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Introduction

Mura is a planet at the brink of extraordinary changes. The reappearance of the Firefly meteors herald a period of upheaval and calamity – or great opportunity. Under the flickering lights of the meteoric streaks above, the people of Mura prepare for war, plague, divine intervention, or something altogether stranger.

RPGs

Muragame is a tabletop roleplaying game, or TTRPG, where you and your friends take on the roles of people in a weird and dramatic world called Mura. In portraying these characters you'll face threats to life and limb, interpersonal challenges, and make exiting discoveries.

This book, after the introduction, is separated into three parts.

Part one, gameplay, provides all the rules you need to play the game, from travel and exploration to combat to social maneuvering to casting spells.

Part two, character creation, will help you to create a character. Ancestry and background, attributes, skills, and more are detailed in this section of the book. This is also where you'll find rules and examples for the equipment and spells that your character will use.

Part three, running the game, is for the player that takes on the role of Game Master. This section of the book deals with more obscure rules topics, provides guidance for leading the collaborative storytelling of the game, and has some secrets – like traps and puzzles – that most players won't need to use.

Order of Play

Play in Muragame follows a basic pattern: the Game Master introduces new information to the other players; the other players take their actions based on that information; the Game Master –

with the help of dice – arbitrates the results of those actions; and back to the beginning as the GM narrates the changes to the circumstances.

The GM describes the situation. The Game Master might remind players where their characters are, who else is with them, call out unusual aspects of the environment, and the like. They may also provide a few likely courses of action, or frame the scope of the other players’ choices.

The players tell the GM what they intend to do. Based on the circumstances laid out by the Game Master, the other players will state their next steps or ask further questions. A player might speak for just their character, or might voice the consensus of the whole group. If the group does not move as one, and individual characters take different actions the GM might go around the table addressing the results in order of importance or order of convenience. The players don’t need to take turns in these cases, until or unless a conflict breaks out.

Most actions that characters take in their imaginary day-to-day lives don’t require any specific rules. Opening a door, walking across a hall, ordering a cup of tea from a streetside vendor: barring unforeseen disaster these actions don’t require specialized rules or the rolling of dice. Where the environment or other characters present challenges, that changes. A door might be locked, the hallway might be strung with razor-sharp wires, or the vendor may hold a secret grudge against the character. In these cases the GM decides on an appropriate check to make or consequence to the actions, typically relying on a roll of the dice to resolve it.

Circumstances change. As characters act, circumstances change. The GM narrates those changes to the world and presents more choices for the players to make. Choices and circumstances pass back and forth from GM to players and the scene progresses. When things have reached a natural stopping point the scene closes and the narrative refocuses on the next scene of interest.

Dice

Like many tabletop games, Muragame uses dice to introduce random chance into moments of tension. In this game the die of choice is the 20-sided die, an icosahedron. This die can be found in any hobby game shop or online. You may see this die referred to in the book as a “d20.” Those same hobby shops will likely sell dice in sets of seven: dice with four sides, six, eight, ten, twelve, and twenty; one of each and another ten-sided die marked with ‘tens’ digits to allow you to roll percent results.

The only die that’s necessary for Muragame is a d20. In some cases the game will call for a different ‘size’ of die, but all of these can be modeled using the 20-sided die. For example, you can roll a 20-sided die and divide the result by 2 (rounded down) to get a result between 1 and 10; effectively, a 10-sided die (or d10). The same goes for a d5, d4, or d2. Muragame may also – rarely – use the imaginary 7-sided or 3-sided dice or a common 6-sided die. These calculations are imperfect: a 20-sided die doesn’t divide into 3, 6, or 7 equally. Nevertheless, for our purposes it works. Use the table below to convert the result of a d20 roll to the die size you’re imitating.

D20	D10	D7	D6	D5	D4	D3	D2
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1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	1
3	2	2	1	1	1	1	1
4	2	2	1	1	1	1	1
5	3	2	2	2	1	1	1
6	3	3	2	2	2	1	1
7	4	3	2	2	2	2	1
8	4	3	3	2	2	2	1
9	5	4	3	3	2	2	1
10	5	4	3	3	2	2	1
11	6	4	4	3	3	2	2
12	6	5	4	3	3	2	2
13	7	5	4	4	3	2	2
14	7	5	5	4	3	3	2
15	8	6	5	4	3	3	2
16	8	6	5	4	4	3	2
17	9	6	6	5	4	3	2
18	9	7	6	5	4	3	2
19	10	7	6	5	4	3	2
20	10	7	6	5	4	3	2

When more than one die of a given type is called for the number of dice to roll precedes the type. So, for example, if you were called upon to roll two ten-sided dice it would be written “2d10.”

Dice are rolled when something is in question, so you’ll usually be adding or subtracting something from the result. The better your character is at something the more you’ll add; if they’re terrible at it you’ll subtract. So you might see something like “d20 + 6,” meaning you’ll roll a 20-sided die and add 6 to the roll’s result to get the total result.

You may also be called to roll two or three 20-sided dice and select the highest of the results to use. The notation for this is to roll 2d20 or 3d20 and keep the best, which may also be written as “B2d20,” for example, for ‘best of two d20 rolls.’ Note that ‘best’ is not necessarily the highest result. In the course of normal play higher numbers will be better, but there are always exceptions. The player making the roll gets to choose the result they prefer.

Similarly, you may be called upon to choose the worst of two or three results. In this case the person against whom you're rolling, generally the GM, will pick the result you use. Again, this will be the lowest result except in some edge cases. As you might expect, you'll see this written as "W2d20."

Finally, there are some strange cases where you'll be prompted to take the best of the results, while another effect tells you to take the worst. In cases like this you'll do something strange and complicated and *add* dice to the roll, then take them away one at a time until you're left with the result. Start with the one die you'd usually roll for the check, then add the extras from whatever advantageous situation, then add the extras for your disadvantageous situation. Roll them all. Next, the opposing party – the GM – takes away the best result. Then the player takes away the worst, and you're left with the final roll to use: the middle-most die.

Alex is running a complicated challenge wherein Clay's character, Benito Burnwald, is in a tense standoff with the Lady Chapman. Benito has blackmail on Chapman, giving him an advantage over her. However, in the last scene Benito offered accidental insult to the Lady and was called out on it by another courtier, putting him off his game. Benito would roll twice and keep the worse result. Finally, a tongue-tie curse was laid on Benito some time ago and he's forced to make social rolls, like this one, taking the worse of two results. So Clay is going to make the first roll as B2W3d20: roll two and keep the better, roll three and keep the worst, both at once. How?

Clay starts with one die, then adds one for their advantage. The GM adds two for their disadvantages: the insult and the curse. Clay rolls all four dice, getting a 4, a 9, a 10, and an 18. First, Clay exercises their advantage by taking the lowest result off the table, removing the 4 from the results. With the 9, 10, and 18 on the table, the GM now removes the 10 and 18, and the final result is a 9.

Specific Beats General

This book is filled with rules to govern play in common and uncommon circumstances alike. Not all of these are going to align perfectly. Between background abilities, talents, magic, and the unforeseen there will be plenty of rules conflicts. The rule to resolve these is simple: specific beats general. Where two rules would indicate different courses of action or results, use the rule that governs more niche conditions.

Exceptions to the rules are usually minor. For instance, making an attack roll with a rapier would normally be a roll of a d20 plus or minus the attacker's Agility bonus. If the character is trained in that weapon they add the training bonus to that roll. They might also have a talent or other feature that allows them to use their Strength bonus in place of Agility for that type of weapon. These kinds of minor exceptions are common; the bulk of the rules of character creation offer those exceptions, allowing a character to do something others cannot, or changing the ways in which they do it.

Qualities

Throughout the text of this game you'll see references to qualities. A quality may be attached to a character, a place, a talent, a spell, an item or weapon, even a temporary effect. These qualities are

descriptors of those things that have some sort of interaction with the rules. For example, a character might have the tag [leir], referring to their ancestry; a spell might have the tag [fire], based on the type of damage it deals; a talent might have the tag [attack], showing you that it counts as an attack.

These tags, or qualities, can be applied to almost anything, and things might have many such qualities.

What Makes a Game

In play you'll find that there are very few limits in Muragame. You can write any story you like with your friends, make it any tone from gothic horror to slapstick superheroics, and can tweak the base setting or create your own from scratch. Whole rules and character creation options can be replaced with ease to better suit your table. The game as it's written, however, makes some assumptions. Among those is that your characters will split their time between the three major drivers of storytelling in Muragame: discovery, conflict, and socialization.

Discovery. The Game Master will spend a good portion of their time imagining new scenarios and narrating new environments. The novelty provides the other players the sensation of discovery. Unusual people, alien landscapes, and artifacts with their own intricate histories all represent discovery in their own way. Whether an adventure includes going to new places or finding new things in places with which the characters are already familiar, 'exploration' is a big part of the game. The GM should always be thinking of new things to show the other players.

For the other players, your role in helping move the game's discovery forward is to be curious. Talk to the new characters you meet, ask about the strange magic or materials you encounter, and look for opportunities to expand your characters' horizons through travel. The more you go and see, the more your GM can introduce to the game.

Conflict. Good stories include desires and stakes, and these naturally lead to conflict. An adventure in which the players want something, pursue it, and achieve it without opposition will tire quickly – probably before the adventure is over, even. Introducing other characters with purposes opposed to or incompatible with the players' characters, or even environmental or circumstantial elements against which they can struggle will enrich the course of play. This is a common thesis of virtually every role-playing game.

To add a little more depth, think about the kinds of conflict a GM can introduce to play. Going to fight the dragon represents a single major conflict. When the characters set out to do so, however, perhaps they have to track down a sword that's prophesied to slay the dragon. Another hero-to-be has the sword and intends to be the one to claim the glory of slaying the dragon: there's a further conflict. Finding a way to the dragon, encountering a dragon-worshipping cult, and braving a river crossing guarded by a jealous naiad are all additional challenges or conflicts for the players to address.

Conflict can take the form of a heated argument, a direct fight, a contest like a footrace, or any other arrangement where two or more characters are taking action in competition with each other. The entirety of the first section of this book is given to these conflicts and the rules to resolve them.

While the GM will establish the scope, stakes, and settings of these conflicts, they are equally in the hands of the other players. Everyone at the table can help conflicts move along by having a sense of why their character is involved; and knowing what they can do and how it interacts with the rules.

Socialization. While the core of Muragame is sitting at a table and talking with your friends, socialization here means guiding your character through interactions in the world of the game. The Game Master is not only a referee of rules in Muragame, or the conductor of adventurous scenarios, but also takes on the role of non-player characters that populate the world. The players of the other characters will spend a lot of their time speaking with those characters, and even more time speaking with each other.

This part of the game is like a kind of scriptless, improvised acting. You, as the players, get to set the tone and steer the game through this more than at any other point in the game. By putting yourself in the shoes of your character and imagining the world they live in you can explore powerful themes like redemption or loss, experience the thrill of arranging a plan carefully and watching it execute just as you intended, or tell the dumbest jokes your friends have ever heard. This is where the *role-playing* element of role-playing game appears.

The GM has a lot of responsibilities, as we mention above. The other players can help pick up the slack by trying to inhabit their characters, and by making sure the characters they inhabit are characters that want to be in the scene and have something to add to the conversation (while not hogging the spotlight).

Character Progression

When characters go through conflict and make new discoveries and the like they gain experience (EXP). Experience, or experience points, is an abstraction of a character's growth over time. When a character accrues a certain amount of experience they gain levels. Gaining levels provides more Vitality, new talents, and further training in skills and combat.

A portion of the character creation section in this book concerns character advancement and progression, including the ways in which characters gain experience.

Setting

The setting of Muragame is Mura, by default at least. Mura is the name of the planet, though not everyone on Mura shares that name for it. The planet is battered by frequent impacts with celestial bodies – the Firefly meteor swarm – that carry with them massive deposits of aether, the substance of magic. These aether-laden meteors sweep by Mura every few thousand years, and each time bring extraordinary changes: empires rise and fall, new gods arrive, and sometimes the planet collapses into cataclysm. Another such appearance of the Fireflies is likely to occur in the next generation.

Mura is a planet approximately the same size as Earth, and the two share many of the hallmarks of habitable planets that we recognize: an axial tilt that gives them seasons, rotation with a day and night cycle, an atmosphere and magnetosphere, and all the rest of the things that make life possible. In most ways we can consider Mura to be just like Earth in all the ways that matter, with a few caveats.

The most notable of these caveats is Mura's ring. Mura has a ring of ice, dust, and detritus from past meteoritic strikes. A single moon carves a channel through the ring, and is badly pocked and scarred from frequent celestial collisions. The ring is visible during the day as a band of color across the sky, sometimes obscured at its height but visible at the horizons. At night the ring is a dark strip obscuring the stars above or as a bright crescent reflecting the lights of the hiding sun.

The lands of Mura are distinct and often walled-off from each other, separated by walls of magic, impassable mountains, and enchanted seas. These lands have their own cultures and concerns, and are presented in more detail later in this book.

In the world of metaphysics, Mura is sandwiched between planes of thought and concept: the mirrorlands and echolands nearby, each a reflection of Mura in a way; heaven and hell at a step removed, where gods and demons hold sway; and beyond that parts unknown, the homes of entities called outsiders, beings of alien thought and concepts given form.

Spirits pass, in their time, between these realms. A soul might begin in Mura embodied, pass into the echolands after death, and return to Mura again to be reborn. Likewise, it might travel to the mirrorlands or even heaven or hell in time. Most spirits have been born many times, lived many lives, though they do not recall those moments.

Mura in the Modern Day

The continent Boro extends from the equator to the northern pole, its span from the deserts of the western shores to the vast Greatwood in the east more than a person could walk in half a year. The inheritors of the Hein Empire struggle to extend their receding borders, snapping up towns where they can. The Ekletheon Church's city-wide cathedrals at Faithhearth hum with continuous prayer nearly drowned out by the march of its armored knights. The Spiritwell at the center of the Greatwood nearly pours and bubbles with the stuff of life.

South of the equatorial Rift the continent Sutu's alternating jungles and mountains turn the land into a patchwork of squabbling states. Each country consumes its neighbors and, in time, breaks into new nations. The guiding light of history in the South is Talmussin, the great city from which science and magic spread across the globe. Across the Rift from Talmussin, near enough to see, is the city of the dead, Manhant, where ghosts walk alongside their descendants.

Across an impassable sea the kingdom of Kirtania marches, perhaps unstoppably, to the edges of its continent, Kelidon. In the eastern province of Aden the kingdom pushes against the lich king's dull holdings in the north, and into the bare wilderness to the south.

The vast crater of the Far Continent, south of Kelidon, blights its entire landmass. Nothing there remains but poisoned wastes that fountain up nether from the crater below.

Rumors of Makrana, a far southern continent lost even to those north in Kelidon, persist but may never be confirmed.

A Short History

History begins some ten-thousand years ago with the arrival of the gods on Mura. Though the titans preceded them – and their creations: the leir, brun, and the like – the stories of the titans have been stamped out almost as thoroughly as their influence. A falling star descended from the heavens to meet the earth near modern-day Faithhearth. The thousand gods of the greater pantheon burst forth from the fallen star along with their human host.

There followed thousands of years of war. Avatars of the gods met the great spirits of the titans and left behind wreckage and legends. The earliest surviving pictographs and paintings come from this era. All else was lost bit by bit in the struggle between the titans and gods.

In another few thousand years the people of Mura finally thrust themselves up from the ashes. Bands came together into tribes, tribes into villages, villages into nations. These people grew up in the ruins of ages prior, and even people prior. While there have been more creatures on Mura than one could list, they are referred to as a whole as the Ancients.

The gods, having guided their people from war to survival, now set to guide them to prosperity. The Ekletheon Church, founded by the ten greatest gods, begins its records with the writings of the prophet Narnar, who became the first Blessed Lord of the Church. Succeeded three-thousand years in an unbroken line the responsibility of the Church, and with it all of humanity, has passed from Blessed Lord to Blessed Lord, until the position passed into the hands of the current Blessed Lord, Waenre.

Two-thousand years ago Talmussin University is founded across the water from Manhant. The dream of a handful of mages and scholars, the University positions itself as an apolitical entity dedicated to furthering and preserving the knowledge of mortals on Mura. Nevertheless, politics is unavoidable, and the University becomes the center of the state of Sarandib, which itself becomes the center of trade in the southern continent of Sutu.

At the same time the Queen Magda and her holy sword Acies unite the villages and clans of the Far Continents, eventually tying them together into the Kingdom of Kirtania. Bit by bit her heirs draw the land together. The kingdom sometimes fails and dissolves until the legend rises again and some long-lost descendant of Magda raises her banners again and storied Kirtania reforms. Always the kingdom pushes back the darkness of the lich king, and never does it end his rule.

At the edge of the living memory of the leir, a thousand years ago, the gods quiet themselves. Prayers go unanswered, and the Church mounts quest after quest to discover the cause. The Blessed Lord Waenre ascends to leadership of the Church and with his ascent begins the era of the Dictates. Orders ban folk religions and dark magics, enforce belief on anyone within reach of the Church, and all these dictates come backed by the steel of the Ordo Pugilis. Heresy and disobedience become one and the same as the Church attempts to keep mortals from the grasp of evil without the direct intervention of the gods.

Life in Mura

Mura's many nations all guard their secrets jealously. Ancient mechanisms and ruins lurk below the surface of the world. Terrible magic separates the continents with a permanent storm or flickering mirages. These factors and more mean that technological development, systems of belief, languages, culture, and custom are all varied across the surface of the planet.

Technology is most advanced in Talmussin and its surroundings. We would recognize that era of discovery as something like the Italian renaissance: clockwork is in vogue; mundane processes of manufacture are advancing in the fields of chemistry and lenses; and access to education far beyond the average leads to a populace that demands more from their rulers than in other nations. The technologies of Talmussin spread, bit by bit, to the wealthy across the northern and southern continents. Where magic was once the only route to ease a person's labor, now complex mechanisms offer an alternative for the less mystically-gifted.

The Church's extraordinary reach and historical weight permeates the entirety of Mura. Even in those continents now cut off from the others, the gods have set down their rules and means of worship. Within those boundaries conflict – even heresy – flourishes. The gods are not alone on Mura: spirits emerge from the stones and rivers, and the vestiges of titans even rear their long-dead heads from time to time. Cults form around the worship of these spirits, or ancestors, or the titans' memories. Between these overlapping and complex means of veneration the average Muran has a close relationship with some greater force and makes small nods to it throughout their day.

Outside of a few centers of learning and industry – Talmussin, Shavill, New Kirta, Pluville – the average Muran's life is dictated by their home. Farmers work the land, fishers cast nets, and so on. The places that shape their people most are the nether-tainted lands like the Poisonlands into which many of the Brun have been forced. These twisted landscapes make hard people, survivors of generations of suffering and struggle.

Chapter 1: Challenge

Muragame includes many challenges your characters will address, testing their skills and your decisions as a player.

This chapter covers challenges and checks, the most fundamental mechanic of Muragame. When your character aims to do something and the result is in doubt – due to their level of skill, the difficulty of the task, or the circumstances surrounding it – you'll roll dice to determine whether the attempt succeeds or fails and to what degree.

Making Checks

When you roll a check it will always follow the same basic format: you'll roll a d20, add or subtract the appropriate modifiers, and compare the result to a Target Number, or TN. If your roll, after modifications, is equal to or greater than the TN you succeed; if you come up short it's a failure.

Target Numbers

Every check has a Target Number, or TN. That's the figure you're trying to hit. Some tasks have a static TN: it's always about the same difficulty to make a pot pie, for instance, or to hit a target at 20 meters. Others are calculated each time they're attempted, like certain spell Resistance Rolls or tasks where the difficulty might change day by day.

Degrees of Success

Oftentimes the *degree* of success or failure – the amount by which you exceeded or missed your target – is as important as whether you succeeded at all.

Most checks in Muragame use the following scale to determine degrees of success:

Critical Success: A result 7 or more over the Target Number

Success: A result equal to or greater than the Target Number

Failure: A result less than the Target Number

Critical Failure: A result under 7 lower than the Target Number

Success

A check that succeeds accomplishes the character's goal. Different types of checks and the results you might expect for successes are listed later in this chapter as skills are addressed.

Failure

A check that fails does not make progress toward the character's goal, but neither does it necessarily set them back.

Critical Success

When a character's check exceeds the Target Number by seven or more the result is a critical success. A critical success means not only did the character succeed, but got something extra for their trouble: a critical effect.

A critical effect will generally be dictated by the type of check. Your attack deals more damage than expected; you find a specific book in only an hour of searching rather than a day; the lady's maid is so taken with your manners she offers to lend you a key in addition to sharing her mistress' schedule with you. Specific checks, or types of checks, will provide critical effects. Some typical results include:

- Extra damage on an attack.
- Halve the time required for a simple check.
- Two successes on a complex check.
- Increase your reputation with a person or group by a step in a social confrontation.

Some critical effects can stack. When an attack result is not only 7 over the target but 14 the character does *even more* damage, for example. Similarly, complex checks can rack up several successes in a single check, or similar.

These cases, where getting 14, or 21, or 28 points (however unlikely) over the TN have additional effects will be called out in the text explicitly. If it's not clear that this rule applies, then it doesn't, and a critical success at 30 over the TN is the same as a critical success of 7 over.

Critical Failure

Critical failure on a check indicates that not only did the character making the attempt fail to reach their goals, but may have lost progress, injured themselves, or put themselves in a poor position going forward. This is a fumble effect.

Fumble effects, like critical effects, are dependent on the type of check. An attack might not only miss, but open the attacker to counterattack; an attempt to charm a stranger results in giving accidental – but serious – offense; a simple task like climbing a rope results in a fall, or perhaps losing the rope's anchor. When no specific result is provided in the check's text, the below results are your guide:

- A weapon is damaged and suffers a -1 penalty on attacks until repaired.
- The attempt ruins or fouls some resource in a simple check, preventing others from trying.
- Gain two failures rather than one, or gain one failure and *lose* one success in a complex check.
- Decrease your reputation with a person or group in a social setting.

In some rare circumstances a critical failure can get even more fumbled than usual. For every 7 by which the check falls short, another negative consequence is applied. These cases will be clear and explicit in the text. If no multi-fumble rules are indicated, this rule doesn't apply and any result that falls into fumble territory is treated as a normal fumble.

Sidebar: Less Than Seven Below

Even addition and subtraction can be tricky sometimes. When you're calculating a check's result, it's important to understand where a critical fumble starts. The result has to fall *below* seven *under* the TN. That means on a check with a TN of 10 a result of 3 isn't a fumble, it's a normal failure. How?

Well, any result from one below the TN to seven below the TN is a normal failure. That's 9, 8, 7, 6, 5, 4, and 3: seven results. Only if the check's total result is a 2 or less is the result a fumble.

If it helps you to imagine a second TN at which a failure turns into a fumble, do that. This fumble TN will be the normal TN – 7, and anything that fails compared to this new TN is in fumble territory.

Types of Checks

In play you'll encounter a few different types of checks. For the most part these checks follow the same rules. The types of checks are listed below. Each will follow the same format: the Target

Number, then how many successes are necessary to complete the task, then how many failures it takes to ruin the task, then the time it takes to make each check.

For example, a complex check that has a Target Number of 10, and needs 2 successes before the character gets one failure, with each check taking one action looks like this:

TN 10 | S 2 | F 1 | 1 action

Simple Checks

Most checks in Muragame are simple checks: one roll determines the outcome of the event. In a simple check you'll roll a die and compare it to the TN, just as described above.

In a simple check the number of successes is always one, and failures is always zero: if you get a success you're done, and if you fail even once you've failed. As such, simple checks sometimes look like this:

TN 15 | S 1 | F 1 | 1 action

The above indicates that only one success is necessary, and one failure botches the whole check. As such, you could also write a simple check like this:

TN 15 | 1 action

Any time you don't see a number of successes and failures, that indicates that it's a simple check.

Complex Checks

Complex checks model challenges that take place over time, like making something, researching something, or working toward resolving a complicated dispute while writing a treaty.

In a complex check the end goal of the challenge is to accrue a certain number of successes before a certain number of failures, with each check representing either progress toward eventually completing the challenge or eventually botching the job. The number of successes necessary and the number of failures permitted are both included when a complex check is called for, like so:

TN 14 | S 5 | F 3 | 1 minute

The above indicates that, once per minute, the character will make a TN 14 check. If they hit 14 they make one mark toward the challenge's success, and if they don't they put a mark toward failure. If they get five successes the challenge is successful and they're done. If they get three failures it's over and they've failed the whole challenge.

In the case of a critical success on a complex check the character racks up two successes instead of one toward their target. A critical success with two critical effects – 14 or more over the TN – gets three, and so on, with each 7 in excess of the TN adding one more to the successes acquired on that single check. In such a way a character could complete a complex check in a fraction of the time with a sufficiently-high check result.

When an attempt to progress on a complex check results in a critical failure it not only adds one to the failure track, but also *reduces* the character's progress by one, erasing an earlier success. If

there are no successes to reduce, instead two failures are added to the task. Like critical successes, these fumbles can result in stacked failures should the roll's result fall 15 or more below the TN, with each additional fumble erasing another success of the task or adding another failure.

Some complex checks won't have a limit to the number of failures after which the task is botched. In these cases the normal failure number will be listed as X, like so:

TN 12 | S 3 | F X | 3 actions

This complex check formatting indicates that a character can take as long as necessary on the task, sacrificing nothing but time.

Sidebar: Critical Success and Failure on Complex Checks

You may notice that while you can get a critical success or failure on one of the rolls in a complex check, it most often just adds a few successes to the tally or a few failures toward the threshold; it doesn't have the same impact as a critical success or failure on a simple check. Thus, complex checks are more binary than simple checks in some ways.

Some complex checks *do* have critical effects, however. For these complex checks a critical success is earned if the success target is met with no failures accumulated; a critical failure occurs when the failure threshold is exceeded with no successes. If a check has an effect on a critical failure or success it will be listed in the action or check description. These are typically called perfect successes and abject failures as a way to help distinguish them from the more commonly used terms critical success and critical failure.

It is worth noting, also, that abilities that modify successes and failures, such as improving critical failures to normal failures, apply to the individual rolls of a complex check, not the eventual outcome. Abilities that would change the overall result of the check would use the terms abject failure or perfect success as well.

Passive Checks

When a character's skill or ability is in question, but they are not necessarily taking action, the GM may call for a passive check. A passive check essentially converts a roll into a Target Number.

A character's passive check is equal to 10 plus or minus the modifiers that would apply to the same check if it were to be rolled. So, for example, if a character were called upon to make a passive check rather than a roll in which they had a +3 bonus, the passive check result would be 13.

Because a passive check is static, it is treated as the TN for other characters that are attempting to overcome it.

Flat Checks

Unlike other checks, flat checks are purely luck. Rather than adding or subtracting modifiers to the roll's result, compare the roll to the Target Number. If the roll meets or exceeds the TN, the check succeeds; otherwise it fails.

Flat checks are almost always simple checks, and are typically unaffected by critical successes or failures. Unless otherwise indicated, treat these as binary, like a coin flip: the result is either success or failure, with no further nuance.

Contested Checks

Where two or more characters directly oppose each other the result is often a contested check. A contested check is a simple check in which all participants make their rolls and compare them, with the best result taking victory.

Most contested checks are rolled when one character makes an attempt to do something that another character must act to prevent, such as attempting to wrestle someone or snatch an item from their hand. A passive resistance won't cut it in these cases; the defender must move to protect themselves or prevent the attempt. The character initiating the attempt is the active character, while anyone attempting to oppose them is the responsive character. The active and responsive characters both roll their checks, with the responsive character's result becoming the TN the active character has to match or beat.

In cases where 'active' and 'reactive' are not clear, the character taking their turn is almost always the active character. If it's not in combat, such as an arm-wrestling contest, there are no active or reactive participants. Instead, a tie of results indicates just that: a tie where neither side succeeds or fails.

It is possible, though rare, to have complex contested checks. To resolve a complex contested check each participant makes their checks separately. The first to 'cross the finish line' by achieving the necessary successes is the victor. If more than one character succeeds at the same time the one with a greater number of total successes is the victor. In the case of a tie, it's a tie. If a victor must be decided, it's a roll-off: each tied participant rolls a d20, highest result wins. A complex contested check might model something like a footrace, for example, where being the quickest to reach a certain target is the deciding factor.

Repeating Checks

If at first you don't succeed, the circumstances dictate whether or not you may try again.

Most checks in Muragame can be repeated unless circumstances change. A thief might make a few attempts to pick a lock, for example, or an alchemist might try time and time again to produce the correct solution.

Some checks will list a penalty or effect for failure or critical failure that prohibits further attempts. For example, a lock might feature a hidden trap that disables the lock permanently on a critical failure in picking it. An alchemist might only have enough supplies and reagents to make ten attempts at their perfect potion, after which they're out of luck. Circumstances, context, or the text

around the check should make it evident whether there is a hard limit on repeating it. Note that complex checks very often have such text, listing the effects of failure.

Some checks can't be attempted more than once because it wouldn't make sense. For example, a character that's trying to recall the name of an ancient king either knows the information or doesn't. On a failed check to recall that piece of lore they simply can't, and can't try again. A GM may allow, at their discretion, an attempt to make the check again if circumstances change, such as when the character gets access to a library or gains a bonus from an ally's spell. Similarly, a GM may elect to allow a reroll up to twice, the first with a -5 penalty, the second at -10.

