts in the arcane arts, with the ability to shape the course of magical events on a grand scale.

Each level represents a substantial progression in the character's mastery of arcane magic, unlocking new spells, abilities, and insights into the fundamental nature of magic in the world.



Divination Mastery:

Specialization in divining information about the past, present, or future. Characters with Divination Mastery may possess insights and foresight beyond the ordinary.

#### Initiate Seer (Level 1):

*Description:* As an Initiate Seer, the character begins their journey into the realm of divination. They can receive glimpses of potential futures and gain insights through simple divinatory methods. However, their visions are often vague and subject to interpretation.

#### Novice Oracle (Level 2):

*Description:* Progressing to the rank of Novice Oracle, the character's divination abilities become more refined. They can now delve deeper into the threads of fate, providing more detailed and accurate insights. Their divinatory methods may include the use of tools like crystal balls, tarot cards, or scrying mirrors.

#### Adept Soothsayer (Level 3):

*Description:* Recognized as an Adept Soothsayer, the character's ability to foresee future events becomes impressive. They can peer into distant possibilities, predict outcomes with greater accuracy, and even access glimpses of hidden knowledge. Their divination skills may extend to reading the past as well.

#### Master Diviner (Level 4):

*Description:* As a Master Diviner, the character's command over divination reaches an advanced level. They can



unravel complex visions, decipher cryptic signs, and see into the hearts and minds of others. Their ability to scry across great distances and times is unparalleled, making them sought-after advisors and seers.

#### Grand Visionary (Level 5):

*Description:* The epitome of Divination Mastery, the character achieves the prestigious title of Grand Visionary. They have transcended mortal limitations in divination, gaining the ability to glimpse the grand tapestry of fate itself. Grand Visionaries can foresee pivotal events, influence the course of destiny, and navigate the intricate webs of time with unparalleled precision.

Each level represents a significant advancement in the character's ability to perceive and interpret the mysteries of the future and the unseen, unlocking new dimensions of insight and foresight.

#### Runes Mastery:

Skill in the creation and use of magical runes. Characters with Runes Mastery may inscribe runes on objects or themselves to imbue them with magical properties.

#### Novice Rune Scribe (Level 1):

*Description:* As a Novice Rune Scribe, the character begins their journey into the art of runes. They can inscribe basic runes with simple magical effects. These might include runes for protection, minor enhancements, or rudimentary warding.

#### Apprentice Glyphweaver (Level 2):

*Description:* Progressing to the rank of Apprentice Glyphweaver, the character's skill with runes becomes more sophisticated. They can now create more complex glyphs with versatile magical properties. These might include runes for communication, basic enchantments, or simple illusions.

#### Adept Rune Magus (Level 3):

*Description:* Recognized as an Adept Rune Magus, the character's mastery of runes reaches a higher level. They can inscribe runes of significant power, allowing for advanced enchantments, barriers, or even the creation of magical constructs. Their understanding of runic lore enables them to manipulate magical forces more skillfully.



#### Master Rune Artisan (Level 4):

*Description:* As a Master Rune Artisan, the character's expertise in runes becomes widely acknowledged. They can craft runes with profound effects, such as runes that influence time, enhance abilities, or create protective barriers of considerable strength. Their skill allows them to weave intricate patterns of magic into their runic creations.

#### Runesmith Supreme (Level 5):

*Description:* The pinnacle of Runes Mastery, the character achieves the prestigious title of Runesmith Supreme. They have transcended mortal limitations in runic magic, capable of inscribing runes with reality-altering effects. Runesmith Supremes can shape the very fabric of magic, creating runes of extraordinary power with far-reaching consequences.

Each level represents a significant advancement in the character's ability to understand, create, and manipulate magical runes, unlocking new dimensions of enchantment and mysticism.

#### Alchemy Mastery:

Proficiency in the art of alchemy, involving the creation of potions, elixirs, and magical concoctions. Characters with Alchemy Mastery are adept at manipulating and utilizing alchemical substances.