Group Checks

Two or more characters working together can make a single check together. This group check attempt determines the success or failure of the entire group, simplifying gameplay.

Each member of a group makes a roll against the same TN. If half or more of the group succeeds the group, as a whole, succeeds.

Group checks are best used for simple checks, and are best used in cases where the group either progresses together or doesn't. For example, climbing a rope to the top of a cliff: if everyone were to make the check separately and one member were to fail, the game would grind to a halt while they brought the last member up. Using a group check simplifies this and avoids slowing the game.

In some cases of group checks it only matters whether everyone makes it, or who makes it the best. In these cases we use a group leader for the check. In this version of group checks a single character makes the check with a bonus of +1 per each member of the group, to a maximum of +5. The character leading the check is the character with either the highest or lowest bonus to the check, depending on the circumstances.

For example, if the group is attempting to sneak past a sleeping sphinx, the question is: will anyone wake the beast? The character with the lowest bonus to sneaking should lead the check, though they gain a bonus as they follow the footsteps of their allies.

If, however, we consider all the characters at once searching the woods for the trail of a mythic doe, it doesn't matter who spots the trail as long as someone does. The character with the highest bonus to track the doe should make the check, with a +1 for each additional set of eyes.

Advantages & Disadvantages

When making a check in Muragame a character will often have an advantage or disadvantage due to their circumstances – or both. An advantage is a benefit granted by circumstance, magic, equipment, or really any other factor. Similarly, a disadvantage is something that might inhibit a character's attempt.

Advantages and disadvantages are classified as minor, moderate, or major. A minor advantage provides a +1 bonus to a check, while a disadvantage imposes a -1 penalty. A moderate advantage or disadvantage grants a 3-point bonus or penalty, and a major + or -5.

A check cannot be made with multiple advantages. When a check would be made with two minor advantages it instead increases to a moderate advantage. Where it would be made with two moderate advantages it becomes a major advantage. If a check would be made with both a moderate and a minor advantage it remains moderate, but if it would be subject to a moderate and two minor advantages, it becomes major – as though the two minor advantages had combined into a moderate advantage, then the two moderate advantages into a major.

The same holds true for disadvantages.

Finally, a check can't be made with both an advantage and a disadvantage, as they would cancel each other out. If a check would be made with an advantage and a disadvantage of the same degree, they cancel each other out. If the degrees are different, step the greater modifier down by the degree of the lesser. For example, a check with a major advantage and a minor disadvantage would reduce to a moderate advantage.

As another example, let's consider a check that is to be made with three minor advantages, a moderate advantage, a minor disadvantage, and a major disadvantage. We cancel one minor advantage and the minor disadvantage. Next we combine the two remaining minor advantages into a moderate advantage, and the two moderates into a major. We're left with a major advantage and a major disadvantage. These cancel each other out and we make the check normally, despite all the extra fuss.

If this seems complicated, it is! Don't worry, you'll rarely see more than one or two advantages and disadvantages affecting a check, and will likely never see a roll as hairy as the one described above.

Focus

Focus, in many ways, is what separates player characters and unique NPCs from the average inhabitants of Mura. Focus is a limited resource that characters gain as they advance in levels, and is restored by resting. Characters use Focus to fuel abilities, improve their rolls, and guide narrative events. You'll see examples of these uses of Focus throughout the book.

The most basic use of Focus is to improve a roll. When making a skill check or Resistance Roll a character can spend a point of Focus to add 1d4 to their roll. This use has to be declared before the die is rolled.

Attributes

A character's attributes describe their physical, social, and mental gifts. Attributes are a measure of broad ability rather than the specialized areas of training represented by skills. There are nine attributes: three physical, three social, and three mental. These are Agility (Ag), Charisma (Ch), Constitution (Co), Intuition (In), Clarity (Cl), Poise (Po), Reason (Re), Sensitivity (Se), and Strength (St).

Attributes are rated between -5 and +5 for mortals, with an average person rated at +0. Monsters and heroes can attain higher bonuses, sometimes as much as +10.

Agility

Agility measures a character's coordination, reflexes, and finesse. A character uses Agility in combat for defense and for making ranged attacks. Out of combat Agility is used for feats of acrobatics, for stealth, and for acts of dexterity.

Charisma

A character's Charisma is their natural magnetism and interpersonal charm. A character uses Charisma for performing in front of crowds, keeping a straight face while lying, or bringing a compatriot around to their way of thinking. Charisma is also used in performing occult magic.

Constitution

Constitution is a character's physical resilience. A character might be called upon to use their Constitution in a test of endurance, to resist a disease, or to shake off a dazing blow. Constitution is also used to calculate a character's Vitality, an important factor in combat.

Intuition

Where Sensitivity is a character's ability to read a person, Intuition is a character's ability to read a situation. Intuition is used to spot things that are out of place, recognize when a character's in danger, and sometimes to make leaps of logic between disparate facts. Intuition is also used for primal magic.

Clarity

Clarity measures a character's connection to reality. The more grounded, sane, or practical a character is, the higher their Clarity. A character is rarely called upon to roll Clarity, instead using it to resist mental influence or to persist in the face of mental exhaustion.

Poise

A character's Poise is their ability to remain cool under pressure. A character might be called upon to use Poise when faced with embarrassment in public, with a sudden shock, or to conceal their winning hand at a gambling table.

Reason

Reason is a character's capacity to draw logical conclusions, to retain information, and to synthesize that information. A character uses Reason to recall details from memory, to perform mathematical calculations, and to do arcane magic.

Sensitivity

Sensitivity represents a character's ability to understand the emotions and motives of others, and to interpret their words and actions. When a character is called upon to read a person, to get a sense of a crowd's attitude, or understand the subtext of a complicated epic poem, they use Sensitivity. Sensitivity is also used to work divine magic.

Strength

Strength represents a character's brawn, or might. A character uses Strength to lift and shove, to break things, and for many athletic activities like swimming or climbing. In combat Strength is used to deal damage with weapons, as well as to perform most combat maneuvers like tripping and wrestling.

Using Attributes

When a character is called upon to make a check they'll modify it by their bonus or penalty for the appropriate attribute. This is the most common use of attributes: to add to or subtract from a check, TN, or similar.

Most of the time a skill will modify the check as well, but a GM may call for a straight attribute check. For example, there's no skill that is likely to apply to an attempt to shove a block of marble across the ground: that's a raw exercise of Strength.

Skills

Skills are areas of training in which a character can improve. When a character makes a check in that area of training they can add their skill to the roll as a modifier in addition to the relevant attribute. Each skill listed below has a suite of rules or guidance on how it is most commonly used, such as special actions that can be performed using that skill.

Skills are rated from 0 – or totally untrained – to +5. When a skill is rolled the associated attribute is usually indicated alongside it as well. Some skills are closely linked to attributes that become the default when rolling that skill. For example, a character making an attempt to climb a sheer surface will use Athletics, and almost always Strength. However, Athletics could be used in conjunction with Constitution if a runner was attempting to run for distance and endurance rather than speed, or with Agility if a character was bowling.

Skills are separated into categories indicating the types of skills: active skills, lore skills, weapon skills, and defensive skills.

Active skills are skills that a character might use in their day-to-day life to get something done. Running and jumping, lying to someone, or searching for hidden traps in an ancient tomb are all examples of active skills.

Lore skills cover areas of academic knowledge and professional trades. A character's understanding of history, an attempt to write a sonnet, understanding the movements of the celestial spheres, or crafting a fine pair of boots are all checks made with lore skills.

Defensive skills include different classifications of armor: light, medium, heavy, and unarmored. Each of these is a different skill that allows a character to move comfortably and defend themselves in a fight.

Weapon skills are used in combat to make attacks and some combat maneuvers. Weapons are separated into groups, such as bows or polearms, and each separate weapon group is its own weapon skill.

Many skills require some kind of gear to use effectively. For example, it's awfully hard to perform surgery without scalpels and forceps, to pick a lock without lockpicks, to make an attack without a weapon, or to cook without pots and pans. Skills that require tools will have the tool tag, and the context should make evident what kinds of tools are necessary. Your GM may rule that in a certain circumstance you can make an attempt to use a tool-dependent skill without tools at a major disadvantage, or with makeshift tools at a moderate disadvantage.

Some skills cannot be used without training. For example, a character is not going to be able to put together a bit of clockwork based on intuition alone. Typically a Lore skill check with a TN over 10 cannot even be attempted by a character totally untrained in that skill. Active skills can usually be attempted untrained, excepting the Arcane, Divine, Occult, and Primal magic skills.

Untrained Skills

Characters that attempt to use skills without training may suffer a penalty for doing so, or be unable to entirely.

All skills – defensive, weapon, active, and lore skills alike – are categorized as untrained ok, untrained penalized, or untrained prohibited. In general those that are untrained ok are skills that the common person already uses in some way, day to day: athletics, for example, or insight. Skills that are penalized for untrained users are those that require at least an element of education to approach correctly, like gymnastics, investigation, or riding. Prohibited skills typically cannot be attempted by someone untrained, as the entirety of the skill relies upon specific knowledge that can't be guessed, estimated, or generalized. Magical skills are an example of prohibited skills.

When attempting to use a skill untrained, consult the special rules below to determine the nature of the penalty applied:

Untrained ok: there is no penalty or restriction on using this skill; roll normally and add the appropriate attribute.

Untrained penalized: a character rolling this skill untrained rolls using the appropriate attribute and then applies a -3 penalty to the result. Further, the character typically can't make an attempt if the TN of the check is 20 or higher; some sort of knowledge is missing.

Untrained prohibited: a character can only make an attempt at a prohibited skill untrained if the TN is 10 or lower, and even then suffers a -5 penalty to the roll.

Each skill lists its penalty for untrained use in the skill description. Defensive skills and weapon skills are virtually all untrained penalized; lore skills are mixed between penalized and prohibited; active skills are mixed between ok and penalized.

In some cases a skill's common uses may be ok, while specific uses are penalized or prohibited. If this is the case it will be called out in the skill use's description.

Active Skills

Arcane Magic

Untrained prohibited.

This skill is used to cast arcane spells.

Cast an Arcane Spell

The arcane magic skill is most commonly rolled to cast a spell. To cast a spell you must know the spell or otherwise have access to it (such as through an item that grants you knowledge of the spell). This skill is used to cast only spells with the arcane quality or from the arcane spell lists; other skills are used to cast divine, occult, and primal spells.

Casting a spell is a Re check. Most spells are complex skill checks, requiring a set number of successes to cast. The spell is cast on the action that the successes are earned.

Critical Success: Add an extra success toward the target.

Success: Add one success toward the target.

Failure: Add one failure toward the threshold.

Critical Failure: Add an extra failure toward the threshold.

Casting an arcane spell does have the potential for perfect success or abject failure.

Perfect Success: The spell's Vitality cost is only half the normal (rounded up).

Success: The spell is cast. You spend the Vitality cost of the spell and resolve the effects.

Failure: The spell is lost. You spend half the Vitality cost of the spell (rounded down), but it has no effect.

Abject Failure: The spell mis-fires. You spend double the Vitality cost of the spell, then make a Co RR against your own arcane magic TN. On a failure you are dazed. You can make a new Resistance Roll at the end of each of your turns, starting next turn, ending the effect on a success.

More information on casting spells is found in the chapter on magic, later in this book.

Athletics

Untrained ok.

This skill is used to perform athletic feats like running, jumping, climbing, and swimming.

Combat Maneuvers

Jumping

Wrestling

Deception

Untrained ok.

This skill is used to keep a straight face, mislead others, or take up a false persona.

Bluff

Con

Deceive

Divine Magic

Untrained prohibited.

This skill is used to cast divine spells.

Cast a Divine Spell

The divine magic skill is most commonly rolled to cast a spell. To cast a spell you must know the spell or otherwise have access to it (such as through an item that grants you knowledge of the spell). This skill is used to cast only spells with the divine quality or from the divine spell lists; other skills are used to cast arcane, occult, and primal spells.

Casting a spell is a Ch check. Most spells are complex skill checks, requiring a set number of successes to cast. The spell is cast on the action that the successes are earned.

Critical Success: Add an extra success toward the target.

Success: Add one success toward the target.

Failure: Add one failure toward the threshold.

Critical Failure: Add an extra failure toward the threshold.

Casting an arcane spell does have the potential for perfect success or abject failure.

Perfect Success: The spell's Vitality cost is only half the normal (rounded up).

Success: The spell is cast. You spend the Vitality cost of the spell and resolve the effects.

Failure: The spell is lost. You spend half the Vitality cost of the spell (rounded down), but it has no effect.

Abject Failure: The spell mis-fires. You spend double the Vitality cost of the spell, then make a Co RR against your own divine magic TN. On a failure you are dazed. You can make a new Resistance Roll at the end of each of your turns, starting next turn, ending the effect on a success.

More information on casting spells is found in the chapter on magic, later in this book.

Gymnastics

Untrained penalized.

This skill is used to perform acrobatic maneuvers and contortions, or keep your balance.

Balance

Contortion

Escapism

Tumble

Insight

Untrained ok.

This skill is used to understand others and get a quick read of circumstances.

Assess Situation

Cold Read

Detect Lies

Intimidation

Untrained ok.

This skill is used to bully others, to scare them, or to threaten them.

Battle Cry

Threaten

Investigation

Untrained penalized.

This skill is used to search for hidden things, spot anomalies and outliers, and to evaluate clues.

Deduce

Search

Medicine

Untrained prohibited.

This skill is used to diagnose illnesses, perform first aid and surgery, and to concoct and apply medicines.

Aid Recovery

Diagnose

First Aid

Occult Magic

Untrained prohibited.

This skill is used to cast occult spells.

Cast an Occult Spell

The occult magic skill is most commonly rolled to cast a spell. To cast a spell you must know the spell or otherwise have access to it (such as through an item that grants you knowledge of the spell). This skill is used to cast only spells with the occult quality or from the occult spell lists; other skills are used to cast arcane, divine, and primal spells.

Casting a spell is a Se check. Most spells are complex skill checks, requiring a set number of successes to cast. The spell is cast on the action that the successes are earned.

Critical Success: Add an extra success toward the target.

Success: Add one success toward the target.

Failure: Add one failure toward the threshold.

Critical Failure: Add an extra failure toward the threshold.

Casting an occult spell does have the potential for perfect success or abject failure.

Perfect Success: The spell's Vitality cost is only half the normal (rounded up).

Success: The spell is cast. You spend the Vitality cost of the spell and resolve the effects.

Failure: The spell is lost. You spend half the Vitality cost of the spell (rounded down), but it has no effect.

Abject Failure: The spell mis-fires. You spend double the Vitality cost of the spell, then make a CoRR against your own occult magic TN. On a failure you are dazed. You can make a new Resistance Roll at the end of each of your turns, starting next turn, ending the effect on a success.

More information on casting spells is found in the chapter on magic, later in this book.

Perception

Untrained ok.

This skill is used to sense the world around you, to spot sneaking creatures, and detect threats.

Initiative

Spot

Performance

Untrained ok.

This skill is used to express yourself and hold the attention of a crowd, such as through dance or oration or while playing an instrument. Each of these types of performance is distinct, and treated as its own skill. For example, Performance: dancing and Performance: oration are different skills. Common types of performance are listed below, though the list is not comprehensive.

Disguise

Entertain

Acting

Dancing

Keys (untrained penalized)

Oration

Percussion (untrained penalized)

Singing

Strings (untrained penalized)

Thaumamins (untrained penalized)

Woodwinds (untrained penalized)

Express

Persuasion

Untrained ok.

This skill is used to interact diplomatically with people, bring them around to your way of thinking, or flatter them.

Convince

Diplomacy

Primal Magic

Untrained prohibited.

This skill is used to cast primal spells.

Cast a Primal Spell

The divine magic skill is most commonly rolled to cast a spell. To cast a spell you must know the spell or otherwise have access to it (such as through an item that grants you knowledge of the spell). This skill is used to cast only spells with the primal quality or from the primal spell lists; other skills are used to cast arcane, divine, and occult spells.

Casting a spell is an In check. Most spells are complex skill checks, requiring a set number of successes to cast. The spell is cast on the action that the successes are earned.

Critical Success: Add an extra success toward the target.

Success: Add one success toward the target.

Failure: Add one failure toward the threshold.

Critical Failure: Add an extra failure toward the threshold.

Casting an arcane spell does have the potential for perfect success or abject failure.

Perfect Success: The spell's Vitality cost is only half the normal (rounded up).

Success: The spell is cast. You spend the Vitality cost of the spell and resolve the effects.

Failure: The spell is lost. You spend half the Vitality cost of the spell (rounded down), but it has no effect.

Abject Failure: The spell mis-fires. You spend double the Vitality cost of the spell, then make a CoRR against your own primal magic TN. On a failure you are dazed. You can make a new Resistance Roll at the end of each of your turns, starting next turn, ending the effect on a success.

More information on casting spells is found in the chapter on magic, later in this book.

Riding

Untrained penalized.

This skill is used to ride and control a mount or a vehicle like a coach, cart, or bicycle.

Control a Mount

Sailing

Untrained penalized.

This skill is used to power or pilot a sailing vessel, boat, or similar watercraft.

Row

Sail

Steer

Stealth

Untrained ok.

This skill is used to sneak about unseen, move silently, and to hide objects.

Conceal

Lose Tail

Sneak

Survival

Untrained penalized.

This skill is used to forage and build shelter in the wilderness, to follow someone's tracks, and to deal with wild animals.

Forage

Handle Animals

Track

Thievery

Untrained penalized.

This skill is used to pick pockets, crack safes, and defeat other security.

Disarm Traps

Open Locks

Pick Pocket

Lore Skills

Craft

Untrained penalized.

This skill is used to appraise, create, and repair mundane objects. This skill, unlike most others, covers many other skills. Common fields of craft are listed below, though the list is not comprehensive. When you gain a rank in Craft you choose a specific craft from the list below, treating each as an individual skill. For example, Craft: bookbinding and Craft: painting are distinct skills.

In some crafts practices that would have been their own professions are lumped together with like crafts, such as combining weapon smithing, armor smithing, black smithing, and horseshoeing into a single craft: blacksmithing. When in doubt, try not to create a new craft, but instead find another craft under which it can fit unless there is no related craft.

Agriculture: The planting, growing, and harvesting of crops, as well as flowers and herbs; animal husbandry; running a farm or ranch.

Alchemy: Working with unusual substances; creating synthetic materials.

Blacksmithing: Shoeing horses; making and repairing pots, pans, and barrel hoops; smithing steel armor and weapons.

Bookbinding: Making paper, embossing leather, and binding books.

Bowing & Fletching: Carving and stringing bows and arrows.

Brewing: Distilling liquor, brewing beer, and fermenting wines.

Carpentry: Working with wood; creating furniture; framing houses; making cabinets.

Cobbling: Leather-work; creating coats and bags; making boots and shoes.

Cooking: Making food from fine cuisine to trail preserves.

Glass-blowing: Grinding glass lenses; blowing glass vases and flasks; glazing windows.

Jewelry: Smithing with silver, gold, and tin; cutting and polishing precious stones.

Masonry: Cutting and carving stone; making and laying bricks.

Painting: Sketching; stretching canvas; mixing pigments and painting.

Tailoring: Weaving, sewing, embroidery; making dresses, suits, and other clothing.

Tinkering: Putting together clocks, spring-powered toys, and small mechanical devices of all kinds.

Writing: Poetry, prose, and essays; writing to inform, to emote, or to inspire.

Geography

Untrained penalized.

This skill is used to navigate, create and read maps, and to recall information about a location's features.

Cartography

Landmarks

Orienteering

History

Untrained penalized.

This skill relates to the knowledge of major historical figures and events.

Mathematics

Untrained penalized.

This skill relates to the understanding and use of mathematics, engineering, and physics.

Mercantilism

Untrained penalized.

This skill is used to plan the logistics and supply lines of a business, to manage accounting, and to run a business buying and selling.

Metaphysics

Untrained penalized.

This skill relates to the positions and compositions of the planes, to the secrets of the Far Realms, and to the concepts of magic itself. It also encompasses rituals, rites, and societies of arcane magic.

Identify Arcane Magic

Naturalism

Untrained penalized.

This skill covers knowledge of Mura's beasts, monsters, plants, fungi, and other natural phenomena.

Occultism

Untrained penalized.

This skill relates to knowledge of the mirrorlands and echolands, to shades and the spirits of the dead, and to the societies of occult magic.

Identify Occult Magic

Politics

Untrained penalized.

This skill relates to understanding of noble houses and royals, structures of government, the mechanisms of bureaucracy, and law.

Religion

Untrained penalized.

This skill relates to heaven and to hell, to infernal and supernal beings, to the doctrine and structure of the Ekletheon Church, and to other traditions of religion such as ancestor worship or animism. It also grants knowledge on the topics of divine magical societies and religious rites.

Identify Divine Magic

Spiritualism

Untrained penalized.

This skill relates to the elemental foundations of Mura, to the types and powers of spirits, and to knowledge about primal magic societies and practices.

Identify Primal Magic

Tek

Untrained penalized.

This skill relates to understanding – and maybe using – complex tekology, Ancient or otherwise.

Sidebar: Tek With a ‘K’

Several terms in Muragame are spelled in a way that varies from the norm, notably ‘tekology’ and ‘tek,’ but also some paths like Ikon. These spellings are not simply an indication of pronunciation; they are meant to distinguish the use of the term in the game from a common use of the term in life.

For example: a water-wheel that powers the town’s great clock is technology; a glowing crystal underground that turns daydreams into visible images is tekology.

Tek is a catch-all term to indicate technology far beyond the average in Mura, and often on Earth. Tek may veer close to magic, but is in fact scientifically-based (or scientifik, perhaps, as it often relies upon fantastic materials and theories). In the case that tek and magic intertwine, as is so frequent for Ancient works, it is called magitek. Unlike most tek, magitek can be disrupted by spells and throws off a magical aura that can be perceived by magesight.

Defense Skills

Untrained penalized.

In combat Muragame uses defensive skills to determine how hard a character is to hit. Defense skills are about dodging, blocking, and deflecting strikes to heavier armor, allowing a character to avoid or withstand more hits than their peers.

You’ll use defense skills when calculating your character’s Defense Target, or Def. Your Def is a special kind of Target Number – TN – that attacks have to meet or beat to inflict damage. You may note that this looks very similar to rolling any other skill against a Target Number; the base concepts are identical. More on attacking, defending, and armor is presented in the later chapters on

combat. For now, just know that the following defense skills are useful for your character in combat.

Unarmored: The art of footwork and dodging, this skill covers keeping yourself from being hit in combat while unimpeded by armor.

Light Armor: This skill covers the wearing, care, and defensive use of light armors. Light armors are those that restrict a character's movement very little, but offer only some defense of vital organs, such as cloth armors, chain vests, and the like.

Medium Armor: Medium armors include those that restrict a character's movements and vision as little as possible while covering all the vital points. Breastplates with greaves and gauntlets, arrangements of boiled leather or linen panels, and chain hauberks with helms are all examples of medium armor.

Heavy Armor: Splint mail, lamellar, plate armor, and similar are heavy armor. This type of armor offers greater protection than any other, and does not restrict movement much more than medium armor. It is also typically the most expensive to buy, maintain, and repair.

Learning to move in heavy armor requires learning to move in light armor, and medium armor as well. This isn't only a matter of mindset; heavy armor is often plates hung over medium armor like chain mail, which is itself hung over light armor.

A character's training rank in medium armor can be no more than one higher than their training rank in light armor, and their training rank in heavy armor can be no more than one rank higher than the lower of their ranks in light and medium armor. So, for example, a character with a +2 to light armor could have no higher than a +3 in medium armor; and a character with that +3 in medium armor could have no more than a +3 in heavy armor as well.

Sidebar: Shields

Most styles of fighting recognize the value of shields, from tiny bucklers to knightly kite shields to gigantic tower shields. In Muragame shields provide cover, and do not need specialized training to use. Anyone that can lift a shield can make use of it, as the core concept is so simple: put the thing between you and your enemy. There are a number of character abilities that expand and improve the use of shields or are designed to counter them.

Weapon Skills

Untrained penalized.

Weapons in Muragame are categorized into weapon groups. Each group is a collection of weapons that are used in similar fighting styles or that have overlapping training. An individual trained in using huge swords like zweihanders is unlikely to have the same skills as a rapier fencer, but the fencer might be able to make use of a saber or epee.

When a character acquires a weapon skill they gain training in a whole weapon group. That training applies equally to all the weapons in that group.

A handful of weapons appear in more than one weapon group. When using those weapons a character uses whatever weapon skill is their highest. For example, the kukri appears in both light blades and in axes: it can be used like a dagger, or like a hatchet. The staff appears in both clubs and in polearms: it can be used to thrust and sweep like a spear, or to spin and swat like a club. In the case that a weapon appears in more than one group its statistics and qualities don't change.

Axes: Heavy-bladed weapons made to chop and slash.

Hatchet (tomahawk), khopesh, battle-axe (tabar), halberd (bardiche), greataxe, wood axe

Bows: Bows that are strung and drawn to fire an arrow.

Hunting bow, longbow, foot bow, (composite, recurve, reflex, straight bows)

Chains: Chains, ropes, and cords meant to throw, tangle, swing, and lash.

Flail, whip, kusari-fundo

Clubs: The simplest of weapons, short blunt instruments used to parry, strike, and trip.

cudgel, mace, staff, morningstar, baton, cosh, kanabo

Crossbows: Mechanically-assisted bows on stocks, fired from the shoulder.

Hand crossbow, light crossbow, heavy crossbow

Hammers: Blunt striking heads atop hafts.

Light hammer, maul, warhammer, bec de corbin

Heavy Blades: Long and heavy swords meant to be used two-handed, often with one armored hand gripping the blade.

Bastard sword, zweihander, falchion, estoc, flamberge, long sword, katana, arming sword

Light Blades: Light, quick swords and daggers wielded one-handed, typically as a sidearm or dueling sword.

Dagger, rapier, seax, stiletto, spadron, saber, wakizashi, iklwa, kukri

Polearms: Two-handed pole weapons of all kinds, the most popular primary weapon for knight and infantry alike.

Spear, staff, bec de corbin, halberd, glaive, bardiche, pike

Thrown: Any weapon meant to be thrown or slung.

Throwing axe, throwing knife, dart, sling, shuriken

Unarmed: Weapons that are worn on the hand and used as though the wielder were boxing.

Katar, gauntlet, brass knuckles

Sidebar: Firearms

If your game includes firearms they fall under their own weapon group, or groups.

If they are ancient firearms – flintlocks, muzzle-loading muskets, bombards, and the like – they all share a single weapon group, as their use and maintenance are very similar.

If your game includes more modern weapons, like revolvers and bolt-action rifles, there are two weapon groups: pistols and longarms. The pistols weapon group includes any gun a character can hold in one hand; longarms anything that must be held in two.

Should you include automatic weapons, like assault rifles, these form their own new weapon group: automatics. Machine pistols, sub-machine guns, and assault rifles all fall into this category, while hunting rifles and shotguns remain in the longarms group. Mounted weapons like mortars or large machine guns may occupy their own category of mounted firearms.

Finally, if your game includes futuristic weaponry like sonic pistols, laser rifles, or antimatter spears, you might fit these into the existing modern firearm groups, or may choose to have a single group of ‘sci-fi weapons,’ or may choose to further split them up into categories like ‘energy pistols’ or ‘two-handed plasma guns.’ For these futuristic guns a character may also have to have the Tek skill to maintain or use them, at the GM’s discretion.

Weapon Tricks

Experienced wielders of weapons can learn weapon tricks: specialized ways to use their tools in combat that play to the weapons’ strengths. For example, huge swords are heavy enough to chop through almost any defense; staves and polearms are excellent for keeping an enemy at a distance; axes and weapons with hooks are ideal for pulling a target off a horse or yanking a weapon from an enemy’s hand.

The combat chapter includes weapon tricks that are common to groups of weapons, or to weapons that share specific qualities. Weapon qualities can be found in their entries in the equipment chapter.

Using Your Skills

The skills listed above each have their common uses listed, in addition to specific uses of that skill. For example, Survival is used generally to get by in the outdoors, identify animal scat and burrows, find North by the sun, and the like, but is specifically used as well for foraging and tracking. Plenty of skills have areas of overlap: Survival might help you find North, but so would Geography. Survival might also help you find edible mushrooms, but Naturalism fits just as well. Your GM may call for a roll of whatever your character is best at, or may provide different information based on the skill you choose to roll.

Similarly, there are a handful of actions that are common to several skills, such as those below.

Research

Any lore skill can be used to perform research on the topic of that lore skill.

Research requires a library or similar body of material relevant to the skill. A character can make a complex check with a TN dependent on the organization of the library; a number of required successes based on the rarity of the information sought; and a number of permitted failures based on the size or depth of the library. Common values for these appear below.

On a successful complex check the character finds the information they were seeking.

Research Checks

The Target Number of the check starts at 10, and is modified by any of the following modifiers that apply to the search, to a minimum TN of 1. The more rare or obscure the information is, the harder it is to find.

TN Modifier	Condition
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+5	The information is uncommon or niche
+10	The information is, or was, used only by a small subset of individuals like members of a guild, profession, or religious organization
+15	The information has been intentionally obscured, such as by being encoded or purged from records
+5	The information is old, from more than 250 years ago, and not in common use any longer
+10	The information is ancient, last uncovered 1,000 or more years ago
+2	The information is from far away, such as another non-neighboring country
+5	The information is from another continent
+10	The information is from another plane of existence

The required successes to locate specific information is based on the quality of the research facility or library. The base successes start at 3, modified by the factors below (to a minimum of 1, of course).

Success Modifier	Condition
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-1	The library is organized by a common classification system
-1	The library is well-kempt and has clear markings
-1	The library has a thorough catalog of contents or a magical tool to search the contents
+1	The library is messy or rarely-organized
+1	The library is disorganized, without a comprehensive classification system

+2 The library's quality or curation is poor, with frequent duplicates and unreliable works

-2 The library is dedicated to that topic, such as researching ghosts in an occult library, celestials in a church library, or local history in a city's library

The permitted failures are dependent on the size of the library. The smaller a library is, the more likely a character is to run out of resources for their research before finding what they are seeking. Once a character has searched a given library they cannot do so again in reference to the same information: the information simply is not there.

When a whole group is seeking information in a library we recommend using a group check with a leader to represent the entire party performing the research.

The failure threshold for a check is based on the table below. Further, the larger the library the longer each check in the search takes. The expected time for each check is also listed in the table below.

Failure Threshold	Check Time	Library Size
1	10 minutes	A tiny library, no more than a few dozen books or scrolls, such as that kept by a noble or a tiny guildhall
2	1 hour	A small library, like that available in a moderately-successful guildhall or an average town; perhaps a hundred books
3	1 day	A good-sized library with a thousand or so books, as might be found in a city or a large guildhall
4	3 days	The library of a dedicated university, a primary guildhall, or similar, with ten-thousand books
5	1 week	The greatest libraries of a continent, such as those in Talmussin's universities, with a hundred-thousand books or more

Craft an Item

Characters can use the Craft skill to make nonmagical items. To do so a character must have access to the appropriate crafting tools or a workshop, to raw materials, and must spend the time to make it. For example, a cobbler looking to make a set of fine boots would need cobbler's tools: hammers, knives, awls, glue, nails, and such; and would need raw materials: leather, cork, laces, buckles; and would need to take a day or two to build the boots.

Crafting an item is a complex check that takes one day per check. The difficulty is dependent on the complexity or quality of the work. Use the examples below to judge the TN for a specific item.

The number of necessary successes to complete the project is one per 5 silver marks of the item's purchase price. Where the item's value is less than 5 marks – and thus less than a day's work – a number of items of the same kind totaling up to a value of 5 marks can be produced per check. At the GM's discretion, creating a single item of low cost may take only part of a day. A check to create

an item worth one silver mark, for example, may take only two hours; an item worth a few copper pennies might take minutes for each check.

Should a character reach the failure threshold when crafting an item, the base materials are ruined and wasted. The failure threshold for this complex check is equal to half the target successes, to a minimum of one.

The raw materials to create an item have their own cost, equal to one-quarter of the item's typical sale cost.

An item can typically be sold for one-half of its purchase price. The assumption is that the crafter is providing the finished work to a shop at wholesale prices, to then be sold at its normal price to another party. Selling crafted items at full price is not the province of the Craft skill, but rather a check to practice a profession.

Complexity	TN	Example
Trivial	5	nails, marbles, spun wool, bricks
Simple	10	kitchen knife, unbleached cotton paper, square granite blocks
Functional	15	wine amphora, hunting bow, refined lamp oil
Sophisticated	20	arming sword, rough glass lens, fine painting
Complex	25	pendulum clock, plate armor, masterwork stone sculpture
Masterful	30	telescope, royal crown

Unlike most skill checks, Craft checks can often be collaborative. Having a second person in a smithy makes the work easier; an apprentice can mix paints for their master; or a carpenter might mark and join while their aide cuts. Multiple characters can work toward the same check, provided they each have a set of tools or are in a well-equipped workshop. As many characters can work on the same project as the GM deems reasonable, typically no more than half the total successes necessary for the check. For example, a complex check to craft an item worth 60 marks – 12 days of work – could use no more than 6 workers. Each character makes a separate check, adding their successes and failures to the communal total. In this way extremely complicated and expensive projects, like building a home or grinding lenses, can be undertaken by whole groups.

Practice a Profession

Characters that seek to make a living in their adventures may opt to practice a profession. This is an action common to many skills, including virtually all lore skills. Practicing a profession is a simple check representing a day's work in the character's chosen field.

When practicing a profession the character's income is dependent on the demand for their work. For example, trying to set up shop as an armorer in a city famed for its smiths may result in low demand for the character's wares. Similarly, if a character is the only scribe in a town they may be able to pick and choose their jobs. As such, professions that take extensive training or rely on

rarified knowledge may be in more demand, while those that are commonly picked-up may be in lower demand.

Demand	Income	Example
Nonexistent	none	carrying water in a city with plumbing
Low	5 silver marks per day	farming in a fertile, rural area; busking in any large city
Moderate	15 silver marks per day	tutoring noble children in a wealthy city; running a shop
High	50 silver marks per day	providing healing and medicine in a city; performing a rare or unseen act in the nice part of town
Desperate	100+ marks per day	commanding the weather in a drought-stricken town

The result of the check dictates how successful the character is in their profession, and applies a multiplier to the normal income based on that result.

The GM may choose to modify the check based on the circumstances. For example, a character might earn a moderate advantage for being well-liked in town, or suffer a major disadvantage for trying to work without a consistent place of business or available tools.

Check Result Multiplier

Less than 5 x 0, no income earned, and the GM may impose a penalty on further attempts in the area due to poor reputation

5 x 0, no income earned

10 x ½

15 x 1

20 x 1½

25 x 2

If characters are practicing their professions over a long period of time it may be more sensible to make a single check per week of work – multiplying the income as appropriate, of course – with an assumption of working 8 of every 10 days. In cases of extended everyday work, such as a break between adventures of months or years, consider using the following guidelines: a professional working in a field of low demand likely keeps a poor lifestyle; one with moderate demand keeps a modest lifestyle; one with high demand keeps a comfortable lifestyle; and a professional working in a field of desperate demand can live like an aristocrat.

Combat

Combat is one of the major parts of Muragame. At some point in most characters' career they'll find themselves in a life-or-death battle, or desperately trying to pry the jewel of a thousand deaths from a mad mage's grip. This chapter presents the rules for combat, damage, recovery, and dying.

The Combat Round

Muragame separates time into slices called rounds during combat. A round is a nebulous length of time, maybe five or ten seconds: enough for two warriors to meet, strike, block, and separate again, for example. When converting combat rounds into minutes – for example, when calculating the duration of a spell – assume that each round is ten seconds, and thus there are six rounds per minute.

Rounds are further separated into turns. Each character involved in the combat takes a turn, then the round ends, and the next round begins.

Turns & Initiative

Determining the order in which characters act is the first step in combat. Characters act in an order determined by initiative.

When a character joins combat they make an Agility/Perception check. The results of all characters in the combat are listed from highest to lowest, resulting in the initiative order. Characters then act in that order, each one taking a turn.

At the end of the round, a new round begins. Characters roll initiative again and once more act, in order.

Combat continues as long as two characters continue to clash.

Surprise

Often, characters don't enter combat on even footing. Some may get the drop on the others, or everyone may be startled as a fight breaks out. Before combat begins – and thus before initiative checks are made – the GM will need to check if any characters are surprised.

A character is surprised if they were not expecting a fight. This could be because their enemy attacked without warning, or if they are assaulted from stealth, or if they were distracted as the situation escalated. When a character's awareness of combat is in doubt, have them make a check to determine if they see trouble brewing, either against a TN based on the circumstance or opposed by someone trying to get the drop on them.

For example, a character walking through their home would not normally be on alert against an oncoming fight. However, a thief, interrupted in their burglary, waits around a corner with a knife drawn. The homeowner must make an Intuition/Perception check against the thief's Agility/Stealth check. If the homeowner meets or beats the thief's result the two roll initiative normally. If the homeowner fails, they are surprised as the thief strikes from the shadows.

The same thought process used above can be applied to circumstances where one side tries to lull the other into a false sense of security – rolling Charisma/Deception against Sensitivity/Insight – or any other circumstance where an ambush or trickery comes into play.

In the case that there is no attempt at deception but one or more combatants might be surprised, such as two bands hunting each other through a maze and coming upon each other suddenly at a corner, everyone makes a skill check against a TN of 10. Characters that are successful act normally, while those that fail are surprised.

“Surprised” is a condition. A surprised character cannot act, and attacks against them benefit from a moderate advantage. A character loses the surprised condition at the end of their first turn in combat.

Your Turn

When a character’s turn comes up in combat they declare their action or actions. The GM then calls for any checks or rolls that may determine the success or failure of their actions, and narrates the outcome. A character’s turn lasts from the end of the turn prior to theirs to the start of the next character’s turn. Many effects happen at the end or start of a character’s turn. These can be considered to happen between turns, and should be resolved before the next character’s turn begins.

Actions & Activities

On a character's turn they take one or more actions. Each character gets three actions, or ‘action points’ if you prefer, to take on their turn. A character’s actions refresh at the start of their turn in . Some effects are dependent on whether a character has acted yet in a round, or may cost actions even off of a character’s turn, and so the distinction is made for these cases.

Different actions take different lengths of time to complete. Throwing a knife takes less time than casting a spell, generally, which takes less time than picking a lock, for example. Actions are, therefore, separated into minor, moderate, and major actions.

A minor action takes one action, or action point. A moderate action takes two. A major action takes three.

Some projects take more than one action to complete, even more than a major action. These are called activities. An activity may take a specific number of actions to complete, or may be a complex check that stretches across a span of time. Any action that is not completed by the end of a character’s turn is an activity.

Moderate and major actions can often be taken as activities. If a character has one action left in a turn and would like to take a major action, for example, it’s turned into an activity that takes three actions instead. The first action takes place right then, and the latter two at the start of their next turn.

A character cannot take any other action during an activity. If they do so, the activity is abandoned, along with any progress made on it.

The targets of an activity are chosen when the activity begins, and any resources necessary for the activity are spent at that time as well.

Owing to the two factors above, characters in the midst of activities are vulnerable to interruption. An enemy moving out of the range of a spell, an attacker dazing the character, or circumstances changing unpredictably can all ruin an activity and waste the resources committed. Characters should be aware of the potential for sudden change on the battlefield when choosing to commit to an activity.

In addition to the three actions a character gets in a turn, they can take an incidental action and any number of free actions.

An incidental action is something small that doesn't require a notable measure of time. A character can take only one incidental action each turn. If a character repeats the action it requires a single action instead. Some incidental actions include:

- Drawing or sheathing a weapon
- Opening an unlocked door
- Opening a small container like a vial or flask
- Throwing a lever or flipping a switch
- Pulling on or taking off a hat or scarf
- Making a lore check to recall some detail or evaluate a situation
- Falling to the ground prone

Free actions are even lesser than incidental actions. They are purely mental, or require no time at all. Speaking, for example, is a free action. Winking, snapping fingers, or similar are free actions.

Acting Outside Your Turn

There are several cases in which a character might act outside their turn in combat. They might delay their action until later in the round, effectively moving their turn down the order; they might prepare to interrupt someone else's turn; or they might react to another character's action.

Delay: A character can opt to move down the initiative list. A character can, at the start of their turn, opt to delay. This takes them effectively out of the initiative order. That character can then choose to take their turn after the end of any other character's turn. If they do not take their turn before the end of the round, it is simply lost.

When a character delays their turn they reduce their turn by one action, and take two actions rather than three. This is not an action itself, and does not interrupt an activity if the character was in the middle of one.

Prepare: This action allows a character to prepare for expected circumstances, acting to preempt or interrupt another character. This is a minor action. When a character takes the prepare action they must list the condition for which they're preparing, and what they're preparing to do. For example, a player might say, "I'll prepare to take a sword swing as soon as an enemy comes close

enough.” That’s a condition: when an enemy approaches within melee range; and a prepared action: make a single attack with a sword.

A prepared action takes place the moment its trigger is met, interrupting any other action taking place. If the prepared action prevents the initial, triggering action, it’s lost. If not, the triggering action occurs normally after the prepared action is resolved.

If the trigger to the prepared action does not take place by the beginning of the character’s next turn, it’s lost.

A prepared action can be any minor action. That minor action is ‘spent’ from the character’s normal turn. Thus, it costs one minor action to prepare, and one to execute the prepared action. The character preparing an action can take their third minor action normally on their turn.

React: A reaction is an action taken outside of a character’s turn in response to some kind of prompt. Most reactions are made available to a character through talents or magic. The primary exception to this rule is the opportunity attack.

Reactions must be minor actions. A character uses a reaction by spending a single action from their *next* turn, reducing their actions in that turn by one. A character cannot spend more actions this way than they have in their next turn (usually three). Effects that would reduce a character’s ability to act, or reduce their number of actions, may also affect the availability of their reactions. A character that uses a reaction in their current turn and still has actions available in their turn spends the minor action from the current turn, not the next.

For example, a character might use a reaction to raise a shield against an attack. They are then struck by an effect that slows them, reducing their actions per turn by one. An enemy then provokes an opportunity attack. The character has to choose whether to take that opportunity attack – and spend their last action of this whole turn – or to wait until their turn and take a single action (having had their total reduced to two, and having spent one already).

Abandoning an Action

When a character can’t complete an action or activity – because it’s been interrupted by another character, because circumstances have changed, because the character is rendered incapacitated or a condition inhibits them – that action is abandoned. Abandoning an action means that any time or resources that have been committed to the action are gone, wasted, and the action is not completed.

Combat Actions

Most common actions taken by a character in combat are listed here:

Minor Actions

Guard: Impose a moderate disadvantage on attacks a specific creature takes against you until the start of your next turn.

Maneuver: Most combat maneuvers, described later in this chapter, are minor actions. These include feints, attempts to disarm or trip, and the like.

Object Interaction: use, retrieve, or store an object, in addition to that from your incidental action.

Prepare: Prepare an action.

Raise a Shield: Raise your shield and take cover behind it.

Search: Scan an area 6 m on a side for hidden objects and creatures.

Stride: Add your Speed to your movement.

Strike: Make a single attack roll with a weapon you're holding.

Moderate Actions

Dodge: Impose a moderate disadvantage on all attacks against you until the start of your next turn.

Hide: Add half your Speed to your movement, then move at least 2 m and make a check to conceal yourself.

Retreat: You do not provoke opportunity attacks with your movement until the start of your next turn.

Casting Spells in Combat

Most spells in Muragame require a complex check to cast. Each of these complex checks has a check duration that provides the time it takes to complete the spellcasting. For example, a spell might call for three successes, with each check requiring one action. Thus, a character would typically take a three-action activity, or a major action, to complete the casting. A character that earned a critical effect might finish the spell in two actions, or even one. A character that was unable to meet the success target immediately might have to keep their casting going over multiple rounds.

Some spells have no check required, and instead only have a casting time.

Casting a spell uses the Cast a Spell action, as you might expect.

Improvising an Action

In play you'll find that you may want to do something that's not covered by the actions presented here. Part of the advantage of tabletop games is that there's no real limits to what you can try. Work with your GM to determine how much time your proposed action takes – a minor, moderate, or major action, or a longer activity – and what kind of check, or checks, it might take.

Movement In Combat

Moving around a battlefield is complicated: the footing is treacherous, there are distractions everywhere, and people are trying to stab you. In combat you may use the Stride action to increase your movement by your Speed. You then spend your movement to actually move around the territory. For each meter of movement spent you move one meter.

You do not need to use all of your movement in a single sprint. For example, if you used the actions Stride, Strike, and Dodge on your turn with a Speed of 10 m you could advance 4 meters, make an attack against a target, move another 2 m around that enemy, then Dodge, and finally move a further 4 m away from that enemy. $4 + 2 + 4 = 10$.

Many game effects, from bearing a heavy load to being cursed, can reduce your Speed or your movement. If your movement is reduced to 0 you stop where you are. If your Speed is reduced to 0 you cannot move until that changes.

You only Stride when your movement is all spent. This means that you can't, for example, take the Stride action twice in a row to 'stock up' your movement before encountering an effect that reduces your Speed but not your movement. This rarely matters unless you, for example, trip a trap that reduces your Speed in the middle of your movement.

All of your movement is lost at the end of your turn if it's not used.

Impediments to Movement

Movement in Muragame assumes a stable surface and even footing. That's not always the case, especially in combat. When characters move through areas of challenging landscape it's considered a movement impediment. Movement impediments can be minor, like muddy ground or stairs; moderate, like waist-high water or sticky webbing; or major, like walking through a tar pit.

Each meter traveled through a minor impediment costs an additional meter of movement (costing two meters of movement per meter travelled).

Each meter traveled through a moderate impediment costs two additional meters of movement (for three, total).

Each meter traveled through a major impediment costs three additional meters of movement (for four, total).

If a character doesn't have enough Movement to travel through an impediment it may require multiple Strides to make progress, or even a multi-turn activity. For example, a character with a Speed of only 2 m attempting to move through a major impediment would need to Stride twice to build up 4 meters of movement, then spend it all to progress only one meter.

Using Different Speeds

Many characters have different movement Speeds: in Muragame it's not uncommon to encounter creatures that can fly, swim, or crawl through the earth. Each of these Speeds may be different. A swift flyer might be awkward on the ground, for example.

When a creature uses the Stride action they choose which type of movement it applies to. A creature with a fly Speed of 16 m and a walking Speed of 6 m, for example, might use Stride twice in a turn. It could then walk 2 m, fly 8 more, then land and walk 4 m again. If it wished to, before the end of its turn, it could then fly another 8 m.

Using different types of movement is the exception to the rule above that a character can't 'stock up' movement: it follows the same rule, but each type of movement is tracked separately.

Being Prone

Fights in Muragame often result in one or more creatures being rendered prone. Between difficult footing, magic, and combat techniques, many fights will wind up on the ground.

A prone creature's Speed is reduced by one half, as they must crawl to get anywhere.

A creature can spend its Speed in movement to stand up from a prone position. A creature with a Speed of 0 cannot stand up from a prone position.

Size

In combat a creature's position can be very important, as can its size. A creature takes up an amount of space on the battlefield based on its size category. Each size category is about twice the height, depth, and width of the next size down, and thus eight times its mass. Most creatures have their size listed in their stat block. Use the table below as a guide to better understand those sizes.

A creature takes up a cube with sides equal to its size in the Space column, below. This is typically the creature's greatest dimension (so a great snake 7 or 8 meters long, for example, would be a huge creature despite being less than a meter wide or tall).

Size	Space	Example
1 (minute)	10 cm	an insect, a coin
2 (wee)	25 cm	a lizard, a canteen
3 (tiny)	50 cm	a housecat, a pixie, a small backpack
4 (small)	1 m	a hip-height fey, a dog, a chair
5 (medium)	2 m	a human, a dining table, a jaguar
6 (large)	4 m	a horse, a bear, a covered wagon
7 (huge)	8 m	a giant, a small boat
8 (gargantuan)	16 m	a dragon, a building
9 (colossal)	32 m	a sailing ship
10 (awesome)	64 m	a sea serpent, a castle keep
11 (titanic)	128 m	a titan

Space

In combat a creature takes up space on the battlefield according to its size. Combat in Muragame is commonly depicted with the aid of a grid of 1 x 1 meter squares. Each creature or object occupies a square with sides equal to its size.

Reach

Every attack in Muragame has a certain range. Attacks made in melee – close combat between creatures – are limited by an attack's reach. Most creatures have a natural reach equal to half their space. So, for example, a size 7 (huge) creature that takes up a space of 8 meters on a side can reach any target up to 4 meters away from its space.

Some creatures or attacks have unusually long – or short – reaches, as listed in their stat blocks. A snake, for example, can only attack with its teeth, and thus has a short reach. A demonic chameleon, on the other hand, can snap its tongue out several meters to strike a target.

Many melee weapons add to their wielder's reach. Spears, chains, even swords all give the wielder greater reach than they would bare-handed. The reach of a weapon is listed in its statistics in the equipment chapter.

A creature can make a melee attack against any creature that its reach overlaps. For example, if two Medium creatures (size 5) stood with a meter between them, one holding a sword, the one wielding a sword would be able to strike the other, but the one with no weapon would be out of luck. Each creature has a meter of reach, but the creature with the sword gets an extra meter from the sword; that area of overlap allows the attack, while the unarmed character can't reach the other because its reach ends where the target's space begins, without overlap.

Moving Around Other Creatures

Creatures in Muragame cannot occupy the same space, at least in combat. A creature can move through an ally's space as through a minor impediment (each meter moved through a minor impediment costs two meters of movement).

A creature that wishes to move through an enemy's square must first shove them out of the way, or tumble past.

A creature that moves out of another creature's reach provokes an opportunity attack.

Sidebar: Opportunity Attacks

An opportunity attack is a 'free' hit that a character gets to make as an enemy drops their defenses. When a creature turns its back, assumes an awkward position, or similar they provoke an opportunity attack. Opportunity attacks are taken as a reaction, and are resolved the moment they are provoked.

Opportunity attacks are always melee attacks, and are often only 'provoked' if the character is within the range of another creature that can take a reaction to attack it.

Common provocations of opportunity attacks are listed below.

Leaving a character's reach. When one creature leaves another's melee weapon reach it provokes an opportunity attack.

Standing up from the prone position. When a creature stands up within the reach of another creature it provokes an opportunity attack.

Picking something up. Picking up a weapon or item from the ground, whether as an incidental action or a minor action, provokes an opportunity attack.

Changing armor or clothing. Taking off or putting on clothing or armor – not a hat or wristband, but a jacket, trousers, or a cuirass – provokes an opportunity attack.

The GM may decide that other actions or activities provoke opportunity attacks. Generally an action will provoke an opportunity attack if it prevents them from defending themselves by occupying both hands, turning their back, or similar.

Squeezing

When a creature has to move through a narrow opening or tight space – anywhere smaller than its size – it must squeeze. A creature can squeeze through an area or opening as small as half its size.

While squeezing a creature's Strength and Agility checks are made with moderate disadvantage and it treats all movement as though it were minorly impeded.

Creatures cannot move past or through the space of a creature that is squeezing; it takes up the entire space it occupies.

Making an Attack

Making an attack: the most essential step of combat in Muragame. When a creature is attempting to deal damage to a target with a weapon they first make an attack roll to see if the attack makes contact, then determines the damage dealt, then checks to see if there are any modifiers to the damage. Finally, that damage is reduced from the target's Vitality.

Attack Rolls

An attack roll is a specific type of check, and follows most of the rules for checks. When you make an attack you'll follow the usual process: roll a d20, add or subtract relevant modifiers, and compare the result against a TN to determine the degree of success. In this case, that Target Number is the target's Defense Target, or Def.

Degrees of Success

Just as with most checks, attacks have degrees of success. A hit might glance off your target, or land cleanly, or you might miss – and even embarrass yourself with a bad fumble.

As per normal, each degree of success is separated by 7 from the next degree:

Critical Success: A result 7 or more over the target's Def

Success: A result equal to or greater than the target's Def

Failure: A result less than the target's Def

Critical Failure: A result under 7 lower than the target's Def

Success

On a success your attack hits your opponent and deals damage.

Failure

If your attack fails to meet or exceed your target's DT you don't make contact, nor deal damage.

Critical Success

Achieving a critical success on an attack is called a **critical hit**, and means your attack is exceptionally effective. When you earn a critical hit you can choose to either deal extra damage, or to invoke a critical effect if the weapon or spell offers one.

A critical effect is a special perk or unique feature that comes into play on a good hit. For example, a critical hit with a fire spell might light the target on fire, a critical hit with a slashing weapon causes bleeding, and a critical hit with a hammer might knock your enemy down.

When a weapon deals extra damage the damage dealt is equal to its base damage again. A weapon with a base damage of 5, therefore, would deal 5 extra damage on a critical hit, 10 extra if the attacker gets 14 above their target's DT, and so on.

You can mix-and-match damage and critical effects. If you were to earn three critical effects by hitting 21 or more over a target's Defense Target you could choose to deal extra damage once, then apply two critical effects. Some critical effects can be stacked, and some can't; use your judgment. A creature can't be double-on-fire, or knocked prone twice, but could certainly Bleed at 6 points per round instead of 3, for example.

Critical Failure

Sometimes a fight goes against you. A critical failure, or fumble, is an attack that goes so poorly it makes your life harder. You might over-extend on a lunge, lose your grip on a weapon, or put yourself up against a wall. When you suffer a fumble effect on an attack you miss and deal no damage, and must then choose an effect from the following:

- You suffer 1d10 damage (this damage has no type or qualities, so isn't reduced by resistances).
- The next attack against you is made with a moderate advantage.
- You lose one action while you recover.
- You fall prone.

Some weapons have a fumble effect, a special way in which attacks with that weapon can go wrong. These are additional options from which you can choose on a fumble. Your GM may also offer additional options that they feel are appropriate to the situation, or may take an option off the table if they feel it doesn't make sense.

Unseen Targets

In Muragame the default assumption is that you can see the target of your attacks. When that's in question combat becomes more complex.

To make an attack in Muragame you must be able to determine your target's location. If you can't see them – due to darkness, invisibility, or the like – you must select a 1 m x 1 m square for your attack. You will only know whether you've chosen the correct spot if your attack hits.

Attacks made against a creature you cannot see follow the rules for concealment, and the GM will make a flat check to determine whether a hit is possible or not.

Some senses will allow you to narrow down a target's location. For example, listening for a target – using the Search action with Intuition/Perception, usually – might allow you to find a creature. To do so make a roll opposed by that creature's Agility/Stealth check, or a TN of 10 if they're not moving quietly.

Critical Success: You know the square or squares the creature occupies.

Success: You identify the creature's location to within a square of twice its space. I.e., if it's a Medium creature (size 5, two meters by two meters) it would be in an area twice that on each side (four meters by four meters). The GM may choose where that space is surrounding the creature or may roll for it randomly, so you can't count on your target creature being in the dead center of that zone.

Failure: You are unable to pin down the creature's location within your search area.

Critical Failure: Your senses are jumbled, and you cannot focus. You suffer a moderate disadvantage on your next check to search for or detect the same target.

Sidebar: Alternative Senses

The default assumption in Muragame is that you a) can see, and b) are using sight primarily in combat. That may not be the case for your character: they may be of a species that uses echolocation or some magical sense, or your character may be partially or wholly blind.

If your character has a sense other than sight that offers the same level of detailed perception and motion detection, treat any effect that relies on 'sight' as relying on your primary sense instead. If your character does not have such a mode of perception on which to rely, you may suffer serious difficulty in combat. Talk with your GM to ensure that your character will be viable in the game.

Melee Attacks

Attacks made at close range are called melee attacks in Muragame. A horse's kick, stabbing with a spear, or the swing of a battle-axe are all melee attacks.

Melee attacks use Strength for the attack roll, plus the training bonus you have for that weapon's group.

Damage for melee attacks is based on the weapon and adds your Strength to the base damage.

The target of a melee attack must be within the reach of the weapon, as discussed above in the section on Reach.

Ranged Attacks

Ranged attacks in Muragame are those made with projectiles. A thrown knife, a crossbow's bolt, or a slingstone are all ranged attacks.

Ranged attacks use Agility for the attack roll, plus your training bonus for that weapon's group.

Damage for ranged attacks is based on the weapon.

These attacks don't typically add an attribute to the damage, with the following exceptions:

- Thrown weapons add your Strength to the attack, up to a specific limit. This limit is in the weapon's description.
- Some ranged weapons, like bows, may allow you to add your Strength to the attack, up to a limit, as well.

Weapon Strength Requirements

Some weapons simply aren't for the weak. Massive hammers, gigantic longbows, swords taller than their wielders: these weapons have Strength minimums. This will be listed in the weapon's description as "Min St 2," for example.

If a character with less than the required Strength attempts to use a weapon with a minimum Strength, they suffer a penalty on the attack equal to twice the difference between their St and the minimum. For example, a character with Strength 1 using a weapon with a minimum of 3 would suffer a -4 penalty: $3 - 1 = 2$, $2 \times 2 = 4$.

Characters that fail to meet their weapon's minimum still add their Strength to the weapon's damage if they normally would.

Multiple Attacks

Characters in Muragame have three actions on each of their turns, and in many cases will use more than one of those actions to attack in combat. Every strike after the first, though, suffers a multiple attack penalty per the table below.

Strike	Penalty
First	-
Second	-2
Third	-4
Fourth and beyond	-6

A character's multiple-attack penalty resets at the beginning of their turn. This penalty is calculated based on the number of attacks a character has made, regardless of the targets or weapons.

Multiple Attackers

A character surrounded by multiple attackers will suffer. Every attack, successful or not, puts a little more stress on them and denies them another place to dodge. Each attack they suffer imposes a -1 **onslaught penalty**, to a maximum of -5, to their Defense Target.

For example, Kraftus the Perplexed (Def 15) is surrounded by four gremlins. Each gremlin makes two attacks with a bonus of +3 on its turn. The first makes one attack at +3 and a second at +1 due to the multiple attack penalty. The first attack is against a Def of 15, the second against a Def of 14. The next gremlin makes an attack of +3 vs 13, then +1 vs 12. The third gremlin rolls +3 vs 11, then +1 vs 10. The last gremlin makes attacks at +3 and +1 against Kraftus' Def of 10, as he's reached his maximum onslaught penalty.

A character's onslaught penalty resets at the beginning of their turn.

Sidebar: Simplifying Onslaught Penalties

Some tables may not want to track the many bonuses and penalties of combat with large groups. Multiple attack penalties and multiple attacker penalties can quickly complicate matters.