#### Novice Alchemist (Level 1):

*Description:* As a Novice Alchemist, the character begins their exploration of alchemical arts. They can create basic potions and elixirs with simple effects, such as healing or minor enhancements.

Their understanding of alchemical ingredients is foundational.

#### Apprentice Potionmaker (Level 2):

*Description:* Progressing to the rank of Apprentice Potionmaker, the character's skill in alchemy becomes more refined. They can now brew a broader range of potions, including those with more complex effects. Their knowledge of rare and exotic ingredients expands.



#### Adept Alchemical Artisan (Level 3):

*Description:* Recognized as an Adept Alchemical Artisan, the character's mastery of alchemy reaches a higher level. They can create potions with potent and unique effects, such as invisibility or transformation. Their understanding of the interactions

between ingredients allows them to experiment with new concoctions.

#### Master Elixirist (Level 4):

*Description:* As a Master Elixirist, the character's expertise in alchemy becomes widely acknowledged. They can craft elixirs that grant temporary magical abilities or enhance physical attributes. Their alchemical prowess extends to the creation of items with powerful and lasting effects.

#### Grand Alchemy Maestro (Level 5):

*Description:* The pinnacle of Alchemy Mastery, the character achieves the prestigious title of Grand Alchemy Maestro. They have transcended mortal limitations in alchemical arts, capable of creating legendary potions and elixirs. Grand Alchemy Maestros can brew concoctions with world-altering effects, such as resurrection or the manipulation of time.

Each level represents a significant advancement in the character's ability to manipulate and harness the power of alchemy, unlocking new dimensions of potion-making and elixir-crafting.

#### Weapons Mastery:

Exceptional skill and proficiency in the use of various weapons. Characters with Weapons Mastery are formidable combatants who can wield a variety of weapons with precision.

#### Novice Weapon Adept (Level 1):

*Description:* As a Novice Weapon Adept, the character begins their journey in mastering various weapons. They can wield basic weapons with proficiency

and have a foundational understanding of combat techniques. Their training may focus on a specific weapon type.

#### Apprentice Weapon Specialist (Level 2):

*Description:* Progressing to the rank of Apprentice Weapon Specialist, the character's proficiency in weapons becomes more refined. They can now wield a broader range of weapons with precision and may specialize in a particular combat style. Their understanding of weapon tactics deepens.



#### Adept Weapon Master (Level 3):

*Description:* Recognized as an Adept Weapon Master, the character's mastery of weapons reaches a higher level. They can expertly handle advanced and exotic



weapons, demonstrating finesse and skill in combat. Their understanding of weapon properties allows them to exploit strengths and weaknesses effectively.

#### Master Armsman (Level 4):

*Description:* As a Master Armsman, the character's expertise in weapons becomes widely acknowledged. They can seamlessly integrate different weapons into their combat repertoire, utilizing them with precision and versatility. Their combat tactics are advanced, allowing them to engage multiple opponents with ease.

#### Grand Weaponlord (Level 5):

*Description:* The pinnacle of Weapon Mastery, the character achieves the prestigious title of Grand Weaponlord. They have transcended mortal limitations in weapon arts, capable of mastering any weapon with unparalleled skill. Grand Weaponlords are revered as legendary warriors, their combat prowess reaching the level of martial mastery.

Each level represents a significant advancement in the character's ability to wield and master various weapons, unlocking new dimensions of combat proficiency and strategic versatility.

#### Pugilist Mastery:

Expertise in unarmed combat, focusing on hand-to-hand fighting techniques. Characters with Pugilist Mastery may excel in martial arts, boxing, or other forms of close-quarters combat.

#### Novice Pugilist (Level 1):

*Description:* As a Novice Pugilist, the character begins their journey in mastering unarmed combat. They can throw basic punches and kicks, understanding the fundamentals of hand-to-hand combat. Their training may involve basic martial arts techniques.