If your table prefers to simplify combat by a step, ignore onslaught penalties. Instead, grant attackers a +1 bonus for each other creature in position to attack the same target (to a maximum of +5). For example, if five nether-tainted wolves all menace Clever Spitz, each wolf gains a +4 bonus on its attack. If Spitz moves to a corner to defend himself and only three wolves can get within reach, each wolf instead gains a +2 bonus to their attack, even if they each cycle in and out to all make an attack; at any given time he's within the reach of no more than three.

Using these rules a creature counts as threatening a target only if it is able to make a melee attack against that target. Thus, they must be armed (or have training in the Unarmed weapon group), must be able to reach the target, and must not be **paralyzed** or **unconscious** or the like.

Cover

Combat in Muragame doesn't often take place in an empty plain, but in cities, forests, and arcane laboratories full of detritus. Ducking behind an obstruction provides cover, improving a character's Defense Target. Cover is granted by any sufficiently resilient object or landscape feature that a creature can put between their attacker and themselves. Cover can be minor, moderate, or major.

Minor cover is anything large enough to present an obstruction to an attacker, such as a sapling, or the bars of a jail cell. A creature can reach around or through minor cover without difficulty, but an attack will have to be angled to avoid it. Minor cover grants a +1 bonus to your Defense Target.

Moderate cover is anything that covers a substantial portion of a character's body – half, say – such as a waist-high wall, or a wardrobe. A creature can clearly see a target behind moderate cover, but attacks against them will be limited. Moderate cover grants a +3 bonus to DT.

Major cover conceals and protects most of a character's body, like an arrow slit. A creature can see only bits and pieces of a target behind major cover. Major cover grants a +5 bonus to DT.

A creature that can't be seen at all by an enemy, like one entirely on the other side of a wall or around the corner of a hallway, does not use the rules for cover. They simply can't be targeted by attacks that require a direct line to the target.

A character gains the benefit of cover that's between them and their attacker. You can determine if cover's between two creatures if a line drawn from one creature to another passes through a space containing that cover. For example, a character behind a waist-high wall would have moderate cover from creatures on the other side of the wall, but not from those on their same side.

Cover is also dependent on context. A character behind a waist-high wall might have moderate cover while standing, but be able to drop into a crouch (effectively prone) and peek over the top of the wall to improve it to major cover. A giant behind the same wall might benefit only from minor cover.

A creature that has to engage with cover to use it or get behind it – like dropping behind a wall to turn it from moderate to major cover, as in the example above – must use an action to do so.

Defensive measures that are carried or worn, like armor, don't follow the usual rules for cover. Plate armor, for example, does not grant major cover. The rules for armor and shields are presented in the chapter on equipment.

Concealment

When an effect obscures the battlefield, like heavy smoke, a cloud of flashing glitter, or a flood of darkness, it conceals the creatures and objects in the area. Something that makes it difficult to see causes partial concealment. Something that makes it impossible to see offers total concealment.

Creatures that are partially concealed can use the concealment to hide. When an attack is made against a partially concealed character the GM makes a TN 7 flat check after the attack is made. If the check fails the attack does not connect – it was directed at the wrong space.

A creature that is totally concealed from another character cannot be seen by that character. When an attack is made against a partially concealed character the GM makes a TN 14 flat check after the attack is made. If the check fails the attack misses.

Two-Weapon Fighting

Many styles of fighting use an off-hand weapon to defend or take advantage of openings. A character that wields two weapons can make an attack with their off-hand weapon the first time they Strike with their primary weapon on their turn. The off-hand weapon counts as a second attack with regards to the character's multiple attack penalty.

A character wielding two weapons can choose which weapon they use for each attack, if they make multiple attacks (for example, alternating between a club and a knife for different enemies).

Combat Position

In a fight a character's position may matter as much as their training. Being able to surround an enemy, strike from concealment, and keeping the high ground are all ways to tilt the battle in a character's favor.

Being Surrounded

Striking a target from behind, while perhaps dishonorable, is an extremely effective way to get the edge in a fight. Muragame makes the assumption that all characters are aware of enemies nearby and that they are able to turn and face their attackers during their round, addressing each assailant equally. The difficulty of managing to defend against multiple enemies is reflected by the onslaught penalty.

Sidebar: Flanking

If your table prefers to include more granular combat maneuvering you may incorporate facing and flanking into your combats. The direction a character is oriented is their facing. A character is **facing** their front, a 90-degree cone before them. A 90-degree cone behind them is their **rear**, and to each side in-between is their **flank**.

A character can benefit from their shield only against attacks made by those facing them, and attacks against them made by characters to their rear are made with a minor advantage.

A character can change their facing after each of their actions.

Unseen Attackers

A character attacking from hiding or that cannot be seen by their target gains a moderate advantage on the attack. A character is unseen if they've successfully hidden from their target or if their target otherwise can't see them (because they are concealed, invisible, their target is blinded or blindfolded, or similar).

A hidden character that makes an attack is no longer hidden after that attack, hit or miss.

High Ground

A character that has the high ground over their opponent gains a minor advantage on attacks against them. A creature attacking an enemy that has the high ground suffers a disadvantage on attacks against them. To 'have the high ground' means having a substantially better position than the other, such as the following:

- A character that is mounted has the high ground compared to a character on foot.
- When two characters are on a staircase the character higher up the stairs has the high ground.
- A character standing atop a barrel has the high ground compared to a character standing on the floor.

- A levitating character floating about a meter above the floor has the high ground on characters standing nearby.

If a character is too much higher than their opponent – such as standing on the roof of a nearby home – may not be able to reach targets on the ground, rendering the question of who has the high ground meaningless. Take into account how far away they are, and the reach of their weapons when considering who has the high ground. In general, having the high ground means being above one's opponent by 50 to 150 cm.

Combat Maneuvers

Combat maneuvers are special actions in Muragame that may give you an edge in a fight or allow you to take advantage of the environment.

Most combat maneuvers require a contested check, often one character's attack bonus against another's. These maneuvers are difficult to pull off, especially without training. The aggressor in this contest often makes their attack with a disadvantage. Combat maneuvers must be made with a melee weapon (or unarmed) and target a creature within reach. When a maneuver calls for a weapon skill you use your skill in the weapon you're using.

A character that attempts a combat maneuver and botches it – earning a critical fumble – treats it as though they'd fumbled an attack.

Batter Shield: You make a contested check to shove a character's shield or parrying weapon off their defensive line, depriving them of the bonus to their DT. A character using a shield loses the benefit of that cover until they can raise it again. A character with an ability that offers them a bonus to their DT based on holding a particular weapon loses the bonus to their DT until they act next. The contested check is Strength plus a weapon skill for the attacker, and Strength plus a weapon skill for a defender with a parrying weapon or Athletics if bearing a shield.

Disarm: You make a contested check to knock a creature's weapon out of its hand. Both you and defender use Strength and your weapon skill for the check. You suffer a major disadvantage on the check. If you succeed the weapon slips from the defender's grip and falls to the ground at their feet.

Feint: You set up yourself, or another creature, for an easy hit. You make a Charisma check and add your weapon training rank, contested by the defender's Sensitivity and defense skill. If you succeed the next attack made against that creature gains a moderate advantage. Alternatively, you may choose to impose a moderate disadvantage on the next Resistance Roll the defender makes. In either case this effect lasts only until the start of the defender's next turn; if it is not used by then it's lost.

Shove: You attempt to push a character. Make a Strength/Athletics check opposed by the same. On a success the defender is moved 2 m in a straight line away from the attacker, plus 2 m on a critical success.

Sunder: You make an attack against a target's weapon or shield, attempting to break it. Make a normal attack against the target. You gain a moderate advantage on this attack if you're targeting

the defender's shield, and a moderate disadvantage if you're targeting something other than a melee weapon (like a wand, statuette, or crossbow). If you hit you deal damage to the weapon or shield. Rules on damaging objects can be found later in the book.

Trip: You make attempt to knock a creature prone. Make a Strength/Athletics check opposed by the St/Athletics or Ag/Gymnastics of the defender (their choice). You suffer a moderate disadvantage on this check. On a success the defender is knocked prone.

Wrestle: You attempt to put your target in a hold. Make an unarmed attack against the target. On a success you make a St/Athletics check opposed by the target's St/Athletics. On a success you have a grip on the target. Once a creature is in your grip attacks with a range of 1 m or greater (most weapons but fists and daggers) that you make against the target or that they make against you suffer a major disadvantage.

While you have a grip on a creature you can use a minor action to attempt to establish a clinch. While you're clinching a creature both you and it are prone. A creature in a clinch has a Speed of 0, and cannot take actions that require a Strength or Agility roll except attempting to escape the clinch. Attacks against a clinched creature gain a moderate advantage.

Attempting to get out of a clinch or out of a creature's grip requires a minor action, rolling St/Athletics for the clinching character, and either St/Athletics or Ag/Gymnastics for the escapee at their preference. On a success the escapee either turns a clinch into a grip, or a grip into freedom.

A character can grip up to two characters at once, but can only establish a clinch on one.

A creature gains a +2 bonus on St/Athletics checks to wrestle for each size category by which it outsizes its opponent (so, for example, a size 8 creature has a +6 bonus while wrestling a size 5 creature).

Other Maneuvers

Maneuvers that are not among those listed above may be available through a character's talents or other features. Those maneuvers will have rules provided in their description.

A character may attempt to execute a maneuver that's not on the list above nor granted by a talent if it's appropriate to the circumstances. When improvising this way the guide should be that it's possible if:

- It makes sense in the circumstances
- The improvised maneuver is not better covered by another of the maneuvers above
- The improvised maneuver is not restricted to characters with a specific talent
- The maneuver has approximately the same impact on combat as those described above

If the improvised maneuver meets those criteria the GM should decide what attributes or skills are appropriate to test for the maneuver, what other requirements must be met, whether it suffers a disadvantage, and what the effect will be on a success.

Persistent Effects

Muragame includes many effects that last from round to round, often from spells, environmental effects, or critical effects. Things like bleeding, curses, or even being lit on fire can deal continuous damage or impose ongoing detriments. These are persistent effects.

Persistent effects occur at the end of a character's turn, unless otherwise specified. If a persistent effect has a duration or natural end it ends after its last time taking effect. For example, a poison that deals 5 damage each round as a persistent effect for ten rounds occurs at the end of the target's turn ten times, then ends immediately after that character's turn on the tenth effect.

Common persistent effects are listed below.

Bleeding

A character that is struck by many bladed weapons may suffer from the Bleeding effect. Bleeding is always accompanied by a number, presented as "Bleeding/3," for example. A character takes damage equal to that number at the end of their turn each round as long as they are Bleeding. This damage is not reduced by armor or other sources of damage reduction unless they specifically reduce Bleeding damage.

If a character is hit by an attack that would impose Bleeding, the value of the Bleeding cannot be greater than the damage inflicted. For example, if an attack would deal 8 damage and Bleeding/3, but the damage is reduced to 1, the Bleeding is also reduced to 1.

Bleeding persists until it is treated or healed, unless the effect that imposed it has a duration listed.

Bleeding from different sources stacks. For example, a character that is already Bleeding for 2 each round and suffers an effect that imposes Bleeding/3 is now losing 5 Vitality each round.

Removing Bleeding requires mundane or magical healing. Mundane healing requires a Reason/Medicine check to apply first aid. The TN for this check is 10, and it reduces the Bleeding value by 3. A critical success reduces it by another 3. When a character that is Bleeding receives magical healing or would otherwise restore Vitality they reduce the amount restored by the value of their Bleeding, to a minimum of 0, and reduce their Bleeding value by the same amount. For example, a character with Bleeding/5 that receives 9 points of healing would reduce their Bleeding to 0, and then heal 4 Vitality.

Poison

Characters that have been dosed with a poison often suffer persistent effects. The effect varies by each poison, but one of the most common effects is Vitality loss.

A character that is taking ongoing damage from a poison typically must make a Resistance Roll each round (or each minute, or etc.), suffering damage on a failure. When a character takes poison damage this way their Vitality maximum is reduced by an equal amount. A character's Vitality maximum remains reduced until the poison is cured or its duration is over.

Each poison has its own set of rules. These are presented in greater detail in the equipment chapter.

A poison that is cured before its duration is finished, by magic or mundane treatment, stops immediately. The damage it has already dealt is not healed, but the poison has no further effect. Methods to cure poisons may vary based on the poison, but generally they require some kind of Medicine check or the application of an appropriate antitoxin.

Fire

From time to time in Muragame a character will be lit on fire. Fire spells and effects have their own rules, presented in each spell or effect. Some of these will cause a character to be lit on fire.

A character that is aflame takes 1d10 fire damage at the end of each of their turns.

A character can use an action to attempt to put themselves or an adjacent creature out. The creature on fire makes a TN 15 Agility Resistance Roll, extinguishing the fire on a success. A character that is prone gains a moderate advantage on this roll. A character that is doused with water (or similar) gains an advantage as the GM decides is appropriate (minor for a mug of beer, for example; moderate for a bucket; major for a barrel-full). A character that is fully submerged (such as in a pond or a tub) does not need to take an action or make a roll, the effect ends immediately.

A character's equipment may also suffer from being lit on fire. Should the character have exposed gear vulnerable to fire, such as paper in their hand, this equipment takes damage at the same time the character does. A character's sturdier gear – metal weapons and armor, for example, or anything that would not be harmed by maximum fire damage (10) – are not in danger. Equipment that is in-between these two extremes, like clothing and rations in a leather pack, or a crossbow, may be in danger. Each round this equipment must make a TN 6 flat check, taking damage equal to the character on a failure.

Combat Groups

Most of Muragame's combat is designed for small groups of adventurers to engage in combat against small groups of enemies, or even a single terrible beast. When characters encounter monsters that work in gangs – dozens of gremlins, whole packs of wolves, or vast waves of spirits – the mechanics of the game suffer. Rounds start to take longer, actions become unbalanced, and keeping track of each individual's Vitality is impossible. To solve this, we use combat groups, or squads, to represent many creatures of the same type acting in concert.

A squad is a gathering of at least three creatures with identical stat blocks, called the base creature, that act as one unit in combat. Any creature can be turned into a squad of creatures by making the following changes:

- A combat group's Vitality is equal to the base creature's x the number of creatures in the group.
- A combat group cannot recover Vitality – each substantial loss of Vitality is, in fact, the death or incapacity of one or more members of the group.
- A combat group does not take consequences. When the combat group reaches 0 Vitality it disbands – each individual creature is either incapacitated, surrenders, or has fled from combat.

- A combat group's size increases by two steps (from 4 (small) to 6 (large), for example, or from 5 (medium) to 7 (huge)).
- A combat group's St increases based on the number of creatures in the group. Each doubling of creatures grants a +1 to St, to a maximum of +5. (Thus, two creatures in a group is a +1; four is +2; eight is +3; sixteen is +4; and thirty-two or more is +5.)
- A combat group's base weapon attack damage is 4 x the base creature's. When the group's Vitality is equal to half or less of its total this value is halved (to 2 x the base creature's damage). Spell damage or similar is unaffected.
- A combat group can take any number of reactions. Each reaction must be in response to a different event (i.e., the group cannot take multiple opportunity attacks against the same creature for the same reason).
- A combat group is immune to effects that target only a single character and do not deal damage, such as spells that might compel or paralyze a creature, as well as to combat maneuvers.
- A combat group's challenge point value is equal to the sum of the creatures that compose the group.

Because the creatures in a combat group get a multiplier to damage (x2 or x4, depending on its size) it's advisable to make sure a combat group has at least four creatures in it for the purposes of balance and encounter construction.

Keep in mind that most squads will be composed of minions; it's rare to have important figures like boss monsters acting in nameless, faceless gangs. Because squads lose their consequences, it's a substantial disadvantage to creatures with consequences – leaders and bosses – to be assigned to combat groups. Normally a boss or leader enemy will be run separately, leading one or more combat groups.

A sample creature and its combat group are presented below.

Goblin Soldier

<add goblin soldier stat block here>

Goblin Soldier Gang

Damage & Healing

When a creature takes damage in Muragame their Vitality is reduced by that amount.

A creature that is healed increases their Vitality by that amount. A creature's current Vitality cannot exceed their maximum Vitality.

When a character's Vitality is reduced to 0 they typically take a consequence (see below), which restores some of their Vitality. Any excess damage from that effect is then 'carried over' and applied to their Vitality again. For example, if a character with maximum Vitality 30 and current Vitality 6 takes 19 points of damage their Vitality is reduced to 0 and they take a consequence. They then roll dice to restore their Vitality as a result of that consequence, say, back to 21. The damage they took, 19, exceeded the Vitality they lost, 6, and so the extra 13 is then applied to their Vitality again, reducing it from 21 to 8. In this way it is possible for a creature to take multiple consequences from a single attack or other instance of damage.

Damage Types

Damage, like many elements of Muragame, has qualities that categorize it. For example, damage dealt by weapons carry the qualities of the weapon that dealt it, including [weapon] and its damage type. Damage dealt by spells has the [magic] quality, in addition to its type. Fire, for example, does fire damage; a sword does slashing damage; exposure to the far realms does strain.

Regardless of the type, damage reduces a character's Vitality.

These qualities are important because many talents, spells, and abilities in Muragame reduce, increase, or modify damage of certain types. For example, a character may be immune to fire damage, or might take double damage from piercing weapons, or may be able to ignore damage from mundane weapons but not those with the [magic] tag.

Common types of damage include those below.

Impact: damage from blunt force, such as a punch, a fall, or a hammer.

Piercing: damage from thrusting, puncturing weapons like arrows, spears, or a tiger's fangs.

Slashing: damage from sources that cut, chop, or lacerate, such as sabers, broken glass, or a whip.

Cold: damage from frostbite and necrosis from extreme cold, like being caught in a blizzard, hit by ice magic, or exposed to super-chilled substances.

Corrosive: damage from powerful corrosives, typically acids and bases like lye or hydrochloric acid.

Electric: damage from lightning strikes and magic that cause terrible internal burns and convulsions.

Fire: damage from fire and heat, such as a red-hot fire-poker, a dragon's breath, or a torch.

Damage isn't the only thing that can reduce a character's Vitality. As noted earlier in the book, damage is suffered in fights, while shame or exhaustion offer their own kinds of social or mental corollaries to damage: pressure and strain.

Pressure: damage to one's reputation or sense of self, such as from making a social gaffe in public, magical influence, or being brow-beaten by a social rival.

Strain: damage to one's psyche, memories, or mental well-being; such as from a spell, contact with the Far Realms, or over-exertion.

Resistance & Vulnerability

In addition to those types of damage you are likely to see qualities like [holy], [curse], [magic], and the like attached to attacks and damage. These are not damage types per se, but instead are additional qualities that the attack or damage has. Resistances, vulnerabilities, immunities, and such that affect one of those additional tags also affect the damage dealt by the attack. So, as noted above, a creature that is immune to [holy] effects will ignore the damage from a spell that has the [magic], [holy], and [fire] tags. If a character modifies damage due to one tag, they modify all the damage of an effect.

Where this comes into conflict with itself, such as a creature that takes half damage from [fire] but takes 10 extra damage from [magic] being hit by a spell with both qualities, apply them in the following order:

- Multiply & divide
- Add & subtract

Resistances and vulnerabilities will be noted with the source, then its effect on the damage calculation, such as “resist: fire (½).” These figures come in two kinds: multiplicative, or additive.

Multiplicative resistances and vulnerabilities ask you to multiply or divide the damage, such as by half or double. As usual, fractions are rounded down. Multipliers usually look like this: “resist: cold (x¼),” or “vulnerable: holy (x1½).”

Additive resistances and vulnerabilities add or subtract from the final value of the damage, provided at least 1 point of damage is done. These resistances and vulnerabilities usually look like this: “resist: holy (10),” or “vulnerable: corrosive (5).” Whether you should add or subtract the value from the damage is indicated by whether it’s a resistance or a vulnerability.

If a character is doubly vulnerable to something, these figures are added, and one is subtracted from each source beyond the first. For example, a character that takes double damage from fire and triple damage from holy sources does not take six times the normal damage from a [holy] [fire] attack; they take four times as much: x2 from the fire, and x2 more from the holy (x3 – x1 = x2), for x4 total.

Note that if damage is reduced to 0, such as by a creature’s immunity (multiplying all damage by 0, for a total of 0), nothing can then be added or subtracted to it. If a creature takes an extra 10 damage from [fire], but takes 0 fire damage, then it didn’t take any damage to then increase.

Resistance Rolls

A Resistance Roll, or RR, is a special type of check made to prevent, resist, or undo another effect. For example, a character might make a Resistance Roll when pushed by an enemy to resist falling down; or to shake off a powerful curse; or to stay cool under the heated gaze of a town guard.

The rule to determine whether something should be a Resistance Roll or a regular check is fairly simple: is the character *doing* something, or trying to *negate* something? If they’re negating something, that’s probably a Resistance Roll.

It's worth noting that Resistance Rolls are against a static TN. If both parties are rolling, it's an opposed check, not an RR.

RRs are most often called for with certain abilities: a Charisma RR is rare, for example, while Constitution Resistance Rolls are very common. Most effects will call for an Agility, Constitution, Clarity, or Poise RR.

Mounted Combat

A trained warhorse is a huge asset in battle. A rider has greater maneuverability than the infantry and can control their distance with ease.

A mounted character is considered to have the high ground compared to characters on the ground.

Mounts in combat act on their riders' initiative and take their own actions. Most mounts can only take the Stride action, unless they have been trained to fight on their own or to Dodge.

If a mount provokes an opportunity attack with its movement an attacker can choose to attack either the mount or the rider. Similarly, if a mount triggers a trap it affects mount and rider equally, as do similar effects.

Mounting an Animal

Mounting a steed from an adjacent space requires an action. A trained rider getting into the saddle of a trained combat mount requires no check. Mounting an unfamiliar animal, or mounting in the midst of a fight or stressful circumstance may require a TN 10 Agility/Survival check to accomplish.

Controlling a Mount in Combat

A rider must use an action on each of their turns to command their mounts. If they do not issue a command to their mounts the mount will typically stand still for its entire turn.

If a mount is panicked – such as by magic or taking damage – it may attempt to flee the battle, rider and all. The rider must make a TN 15 Charisma/Survival check to control the animal and prevent it from fleeing. If the rider has not used an action to command their mount since the beginning of their last turn they suffer a moderate disadvantage to this roll.

Underwater Combat

Fighting underwater presents a host of difficulties. In addition to the threat of drowning, the impediment to movement, and the likely darkness and murk of fighting underwater, characters underwater are under the following effects:

While a character is swimming or wholly submerged they suffer a minor disadvantage on melee attacks with piercing weapons and Unarmed attacks, and a major disadvantage with all weapon attacks.

Ranged and thrown weapons have their ranges reduced by $\frac{3}{4}$.

Creatures underwater gain resistance to fire damage (50), and cannot be lit on fire.

Electrical effects and spells with an area other than a sphere cast underwater have their area changed to a sphere with a radius of half the spell's normal area. For example, a spell that created a line of lightning 20 m long instead produces a spherical effect with a 10-m radius extending from the origin point. The damage of the effect is halved.

Conditions

Conditions in Muragame are temporary qualities, positive or negative, that affect a character's abilities. Effects that impose conditions on characters will provide instructions on when the condition ends or other rules around it.

Some conditions can even affect objects, becoming temporary qualities of those objects.

Common conditions are presented here.

Aflame: The character is on fire, and takes damage each turn. This is a persistent effect, as described above.

Bleeding: The character is bleeding from one or more wounds. This is a persistent effect, as described earlier.

Blinded: The character cannot see. A blinded character treats all other creatures as unseen and totally concealed.

Broken: An object with half or less of its structure remaining is broken. Checks made with broken tools or equipment are made with a moderate disadvantage.

Compelled: A compelled creature perceives the object of its compulsion as a close friend and confidante, and will not attack them. Likewise, it will not attack their allies unless attacked first. A compelled creature suffers a major disadvantage on social checks and Resistance Rolls against the object of its compulsion.

Concentrating: A character that must dedicate some of their attention to an ongoing process, like an active spell, is concentrating. A concentrating character must spend one action on its turn each round after the activity starts. If it cannot – because it takes other actions or because it becomes incapacitated, for example – it is no longer concentrating and the effect on which it was concentrating ends. A character can concentrate on multiple activities as long as it spends the actions for each. A character that takes damage while concentrating must make a Clarity RR against the level of the effect on which it's concentrating or half the damage dealt, whichever is greater, or lose its concentration. If it's concentrating on multiple effects it makes each RR separately.

Dazed: A dazed character can take one fewer actions each turn (two rather than three, typically).

Deafened: A deafened character cannot hear, and automatically fails checks to perceive anything based on sound. This means, for example, that they cannot detect a hidden creature's location by sound. Further, the character will have to lip-read to understand characters that are speaking, typically requiring a TN 15 Sensitivity/Perception check. Finally, a deafened character struggles to

Speak magical words clearly and suffers a moderate disadvantage on spellcasting checks that require speech.

Encumbered: You suffer a moderate disadvantage on Strength and Agility attacks, skill checks, and Resistance Rolls, and your Speed is reduced by half.

Frail: A frail character suffers a major disadvantage on attacks and checks.

Frightened: A frightened character cannot move willingly toward the object of its fear. It suffers a minor disadvantage on attacks and checks while it can see or hear the object of its fear. It suffers a major disadvantage on attacks and checks against the object of its fear.

Hastened: A hastened creature can take an additional action each turn (four rather than three, generally).

Heavily Encumbered: You suffer a major disadvantage on Strength and Agility attacks, skill checks, and Resistance Rolls, and your Speed is reduced to 2 m.

Incapacitated: An incapacitated creature cannot take actions or reactions, and its Speed is reduced to 0. It is unaware of goings-on around it and can be considered deafened, blinded, and silenced. It automatically fails Agility and Strength checks and Resistance Rolls.

Infirm: An infirm character suffers a moderate disadvantage on attacks and checks.

Invisible: An invisible creature is totally concealed from creatures without special senses. It is treated as an unseen attacker as well.

Paralyzed: A paralyzed creature cannot take actions or reactions, and its Speed is reduced to 0.

Poisoned: A poisoned creature is suffering the effects of one or more poisons. This is a persistent effect, as described above.

Prone: A prone character's Speed is reduced by half. Melee attacks against it are made with a major advantage, and ranged attacks against it are made with a moderate disadvantage. The creature makes attacks of its own with a moderate disadvantage. A creature can stand up by spending its Speed in movement. A creature with a Speed of 0 cannot stand up from prone.

Restrained: A restrained character cannot make attacks or checks using Strength or Agility, except to attempt to escape its restraint, and its Speed is reduced to 0.

Silenced: A silenced character cannot speak. It cannot cast spells that require speech.

Slowed: A slowed character's Speed is reduced by half.

Sped: A sped character's Speed is doubled.

Staggered: A staggered character can take two fewer actions each turn (one rather than three, usually), and cannot take reactions.

Stunned: A stunned character can take three fewer actions each turn (zero, typically), and cannot take reactions.

Surprised: A surprised creature cannot act, and attacks against them benefit from a moderate advantage. A character loses this condition at the end of their first turn in combat.

Taunted: A taunted character suffers a major disadvantage on attacks against any creature except that which has taunted them as long as they can see or hear that creature.

Unconscious: An unconscious creature is incapacitated and asleep.

Weakened: A weakened character suffers a minor disadvantage on attacks and checks.

Confrontation

Communication and conversation are at the heart of Muragame. You are, after all, having a kind of conversation with your friends at the table. Beyond that, you'll often speak 'through' your character as you play that role, talking with the non-player characters that the GM portrays.

When two or more characters come into direct opposition, socially, they've begun a confrontation. A confrontation can be thought of as a sort of social combat. Characters take turns, use their skills, and attempt to reduce their enemies' Vitality and impose consequences.

In many cases a confrontation is unnecessary. One character is attempting to convince another of a lie, persuade them of a point, or trade a few questions. In the vast majority of cases a check or two will do. A confrontation should only be begun when the characters involved have complex opposing goals and the time to engage each other.

For example, a character trying to haggle for a better price on their goods is a simple check; a character trying to convince a general to turn their army back for three days as a matter of honor is a confrontation. A character lying through their teeth to get into an exclusive club is a check; a character convincing the club's owner to join their cult and give up all their possessions is a confrontation. A character visiting a party to get a sense of the movers and shakers in the city is a few checks; a character visiting a party to badger an eligible bachelor into a marriage with their daughter is a confrontation.

Time During Confrontations

In a confrontation characters act in turn order. Time is separated into rounds that last anywhere from a minute to ten minutes each; enough time to have a short conversation. The length of each round in minutes generally does not matter. Instead it's important that everyone get a chance to do something.

Initiative

At the beginning of a confrontation all characters involved roll Sensitivity/Insight to determine their initiative. The results are ordered from highest to lowest and each character then acts in turn. When all characters have taken their turn the round is over, and characters roll initiative again. This continues as long as at least two characters are invested in the confrontation.

Sidebar: Who's In the Confrontation?

It may not always be clear who's part of the confrontation and who's not. At a party with the Lady Jayaplana and her retinue, several other nobles, the attorney Mx. Vestibule, a dozen servants, and the player characters, should everyone roll for initiative in the confrontation? No, certainly not.

The characters included in a confrontation are those that are in a position to participate, and that are taking a side.

In the example above the servants won't be part of the confrontation as they are not in a position to participate. The unnamed nobles are not, at least to start, taking a side – they may act as observers unless drawn into the confrontation. The Lady Jayaplana, Mx. Vestibule, and the player characters are the participants in this social confrontation. The lady brings her retinue into the confrontation as well as a clique, so the confrontation has three entities plus the player characters involved.

Surprise

When a confrontation begins unexpectedly – such as if someone is ambushed by another they consider a friend, or thrown into an unexpected argument – it's possible that one or more parties are surprised. Characters that initiate the confrontation are not surprised, nor are any characters that were expecting the confrontation. Any character that does not meet those criteria must make a Poise/Insight check opposed by their ambusher's Charisma/Deception check. On a failure they are surprised for the first round of combat, and cannot take actions. Social checks against a surprised character are made with a moderate advantage.

Actions in Confrontation

Characters in a confrontation take actions on their turn. These actions are things like putting forward arguments or attempting to insult their enemies. A character has three actions, or 'action points,' that they can use to take actions on their turn. These actions refresh at the beginning of a character's turn.

Most actions are minor actions, which require only one action point. Moderate actions require two, and major actions require three.

The actions below are the most common in social confrontations.

Minor Actions

Argue: Reason/Persuasion vs Passive Poise/Insight

Charm: Charisma/Persuasion vs Passive Reason/Insight

Discover: Reason/Insight vs Passive Charisma/Deception

Mislead: Charisma/Deception vs Passive Sensitivity/Insight

Read: Sensitivity/Insight vs Passive Poise/Deception

Set Up: help an ally w/ a moderate advantage

Stymie: Dodge a single target

Threaten: Charisma/Intimidation vs Passive Poise/Resistance Roll

Moderate Actions

Deflect: Dodge all targets

Unsettle: Intimidate all targets at a cost to yourself

Regain Composure: stop and regain some Vitality

Improvising Actions

You can take any action you can think of in a social confrontation. Most will fall under one of the descriptions above, but in the rare case that it does not, work with the GM to improvise that action. Using the actions above as guidelines determine whether the task you'd like to take is a minor, moderate, or major action; what skills will be tested and how they'll be resisted (or against what TN, if no other character is involved), and what effect you'll have on a success.

Goals

Every character involved in a social confrontation has at least one goal, and typically more than one. These goals may be short-term aims for the scene, may be long-term missions that are part of their motivation, or may be somewhere in-between, projects they're working on.

Common types of goals are listed below, and more on goals can be found in the character creation section later in this book.

- Experience: indulging in new experiences, whether tawdry or uplifting, such as new foods, travel, rare information, or drugs.
- Fame: improving one's reputation, gaining notoriety, and the love and respect of the masses.
- Family: the safety, well-being, or success of a family member or close friend.
- Perfection: the act of improving oneself, acquiring new skills, or building a closer relationship to the divine.
- Power: accruing or protecting your power to effect change, protect yourself, or exercise for your own pleasure.
- Revenge: righteous vengeance, justice, or petty revenge against someone that has wronged you.
- Romance: creating or maintaining a romantic relationship or connection, or a long-term commitment of a similar type.
- Wealth: the pursuit of material goods, or a specific material good, or the pursuit of material security (such as a roof over one's head).

Fears

Every character in a confrontation has at least one fear, and potentially more. Like goals, fears may be short-term and based on circumstances, or may be long-term fears by which a character feels constantly threatened.

Fears are a special type of debt. More about debts can be found in the character creation chapter later in this book. Some common types of fears are listed below.

- Bereavement: the loss of one's family members or close friends, whether from sickness, exile, or violence.
- Guilt: a person's own conflict between something they've done or thought and their perceptions of right and wrong.
- Harm: the threat of actual, physical danger, whether from a scorpion's sting or a thug's fists.
- Isolation: being cut off from one's friends or family, such as by being ostracized or jailed.
- Ruin: the loss of one's material wealth or business.
- Shame: being socially embarrassed, losing face, or acquiring a shameful reputation.
- Stasis: finding oneself unable to change or adapt, becoming boring, or being left behind by one's peers.

Natures

A character's nature describes the greatest weight on their decisions. Every character has a nature that determines some of how they approach challenges or how they think. More on natures can be found in the character creation chapter later in this book.

- Cautious: A cautious character makes their decisions with the worst-case scenario in mind. At their best they are thoughtful and use their foresight to smooth their path. At their worst a cautious character gives into fear and allows anxiety and panic to drive their decisions.
- Contemplative: A contemplative character is ruled by their memories and experiences. They make decisions based on careful thought. At their best they are thoughtful, serene, and stable, finding contentment in whatever circumstances they encounter. At their worst they live in the past and wallow in regret, becoming bitter, callous, and closed to new experiences.
- Lustful: A lustful character makes decisions based on their desires. At their best they are experimental and open-minded, driven to accomplish and help others, and embrace the joys of life. At their worst they are selfish, greedy, and gluttonous, and put their own pleasure above the well-being of others.
- Passionate: A passionate character is driven by their emotions. At their best they empathize and seek to help those around them, redress wrongs, and give their emotions to the world. At their worst they are vengeful, unpredictable, imbalanced people that put more weight on their own emotions than the truth.

Attitudes

A character's attitude is the means by which they pursue their goals. More on the topic can be found in the character creation chapter later in this book.

- Comedian: The comedian approaches life as a game, and likes to get a rise out of others. They use humor or a quick wit to reach their goals.
- Commander: The commander likes to take charge, and likes to get things done. They may steamroll others to get their way, even browbeating them into falling in line if they must.
- Enabler: The enabler wants to get things done together. They don't need to be in charge, but they do want to be valued for their contributions, and are as likely to help others as themselves, knowing that they'll then be helped in turn.
- Individualist: The individualist values having control, but doesn't want to push others. They'll work diligently toward their goals alone, and may even be secretive about their plans to avoid interference.
- Follower: The follower seeks to accomplish their goals by relying on another. They'll find an individual or group with goals aligned to theirs and put their effort toward the communal project, ensuring that their goals are addressed at the same time.
- Dreamer: The dreamer values lateral thinking and unorthodox approaches. They don't often seek or provide help from others but incidentally, and when an approach isn't helping them reach their goals, they make dramatic changes.

Sidebar: Starting a Confrontation

At the start of a confrontation, as you're rolling initiative, you'll also need to determine what everyone's trying to do in this particular confrontation. The easiest way to do this is to pick goals and fears for all the parties involved.

While your character's nature, attitude, and motivation are already on your character sheet, your goals and fears are more transient. As the confrontation begins take a moment to mark down one or more of your immediate goals. Think about...

- What you're hoping to get out of the immediate confrontation
- What you're working toward after that
- How your other goals may relate to your motivation

Do the same for fears:

- Identify the worst-case scenario in the current confrontation
- List a way your mid-term goals could be derailed
- Consider how your fears relate to your nature

Escalation

Social confrontations offer the unique potential for escalation. At any time in a confrontation a character can choose to end the confrontation and begin combat instead. This has its own

downsides; drawing a knife in an argument with the guards is more likely to lead to a beating and jail time than convince them of your point. Be cautious when transitioning from a social to a physical conflict.

A character can call for an escalation on their turn. When this happens combat begins normally, and the social conflict is left behind. Any Vitality lost or consequences suffered during the social confrontation remain; the scene has not ended, only changed.

A character can attempt to de-escalate the scene, turning it from a physical combat into a social confrontation again. All parties must agree to stop fighting and, if they do so, a new round of social initiative is rolled as though the confrontation had just begun. Again, because the scene has not ended, any Vitality lost or consequences gained in the scuffle persist during the confrontation (so address issues like Bleeding quickly).

Reputation

Characters in Muragame will start with reputation among certain groups, and through play will certainly increase their reputation. Reputation is detailed in the Communities section later in this book. Reputation is exceptionally useful in social confrontations, granting bonuses on many of the actions listed above or even restoring Vitality.

A reputation only applies to checks with or against members of the community that recognize that reputation. Boasting about your connections to the masons guild is unlikely to impress a demon, for example.

Groups in Confrontations

Social confrontations in Muragame are designed to help narrate the conflicts of a handful of individuals, not masses or crowds. When characters get into screaming matches against whole mobs the system breaks down. Rounds take too long as the GM acts on behalf of dozens of characters, it becomes impossible to keep track of actions, and the characters may be buried under social consequences before they have a chance to speak. To solve this, we use social groups, or cliques, to represent many creatures of the same type acting in concert.

A clique is a gathering of at least three creatures with substantially identical stat blocks, called the base creature, that act as one unit in combat. Any creature can be turned into a clique of creatures by making the following changes:

- A clique's Vitality is equal to the base creature's x the number of creatures in the group.
- A clique cannot recover Vitality – each loss of Vitality is, in fact, the withdrawal of one or more members of the group.
- A clique does not take consequences. When the clique reaches 0 Vitality it disbands – each individual creature removes themselves from the confrontation.
- A combat group's Charisma increases based on the number of creatures in the group. Each doubling of creatures grants a +1 to Ch, to a maximum of +5. (Thus, two creatures in a group is a +1; four is +2; eight is +3; sixteen is +4; and thirty-two or more is +5.)

- A clique's Nature, Attitude, Goals, and Fears are determined by the most common or powerful of the group.

A sample creature and its clique are presented below.

Goblin Courtier

<add stats for goblin courtier>

Goblin Courtier Clique

Vitality

A creature's Vitality is a measure of their health, their energy, their luck, and their narrative importance. When a character loses Vitality it is largely cosmetic: they've lost a bit of speed, they blush at a rude joke in public, their armor is dented, that sort of thing. A creature does not suffer real harm until it suffers a consequence.

Vitality is reduced in combat by damage, in social confrontations by pressure, and in other challenges by strain.

Characters also often spend their Vitality to activate abilities or cast spells. This doesn't count as damage, strain, or pressure, and so isn't affected by resistances or vulnerabilities.

Temporary Vitality

Characters in Muragame may encounter blessings or acquire talents that allow them to muster up a bit of extra energy to spend in their works or fights. While a character cannot gain Vitality above their Vitality maximum they can gain temporary Vitality.

Temporary Vitality is a pool of extra Vitality that is layered atop a character's own Vitality and is used up first. For example, a character with Vitality 19 and 3 temporary Vitality that lost 6 points of Vitality would lose their temporary Vitality, then 3 more points of their normal Vitality.

A character can only have one source of temporary Vitality at a time. If they would gain temporary Vitality from another source they must choose which total to keep. For example, if they had 7 temporary Vitality from a talent and were then targeted by a spell that granted them 10 temporary Vitality, they would have 10 temporary Vitality, not 17.

Typically when a creature's temporary Vitality is reduced to 0 the effect that provided it ends for that creature.

Wards

Often a character's own Vitality is not their only resource. A variety of effects – from items, to talents, to spells – can grant a character a ward. A ward is an intangible thing with its own pool of Vitality.

A ward protects a character or a thing. When that character would take damage (or strain, or pressure) the ward takes it instead. If the damage is greater than the ward's Vitality any excess damage affects the creature normally.

A ward may be general – affecting all incoming damage – or may only be proof against some specific type or types of damage, such as a ward against fire, and no others. Almost all wards prevent either damage, or strain, or pressure. Very few are applicable against social, mental, and physical threats.

Most effects that provide a ward end if the ward reaches 0 Vitality.

A creature that has abilities that spend Vitality, such as spells or talents, cannot spend a ward's Vitality as their own.

A creature or object can typically only benefit from one ward at a time. If a creature affected by a ward gains another it may choose which remains. The other effect then ends for that creature.

Wards do not have damage resistances or vulnerabilities. That means that even if a character would modify the damage taken from an attack, the ward does not. If any damage spills over to affect the character that excess damage is then affected by the creature's vulnerabilities or resistances.

Example: Clever Spitz has resistance (half) to fire and a ward against all damage with 12 Vitality. An alchemical explosion deals 25 fire damage to Spitz and his allies. The ward first absorbs 12 points, leaving 13. Spitz' resistance to fire reduces that damage from 13 to 6½, rounded down to 6 for the final damage dealt to Spitz.

Consequences

When a character reaches 0 Vitality they suffer a consequence. Consequences are persistent, negative effects that a character picks up as a result of their adventures.

Consequences come in three levels of severity: minor, moderate, and major. A minor consequence may be a bit of disorientation or bruising. A moderate consequence is something like a broken bone or serious reputational harm. A major consequence can be career-ending for a character. Major consequences are things like catatonia, ostracization, or even death.

Player characters have three consequence slots, one for each level of severity. The first time a character takes a consequence it's a minor one. When a character is suffering a minor consequence and takes another it's a moderate consequence, and likewise a character with both a minor and moderate consequence takes a major consequence for their next. Essentially the rule is that a new consequence always occupies the least severe open slot.

Like damage, abilities, and conflict, consequences come in physical, social, and mental varieties. The type of consequence suffered depends on how the character hit 0 Vitality. If strain caused it the consequence is mental, if pressure caused it it's social, and if damage caused the consequence it's physical.

When a character suffers a consequence they regain some Vitality. At the same moment you suffer the consequence you may roll a number of d10s equal to half your level (rounded up), add your Co to each, and restore Vitality equal to the total up to your usual Vitality maximum.

Physical Consequences

When a character is reduced to 0 Vitality by damage or a combat ability they suffer a physical consequence. Physical consequences are injuries and negative effects from fighting. A character might be dizzy by a strike to the head, hamstrung, burnt, or suffer broken bones and bruises.

The default consequences below are used in most cases. Specific weapons, spells, or creatures may have defined consequences they use instead. In some cases the GM may call for a special consequence appropriate to the circumstances, either choosing one or creating a new consequence.

Minor Physical Consequences

Bloodied: Minor physical consequence. You suffer a minor disadvantage on skill checks and attacks using Strength, Agility, or Constitution.

Moderate Physical Consequences

Wounded: Moderate physical consequence. You suffer a moderate disadvantage on skill checks and attacks using Strength, Agility, or Constitution.

Major Physical Consequences

Knocked Out. Major physical consequence. You are knocked unconscious for 1d6 – Co hours (minimum 1).

Dead. Major physical consequence. You have died.

Captured. Major physical consequence. You have been knocked down and tied up or manacled (requires rope or manacles, of course).

Run Off. Major physical consequence. You have been chased off and must beat a retreat.

Sidebar: Instant Death

Sometimes a character suffers so much damage that it overwhelms their ability to recover or mitigate. If a character takes damage from a single source equal to or greater than double their maximum Vitality, they do not suffer consequences and reduce Vitality; they simply die.

This rule applies only to damage, not to other effects that might reduce a character's Vitality like exhaustion or social interactions.

Social Consequences

When a character picks a fight for which they're unprepared, even a social fight, things can go wrong quickly. A character reduced to 0 Vitality by pressure or in a social context suffers a social consequence.

The default consequences below are used in most cases. Specific abilities, spells, or circumstances may have defined consequences they use instead. In some cases the GM may call for a special consequence appropriate to the circumstances, either choosing one or creating a new consequence.

Minor Social Consequences

Flustered: Minor social consequence. You suffer a minor disadvantage on skill checks and attacks using Charisma, Sensitivity, or Poise.

Moderate Social Consequences

Distraught: Moderate social consequence. You suffer a moderate disadvantage on skill checks and attacks using Charisma, Sensitivity, or Poise.

Major Social Consequences

Ostracized. Major social consequence. You are driven out of the gathering and cannot show your face again in public until this consequence is removed. If forced to make skill checks, attacks, or Resistance Rolls using Charisma, Sensitivity, or Poise you do so with a major disadvantage.

Mental Consequences

Exhaustion and overwork can be as dangerous as any tete-a-tete or fist-fight. A character that reaches 0 Vitality due to strain suffers a mental consequence.

The default consequences below are used in most cases. Specific abilities, spells, or circumstances may have defined consequences they use instead. In some cases the GM may call for a special consequence appropriate to the circumstances, either choosing one or creating a new consequence.

Minor Mental Consequences

Distracted: Minor mental consequence. You suffer a minor disadvantage on skill checks and attacks using Reason, Intuition, or Clarity.

Moderate Mental Consequences

Frazzled: Moderate mental consequence. You suffer a moderate disadvantage on skill checks and attacks using Reason, Intuition, or Clarity.

Major Mental Consequences

Catatonic. Major mental consequence. You are reduced to blank staring, unable to communicate clearly or act of your own volition: you are staggered. You are If forced to make skill checks, attacks, or Resistance Rolls using Reason, Intuition, or Clarity you do so with a major disadvantage.

Defeat

Combat sometimes breaks against a character. They are beaten, badly injured, and suffer several consequences in the course of the fight.

Characters that suffer a major consequence are defeated. In this context defeat means that they are no longer able to fight: they are unconscious, incapacitated, dead, or otherwise non-functional, at their enemy's discretion. When a character defeats another they get to choose what happens. Most commonly that's death, for minor monsters, but it could just as easily be that the loser is tied up and captive, knocked unconscious, or similar.

This incapacity persists until the character is able to remove at least one consequence. A captured character won't slip their bonds for a while, a character that's run off won't return for some time, and so on.

A dead character cannot remove consequences.

Minions & Consequences

Most monsters in Muragame are minions, goons, and mooks. Packs of nether-tainted rats, shambling zombies, and ancient battle automata are, in the terms of the narrative, obstacles to overcome rather than villains in their own right.

Monsters with the [minion] quality do not suffer consequences when they reach 0 Vitality. Instead, they are simply incapacitated. These incapacitated minions immediately leap to suffering a major consequence, like death or withdrawal, at the victor's discretion. In some circumstances the GM may determine that a means of incapacitation doesn't make sense, such as a player saying a gremlin is knocked out by being thrown into a vat of acid. That gremlin is dead.

Recovery

As noted above, a character regains Vitality on suffering a consequence of any degree. This is, however, not the only way to regain Vitality.

A character regains all of their Vitality on finishing a major rest. More rules on recovering Vitality this way are presented in the section on resting, later in the book.

Recovering from consequences takes a longer time than recovering Vitality alone. Consequences are lasting, and the more serious they are the more time it takes to remove a consequence.

Characters with multiple consequences must address the least serious consequence first. That means that a character with a moderate social consequence and a major physical consequence will need to remove their moderate consequence first. Characters don't recover from consequences simultaneously, but in order; the recovery from one consequence must be finished before the next phase of recovery begins.

The process of recovery takes time, and luck. Recovery is treated as a special type of complex check using Resistance Rolls. TNs and times are listed in the table below, based on the severity of the consequence in question. A character must use Clarity to recover from mental consequences, Constitution for physical consequences, and Poise for social consequences.

Consequence Severity	TN	Success Target	Check Time
Minor	5	1	1 hour or a minor rest
Moderate	10	2	1 day or a major rest
Major	15	3	3 days

Recovery checks do not typically have failure thresholds, nor any penalties for making attempts. In fact, each time a character fails a recovery check they gain a +1 bonus to their next recovery check, cumulative. This bonus ‘resets’ when they get a successful recovery check.

Adventuring

Discovery! Exploration! Strange new landscapes filled with bizarre creatures and unexpected danger. Muragame expects that characters will spend much of their time adventuring. That may mean trekking across the wilderness and mapping new territories, plumbing the depths of ancient strongholds and experimenting with their magic, or it could be peeling back the layers of secrecy and deceit in a city to find the secret heart of political power.

Time & Travel

When adventurers travel it may become necessary to track the time spent adventuring. The chapter on combat provides rules for moments of high tension where every second counts. In all other cases the Game Master will keep track of time spent. Traipsing to the city’s market square and finding new clothing might take an afternoon; raiding a rival’s home for secret documents could take a half an hour; leading a caravan from one city to another could take weeks on the road.

Time is generally measured in days for travel or for downtime, in hours for city exploration or short trips, in minutes while in a dungeon, and when combat breaks out it’s measured in rounds.

Common measures of distance are likewise dependent on context. At its smallest scale, in combat, distance is measured meter by meter, while calculating the trip between cities may require nothing more precise than “about 250 kilometers.”

Travel Pace

Finding the time necessary to travel is a simple matter if you know the rate of travel and the rough distance that needs to be covered. The pace a character uses while traveling is dependent on their Speed.

An average human's walking speed is five kilometers per hour.

Speed	Kilometers per hour	Kilometers per day
2 m	1 km	8 km
6 m	3 km	24 km
10 m	5 km	40 km
14 m	7 km	56 km
18 m	9 km	72 km

The distance a creature can cover in a day assumes a steady walking pace for eight full hours. A full day's travel, including breaks for meals and rest, provides that much time to travel. While a character can put on a burst of speed in combat, Striding multiple times each round, that pace is unsustainable over any time longer than a few minutes.

Characters can travel for more than eight hours a day if they push themselves. For each additional hour of travel a character must make a TN 10 Constitution Resistance Roll or reduce their Vitality and Vitality maximum by 1d10 until they next finish a major rest. This TN increases by 3 for each additional hour of travel attempted.

A character can hustle, doubling their travel pace for an hour, by making a TN 10 Constitution/Athletics check. Each additional hour of hustling before finishing a major rest increases the TN by 3. On a failure that character reduces their Vitality and Vitality maximum by 1d10 until they finish a major rest.

Mounted characters travel at the pace of their mounts, and the mounts likewise make any checks necessary for pushing beyond the usual limits of travel speed.

Rough Terrain

When characters travel across rough terrain that would constitute an impediment to movement at a grand scale, their overland pace is affected in much the same way. For example, moving through a swamp that would be a moderate impediment at the scale of combat would reduce the characters' travel pace by two thirds (from 40 km per day to 13, in this case).

Marching Order

When characters travel overland their order matters little until a fight breaks out. Each group of adventurers should provide a marching order: an order or arrangement in which individuals walk. Should combat break out that order will provide their positions when initiative is rolled. As well, it

indicates who is most likely to step into a trap or on uneven footing first, and who might be pursued by predators trailing the group.

Activity While Traveling

Travel over long distances often precludes any other activity. Hiking or steering a wagon, breaking and making camp, and the like take attention. Characters that are travelling at their normal pace suffer a moderate disadvantage on checks unrelated to travel, such as noticing threats or knitting from horseback.

A character that travels at half pace can undertake one other activity, such as tracking, moving stealthily, foraging and hunting, or keeping watch.

Swimming, Jumping, Climbing, and Flying

Movement in Muragame assumes that characters are walking, but as characters explore they'll no doubt need to climb, swim, and perhaps even fly. A character moving by these alternative means uses the rules presented here.

Jumping

In combat and out a character's ability to jump may be vital to their survival. A character's long jump and vertical jump are dependent on their Strength.

A character's vertical jump from standing is 50 cm. Add or subtract 10 cm for each point of Strength. If the character has a running start double the impact of a positive Strength score.

A character's long jump from standing is 200 cm. Add or subtract 20 cm for each point of Strength. If the character has a running start the long jump is 300 cm, and a character adds or subtracts 30 cm for each point of Strength.

A jump from a running start requires a character be able to move at least 4 m in a straight line immediately prior to the jump.

The tables below show these values for most characters.

Strength	Vertical Jump		Long Jump	
	Standing	Running	Standing	Running
+5	100 cm	150 cm	300 cm	450 cm
+4	90 cm	130 cm	280 cm	420 cm
+3	80 cm	110 cm	260 cm	390 cm
+2	70 cm	90 cm	240 cm	360 cm
+1	60 cm	70 cm	220 cm	330 cm
0	50 cm	50 cm	200 cm	300 cm

-1	40 cm	40 cm	180 cm	270 cm
-2	30 cm	30 cm	160 cm	240 cm
-3	20 cm	20 cm	140 cm	210 cm
-4	10 cm	10 cm	120 cm	180 cm
-5	0	0	100 cm	150 cm

In cases where a character must reach something above – the ledge of a wall, a hanging ladder, or similar – their vertical jump is not the only determining factor. A character's height and reach are also added to this value. For example, a character with a St of 2, standing 180 cm, with a reach of 1 m would be able to reach something up to 350 cm off the ground with a standing vertical jump.

A character can combine their vertical and long jump; it is assumed the apex of the long jump reaches the height of the vertical jump.

A creature must still spend movement to make a jump. If a character has insufficient movement to complete the jump then the jump ends short. This means a creature with a reduced Speed or a Speed of 0 may not be able to make or complete a jump.

Climbing

A character without a climbing Speed can climb at a rate equal to half their normal Speed given a surface with sufficient purchase.

Climbing a ladder, rope net, or similar climbing aid does not require a check. If the climbing surface is more difficult a character must make a Strength/Athletics check at the beginning of their movement each turn to progress. The check's result persists until the beginning of their next turn. A character can use an action to reposition and repeat the check.

Critical Success: The character moves at their normal climbing pace and gains a moderate advantage on their next such check before the end of their next turn.

Success: The character moves at their normal climbing pace.

Failure: The character's climbing Speed is reduced to 0.

Critical Failure: The character's climbing Speed is reduced to 0, and they lose their grip and fall. A character may use a reaction as they fall to make an Agility Resistance Roll at the same TN as the climbing check to catch themselves after falling 6 m. On a failure they fall to the bottom of the climbing surface.

The Target Number of this check depends on the nature of the climbing surface. A rocky wall with a steep but positive incline might have a TN of 10, a brick wall with occasional protuberances (like a townhouse's wall) might have a TN of 15, a sheer wall might have a TN of 20, and a wall of glass with a coating of oil might have a TN of 35.

A creature with a climbing Speed has a +15 bonus on checks made to climb, and so rarely need to make a check. At the GM's discretion a creature with a swimming Speed might treat an unusual surface as an impediment to movement.

Flying

Creatures with a flying Speed can move through the air. Movement upward costs 2 m of movement per meter gained, while each meter of movement spent descending allows 2 m of downward movement.

A flying creature that cannot hover must move at least half its Speed each turn. If it ends a turn having moved less than that distance it begins to fall.

A creature cannot fly while squeezing.

Swimming

A character without a swimming Speed can swim at a rate equal to half their normal Speed in calm waters.

In rough waters a character must make a Strength/Athletics check at the beginning of their movement each turn to make progress. The check's result persists until the beginning of their next turn. A character can use an action to stabilize and repeat the check.

Critical Success: The character moves at their normal swimming pace and gains a moderate advantage on their next such check before the end of their next turn.

Success: The character moves at their normal swimming pace.

Failure: The character's swimming Speed is reduced to 0.

Critical Failure: The character's swimming Speed is reduced to 0, and they sink 2 m in the water.

The Target Number of this check depends on the conditions of the water. A choppy lake might have a TN of 10, a river rapids a TN of 15, and a rough ocean a TN of 20.

A creature with a swimming Speed has a +15 bonus on checks made to swim, and so rarely need to make a check. At the GM's discretion a creature with a swimming Speed might treat rough water as an impediment to movement.

Lifting, Carrying, and Encumbrance

The amount a character can lift and carry is dependent on their Strength. A character can comfortably carry an amount equal to their size + their Strength x 10 kg.

A character that carries more than that, up to twice that amount, is encumbered. A character that carries twice to three times their normal carry load is heavily encumbered. That is the normal amount a character can lift off the ground.

Hauling or pushing a load is easier than lifting it, and a character can drag as much as five times their normal carrying load (50 kg per point of Strength or size).

An especially awkward load – like an oddly-shaped statue or piece of furniture – may automatically encumber a character, or might count as twice its normal weight. Well-packed backpacks or fitted armor may count as less than their normal weight as the mass is distributed evenly across the character's body.

The Environment

Mura is a world similar to our own with broad prairies, towering mountains, and exotic ocean reefs. In other ways it is strange and novel, spotted with bizarre relics from times past and the detritus of other planes of existence. In this wonder there are many threats and challenges.

Falling

Creatures that fall take damage based on the distance of their fall. Every 4 m fallen deals 1d10 damage, to a maximum of 30d10.

Impact with a soft surface – mud, water, or a stack of hay – halves the damage.

A falling creature may use a reaction to make a TN 10 Agility Resistance Roll or Agility/Acrobatics check (your choice) to reduce the damage of a fall.

Critical Success: The fall's damage is reduced by an additional 1d10.

Success: The fall's damage is reduced by 1d10.

Failure: The fall's damage is not reduced.

A creature in freefall falls 150 meters their first round, and 300 meters each round after that until they hit the ground. Creatures with a flying Speed halve these values.

Suffocating & Drowning

Underwater, in a vacuum, or being choked: there are any number of reasons a character may have to hold their breath.

A character can hold their breath for 60 seconds, or six rounds, if taking no strenuous actions. Add a minute (six rounds) for every point of Constitution the character has, or reduce it by 10 seconds (one round) for each point if the character's St is negative. See the table below for reference.

Constitution	Breath Holding Limit	
+5	360 seconds	36 rounds
+4	300 seconds	30 rounds
+3	240 seconds	24 rounds
+2	180 seconds	18 rounds
+1	120 seconds	12 rounds
0	60 seconds	6 rounds

-1	50 seconds	5 rounds
-2	40 seconds	4 rounds
-3	30 seconds	3 rounds
-4	20 seconds	2 rounds
-5	10 seconds	1 round

At the end of a character's turn decrease their time by a round. When they run out of air they are suffocating.

Vigorous activity substantially decreases a character's capacity to hold their breath. At the end of each round in which a character makes an Agility or Strength attack or check or loses Vitality they must make a TN 15 Constitution Resistance Roll. On a failure their time remaining is reduced by 30 seconds (three rounds).

When a creature is suffocating they are taking damage from lack of oxygen. Suffocation is a persistent effect. At the end of each round a suffocating character takes a physical consequence.

Characters are assumed to be able to get a whole breath in before the rules above take effect, such as breathing in before diving into water or gasping as someone attempts to garotte them. If a character is surprised the GM may halve their starting air.