#### Apprentice Brawler (Level 2):

*Description:* Progressing to the rank of Apprentice Brawler, the character's proficiency in unarmed combat becomes more refined. They can now execute more complex strikes, grapples, and defensive maneuvers. Their training may include a variety of martial arts styles.

### Adept Pugilist (Level 3):

*Description:* Recognized as an Adept Pugilist, the character's mastery of unarmed combat reaches a higher level. They can seamlessly chain together combinations of strikes, counters, and evasive maneuvers. Their understanding of body mechanics allows for precise and powerful attacks.

### Master Martial Artist (Level 4):

*Description:* As a Master Martial Artist, the character's expertise in pugilism becomes widely acknowledged. They can adapt their fighting style to different opponents, incorporating advanced techniques such as pressure points and joint locks. Their combat tactics are fluid and adaptable.

### Grand Pugilist Virtuoso (Level 5):

*Description:* The pinnacle of Pugilist Mastery, the character achieves the prestigious title of Grand Pugilist Virtuoso. They have transcended mortal limitations in unarmed combat, capable of facing multiple opponents with unparalleled skill. Grand Pugilist Virtuosos are revered as legendary fighters, their mastery over hand-to-hand combat reaching the level of martial artistry.

Each level represents a significant advancement in the character's ability to engage in unarmed combat, unlocking new dimensions of technique, precision, and strategic versatility.

These masteries offer characters the opportunity to specialize in specific magical or combat disciplines, adding depth and diversity to their abilities and roles within the game.

## Professions



### Baker:

Bakers specialize in the art of creating baked goods, from bread and pastries to cakes and pies. They possess knowledge of various recipes, baking techniques, and the use of ovens and other baking tools.

### Carpenter:

Carpenters are skilled in working with wood, crafting structures, furniture, and various wooden items. They have expertise in using tools like saws, chisels, and planes to shape and assemble wood.

### Crafting:

Crafters are versatile artisans who excel in creating a variety of handcrafted items. They may work with different materials, such as fabric, leather, or metal, to produce a wide range of objects.



#### Fletching:

Fletchers specialize in crafting arrows and bows. They have knowledge of different arrowhead types, shaft materials, and bow designs. Fletchers play a crucial role in providing ranged weaponry for adventurers.

#### Masonry:

Masons are experts in working with stone and brick, constructing buildings, walls, and other structures. They use tools such as hammers, chisels, and

trowels to shape and assemble stone elements.

#### Hunting:

Hunters are skilled trackers and marksmen who excel in pursuing and capturing wild animals. They possess knowledge of animal behavior, tracking techniques, and proficiency with ranged or melee weapons.

#### Investigate:

Investigators specialize in gathering information, solving mysteries, and uncovering hidden truths. They have keen observational skills, proficiency in interrogation, and the ability to piece together clues.

#### Jeweler:

Jewelers are artisans who work with precious metals and gemstones to create jewelry and ornamental items. They possess knowledge of gemcutting, metalworking, and crafting intricate designs.

#### Leatherworker:

Leatherworkers craft items from leather, including armor, clothing, and accessories. They have expertise in treating and shaping leather, as well as using tools such as needles, awls, and punches.

#### Blacksmith:

Blacksmiths work with metal, forging weapons, armor, and tools. They use heat and hammering techniques to shape metal into desired forms.



Blacksmiths are crucial in supplying adventurers with sturdy equipment.

#### Orientation:

Individuals with expertise in orientation possess exceptional navigational skills. They can read maps, understand terrain, and guide others through unfamiliar environments.

#### Scribe:

*Description:* Scribes specialize in writing and copying documents, manuscripts, and scrolls. They may also have knowledge of calligraphy, encoding, and decoding written texts.

#### Farming:

*Description:* Farmers are skilled in cultivating crops, raising livestock, and managing agricultural resources. They understand planting seasons, animal husbandry, and sustainable farming practices.