Speaking while holding one's breath is dangerous. On each action in which a character speaks they lose 30 seconds worth of air. For example, casting a spell that requires only one minor action, followed by shouting for help would spend 60 seconds – or 6 rounds – of a character's air supply.

Vision & Light

Muragame assumes that mortals can see clearly in bright light, poorly in dim light, and not at all in darkness.

Bright Light: Bright light is the default assumption for the rules elsewhere in this book. No changes are necessary in brightly lit conditions.

Dim Light: Conditions of dim light are common under moonlight or in candlelight. Creatures in dim light are partially concealed. Visual checks, such as searching, are made with a major disadvantage in dim light.

Darkness: Total darkness, like in caves or unlit basements, offers total concealment to all creatures and objects in the darkness.

Light sources such as lamps, candles, or magical lights will state the range of their illumination. Unless otherwise specified it's assumed that light is emitted evenly, creating a sphere of illumination. Light sources that emit create a radius of bright light also create dim light for an equal distance beyond that. For example, a lamp might create 5 m of bright light, and dim light for another 5 m from that.

Lights cast shadows. Assume that objects substantial enough to interrupt sources of light cast shadows behind them in a straight line from the source of light. These shadows decrease illumination by one step (from bright light to dim, dim light to darkness).

Blindsight

Some creatures in Mura have the ability to ‘see’ without sight. Blindsight allows a creature to see everything within a certain range, noted in the feature. Within that range the creature can see normally. Blindsight is not affected by darkness, nor concealment like fog or smoke. Creatures with blindsight see around corners, though not through walls.

Most creatures’ blindsight is echolocation, and thus dependent on hearing. A creature with blindsight dependent on hearing loses their blindsight if deafened. If a creature deafened this way cannot see by other means they are blinded as well as deafened.

Darksight

Creatures with darksight are able to see more clearly in the dark than most mortals. A creature with darksight treats dim light as if it were bright light, and darkness as if it were dim light.

Some rare creatures have an improved version of darksight that allows them to see in darkness or dim light as if it were bright light.

Improved darksight often comes with a vulnerability to bright light, treating areas of bright light as though they were partially concealed.

Magesight

Magically capable characters and creatures can often see the raw stuff of magic: glittering strands of energy, flickering auras, and the complex structures of spells.

Creatures with magesight can see magical effects. Magical effects are generally anchored to an object, creature, or point in space. A creature must be able to see that physical thing or space to perceive the magic attached to it. This means that characters can generally not see magical effects through walls.

Different features – such as spells and talents – may grant a character magesight. Many of these spells or talents come with additional abilities. For example, an occult spell may grant a character magesight *and* the ability to see echoes and immaterial fey creatures.

Food & Water

Creatures need food and water to survive. The amount of food and water is dependent on the creature’s size. A Medium creature – size 5 – requires about 2 kg of food each day and 4 L of potable water. A creature’s food and water needs increase or decrease eight-fold for each size step up or down, as shown by the table below.

Size	Food per day	Water per day
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1	Minute	Less than a gram	1 mL
2	Wee	4 g	8 mL
3	Tiny	30 g	64 mL
4	Small	250 g	500 mL
5	Medium	2 kg	4 L
6	Large	16 kg	32 L
7	Huge	128 kg	256 L
8	Gargantuan	1 ton	2,000 L
9	Colossal	8 tons	16,000 L
10	Awesome	64 tons	128,000 L
11	Titanic	500 tons	1 million liters

For each day that a creature goes without food it must make a TN 10 Constitution Resistance Roll, suffering a consequence on a failure. This TN increases by 1 for each additional day the creature goes without food.

For each day that a creature goes without water it must make a TN 10 Constitution Resistance Roll, suffering a consequence on a failure. This TN increases by 3 for each additional day the creature goes without food.

A creature that has at least half its necessary food or water makes the Resistance Rolls above only once every two days rather than every day.

Effort

A character can push themselves beyond their normal limits, staying awake, working through breaks. A character making this kind of effort can work for 16 hours a day instead of 8. This allows them to make two craft, profession, or research checks in a day, or to go adventuring in the daylight hours and practice a profession at night, for example.

A character must, similarly, take a day off once in a while or suffer similar effects. A character that works for a full ten eight-hour days in a row is at their limit. Starting on the 11th day they are pushing past their limits and treat every normal day of work after as though it were an ‘extra shift.’ A character that takes a full day to rest resets this count back to zero. A character that works only half days – 4 hours each day – can do so indefinitely.

A character that pushes themselves in this way must make a TN 15 Clarity Resistance Roll. On a failure they take 1d10 strain and reduce their maximum Vitality by the same amount until they rest for a full day. On a success they suffer no ill effect for that roll. Each day that they repeat this check the TN increases by 1.

Exhaustion

A character that goes without sleep suffers badly. Mortals cannot go without sleep more than a day, perhaps two before beginning to falter.

When a character has been awake for 24 full hours, and each 12 hours after, they must make a Co Resistance Roll. The TN starts at 5 and increases by 5 per each additional check (so 10 for the second, 15 for the third, and so on). On a failure the character takes a mental consequence. If the consequence is a major consequence the character falls unconscious instead (as per the major physical consequence).

The next time an exhausted character takes a major rest it takes two extra hours per consequence from which they're suffering. At the end of the rest any consequence due to exhaustion is cleared, and the TN for exhaustion is reset to 5.

Extreme Heat & Cold

Environments far outside the norm, such as a howling blizzard or a blistering salt desert, can be as deadly as any dungeon.

A creature exposed to extreme heat – over 40°C – must drink twice as much water per day as usual. Further, a creature in this kind of heat must make a TN 10 Constitution Resistance Roll at the end of each hour or reduce their Vitality and maximum Vitality by 1d10. The TN increases by 1 for each additional hour the character spends in the heat. The Vitality reduction persists until the creature can get out of the heat for at least an hour.

A creature not dressed for the environment – wearing too little clothing (leaving half or more of their skin exposed) or too much (heavy armor, woolen cloaks, or winter clothes, for example) – increases the TN of this check by 5.

Appropriate gear can increase a creature's tolerance for extreme heat substantially, as described in the equipment chapter.

At temperatures over 65°C the environment is unsuitable for life. At these temperatures creatures take 1d10 fire damage at the end of each ten-minute period in addition to making the checks above. This damage increases by 1d10 for every 10°C over this threshold.

Environments of 5°C or below are considered extreme cold. A creature in extreme cold must make a TN 10 Constitution Resistance Roll at the end of each hour or reduce their Vitality and maximum Vitality by 1d10. The TN increases by 1 for each additional hour the character spends in the chill. The Vitality reduction persists until the creature can get warmed up indoors or near a fire for at least an hour.

A creature not dressed for the environment – wearing thin or too little clothing – increases the TN of this check by 5.

Appropriate gear can increase a creature's tolerance for extreme cold substantially, as described in the equipment chapter.

At temperatures below -25°C the environment is unsuitable for life. At these temperatures creatures take 1d10 cold damage at the end of each ten-minute period in addition to making the checks above. This damage increases by 1d10 for every 10°C below this threshold.

Strong Wind

Strong winds can blow projectiles off-course or, in extreme circumstances, even shove characters about.

When the wind reaches the thresholds below creatures and objects in the area are subjected to the corresponding effects. Each degree includes the effects of the degrees below.

Wind Speed		Effects
Breeze	0-25 kmph	-
Strong wind	26-50 kmph	Weapon ranges are reduced by half and attacks with projectiles – such as bows – suffer a minor disadvantage. Perception checks based on hearing are made with a minor disadvantage. Flying creatures' speed is halved when moving into the wind, and doubled when flying with it.
Gale winds	51-75 kmph	Projectile attacks are made with a major disadvantage. Hearing checks suffer a moderate disadvantage. Creatures are moved 6 m in the direction of the wind at the beginning of their turn, and can make a TN 10 Strength Resistance Roll to prevent this (reduce it by 1 m, +1 m per point over the Target Number). Flying creatures are moved twice this distance. Small branches and unattended objects are swept along the ground. Unprotected fires are put out.
Storm winds	76-100 kmph	Projectile attacks miss automatically. Hearing checks are made with a major disadvantage. Creatures are moved 12 m in the direction of the wind at the beginning of their turn, barring a TN 10 St RR as described above. Flying creatures are moved 24 meters instead. Small trees may break off at the trunk, and roof shingles are torn off as well, thrown by the wind.
Hurricane winds	101+ kmph	Creatures are deafened by the wind. Creatures are moved 24 m in the direction of the wind each turn, as described above, and flying creatures are moved twice this. Trees break, homes are blown down, and carriages sail through the air. Protected fires like lamps and lanterns are blown out.

Creatures that are moved by strong winds and impact a solid surface take impact damage equal to the remainder of the distance they would have moved. For example, a creature blown 10 m by a storm wind that moves 4 meters before hitting a brick wall suffers 6 points of impact damage.

If loose objects are flung up by the winds creatures in the area may take damage. A creature in storm level winds must make a TN 6 flat check at the end of each minute, and on a failure the wind makes an attack at +5, dealing 1d10 impact damage on a hit. At hurricane speeds the flat check TN increases to 11, the attack bonus remains +5, and the damage increases to 2d10.

Heavy Precipitation

Driving rain and heavy snowfall can interrupt a character's vision as readily as any magic.

Light precipitation partially conceals everything beyond 20 meters, and fully conceals that beyond 50 meters. Unprotected sources of fire, like candles and torches, must make a TN 6 flat check at the end of each minute or go out. Creatures become soaking wet after thirty minutes in this kind of drizzle if they don't have protection like an umbrella.

Moderate precipitation partially conceals everything beyond 10 meters, and fully conceals everything beyond 20 meters. Open fires must succeed on a TN 11 flat check at the end of each minute or go out. Creatures are soaking wet after ten minutes without protection. Checks based on hearing are made with a minor disadvantage.

Heavy precipitation partially conceals everything beyond 2 meters and fully conceals everything beyond 6 m. Open fires must succeed on a TN 16 flat check at the end of each minute or go out. Creatures are soaking wet after a minute without protection. Checks based on hearing are made with a major disadvantage.

Precipitation is also likely to damage paper, soak into packs, and cause flooding.

Soaking wet characters gain resistance (half) against fire, and vulnerability (x1 ½) to electrical damage.

Foraging

A character in the wilderness can forage and hunt for sustenance. Finding food and water in the wilderness requires an Intuition/Survival check.

Navigation

Exploration without navigation is just getting lost intentionally. A character that can see the sun's position or the stars can determine the cardinal directions with a TN 5 Intuition/Survival check. Without those markers – sun and stars – the Target Number increases to 15. A creature underground or indoors increases that TN to 20.

Finding one's way from place to place requires a rough idea of one's location and one's destination. With a map a character can determine their position with a TN 10 Intuition/Survival or Intuition/Cartography Lore check. Without a map this TN becomes 20.

Once a creature knows their location plotting a course toward their destination using a map requires at TN 10 Intuition/Survival or Intuition/Cartography Lore check made once each day. Without a map the TN becomes 15. If the character does not know their location the TN increases by 5.

Critical Success: The traveler makes normal progress toward their destination and is able to keep track of their location. They also gain a moderate advantage on their next check to identify their location or plot their course.

Success: The traveler makes normal progress toward their destination and is able to keep track of their location.

Failure: The traveler errs, making only half a day's progress toward their destination and suffers a minor disadvantage on their next check to identify their location or plot their course.

Critical Failure: The traveler moves half a day in a random direction and suffers a major disadvantage on their next check to identify their location or plot their course.

Objects in Your Adventures

The chapter on combat contains many rules on attacking and damaging creatures, but your encounters may require more detail around those objects from time to time. Many of the rules for objects are based on those for characters, including those below:

- Like creatures, objects have a size statistic and take up space in the field of battle according to that size.
- Objects have a statistic called Structure that they use instead of Vitality. An object's Structure is its physical integrity, and if it loses too much it can be damaged or destroyed. An object's Structure is dependent on its size, quality, and composition. As a baseline you can assume an object has 5 x its size in Structure; 1 per size if it's a frail or fragile object, or 10 per size if it's a sturdy object.
- Objects are immune to strain and pressure, and have resistance (half) to cold and electrical damage unless inappropriate for the material of the object.
- Objects that are armored or made of exceptionally durable materials may have resistance to other types of damage as well. A stone column, for example, might have resistance (5) to impact, piercing, and slashing damage and resistance (50) to fire.
- Objects are immune to almost all conditions, including: bleeding, blinded, compelled, dazed, deafened, frail, frightened, hastened, incapacitated, infirm, paralyzed, poisoned, prone, restrained, silenced, slowed, sped, staggered, stunned, surprised, taunted, unconscious, and weakened. In most cases it will be immediately apparent if a condition should be able to affect an object – like aflame – or if it should not – like bleeding – or if it's entirely irrelevant – like stunned.
- Objects don't have attributes or skills. When a character targets an object with an effect or maneuver that would call for a skill check or Resistance Roll it typically rolls with +0. If size is a factor (such as when attempting to shove the object) it rolls with its size score as its bonus instead.

Complex objects like clocks or carriages may cease function when they're damaged – meaning they've lost half or more of their Structure – but can be repaired. Simple objects that are damaged remain functional but, as noted in the damaged condition, impose a penalty on their use. An object that loses all of its Structure is destroyed, instead, and is reduced to the point that it cannot be repaired or salvaged.

Rules for the repair and creation of objects are included in the section on skills earlier in this book.

Rules for the use of objects in combat are included in the chapter on combat earlier in this book.

Sidebar: Held Objects

Tracking whether a burst of flame or falling rocks have damaged every one of a character's possessions is time-consuming, fiddly, and likely to ruin your character's favorite lute. When carried or held objects are exposed to damaging effects we recommend ignoring them unless the spell or effect calls out carried objects specifically.

Sidebar: Common Objects

Some objects are going to be included in your game more often than others. You might need to know the structure and size of a longsword or shield for sundering, for example, or how hard a wooden door is to break down. Most gear has size, Structure, and so on listed in the equipment section of this book. Common materials and non-gear objects, however, are presented here.

Primary Material	Structure	Resistances & Vulnerabilities
Paper	size x 1	immune to impact, cold; vulnerable (x 2) to fire, slashing
Cloth	size x 2	immune to impact, cold; resistant (half) to electric; vulnerable (x 2) to corrosive, fire, slashing
Leather	size x 3	immune to impact, cold; resistant (half) to electric, fire; vulnerable (x 2) to slashing, corrosive
Wood	size x 5	resistant (10) to impact, piercing, slashing; resistant (25) to cold, electric
Glass	size x 5	resistant (10) to piercing, slashing; resistant (25) to cold, fire; resistant (50) to corrosive, electric; vulnerable (5) to impact
Stone	size x 10	resistant (5) to impact; resistant (15) to piercing, slashing; resistant (50) to cold, corrosive, fire; resistant (75) to electric
Metal	size x 10	resistant (5) to impact; resistant (15) to piercing, slashing; resistant (50) to cold, corrosive, fire; resistant (100) to electric

Examples

Wooden door: size 6, Structure 30, resistant (10) to impact, piercing, slashing; resistant (25) to cold, electric

Brass-bound chest: size 3, Structure 30, resistant (15) to impact, piercing, slashing; resistant (25) to cold, electric

Glass statue, life-size: size 5, Structure 25, resistant (10) to piercing, slashing; resistant (25) to cold, fire; resistant (50) to corrosive, electric; vulnerable (5) to impact

Social Interaction

In the course of adventuring in Muragame characters will encounter many non-player characters (NPCs). Social interaction is handled in three ways: roleplaying, skill checks, and complex social conflict rules. Most interactions won't support the stakes of or require the granularity of the social conflict rules presented earlier in this book.

Roleplaying

Most social interaction is over the table, player speaking to player in the voices of their characters. In a broader sense, roleplaying is a key element of every part of the game: the actions you take, the ways you interpret the results will reflect on your character, and you'll make them with your character's motivations, strengths, and weaknesses in mind. There are two modes to roleplaying, and you'll switch between them as you play.

The narrative mode of roleplay takes a third-person view of your character. You imagine your character's behavior in a situation and describe it to the others at the table: their actions, their attitude, their conversations. It might look like this:

"Kraftus the Perplexed enters the bar in a huff. You can see his eyebrows are all pulled down, he's scowling, stomping to the table. He sits down and lays out what he learned: that his rival stole the half of the spell formula we were looking for, that the city lords have been mind-controlled or something, and that the spirit of hunger is up in the hills. With that, Kraftus stomps back to the bar and orders a bottle of whatever's strongest. How much does that cost?"

In the example above Kraftus' player is providing clues to his mood, describing his behavior, and narrating his actions in a quick, general way. This descriptive approach is especially useful to cover a lot of material quickly and get to the next scene, or where a character's precise words aren't as important as the events of the scene.

The performative approach to roleplay puts you, the player, fully in the position of the character. You speak as that character, may gesture at the table or even get up to pace about. It's a first-person perspective. In this mode you'll need to act out what your character is doing, using your expression and tone to communicate emotion and intent. For example:

Clay leans in toward the table, looking to one side conspiratorially. "I think," they say in the exaggerated accent of their character, Benito, "that we've been roped into a game we don't want to play. The Lord Chapman is as dangerous as his terrible wife, and I think he means to use the Orb to

secure his hold on the city. But,” Clay gestures and grins, “we can turn this about on them – on all the nobles! But, ah, knowing how things go for us, perhaps we begin our plotting by making an escape plan.”

In the scene above Clay speaks as their character, Benito Burnwald, only pausing to narrate his actions where they can’t be performed at the table. This version of roleplay often encourages greater immersion, and allows players to put on silly accents.

Like the other players, the GM may switch back and forth between these modes of roleplaying, first describing a scene and later performing as a key NPC.

The type of social interaction will take up most of your time at the table, and has great flexibility. You might navigate whole scenes without ever rolling dice. The GM and other players can, by understanding their characters’ motivations and agreeing upon the scene, play out most things without needing to make a skill check.

Skill Checks

When roleplaying alone would be tedious, or players find themselves taking a risky approach, the GM may call for social skill checks. A social skill check allows a table to quickly assess whether a given tactic or attempt succeeds or fails. Attempting to talk your way past a bouncer to gain access to an inn’s storeroom might be a simple skill check. Having the whole group pass as thieves to gain entrance to a hideout could be a group check. Complex checks might include attempts to wrestle a favor from an acquaintance or make a sale of a load of stolen goods to a criminal contact.

Sufficiently complicated interactions, especially those with life-changing stakes, can be represented by social conflict using the rules presented earlier in this book.

Social Exploration

In most cases characters can navigate and explore a settlement in an arbitrary, negligible amount of time. For example, a group of adventurers will be very familiar with a city after spending a year there; or may need only an afternoon to pin down the dramatis personae of a small village. Should players encounter a need to quickly get things done in an unfamiliar town, the following rules provide a structure.

Time

In social exploration each character takes orders in rounds, just like in combat or confrontations. These rounds are a day long. Characters can take three actions each day, generally, selected from the actions below. Effects and conditions – like hastened – that have a duration of less than a day do not impact a character’s rolls in social exploration.

Movement

Characters in an urban environment count their Speed in neighborhoods rather than meters. So, a character with Speed 5 can Stride and, throughout the day, move from neighborhood to neighborhood five times. This pace assumes normal conditions; a town guard locking down

movement due to riots might be considered a moderate impediment in this case, for example. Each neighborhood is assumed to be about a kilometer square for purposes of calculating distance, though the city's density may change that assumption substantially.

Actions

The following actions and activities are available in social exploration.

Minor Actions

Aid an Ally: You grant a major advantage on the next skill check a creature makes. This skill check has to be part of a social exploration action (not, for example, casting a spell) and you must be in the same area as that creature.

Gather Information: You spend time searching for a specific piece of information that someone in the neighborhood might know. Treat this as if you were doing research, substituting the neighborhood's population for a library. The information you seek must be something people would know or be able to tell you, and unless you take pains it will be evident that you're asking about the topic.

Pick Up: You do a quick shopping expedition, or courier something from place to place.

Schmooze: You spend time volunteering, rubbing elbows, or drinking in the right pubs. Make a Charisma check as if you'd performed a service for a community of your choice (see the community standing section below). This cannot improve your reputation in a community beyond moderate (+2); that requires something more personal.

Moderate Actions

Walk the Streets: You walk through a neighborhood or town, attempting to get a sense of the attitude and nature of the place. Make a TN 10 Sensitivity/Insight check. On a success you identify the most important person or organization in the area of whom you were unaware. You get one additional individual on a critical success. If someone's intentionally concealed their presence – such as a crime boss – your check is contested by their Charisma/Deception.

Undermine: You spread nasty rumors about a person, attacking their reputation with a community of your choice. Make a Charisma/Persuasion or Charisma/Deception check (at the GM's discretion, depending on whether the rumors are true or false). This is contested by your target's Charisma. If you succeed they must make a check as if they'd just asked a favor of their community (see community standing, below). If you are unsuccessful in your check they hear about the rumors you're spreading.

Communities and Circles

Your characters in Muragame don't exist in a vacuum. They're surrounded by other characters that have their own concerns, goals, and petty squabbles. These characters form communities. Virtually every character, including player characters, is part of one or more communities. For many people the community is the functional unit with which they interact – people talk to their church, or their club, or the town elders as an extension for the town itself.

A community is a group of people organized around a common ideal, goal, or bond. For many people their closest community is the most important tie in their lives, a central figure in every day of their lives. No matter the nature of the community, it is shaped by its members and shapes them in turn.

Communities, like characters, have a number of attributes, statistics, and qualities.

Community Nature

A community has a core identity, a nature. That nature usually falls into one of the following categories:

Place: Communities of place are centered around a shared living space, such as a neighborhood, suburb, island, nation, or similar.

Interest: Communities of interest are drawn together by choice and a shared interest in or investment in a subculture or counterculture, such as: adventurers, gamblers, musicians, or exotic animal enthusiasts.

Identity: Communities of identity share a strong cultural likeness, usually a religious or ethnic group. This identity is fundamental to the members and affects most aspects of their lives, coloring their participation in other communities.

Need: Communities of need share a common difficulty or face a common obstacle. Many of these communities advocate for the needs of their members and act as a support network. These include communities of expatriates and refugees, the elderly, individuals with disabilities, or those without homes.

Vocation: Communities of vocation are those that come together to support their shared economic interests: guilds, corporations, business associations, and the like.

Community Statistics

Each community has its own qualities and strengths and, just like a character, these can be represented by a set of statistics. A community has the same nine attributes a character does, though they mean something different.

Strength: A community's Strength is its force of arms: military, police, or a violent mob would all be examples of a community's St.

Agility: Agility at the community scale represents its infrastructure. Travel within the community, communication between members, and the ability to travel in and out of the community's physical center are all based on its Ag.

Constitution: The health of a community's members and the healthcare available to them are measured by its Co.

Reason: A community's average level of education, access to training, and reference materials are indicated by its Re.

Intuition: The availability and accuracy of a community's news from the outside world is measured by its In.

Clarity: More stable and focused communities have higher CL, while those that are flighty, change leadership frequently, or suffer frequent conspiracies and suspicions have low CL.

Charisma: A community's ability to advertise, push their narrative, and control public relations are its equivalent of Ch.

Sensitivity: A community's Se represents its grounding and stability. A community with low Se may be violent or prone to riots.

Poise: The Po of a community contributes to its style and desirability.

A community's size determines many of its resources. When creating a community from scratch or assigning attributes to an existing community use its size to determine how many points it has to spend on improving its attributes, in the same way as an individual character would.

A community called upon to act as a whole – to organize a protest, annex a neighbor, or go to war – may make a skill check to do so.

Communities may have a few things in which they are proficient. For example, a tiny community of interest centered around gambling may have training in a specific tool skill: a gaming set. A medium city might have a few points scattered across skills that represent that city, such as its prized local craft, music, or a common skill to its inhabitants.

Serving a Community

A community depends upon its members. Not only do they make up the organization, but the members steer the intent of a community, create its ethos, and help each other. When the members of a community support each other they all thrive. When they ignore each other the community dissolves. Characters that do services for their community earn standing, and the community improves as a result. These services might be solving legal problems, bringing in funds, organizing events, protecting the community, or caring for individual members.

The magnitude of these services determine the improvement of a character's standing. When a character does a service that benefits the community as a whole the GM should decide how valuable the service is. A minor service is something that grants the community or organization a valuable resource or solves a nuisance problem. Moderate services are solutions to persistent problems or favors that will provide support to the community for a long time to come. Major services to a community change the community's place in the world or help avert an existential threat. Performing regular duties for an organization – doing your job at a shop, tidying up after a club meeting, performing jury service – are not considered service to the community as they're an expectation of all members.

Community Benefits

Being a respected member of the community comes with perks. Discounts while shopping, information, assistance, passage between ports – whatever the community can offer. The

resources a community is willing to commit to someone or the risk it's willing to take on is proportional to the character's standing.

Community Standing

Respect, authority, responsibility: to have standing in a community is to have a debt to the community, and vice versa. When a character performs a service for their community their standing may increase. If they accept too many favors from the community it may decrease.

If a character successfully accomplishes a service one level greater than their current standing they may make a TN 15 Charisma check. On a success their standing increases a level; on a critical success it increases two. If the service is two levels higher than the character's standing the TN is decreased to 10. If the service is three levels or more higher than their current standing they automatically gain a level of standing in addition to making a TN 10 check. Services to a community at a level equal to or below the character's standing don't improve that standing.

When a character asks a favor of their community at the same level as their standing they make a TN 15 Charisma check. On a failure they lose a level of standing, and on a critical failure lose two. If the favor is a level lower than their standing the TN is decreased to 10, and if it's two below there's no check necessary. A character can ask a favor of their community up to one level above their standing, but doing so automatically costs them a level of standing in addition to making the check at TN 15. A character cannot demand a service of more than one level above their current standing.

It is possible for a character to have negative standing with a community. This means they've hurt the community, acted in a way anathema to them, or otherwise ruined their own reputation. In this case the levels of standing are the same, but in reverse: rather than benefitting from a discount on shopping or earning favors the members of the community overcharge them, deny them help, or may even do physical violence in extreme circumstances.

Reputation

A character's reputation in a community doesn't just net them extra perks and responsibilities, it allows them a certain cache with other members of that community. A character gains a bonus to social checks – including those in confrontations – with other members of their community based on their standing.

A character's reputation can also be an obstacle. Characters that have negative standing with a community suffer a commensurate disadvantage.

Community Attribute Budget

Community Attribute Budget Table					
Population	Community Size	Attribute Budget	Skill Budget	Skill Maximum	Example
50 or fewer	tiny		4	+2	sports club (interest)
51-500	small		9	+3	ship's crew

					(place/vocation), small guild (vocation)
501-5,000	medium		12	+4	town's inhabitants (place)
5,001-50,000	large		20	+5	religious sect (identity), major guild (vocation)
50,001-500,000	huge		24	+6	major city (place)
500,001 – 5,000,000	gargantuan		40	+8	religion (identity)
5,000,001 or more	colossal		50	+10	nation (place/identity), ancestry (identity)

Community Services & Standing

Community Services & Standing		
Services	Standing	Benefits
Perform regular duties for the community: clean up, speak well of the organization, do your job	Least (+/- 0)	A 5 or 10% discount at affiliated shops; giving the character a pulpit from which to speak
Go out of your way to promote or protect the community: do a favor or run an errand for an important figure	Minor (+/- 1)	Supporting a character's adventures; showing up to protests or community gatherings; promoting the character's interests to strangers
Take on more responsibility within the community: organize or facilitate events; act as an ambassador for the community to the outside world	Moderate(+/- 2)	Backing the character against other communities; misdirecting law enforcement; offering a 10 to 20% discount at local shops
Center the community in your actions or life: become an integral part of the organization's leadership; take on major tasks or missions to support the community	Major (+/- 3)	Leveraging the resources of the community to benefit the character; a gift of property; emergency teleportation; a secure safe-house
Put yourself in danger to resolve an existential threat to the organization; increase the influence of the community	Extraordinary(+/- 5)	Putting the existence or core tenets of the organization at risk to accomplish the character's goal;

permanently and dramatically		raising an army
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Sample Communities

Every community is unique. The communities below may provide some starting points.

<add a few sample communities covering the basic types and sizes above>

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Resting

Every adventurer needs their rest. Resting is the primary way a character restores Vitality, recovers from consequences, and regains Focus.

A minor rest occurs between scenes, when characters have at least ten minutes of downtime to breathe, bandage wounds, or close their eyes. A character that completes a minor rest gains the following benefits:

- They restore Focus equal to half their total, rounded down.
- They make a recovery check to clear a minor consequence.

Major rests occur when a character has a full night or day to rest in safe conditions. A camp in the wilderness, the room of an inn, or a character's own home are all suitable for a major rest. The rest requires at least ten hours: usually six to eight hours to sleep, a few hours to eat and drink, and an hour or two to wash up, play a hand of cards, and the like. A character that completes a major rest gains the following benefits:

- They restore Focus to their normal maximum.
- They make a recovery check to clear a minor or moderate consequence.
- They regain Vitality to their normal Vitality maximum.

A character cannot gain the benefits of a rest if it is interrupted. A rest is interrupted when a character is in danger, takes damage, or has to perform strenuous tasks. For example, a group gathered around a campfire to rest might be ambushed by thieves, ruining their rest. A long rest can be salvaged after an interruption by spending two hours more resting.

Lifestyle

Adventurers lead lives of alternating glamor and disaster. Each character has a lifestyle that describes the resources available to them, how they spend some of their leisure time, and the expense of leading such a lifestyle.

Sleeping Rough (no cost): A character sleeping rough, whether in a settlement or the wilderness, spends no money on their lifestyle. They shelter where they can, such as in alleyways, small shrines, or makeshift lean-tos. They gather their own food by foraging, theft, or begging, and they

wash only in rain barrels or streams. This lifestyle is difficult, and exposes a character to the elements, to diseases, and potentially to violence.

Impoverished (1 silver mark per day): An impoverished lifestyle is a life of constant struggle. There is always too little food, and of poor quality. Too little space in which to live, and poor decorations and goods to use. A character with this lifestyle is likely to be in a cycle of debt and repayment, and may have trouble finding necessities like medicine.

Average (3 silver marks per day): Characters living an average lifestyle have enough to eat, and have some fine furnishings and clothing. Most of their goods and tools, however, are well-used. Major expenses may be put off for some time, and the household likely has little in the way of savings or excess.

Comfortable (10 silver marks per day): Characters living a comfortable lifestyle buy their things new, rarely secondhand. They likely have decorations and entertainment in their home, and can go out every few nights.

Wealthy (20 silver marks per day): Wealthy characters never need to worry about their necessities. They have food prepared for them in their home, and may go out in the evenings for entertainment. They have expensive furnishings and decoration. They can travel frequently, and leave their home in the care of their staff.

Aristocratic (100+ silver marks per day): An aristocratic lifestyle includes fine clothing, jewelry, and its accoutrements. Such a household keeps a large home, likely with grounds, and has a staff to keep it up. Such a character entertains often, and may have facilities for such entertainment, like a casino hall, ballroom, or theater on their grounds. Not only does a character with this lifestyle not need to worry about the necessities of life, they can afford to pick up trinkets – like a horse, or an entire bar’s tab – without concern.

The expenses of a lifestyle are generally not purchased by the day, but by the tenday, month, or even year. A character looking to live a comfortable lifestyle, for example, may lay down 600 marks at once to provide for a few month’s costs. Purchasing something like an aristocratic lifestyle piecemeal is typically not possible: one would never rent a manor house if one was a real aristocrat. Better to purchase it, then pay the upkeep for the staff and such as necessary.

A character’s lifestyle provides for their room, board, and living incidentals – like the services of a cobbler or an evening at a bar – within that lifestyle’s reach. While paying for a lifestyle a character does not need to track these small, incidental costs. Anything outside the scope of that lifestyle should be tracked normally, as per the rules on equipment and wealth later in the book.

Downtime Activities

In between dungeon delves, assassination attempts, and cross-country treks, characters will have downtime. Downtime allows a character to rest, recuperate, and pursue projects. It is assumed that, during downtime, eight days of every ten can be spent on work or self-improvement, with two taken for rest and entertainment.

A character can focus only on one downtime activity each day. For example, a character with a hundred days before heading out into danger again has twenty for rest, and eighty for their downtime activities. They might commit ten to research, thirty to crafting something, and the remaining forty to training.

While characters are between adventures they'll need to arrange for housing, food, and the little bits and pieces of life. The expenses of a given lifestyle are presented above.

Some common downtime activities are provided below.

Crafting

Characters may spend their downtime crafting items and objects, mundane or magical. Rules for crafting are presented in the skills section earlier in this book. If the character is looking to make a living this way the rules for practicing a profession may be more appropriate.

Practicing a Profession

A character may choose to go to work in between adventures. In this case use the rules for practicing a profession from the skills section earlier in this book. A character can earn income this way, either paying for their lifestyle or building up savings.

Researching

Downtime may present an opportunity for a character to pursue their research or academic pursuits. If they are working on a specific topic use the rules for research from the skills section of this book. If they are attempting to expand their general knowledge it may be more appropriate to use the downtime rules for training.

Training

Self-improvement isn't achieved through adventuring alone. Plenty of characters use their downtime to learn, exercise, or practice their skills. A character can improve a skill by spending fifty days times the new value of the skill doing so. So, for example, to improve a skill from +1 to +2 would require a hundred days; from +4 to +5 requires 250 days.

Training requires an instructor with greater training in the skill to be trained than the character and an equipped workshop, gymnasium, or library. Most instructors charge a fee for their time, at least ten times their skill in the subject in marks per day (so an instructor with a +4 to the skill might charge 40 marks per day for their one-on-one instruction, for example).

Characters can also learn languages this way. Languages require 150 days of instruction or 300 days of uninstructed training.

Building Community

A character may choose to use their downtime to further a community's aims and build their reputation in that community. The character must make a TN 15 Charisma check to rise to the next level of reputation in the community. The time required for this is equal to the target reputation

degree times fifty days. Thus, a character seeking to rise from reputation 2 to 3 with the community would need to spend 150 days serving that community, then make the appropriate check.

Should the character fail their work is nevertheless noted, and the character gains a moderate advantage on their next check to improve their reputation with that community.

Characters attempting to salvage their negative reputation with a community follow all the same rules above, using the absolute value of their reputation to calculate the time (so going from -2 to -1 is calculated using the target rank, -1, as if it were positive; so, 50 days).

Character Creation

This chapter of the book provides all of the rules necessary to create a character in Muragame.

Building a Character: the Process

In creating a character you'll select their ancestry, pick a background, a nationality, and a few talents. You'll assign attributes and skills to support the character concept, and make a few calculations to determine their Defense Target, Vitality, and the like.

Throughout this chapter we'll be providing step-by-step instructions on creating your character.

Sidebar: Character Creation, Step-by-Step

Step 1: Concept

Determine the core concept of your character, something like: spell-slinging duelist mage, noble scion turned thief adventurer, or fervent servant of the god of the moon.

Step 2: Buy Attributes

You'll spend points to increase your attributes: Strength, Agility, Constitution, Reason, Intuition, Clarity, Charisma, Sensitivity, and Poise.

Step 3: Ancestry & Heritage

Select the ancestry of your character from common and uncommon bloodlines in Mura.

Step 4: Nationality

Choose one of the seventy-odd nations of Mura from which your character hails.

Step 5: Background

Choose what your character did before becoming a hero: baker, banker, scholar, farmer, and the like.

Step 6: Path & Talents

The core of your character's abilities, in combat and out, will come from their path. This is what your character does now that they are an adventurer, like warrior, wizard, or ikon. In this step you can also select talents that aren't related to a specific path.

Step 7: Training

You'll spend points to increase your character's training in weapons, armor, adventuring skills, and professional trades.

Step 8: Personality

Near the end of character creation you'll write down all the little, important things about your character: what makes them tick, how they look, their faith, their family, and so on.

Step 9: Calculations

Most of the work should be done now. The last step of character creation is making sure you have things like your character's Vitality, Defense Target, and so on marked on the character sheet.

Concepts

A fun character starts with a strong concept. Your character's concept is their core, something that can be expressed in a few words, like "fine artist turned con artist," or "soldier who protects his allies like family," or "wizard with more knowledge than sense." This concept might include their ancestry or profession, may point to something in their history, or may be about how you mean to play the character. Whatever the case, write down the concept on some scratch paper as you start creating your character and refer back to it as you work.

Starting Attributes

The first mechanical step of creating a character is buying attributes. These attributes represent how strong, fast, smart, and perceptive your character is. Almost every roll in Muragame will add – or subtract – one of your attribute scores.

The nine attributes of Muragame are:

Strength (St): Brawn, might, muscle. How physically capable you are of moving things around. This attribute also affects the damage you do with weapons.

Agility (Ag): Dexterity, finesse, coordination. Your fine motor control and flexibility. Agility is used to calculate how accurate your weapon attacks are.

Constitution (Co): Endurance, resilience, health. Constitution measures how hale, hearty, and energetic a character is. It's used for calculating Vitality, resisting poisons, and recovering from physical harm.

Reason (Re): Intellect, intelligence, smarts. Your ability to work through puzzles, retain and recall information, and analyze complex ideas. Reason is used for academics and the brainier types of magic.

Intuition (In): Wit, awareness, instinct. Intuition represents an awareness of the world around you, and the ability to subconsciously connect dots and recognize patterns. This attribute helps you react to danger and with most natural magic.

Clarity (Cl): Lucidity, rationality, sanity. Your ability to remain grounded in stressful situations, or to keep your focus on what matters. This attribute allows you to push yourself mentally, as well as to resist mental manipulation both mundane and magical. Clarity is also used to recover from harm due to stress.

Charisma (Ch): Presence, charm, magnetism. Charisma determines how well you can get and keep others' attention, and how well you can bring others around to your way of thinking. Many social rolls rely on Charisma, as does magic relating to ghosts and fey.

Sensitivity (Se): Acuity, receptiveness, wisdom. This attribute is awareness of the emotions and attitudes of others. Sensitivity is used to read the intents of others and see through lies, as well as to listen to the divine.

Poise (Po): Reserve, calm, equilibrium. Poise is your ability to remain cool under pressure. It's used to recover from social harm, and to shake off some emotional magical influences.

Buying Attributes

When you create a character you have 15 points to spend among the attributes above. Increasing an attribute costs points equal to the new bonus (so one point to go from +0 to +1, two more points to go to +2, three to increase that to +3, and so on), per the chart below. All your attributes start at +/- 0.

At character creation you can reduce one or more attributes, getting points back from taking these penalties. This can add a maximum of 3 points to your attribute budget (whether that's a single -2, or three -1s).

Your character's ancestry, nationality, background, history, and path will all grant bonuses – or impose penalties – to different attributes. The maximum bonus you can have in an attribute at character creation is +5, counting these bonuses, so don't worry about increasing your primary bonus to +5 with points alone; you'll have plenty of chances to improve it throughout character creation.

Bonus	Point Cost
-2	Add 3
-1	Add 1
0	-
+1	1
+2	3
+3	6

+4	10
+5	15

The 15-point budget, in addition to the further bonuses throughout character creation, will allow you to create a character that is a significant cut above the average person, either a little better at everything than the common folk, or immensely gifted in one or two areas. To create characters that are a little closer to regular folk your GM may change to a budget of 10 points. For a game with characters that start their career with superheroic capabilities your GM may increase the budget to 20 points.

Sidebar: Score Arrays

If you're in a rush you may not want to do the arithmetic to buy your scores. In that case you can use one of the arrays below, which add up to 15 points, assigning the scores as suitable for your character.

Focused: +3, +3, +3, 0, 0, 0, -1, -1, -1

Standard: +3, +2, +2, +1, +1, +1, 0, 0, 0

Balanced: +2, +2, +2, +1, +1, +1, +1, +1, +1

Ancestry and Heritage

Ancestry is a character's bloodline, or species. Mura is filled with not only humans, but many types of mortals. Some are creations of the titans, some of the gods, and others from origins unknown.

Most ancestries offer heritage options. A heritage is a subset of an ancestry that is distinct from other members of that ancestry. A character selects only one heritage option from an ancestry.

Ancestries and heritages may both grant qualities to a character. Each ancestry also offers one or more changes to your character's attributes. These attribute modifications are applied after attributes are purchased.

A character's ancestry may give them one or more ancestry talents, and opens the door to others. As a character gains talents throughout their career they can choose talents from their ancestry and heritage. A character may select any talent for which they meet the requirements.

Ancestries

The following ancestries are common in Mura.

Sidebar: Lifespans

When the deific figures – the titans, the gods, other beings unknown – created mortals there was an element of trial and error. Ambitious titans attempted to make their creations everlasting, immortal servants. They soon found that without a divine spark pushing that much pure *life* into their creations was unpredictable: some died in convulsions of holy flame, others took their own lives after hundreds of years, and still others changed into something far from their original purpose. Success came when the divinities found that about the most life a mortal could have, and still remain what they were, was around a hundred years.

Regardless of ancestry, most mortals have a life expectancy of fifty to one hundred years, averaging somewhere around seventy-five barring accident, violence, or illness. Leir live a little longer, brun a little shorter, but none far outside those figures.

Countless mortals have experimented with extending their lifespan through varied means. Alchemical medicines, dark magic, pacts with entities from the Far Realms – anything to earn a few more years. One thing is constant in all of these methods, however: it changes something about the mortal fundamentally. A mortal can't *be* a mortal *and* live forever, it's a simple contradiction. Each method of extending one's life has its own serious side effect.

Brun

Qualities: [mortal]

Attributes: +1 Co, Po; -1 Cl

Size: Brun are size 5 (Medium) creatures.

Speed: Brun have a walking Speed of 12 m.

Talents:

Brunish Heritages

Brunish Ancestry Talents

Goblin

When the gods arrived on Mura in their fiery chariots they brought with them their servants and standard-bearers, humans. In what many consider a mistake, but goblins consider good luck, they brought goblinkind with them as well. Goblins are as varied as the stuff from which they sprout.

The most recognizable is the common feral goblin: a small fungal mortal, often with characteristics of other creatures. Feral goblins pick up these characteristics from the nest-pile at the centers of their colonies, which are amassed from garbage, plant life, and small animals.

Other lineages of goblins are more commonly allowed into mortal civilization, such as stone goblins, forest goblins, sea goblins, or hearth goblins. These creatures less commonly exhibit animal characteristics because their nest-piles and colonies are more carefully tended, based on rich substrates without the need for animal corpses in the nest-pile.

Whatever their origin, any goblin can undergo a kind of metamorphosis once it has gained sufficient mass, strength, and experience. On the other side of its transformation the goblin emerges as a te-goblin: a larger, more physically-capable goblin that guards the nest. A very few te-goblins undergo one more metamorphosis into a se-goblin. Se-goblins are solitary by nature and driven by powerful instincts to leave their nest and seek a safe place to establish a new colony, where they lay down and become the substrate of a new nest-pile, thus creating a new generation of goblins.

A rare few goblins emerge as strange throwbacks or mutants, incapable of metamorphosis but gifted with powers or abilities.

Goblins are a small folk, between 90 and 100 cm tall and usually 12 to 15 kg. Their shapes are as varied as their homes, with each goblin showing some hint of its origin and colony. Some are twice as heavy as their peers, others barely thicker than a broom-handle. Te-goblins are nearly twice as big: 150 to 180 cm tall, and between 70 and 100 kg. Se-goblins are yet larger, usually over 210 cm tall and over 150 kg. Goblins have a uniquely composed shape of layered fungal shells that are added to year-by-year, growing denser and thinner like a tree's rings. Their skin varies from light green to gray to deep red and any other color, dependent on their nest-pile's contents. Goblins that come from nest-piles with rare minerals, for example, might sparkle; goblins from nest-piles with animal matter may have fur, small horns, and the like; those from cities full of mortals will resemble tiny humans for the most part.

Qualities: [fungal] [mortal]

Attributes: +1 Ag, Se; -1 St

Size: Goblins are size 4 (Small) creatures.

Speed: Goblins have a walking Speed of 8 m.

Talents: Darksight and any one other ancestry talent

Goblin Heritages

Deep Goblins

You were born in the depths and will likely die in the depths. Your colony is deep in a cave somewhere, and that environment has always felt like home to you. You gain the Burrow Chatterer ancestry talent.

Hearth Goblins

You come from one of the great colonies in the cities and towns and grew up alongside other mortals. You gain either the Goblin Scuttle or City Scavenger ancestry talent.

Pixie Goblin

Your colony is on the borders of Faerie, or perhaps you were snatched up by the sidhe when you were but a sporeling. Your senses are tuned to the hypercolors, overwhelming scents, and melodious sounds of the fey realms. You gain the Big Senses ancestry talent.

Rock Goblins

Your folk come from the rocky hills and mountains, comfortable in caves and under the stars alike. You gain the Unbreakable ancestry talent.

Woods Goblins

Your home is deep in the forests and woods, and you've learned to live off the land. You gain either the Burrow Chatterer or Very Sneaky ancestry talents.

Goblin Ancestry Talents

Animal Accomplice

Animal Chatterer

Big Senses

Blue

Burrow Chatterer

Cave Climber

Cooperative Nature

Darksight

Firebug

Goblin Scuttle

Improved Darksight

Se-goblin Metamorphosis

Skittering Scuttle

Te-goblin Metamorphosis

Unbreakable

Very Sneaky

Very, Very Sneaky

Animal Accomplice

Goblin ancestry talent

Requirements: level 1, goblin ancestry

You build rapport with an animal, which becomes magically bonded to you.

You learn find familiar as an innate Divine spell.

Big Senses

Goblin ancestry talent

Requirements: level 1, goblin ancestry

Your big ears and drippy nose aren't just for looks, but for survival.

You can use scent as well as hearing to search for or locate a creature. You also gain a minor advantage on checks based on hearing or scent, as well as on Resistance Rolls to avoid being deafened or blinded.

Blue

Goblin ancestry talent

Requirements: level 1, goblin ancestry

You are one of the rare goblins born with innate magical talent, and an aether-blue tint to your skin.

You learn two level 1 spells. These must be from the same path spell list, and they count as Divine spells for you.

Burrow Chatterer

Goblin ancestry talent

Requirements: level 1, goblin ancestry

You recognize the chittering of ground creatures as its own peculiar language.

You learn the beast speech spell as an innate Divine spell. You can only communicate with burrowing animals with this feature, such as squirrels, badgers, terrestrial snakes and lizards, and the like. As a general rule you can speak to any animal with a Burrow speed.

City Scavenger

Goblin ancestry talent

Requirements: level 1, goblin ancestry

You know that the greatest treasures often look like refuse, and you scoff at those who throw away perfectly good scraps.

You gain a minor advantage on checks to forage or subsist in a settlement. When you make a check to forage in a city you also gain a bit of income from selling junk as if you had made a check with the same result to practice a profession of low demand.

Special: If you have the Hearth Goblin heritage this talent grants you a moderate advantage instead of minor.

Cooperative Nature

Goblin ancestry talent

Requirements: level 1, goblin ancestry

You grew up in the midst of the colony, each goblin helping the others.

When you provide an ally assistance on a skill check or attack you increase the advantage provided by a step (from minor to moderate, moderate to major). Further, if you are part of a group check you can provide a minor advantage to the leader of the check or to all others making the check.

Darksight

Goblin ancestry talent

Requirements: level 1, goblin ancestry

Fire is more an entertainment than a tool for most of goblinkind, and you are quite adept at seeing without light.

You gain darksight.

Firebug

Goblin ancestry talent

Requirements: level 1, goblin ancestry

Fire fascinates you.

Your spells and tools that deal fire damage (such as a torch, fireball, or an alchemical bomb) gain a bonus to the fire damage dealt equal to $\frac{1}{4}$ your level, rounded up.

Goblin Scuttle

Goblin ancestry talent

Requirements: level 1, goblin ancestry, size 4 (Small) or less

You take advantage when your allies' movement conceals your position.

When an ally ends their movement adjacent to you, you can move up to 2 m without provoking an opportunity attack. You can take advantage of this once before the start of your turn.

Unbreakable

Goblin ancestry talent

Requirements: level 1, goblin ancestry

You bounce back from injuries easily due to your spongy flesh.

You gain 4 Vitality and only take half damage from falling.

Very Sneaky

Goblin ancestry talent

Requirements: level 1, goblin ancestry, size 4 (Small) or less

Tall folk rarely pay attention to the shadows around their feet, and you take full advantage of that.

You can Sneak at your normal Speed without suffering a disadvantage. In addition, you are not automatically observed by moving out of concealment or cover when hiding, provided that you return to cover or concealment by the end of your turn.

Animal Chatterer

Goblin ancestry talent

Requirements: level 5, goblin ancestry, Burrow Chatterer ancestry talent

You hear animal sounds as conversations instead of unintelligible noise, and can respond in turn.

You can speak to all animals when using beast speech, not just those with a Burrow speed. You gain a minor advantage on Charisma and Sensitivity checks with animals, such as to tame or calm them, or to make an impression.

Improved Darksight

Goblin ancestry talent

Requirements: level 5, goblin ancestry, Darksight ancestry talent

You can see even in pitch black darkness.

You gain improved darksight.

Te-goblin Metamorphosis

Goblin ancestry talent

Requirements: level 5, goblin ancestry

You undergo the transformation into a te-goblin.

You spend a full day gorging yourself and creating a chrysalis of mud and gunk, then vanish into it for twenty to fifty (1d4+1 x 10) days. When you emerge your size is now 5 (Medium), your base Speed is 10 m, and you gain 2 Vitality.

You retain the same overall appearance, simply larger. Injuries and scars are lessened or eliminated, even to the point of regrowing limbs. All consequences you had when you started the process are cleared.

Should your chrysalis be harmed or disturbed while you are transforming you are totally helpless, considered incapacitated for the entire duration, and there is a 50% chance (flat check TN 11) you immediately die should the chrysalis be breached.

Cave Climber

Goblin ancestry talent

Requirements: level 5, goblin ancestry, size 4 (Small) or less

After years of clambering through goblin colonies and caverns you can climb easily anywhere you go.

You gain a climbing Speed equal to half your walking Speed.

Se-goblin Metamorphosis

Goblin ancestry talent

Requirements: level 9, goblin ancestry, Te-goblin Metamorphosis ancestry talent

Once again you build a chrysalis, emerging as a se-goblin.

You spend a week gathering supplies and feasting before constructing a massive chrysalis. You occupy it and emerge in thirty to eighty (1d6+2 x 10) days. When you emerge your size is now 6 (Large), your base Speed is 12 m, you gain 4 Vitality, and you add +1 to your Strength (to the usual maximum of +5).

You retain the same overall appearance, simply larger. Injuries and scars are lessened or eliminated, even to the point of regrowing limbs. Any consequences you had when you started the process are cleared.

Should your chrysalis be harmed or disturbed while you are transforming you are totally helpless, considered incapacitated for the entire duration, and there is a 50% chance (flat check TN 11) you immediately die should the chrysalis be breached.

Skittering Scuttle

Goblin ancestry talent

Requirements: level 9, goblin ancestry, Goblin Scuttle ancestry talent

You can scuttle farther and faster when maneuvering alongside allies.

When you use Goblin Scuttle you can move up to half your Speed.

Very, Very Sneaky

Goblin ancestry talent

Requirements: level 13, goblin ancestry, Very Sneaky ancestry talent

Your sneakiness is less about hiding behind something, and more about thinking sneaky.

You no longer need concealment or cover to Hide.

Hugrin

Many titans shaped creatures or people to serve them. The leir built the titans' great projects, the jotun explored and mapped the world, ashmuneth's children plumbed the ocean's depths. The titans Hanhet and Huh knew that all great works one day crumble, and even the titans would not last forever. They exercised their foresight and wisdom and together made the hugrin. The hugrin were tasked only to survive, and remember.

Like their patron, or patrons, each hugir expresses duality: a body of flesh and blood housing, for a time, a spirit. When the body is spent the spirit returns to the world to wander for a time before being drawn back to a new-birthing hugir to live again. Hugrin, therefore, don't leave behind ghosts or shades like other creatures do – their afterlife is to float through Mura untethered from a body until they are called to life again. In between lives hugrin shed their memories, but many believe that bits and pieces of personality survive to the next incarnation.

In shape the hugrin are similar to their creators and their kin. They have stretched bodies with narrow heads and eyes placed widely apart. Most hugrin have an even color to their skin that mirrors their place of birth: a light green in forests, pale gold from the fields, or an icy blue from the coasts, for example. Hugrin don't grow hair – except a thin, downy fuzz across their bodies – but some wear wigs and headdresses to decorate themselves. Hugrin are taller and thinner than most mortals, between 200 and 225 cm in height and 90 to 115 kg.

Qualities: [mortal]

Attributes: Hugrin have strong ties to nature (+1 Intuition) and understand the transience of life (+1 Clarity). Their spirits, however, do not cleave tightly to their flesh (-1 Constitution).

Size: Hugrin are size 5 (Medium) creatures.

Speed: Hugrin have a walking Speed of 10 m (12 m due to the Long-Limbed talent).

Talents: You gain the Long-limbed ancestry talent.

Hugrin Heritages

Hugrin live long lives – absent violence – and adapt to their environment over time. Choose one of the heritages below at character creation. Uniquely, hugrin can select a new heritage after spending ten years in a new environment, losing the advantages of their old heritage and gaining those of the new.

Craft Hugir

The cities are your home: elegant architecture, the bustle of people, the flow of magic. You gain the Practiced Spirit and Ancient Skill ancestry talents.

Echo Hugir

You've lived in the cold, quiet enclaves of the City of Shade. You are suffused with memories and chill, resistant to the heat and cold of Mura alike. You gain the Huh's Wisdom ancestry talent, and either Shade's Chill or Hanhet's Warmth.

Feral Hugir

You've been ill-used by the cities and watched the wilderness wither around you. You spend your time in tight-knit enclaves of your own kind. You gain the Fierce Mien and Touchtalk ancestry talents.

Flourish Hugir

Nature calls all hugrin back eventually, and you are fresh from it. You come from the deep forests, the towering mountains, or the deep caverns. You gain the Wild Grace and Spirit Dream ancestry talents.

Hugrin Talents

Huh's Wisdom

Hugrin ancestry talent

Requirements: Level 1, hugrin ancestry

Your hearing is acute, able to detect even the barest whispers.

The range at which you can use your hearing to detect a creature's presence doubles, and you gain a minor advantage on attempts to do so. You also gain a minor advantage to attempts to pick out voices, specifically, from ambient noise or to identify a particular voice.

Long-limbed

Hugrin ancestry talent

Requirements: Level 1, hugrin ancestry

Your arm span and stride benefit you on the battlefield.

You gain a reach of 1 m and your walking Speed increases by 2 m.

Human

Humans are the chosen people of the gods, and their divine mandate has carried them to every corner of Mura. Their history before arrival on Mura is lost, but it is known that they are an adaptable, pious, warlike folk. Their versatility and resilience is perhaps best exemplified by their propensity for and ability to mingle with anything: the progeny of humans and brun, goblins, giants, hugrin, and others go wherever humans do. There are even rare, magically-assisted half-leirish humans among the mortals of Mura.

Most humans are between 150 and 180 cm, and from 50 to 100 kg. Human skin color ranges from white so pale one can see their blood vessels to so dark that a blush or bruise is imperceptible. Hair similarly runs the gamut from white-blond to totally black through shades of brown. Like most mortals humans often color and decorate their skin and hair for cultural or aesthetic purposes.

Qualities: [mortal]

Attributes: Humans have great force of arms (+1 Strength) and force of personality (+1 Charisma). Their typical confidence and directness can make it a challenge to attend to the world around them (-1 Intuition).

Size: Humans are size 5 (Medium) creatures.

Speed: Humans have a walking Speed of 10 m.

Talents: You gain one ancestry talent of your choice.

Human Heritages

Adept

The gods granted you the greatest of their gifts: adaptability. You are skilled and capable, able to bend your talents to meet any challenge. You gain the Natural Talent ancestry talent and one rank of training in a skill of your choice.

Devout

The praises of the gods echo in your mind, and you can feel your calling drawing you toward leadership and worship. You gain the Holy Magic ancestry talent.

Half-blood

You are not wholly human. Select one of the following ancestries: ashmunethin, brunish, goblin, hugrin, or jotun. You can choose from that ancestry's talents when you gain ancestry talents in the future. You gain one ancestry talent of your choice from the human list, or the list of your other ancestry.

Valorous

Your ancestors were the foot-soldiers of the gods. That martial knack has been passed down to you. You gain the Brave or Powerful Build ancestry talent.

Human Ancestry Talents

Adrenaline Junkie

Adrenaline Rush

Bloodied, Not Broken

Bloody Response

Brave
Calm
Clever Improviser
Cool Under Fire
Cooperative Nature
Cooperative Soul
Crisis Champion
Divine Resilience
Faultless Improviser
Holy Magic
Injury Averse
Natural Talent
Obstinate
Powerful Build
Pull Through
Unfettered
Vicious Response

Adrenaline Rush

Human ancestry talent

Requirements: Level 1, human ancestry

In combat you shine brightest when you're bloodied and battered.

While you are suffering a physical consequence you gain a bonus to melee weapon damage equal to your Focus maximum.

Brave

Human ancestry talent

Requirements: Level 1, human ancestry

Fear is weakness.

You gain a minor advantage on Resistance Rolls or skill checks to prevent being frightened, having your morale broken, and the like. If you are affected by a fear effect with a duration of 2 rounds or more you can choose to reduce the duration by one round.

Calm

Human ancestry talent

Requirements: Level 1, human ancestry

You're best under pressure.

When you're suffering a consequence you increase the die rolled when you spend Focus by two steps (to a d8).

Clever Improviser

Human ancestry talent

Requirements: Level 1, human ancestry

You've learned to fumble your way through anything.

You can attempt actions that would normally require training with a specific tool or skill even if you are untrained, with the exception of recalling information (no amount of guessing and intuition can guide you to specific information you don't know).

When you spend a Focus point to improve a roll in which you don't add a training bonus you add a d8 to the roll instead of a d4.

Cooperative Nature

Human ancestry talent

Requirements: level 1, human ancestry

You work well with others.

When you provide an ally assistance on a skill check or attack you increase the advantage provided by a step (from minor to moderate, moderate to major). Further, if you are part of a group check you can provide a minor advantage to the leader of the check or to all others making the check.

Holy Magic

Human ancestry talent

Requirements: Level 1, human ancestry

You are touched by the divine.

You learn two spells from one path spell list of your choice. These are Divine spells for you.

Natural Talent

Human ancestry talent

Requirements: Level 1, human ancestry

You gain one talent for which you meet the requirements.