#### Oracle:

Oracles are individuals with divinatory abilities, capable of perceiving glimpses of the future or receiving divine insights. They may serve as spiritual guides or advisors, providing guidance to those seeking answers.

#### Gambler:

*Description:* Gamblers are adept at games of chance and skill, such as cards, dice, or betting. They possess a keen understanding of probabilities and luck, making them skilled participants in various gambling activities.

#### Otherkin:

*Description:* Otherkin are individuals with a connection to otherworldly beings or entities. They may have unique abilities, insights, or characteristics that set them apart from ordinary folk.

#### Tracking:

Trackers are experts in following the trails of creatures or individuals. They can identify footprints, analyze signs of passage, and navigate through diverse terrains.



#### Merchant/Trader:

Merchants and traders are skilled in the buying and selling of goods. They understand market trends, negotiation

strategies, and have knowledge of various commodities.

#### Furrier/Fisherman:

Furriers work with animal hides, crafting fur-based items such as clothing and accessories. Fishermen specialize in catching fish and other aquatic creatures, using various techniques like netting or angling.

#### Mythical Beasts:

Individuals with knowledge and expertise in mythical beasts have studied and interacted with fantastical creatures. They may understand their behaviors, habitats, and potential interactions with the mortal world.

## Skills

#### Move Silent:

The ability to move without making noise, allowing the character to remain undetected and stealthy.

#### Climb:

Proficiency in climbing surfaces such as walls, cliffs, or trees. This skill is essential for traversing vertical terrain.

#### Concentration:

The capacity to focus the mind despite distractions or stressful situations. Useful for maintaining concentration during spellcasting or other mentally demanding tasks.



#### Survival:

The knowledge and skills needed to survive in the wild, including finding food, water, and shelter, as well as tracking animals.

#### Performer:

The ability to entertain and captivate an audience through various forms of performance, such as music, acting, or storytelling.

#### Religion:

Knowledge of religious beliefs, rituals, and practices. This skill can be used to identify symbols, understand religious customs, and interact with religious figures.

#### First Aid:

Basic medical knowledge and the ability to provide immediate care for injuries. This skill can stabilize wounded individuals and prevent further harm.



#### Memorize:

The ability to memorize information quickly and accurately, allowing the character to recall details without the need for written notes.

#### Bush Craft:

Proficiency in wilderness survival, including knowledge of plants, animals, and natural hazards. This skill is essential for thriving in untamed environments.

#### Read/Write:

Literacy skills that allow the character to read and write in one or more languages. This is essential for understanding written texts and communicating through written means.

#### Politics:

Knowledge of political systems, relationships, and the ability to navigate the intricacies of political landscapes.

#### Negotiations:

The skill of reaching agreements or settlements through discussion and compromise. It includes understanding the needs and motivations of others.

#### Sleight of Hands:

The ability to perform small, quick movements with the hands to deceive or manipulate, such as picking pockets or performing magic tricks.

#### Occult:

Knowledge of mystical and supernatural phenomena, including magical rituals, ancient symbols, and esoteric lore.

#### Bribery:

The skill of offering or receiving bribes to influence others. This can be used to gain favors, information, or cooperation.

#### Subterfuge:

The art of deception and stealth. This skill includes the ability to lie convincingly, disguise oneself, and



manipulate others without being detected.

#### Contacts:

The ability to establish and maintain useful connections with individuals or groups. Contacts can provide information, support, or assistance.

#### Disguise:

Proficiency in changing one's appearance to resemble someone else or to blend into a specific environment.

#### Shadowing:

The skill of discreetly following someone without being noticed. This is often used for surveillance or reconnaissance.

#### Escape:

The ability to free oneself from restraints, confinement, or dangerous situations. This skill includes knowledge of locks, ropes, and other means of restraint.

## Money

#### Platinum Pieces (PP):

Platinum pieces are a high-value currency, often used for significant transactions and purchases of expensive items. They are relatively rare and signify considerable wealth.

#### Gold Pieces (GP):

Gold pieces are a standard currency used for everyday transactions. They have a moderate value and are commonly accepted in various regions for buying goods and services.



#### Silver Pieces (SP):

Silver pieces are a lower denomination currency, suitable for smaller transactions. They are often used for common purchases and services in everyday life.

#### Copper Pieces (CP):

Copper pieces are the lowest denomination of currency. They are used for very small transactions, and in some cases, for basic necessities and services.

## Gems:

Gems have intrinsic value and are often used as a form of currency. They come in various types and sizes, and their worth can vary based on rarity and quality.

## Jewelry:

Jewelry, including items like necklaces, rings, and bracelets, can serve as both a form of adornment and a valuable asset. Depending on the materials and craftsmanship, jewelry may hold significant value and be used in trade or as a form of currency.

In a fantasy world, the use and value of these currencies may vary based on the region, culture, and economic system in place. Players and characters might need to navigate diverse currencies and barter systems as they explore different areas.

## Health

### Superficial (1-10):

Minor injuries or scratches that do not significantly impede physical abilities. Characters at this health level are generally unaffected in their performance.

### Bruised:

*Description:* The character has sustained bruising or minor injuries that begin to affect their performance. There's a slight hindrance, resulting in a slight reduction in effectiveness.

### Hurt (-1 Dice):

*Description:* The character is experiencing more substantial injuries, causing a noticeable decrease in their abilities. They suffer a penalty, represented by a reduction in the number of dice they can roll for certain actions.



### Injured (-2 Dice):

*Description:* The character has sustained injuries that significantly hamper their abilities. The penalty to their rolls is more pronounced, making tasks more challenging.

### Wounded (-3 Dice):

*Description:* The character is wounded to a considerable degree, making their actions substantially more difficult. The penalty increases, reflecting the severity of their injuries.

### Mauled (-4 Dice):

*Description:* The character has been mauled or seriously injured. Their ability to perform effectively is severely compromised, and the penalty to their rolls is substantial.

Crippled (-5 Dice):

*Description:* The character is crippled, with severe injuries that greatly hinder their actions. They face a significant penalty, making it extremely challenging for them to perform tasks.

Incapacitated:

*Description:* The character is unable to act or function due to the severity of their injuries. They are incapacitated and require external aid for recovery or healing.

These health levels provide a structured way to represent the physical condition of characters, allowing for a dynamic and realistic portrayal of injuries and their impact on performance in a role-playing or gaming context.

## Experience Points

Showing up (1 point):

*Description:* Characters earn an experience point simply for attending the game session. This encourages regular participation.

Learning a plot hook (1 point):

*Description:* Experience is awarded for actively engaging with and understanding plot hooks presented during the game. This incentivizes players to pay attention to the unfolding storyline.

Playing in character (1 point):

*Description:* Characters earn experience for staying true to their role and

portraying their character in a consistent and engaging manner. This encourages immersion and character development.

Roleplay (1 point):

*Description:* Characters receive experience for engaging in general role-playing activities. This encompasses interactions with other characters, NPCs, and the environment, fostering a rich and dynamic game world.



Exceptional roleplay (1+ point):

*Description:* Bonus experience is awarded for instances of exceptional role-playing. This could include particularly creative or impactful character interactions, memorable moments, or outstanding contributions to the narrative.

Uncovering a plot point (1 point):



*Description:* Characters earn experience for actively uncovering and progressing the main plot. This incentivizes players to explore the overarching storyline and contribute to its development.

Maximum XP per game (up to 7 points):

*Description:* To balance and limit experience gain, a maximum cap is set at 7 points per game. This ensures that while characters are rewarded for various actions, there's a reasonable limit to the amount of experience earned in a single session.

This XP system encourages a mix of attendance, engagement with the story, and role-playing, with additional rewards for exceptional efforts. It provides a structured framework for character progression and contributes to a more immersive and rewarding gaming experience.

## Armor

Head Piece:

*Description:* This armor piece is designed to protect the head, including the skull and often the face. It can include helmets, hoods, or other headgear designed to deflect or absorb impacts.

Chest Piece:

*Description:* The chest piece provides protection for the torso, covering the chest and back. It is a crucial component for shielding vital organs from attacks.

Arms:

*Description:* Arm armor covers the upper arms and forearms, providing protection to these areas. It may consist of

pauldrons for the shoulders and vambraces for the forearms.

Wrist:

*Description:* Wrist armor protects the wrists and the joint connecting the hand to the forearm. It may include bracers or guards designed to shield against blows or attacks to this vulnerable area.



Hands:

*Description:* Hand armor covers the hands and fingers, safeguarding them from cuts, abrasions, and impacts. Gauntlets or gloves with reinforced materials are common forms of hand protection.

Finger:

*Description:* Finger armor provides individual protection for each finger. This can be in the form of fingerless

gloves with metal guards or segmented gauntlets for increased flexibility.

Waist:

*Description:* Waist armor protects the lower torso and the upper part of the legs. It may include a belt or skirt-like extensions for added coverage.

Legs:

*Description:* Leg armor covers the thighs, knees, and shins. It is crucial for shielding the lower extremities from attacks and maintaining mobility on the battlefield.

Feet:

*Description:* Foot armor protects the feet and ankles. This can include boots with reinforced soles, metal plates, or additional support for stability and defense.

Each armor piece contributes to the overall defense of the character, and the combination of these pieces forms a complete set that provides comprehensive protection against various types of attacks. The choice of armor is often influenced by the character's role, preferences, and the type of threats they expect to face.

## Combat

Attacking Character:

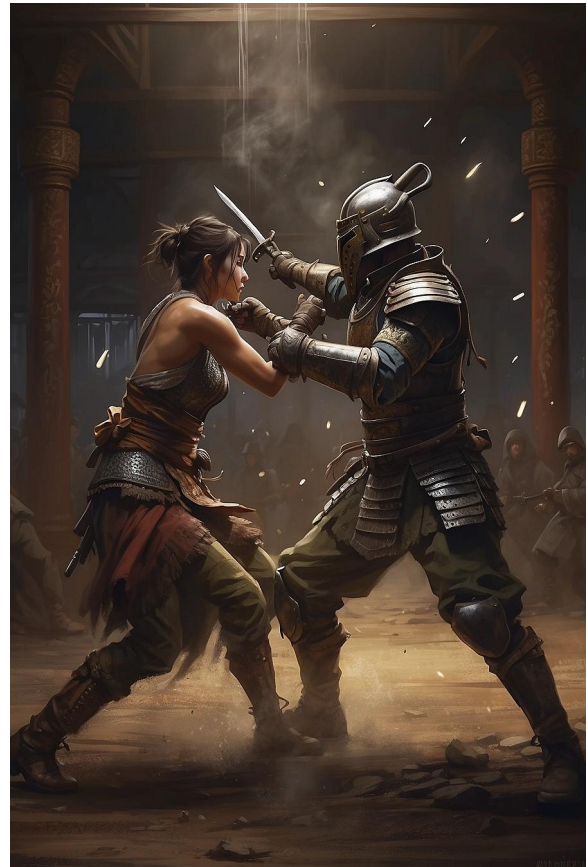
Physical + Offense = 2 (Physical) + 2 (Offense) = 4 (dice pool)

Difficulty: 6

Roll 4 D10s

Roll of 6 or above is a success

Roll of 1 takes away the highest success



Defending Character:

Reflex + Defense = 4 (Reflex) + 1 (Defense) = 5 (dice pool)

Difficulty: 5

Now, let's consider a scenario:

Attacker's Roll: 8, 7, 3, 5

Two successes (8 and 7)

No 1s, so no reduction in successes

Defender's Roll: 6, 4, 9, 2, 7

Three successes (6, 4, 9)

In this round, the defending character has more successes, so they successfully evade or block the attack.