You can gain this talent more than once, selecting a new talent each time.

Obstinate

Human ancestry talent

Requirements: Level 1, human ancestry

Your confidence – or ego – makes it harder for others to order you around.

If you succeed on a Resistance Roll against a mind-affecting effect that controls, restricts, or dictates your actions you critically succeed instead. If a creature fails on a check to coerce you using Intimidation it critically fails instead.

Powerful Build

Human ancestry talent

Requirements: Level 1, human ancestry

You are a giant among your peers.

Your height increases by 15% and your weight by 50%. Your size increases by 1 and counts as 2 higher than that for calculating the amount you can lift and carry. Your base walking Speed increases by 2 m.

Your costs for clothing and armor increase by 25%, as such things have to be custom-made for you.

You can only select this talent at 1st level.

Unfettered

Human ancestry talent

Requirements: Level 1, human ancestry

You slip bonds with ease.

Whenever you succeed on a check or Resistance Roll to escape a restraint – such as when bound or being wrestled – you get a critical success instead. If a creature uses an effect that would automatically restrain you it must make a Strength/Athletics check (or other appropriate check) resisted by your Agility/Acrobatics check to establish a hold.

Adrenaline Junkie

Human ancestry talent

Requirements: Level 5, human ancestry, Adrenaline Rush ancestry talent

When you're under pressure you fight.

You gain the benefits of Adrenaline Rush while you are suffering any consequence, regardless of the type.

This benefit applies to the Bloody Response and Vicious Response talents as well, if you have them.

Bloodied, Not Broken

Human ancestry talent

Requirements: Level 5, human ancestry, Adrenaline Rush and Cool Under Fire ancestry talents

You're harder to hurt when you're hurting.

While you're suffering a physical consequence you gain resistance (3) to impact, piercing, and slashing damage.

Bloody Response

Human ancestry talent

Requirements: Level 5, human ancestry, Adrenaline Rush and Cool Under Fire ancestry talents

When you get hit, you hit back harder.

While you are suffering a physical consequence you gain a minor advantage on attack rolls.

Cool Under Fire

Human ancestry talent

Requirements: Level 5, human ancestry, Calm ancestry talent

Not only do you keep your cool in stressful situations, you excel.

While you are suffering a consequence you gain a minor advantage on active and lore skill rolls of a particular type.

If the consequence is mental the advantage applies to rolls using Intuition, Reason, and Clarity; a physical consequence grants the advantage to Strength, Agility, and Constitution; and a social consequence affects Charisma, Sensitivity, and Poise.

Cooperative Soul

Human ancestry talent

Requirements: Level 5, human ancestry, Cooperative Nature ancestry talent

Victory shared is sweeter than a victory earned alone.

When you help an ally with a check or attack in a skill or weapon group in which you have at least two ranks of training (+2) and that ally succeeds they treat that success as a critical success.

Divine Resilience

Human ancestry talent

Requirements: Level 5, human ancestry, Powerful Build ancestry talent

Hitting you is like hitting a brick wall.

When you take impact, piercing, or slashing damage you may spend a Focus point to reduce that damage by 1d10 + your Constitution (minimum 1).

Faultless Improviser

Human ancestry talent

Requirements: Level 5, human ancestry, Clever Improviser ancestry talent

You've mastered that most vital of skills: taking risks and dodging consequences.

When you critically fail a skill check you can spend a Focus point to convert the result into a failure instead.

Injury Averse

Human ancestry talent

Requirements: Level 5, human ancestry, Cool Under Fire ancestry talent

You don't like getting hit, and you learn from your mistakes.

While you are suffering a physical consequence you gain a +1 bonus to your Defense Target.

Crisis Champion

Human ancestry talent

Requirements: Level 10, human ancestry, Cool Under Pressure ancestry talent

You turn suffering into success.

The advantage granted by the Cool Under Pressure talent – and Pull Through talent, if you have it – are not limited to certain attributes: a consequence of any kind grants an advantage on all lore and active skill rolls.

Pull Through

Human ancestry talent

Requirements: Level 10, human ancestry, Cool Under Pressure ancestry talent

You always pull through in times of crisis.

You gain a moderate advantage to active and lore skill rolls while you're suffering a moderate consequence.

If the consequence is mental the advantage applies to rolls using Intuition, Reason, and Clarity; a physical consequence grants the advantage to Strength, Agility, and Constitution; and a social consequence affects Charisma, Sensitivity, and Poise.

This advantage supersedes that granted by the Cool Under Pressure talent if the advantages would apply to the same roll. So, for example, if you're suffering a minor physical consequence and a moderate mental consequence you add a minor advantage to physical rolls and a moderate advantage to mental rolls; if you were suffering two mental consequences you would gain a moderate advantage to mental rolls and the minor advantage would be irrelevant.

Vicious Response

Human ancestry talent

Requirements: Level 10, human ancestry, Adrenaline Junkie, Bloody Response, and Pull Through ancestry talents

You're never more dangerous than when you're near death.

While you are suffering a moderate physical consequence you gain a moderate advantage on attack rolls. This supersedes and replaces the advantage granted by the Bloody Response talent.

Leir

Before any of the other titans had yet thought to populate Mura with their offspring Never sought to create a caste of servitor spirits, constructs of flesh and bone to attend to the titans and their desires. These creatures were fragile and fell to pieces, could not reproduce, could barely think. Seeing this sloppy work Seb, the titan of earth and stone, borrowed the idea and set to his own work. He carefully crafted each leir from clay and fired them deep in the bowels of the earth, then instilled in them his own desire for perfection and craft, setting them to two tasks: to serve the titans, and to propagate their own kind. All leir in Mura are descended directly from Seb and Never in some way, and sometimes call themselves their children.

The things of ancient Mura were constructed, almost universally, by leirish masons and craftspeople. The drive to create and the desire for perfection are baked into the clay of every leir. Leir are, literally, baked to life. In the manner passed down from Seb every new leir is shaped by their community and, when complete, the titan's fire is breathed into the leir. This process hardens them and grants them awareness.

Owing to their means of birth every leir is different, and they can exhibit incredible variety in shape and features. It is a point of pride that no leir be shoddy, malformed, or rough – the leir need for perfection is nowhere more present than this. It is a matter of tradition that each leir follows the same rough shape of the other titanic mortals: two arms, two legs, two eyes, etc. To create a leir in the shape of a beast or monster would be anathema to all other leir and both the creation and its creators would be hunted and slain. Leir are smaller than most mortals, but sturdy and stone-hard. They are usually between 110 and 140 cm in height, and 50 to 100 kg. Leir don't change from birth to death in shape, but one can gauge their age by their calcification: young leir are flexible, older leir are stiff and may sport some cracks, and ancient leir are fragile and fractured from years lived. Leirish looks are quite varied, as they come in every color that clay does, and some clans even glaze or decorate their members before bringing them to life.

Despite their origins leir are still creatures with breath and blood, of a kind. The fire deep in their bellies requires air just like any other mortal, and must be fed with food every day. Leir drink as well, and the water turns to a silty blood that keeps their clay flesh supple. They must sleep and dream, and they feel every emotion of mortal life.

Qualities: [mortal]

Attributes: Leir are sturdy, body and mind both (+1 Constitution, +1 Reason). This rigidity can make it difficult to improvise or charm (-1 Charisma).

Size: Leir are size 4 (Small) creatures.

Speed: Leir have a walking Speed of 8 m.

Talents: <insert a few leirish talents>

Leirish Heritages

Individual leir are often built to serve a purpose in their clan or community. This purpose is, essentially, that leir's heritage. Other leir communities are centered around some craft or other central focus and are entire clans of a single leirish heritage.

Forge Leir

You were built to serve the vast forges and kilns, and your hands are blackened by soot and heat. You gain the Fireproof ancestry talent.

Graveguard Leir

Seb's children were not all set to make – some were guards against creatures from beyond the veil of the dead and other things even fouler. You are not an artist, you are a protector. You gain the Titan's Fire ancestry talent.

Stone Leir

The ancient world is remembered in its ruins. Broken crowns of pillars and the bodies of castles and cities litter Mura. Those that stand the tallest were surely the work of leirish masons. You gain the Stoneshaper ancestry talent.

Leir Ancestry Talents

Boulder Throw

Broad Shoulders

Darksight

Fiery Grip

Fireproof

Flesh of Clay

Leirish Perfections

Leirish Resilience

Stable

Stone Stoutness

Stoneshaper

Stonewalk

Titan's Fire

Titan's Speech

Broad Shoulders

Leir ancestry talent

Requirements: Level 1, leir ancestry

You're as wide and deep as you are tall, and barely notice a heavy load.

Your size counts as 5 higher than normal when calculating how much you can lift and carry.

You also decrease the disadvantage from being encumbered or heavily encumbered by one step, do not reduce your Speed while encumbered, and reduce your Speed only to 4 m when heavily encumbered.

Darksight

Leir ancestry talent

Requirements: Level 1, leir ancestry

Your eyes are as keen in the dark as in daylight.

You gain darksight.

Fireproof

Leir ancestry talent

Requirements: Level 1, leir ancestry

You were made in fire; it cannot hurt you.

You gain resistance (10) to fire.

Flesh of Clay

Leir ancestry talent

Requirements: Level 1, leir ancestry

A body made of living clay means that you are less vulnerable to heat and cold than most mortals.

Your tolerance for heat is greater than most mortals by 25 degrees (meaning you do not suffer extreme heat effects until 65°C, nor take damage from environmental heat until 90°C). Similarly, your tolerance for cold is greater than most mortals by 25 degrees (meaning you do not suffer extreme cold effects until -20°C, nor take damage from environmental cold until -50°C).

Leirish Resilience

Leir ancestry talent

Requirements: Level 1, leir ancestry

Your silt blood makes you invulnerable to all but the vilest toxins.

You gain a minor advantage on Resistance Rolls against poisons and diseases.

Stable

Leir ancestry talent

Requirements: Level 1, leir ancestry

It takes work to knock you over.

You gain a moderate advantage on checks and Resistance Rolls to keep your footing, whether due to environmental effects or attempts to trip or shove you.

Stone Stoutness

Leir ancestry talent

Requirements: Level 1, leir ancestry

The titans made you of sturdy stuff, and a stray hammer-blow or paring knife are nothing to you.

You gain resistance (2) to impact, piercing, and slashing damage.

Stoneshaper

Leir ancestry talent

Requirements: Level 1, leir ancestry

Masonry is second nature to you; you don't even need tools.

You can spend a Focus point to work a segment of stone no greater than a meter on each side like clay for ten minutes. You gain a moderate advantage to skill checks to work the stone while it is malleable this way. At the end of the duration the stone remains as you have shaped it.

Titan's Fire

Leir ancestry talent

Requirements: Level 1, leir ancestry

Seb's fire protects you.

When you spend a Focus point to improve a Resistance Roll you add a d8 rather than a d4.

Boulder Throw

Leir ancestry talent

Requirements: Level 5, leir ancestry, Broad Shoulders ancestry talent

You treat boulders like slingstones.

You add +2 to the damage you deal with thrown weapons, and extend the range of thrown weapons by 50%. You can also use stones (or marble busts, boat anchors, metal pails) up to 10 kg as thrown weapons, treating them as if you were using a sling.

Fiery Grip

Leir ancestry talent

Requirements: Level 5, leir ancestry, Fireproof ancestry talent

Fire is not only harmless to you, you can call it up at will.

You learn the fiery grip spell as an innate Primal spell.

Leirish Perfections

Leir ancestry talent

Requirements: Level 5, leir ancestry, Leirish Resilience ancestry talent

You have taken steps to guard yourself that other mortals can't.

When you hold your breath you add ten minutes to the time before you begin to suffocate.

You can also go comfortably without eating for three days and drinking for one day before the effects of hunger and thirst begin to affect you.

Finally, you gain a moderate advantage on checks and Resistance Rolls to avoid exhaustion from heat, exercise, hunger, thirst, or sleep deprivation.

Stonewalk

Leir ancestry talent

Requirements: Level 5, leir ancestry, Stoneshaper ancestry talent

Stone is no more a barrier than water to you.

When you Stride you can spend a Focus point to move through stone, earth, and clay. Until the Stride ends you can treat earth as if they were a moderate impediment to movement. If you end your Stride inside a solid object you are pushed to the nearest open space and suffer 1d10 damage for each m moved.

Titan's Speech

Leir ancestry talent

Requirements: Level 5, leir ancestry, Titan's Fire ancestry talent

A few of the old words of power have been passed down to you.

When a creature with the divine, profane, echo, mirror, or outsider qualities makes a Resistance Roll against your effects or spells you can spend a Focus point to reduce the result of their roll by a d4. You may choose to use this feature before or after the roll, but before the result is determined.

You learn the Old Tongue, the language of spirits.

Uncommon Heritages

Alkem

Qualities: [mortal]

Attributes: +1 to any attribute

Size: Alkem are size 5 (Medium) creatures.

Speed: Alkem have a walking Speed of 8 m.

Talents:

Alkemic Heritages

Ashmunethin

Ashmuneth is the titan of serpents but is foremost a titan of creation. She brought forth wonder after wonder when the titans came to Mura to supplant the works of the ancients and the monsters of the previous ages. Among her many works were the ashmunethin, mortals grown in fertile riverbank soil from the scales of dragons.

The modern ashmunethin run the gamut from river-dwelling folk to the kobolds from Faerie to draken that resemble the dragons from whom they're descended.

Ashmunethin are taller than most mortals when they stretch to their full height, but hunch at the shoulders. When relaxed an ashmunethin's shoulders are as high as their heads, between 180 and 200 cm high. They are dense as well and usually weigh 100 to 150 kg.

Life spans vary among the heritages of ashmunethin, and more than that between communities. Ashmunethin can live exceptionally long times with proper care – some report up to 150 years – but they grow frailer and frailer as they age. The average life span for an ashmunethin in comfort is around 90 years, but for those in the wilderness or constant conflict it is rare for an ashmunethin to live past 60.

The ashmunethin voice is dry. They have little saliva, and the shape of the ashmunethin mouth makes it difficult to pronounce certain sounds. Other species note that they are sibilant and lisping when they talk, and often hold back their speech. Many ashmunethin come to rely on expressive gestures, carefully-considered words, and direct action to avoid exposing their accents to others' ridicule.

Most ashmunethin have tails. They are used for balance and swimming but are not useful for much else. They also add 50% to the cost of most clothing and armor, which has to be tailored around them. Some clothing, such as cloaks, boots, or hats, are not affected – your GM has discretion on whether an item of clothing must be tailored to accommodate your tail or not.

Qualities: [serpentfolk] [mortal]

Attributes: Ashmunethin have the strength of the oceans in them (+1 Strength), and excel in careful thought (+1 Reason). They often have trouble understanding the emotions of others, or even their own (-1 Sensitivity).

Size: Ashmunethin are size 5 (Medium) creatures.

Speed: Ashmunethin have a walking Speed of 10 m.

Talents: Armored Scales, Hold Breath, and any one other

Ashmunethin Heritages

Kobold

Among the many mortals that traveled to Faerie in the early days of history were a number of ashmunethin. Those that remained too long came back as kobolds, cowed and abused by the fey folk.

Kobolds' size is 4 (Small) rather than 5 (Medium). Your Speed is 8 m. You gain a +1 bonus to Agility, but suffer a -1 penalty to Charisma. You also gain the Darksight ancestry talent.

Lizardfolk

Your kin trace their lineage directly to the riverbanks on which Ashmuneth laid her own eggs. You gain the River Swimmer ancestry talent.

Draken

All serpentfolk can trace their lineage back to Ashmuneth, but the draken claim to be descended from the great scaled mother by way of dragons. Some can prove it, even, through their draconic parents or grandparents. You gain the Dragon Blood ancestry talent.

Ashmunethin Ancestry Talents

Armored Scales

Ashmuneth's Command

Darksight

Dragon Blood

Dragon Wings

Dragonbreath

Dragonflight
Furious Breath
Hold Breath
Mesmerize
Potent Venom
Powerful Build
Refresh Breath
River Swimmer
Scaled Superiority
Scaled Supremacy
Snake Bite
Venom
Water Titan's Blessing

Armored Scales

Ashmunethin ancestry talent

Requirements: level 1, ashmunethin ancestry

You are covered, tip to tail, in sturdy scales.

Your scales count as light armor. They provide a +1 bonus to your Defense Target, as well as resistance (2) to impact, piercing, and slashing damage. Unlike normal armor, it is not uncomfortable to sleep in your scales, and they can't become damaged or destroyed.

Darksight

Ashmunethin ancestry talent

Requirements: level 1, ashmunethin ancestry

Your eyes are as keen in the dark as in daylight.

You gain darksight.

Dragonbreath

Ashmunethin ancestry talent

Requirements: level 1, ashmunethin ancestry

Your breath holds the elemental power of your draconic forebears.

As a minor action you can spend a Focus point and exhale a breath weapon. The shape, type of damage, and Resistance Roll are dependent upon your draconic ancestry as shown in the table below. The Resistance Roll TN is 10 + your Co.

Lake Dragon	5 m cone	Fire damage	Ag RR
Mountain Dragon	5 m cone	Cold damage	Co RR
Ocean Dragon	5 m cone	Impact damage	Co RR
River Dragon	5 m cone	Corrosive damage	Ag RR
Sand Dragon	10 m line	Electric damage	Co RR
Swamp Dragon	10 m line	Corrosive damage	Ag RR

Critical Success: The target takes no damage.

Success: The target takes half damage.

Failure: The target takes 2d10 damage.

Critical Failure: The target takes an extra 1d10 damage.

Dragon Blood

Ashmunethin ancestry talent

Requirements: level 1, ashmunethin ancestry

You are resistant to injury from the element associated with your draconic forebears.

You gain resistance (half) to one type of damage based on the kind of dragon you most closely resemble or from which you are descended, as shown below.

Lake Dragon	Fire damage
Mountain Dragon	Cold damage
Ocean Dragon	impact damage
River Dragon	corrosive damage
Sand Dragon	electric damage
Swamp Dragon	corrosive damage

Hold Breath

Ashmunethin ancestry talent

Requirements: level 1, ashmunethin ancestry

You are the next best thing to amphibious.

You add ten minutes per point of Constitution to the time you can hold your breath (minimum ten minutes).

Powerful Build

Ashmunethin ancestry talent

Requirements: Level 1, ashmunethin ancestry

You are a giant among your peers.

Your height increases by 15% and your weight by 50%. Your size increases by 1 and counts as 2 higher than that for calculating the amount you can lift and carry. Your base walking Speed increases by 2 m.

Your costs for clothing and armor increase by 25%, as such things have to be custom-made for you.

You can only select this talent at 1st level.

River Swimmer

Ashmunethin ancestry talent

Requirements: level 1, ashmunethin ancestry

Your tail is as broad and strong as an alligator's and your fingers and toes are webbed.

You gain a swimming Speed equal to your walking Speed or 8 m, whichever is greater.

Snake Bite

Ashmunethin ancestry talent

Requirements: level 1, ashmunethin ancestry

You have a set of sharp fangs that rest behind the rest of your teeth until you strike.

You gain a natural weapon, a bite, that you can use in combat. Your bite is part of the Unarmed weapons group. It deals 2 base damage. Unlike many creatures' bite attacks, your bite is not obvious. When you strike a surprised creature with your bite you earn a critical effect for every 5 by which you exceed a target's DT rather than every 7.

Dragon Wings

Ashmunethin ancestry talent

Requirements: level 5, ashmunethin ancestry

While many serpentfolk have vestigial wing nubs, you have real wings.

You gain the ability to use your wings to glide while you are not encumbered and are wearing light armor or no armor. If you fall 5 m or more you can use a reaction to unfurl your wings and prevent falling damage. While your wings are spread you fall at a rate of 50 m each turn. You can move up to 1 m horizontally for each 5 m of descent.

Due to your wings armor and clothing have to be custom-made, adding 50% to the price of most new armor and clothing, and preventing you from using found or scavenged armor and clothing. Some clothing – like boots, trousers, and cloaks – may not have such an increased price. Your GM has discretion on whether clothing needs to be tailored around your wings. Armor and clothing can be modified to accommodate your wings, usually at an expense of half the item's normal cost.

Mesmerize

Ashmunethin ancestry talent

Requirements: level 5, ashmunethin ancestry

You have learned the hypnotic gaze of great serpents.

You learn *hypnotic gaze* as an innate primal spell.

Scaled Superiority

Ashmunethin ancestry talent

Requirements: level 5, ashmunethin ancestry, Armored Scales ancestry talent

Your scales have been hardened to an exceptional degree.

Your scales count as medium armor. They provide a +2 bonus to your Defense Target, as well as resistance (3) to impact, piercing, and slashing damage. Unlike normal armor, it is not uncomfortable to sleep in your scales, and they can't become damaged or destroyed.

Venom

Ashmunethin ancestry talent

Requirements: level 5, ashmunethin ancestry, Snake Bite ancestry talent

You have learned to control your poison glands.

If you deal damage with your bite attack you may spend a Focus point to inject the target with venom. Your target is dosed with ashmunethin venom, as described below. The RR TN is 10 + your Co.

Ashmunethin venom

Dose: 1 mL, injected. Each additional dose extends the duration by 10 rounds.

Duration: 10 rounds

Resistance: Co RR, TN as above. A poisoned creature makes a RR at the end of each turn. On a success the creature does not suffer the effects of the venom for the next turn.

Remedy: a poisoned creature that takes no actions on its turn gains a major advantage on the Resistance Roll. Antivenoms effective against snake venom work on ashmunethin venom as well.

Effect: On a failed RR the poisoned creature takes 2 corrosive damage from the poison and is weakened until the end of its next turn.

Ashmuneth's Command

Ashmunethin ancestry talent

Requirements: level 9, ashmunethin ancestry, Mesmerize ancestry talent

You can bring to bear the haughtiness and aura of command of a drake.

When you succeed on an attempt to influence others by intimidation you get a critical success instead; or when they fail a check to resist your intimidation, they critically fail instead. This is a psychic effect.

You also learn *suggestion* as an innate Primal spell. Targets that have failed a Resistance Roll against your *hypnotic gaze* within the last ten minutes have a moderate disadvantage on their Resistance Roll against *suggestion* when you cast it.

Furious Breath

Ashmunethin ancestry talent

Requirements: level 9, ashmunethin ancestry, Dragonbreath ancestry talent

Your dragonbreath is no longer a pale imitation of the real thing.

The range of your breath weapon doubles if it is a cone (to 10 m), or triples if it is a line effect (to 30 m). The damage increases to 1d10 per 3 levels, rounded down. You also add your Athletics skill to the TN of your breath weapon.

Potent Venom

Ashmunethin ancestry talent

Requirements: level 9, ashmunethin ancestry, Venom ancestry talent

You have concentrated your venom through meditations, diet, and obscure practices of refining and drinking it yourself.

You may choose one of the following effects to add to your venom. You can select this talent multiple times, choosing a different effect each time.

Concentrated: It doesn't take much of your venom to cause a terrible reaction. You may use your venom without spending a Focus point a number of times equal to your Co (minimum one). This refreshes on finishing a major rest.

Cytotoxic: Your venom is particularly damaging to the body, and causes 1d10 damage each round rather than 2 points.

Hemotoxic: Your victim's blood begins to coagulate suddenly, causing pain and potentially organ failure. While a creature is poisoned by your venom they are also dazed.

Neurotoxic: Your venom directly attacks the nervous system. Your target's vision suffers as long as they are poisoned by your venom, and they suffer a major disadvantage on vision-based checks. The target is also made infirm rather than weakened.

Persistent: Victims take a long time to recover from your venom. The duration of your venom is doubled.

Virulent: Targets have a harder time shaking off your venom. You may add your Unarmed weapon skill to your venom's TN.

Refresh Breath

Ashmunethin ancestry talent

Requirements: level 9, ashmunethin ancestry, Dragonbreath ancestry talent

There is a great reserve of elemental power inside of you.

You can use your breath weapon once without spending a Focus point. You refresh this on finishing a minor rest.

Water Titan's Blessing

Ashmunethin ancestry talent

Requirements: level 9, ashmunethin ancestry, River Swimmer ancestry talent

You are equally capable on land or underwater.

Your swimming Speed increases by 2 m. You develop gills, and can breathe water as well as air. You also become resistant to pressure, and can comfortably withstand the pressures at up to 100 m of depth underwater. Reduce any consequences of pressures deeper than this by half, or gain a major advantage on rolls to resist the consequences of greater pressures.

Dragonflight

Ashmunethin ancestry talent

Requirements: level 13, ashmunethin ancestry, Dragon Wings ancestry talent

Your dreams of flight become a reality.

Your wings grow in size and become fully functional. You gain a flying Speed equal to your walking Speed + 4 m. You can now fly or glide as long as you are not encumbered or wearing heavy armor.

Scaled Supremacy

Ashmunethin ancestry talent

Requirements: level 13, ashmunethin ancestry, Scaled Superiority ancestry talent

Your scales have been hardened to an exceptional degree.

Your scales count as medium armor. They provide a +3 bonus to your Defense Target, as well as resistance (5) to impact, piercing, and slashing damage. Unlike normal armor, it is not uncomfortable to sleep in your scales, and they can't become damaged or destroyed.

Faen

<sort of elven, but also fey>

Qualities: [mortal]

Attributes: +1 In, Ch; -1 Po

Size: Faen are size 4 (Small) creatures.

Speed: Faen have a walking Speed of 8 m.

Talents:

Fae Heritages

Jotun

<basically ogier: cartographers, territorial, titanic>

Qualities: [mortal]

Attributes: +1 St, Po; -1 Ag

Size: Jotun are size 6 (Large) creatures.

Speed: Jotun have a walking Speed of 12 m.

Talents:

Jotun Heritages

Skilan

Mortals touched by shadow, whether due to long exposure to the echolands or ancestry from Shade, are called skilan. Skilan are pale, quiet mortals that tend toward frailty and melancholy.

<more on skilan here>

Qualities: [mortal] [echo]

Attributes: +1 Ag, Se; -1 Ch

Size: Skilan are size 5 (medium) creatures.

Speed: Skilan have a walking Speed of 8 m.

Talents:

Skilan Heritages

<three skilan heritages>

Skilan Ancestry Talents

Ancient Expertise

Ancient Skill

Caress of Command

Fade Into Darkness

Forlorn

Hanhet's Warmth

Immortal Patience

Practiced Spirit

Sea of Memories

Shade's Chill

Shadow Magic

Shadow Step

Shared Dream

Shed Influence

Stoic Aura

Touchtalk

Truthtouch

Universally Capable

Ancient Skill

Skilan ancestry talent

Requirements: Level 1, Skilan ancestry

You have acquired a vast ocean of knowledge over many lifetimes, and can bring some of that skill back to the surface.

When you finish a major rest you can reflect upon your faint and faded past lives and gain one rank of training (+1) in a weapon group, style of armor, skill, or Resistance Roll in which you are untrained (+0). This training lasts until you next finish a major rest.

Because this training is temporary it cannot be used as the prerequisite to a feature or talent that requires that training.

Hanhet's Warmth

Skilan ancestry talent

Requirements: Level 1, Skilan ancestry

The cold inside you protects from the cold outside.

Your tolerance for cold is greater than most mortals by 25 degrees (meaning you do not suffer extreme cold until -20°C, nor take damage from environmental cold until -50°C).

You also gain resistance (2) to cold damage.

Practiced Spirit

Skilan ancestry talent

Requirements: Level 1, Skilan ancestry, Ancient Skill ancestry talent

While others have but one life to learn, you can benefit from a thousand years of memories.

Choose one skill, Resistance Roll, weapon group, or armor style. Your normal training rank maximum for it increases by 1. You also gain a rank of training in that same skill, RR, weapon group, or armor style.

You can select this talent multiple times, choosing a different skill, RR, weapon group, or armor type each time.

Shade's Chill

Skilan ancestry talent

Requirements: Level 1, Skilan ancestry

No matter where you are, you carry with you the cool of the sunless kingdom of Shade.

Your tolerance for heat is greater than most mortals by 25 degrees (meaning you do not suffer extreme heat effects until 65°C, nor take damage from environmental heat until 90°C).

You also gain resistance (2) to fire damage.

Shadow Magic

Skilan ancestry talent

Requirements: Level 1, Skilan ancestry, Shared Dream ancestry talent

One half of you is the stuff of Shade, and it connects you directly to the echolands.

You learn two spells from a single path spell list of your choice. These spells count as Occult spells for you. Further, you gain a minor advantage on checks to detect a dematerialized or invisible echo.

Shared Dream

Skilan ancestry talent

Requirements: Level 1, Skilan ancestry

While your body rests your mind returns to the great sea of memories.

do not need to sleep. While you take a major rest you must still relax your body, such as by meditation, for six hours. During this time you cannot undertake any physical activity more taxing than reading or playing cards. At the same time your mind rests: you are slow of thought and caught up in daydreams.

You also treat your Resistance Rolls against effects that would cause you to fall asleep as one degree of success better (from critical failure to failure, from failure to success, from success to critical success). This protects only against sleep effects, not against other forms of falling **unconscious**.

While you are resting you are **dazed** and **weakened**.

Shed Influence

Skilan ancestry talent

Requirements: Level 1, Skilan ancestry

Your mystic control and meditations allow you to resist external influences upon your consciousness.

Whenever you are affected by a mind-affecting effect that lasts at least 2 rounds, you can choose to reduce the duration by 1 round. If the effect allows you to make Resistance Rolls against it during its duration you gain a minor advantage on these RRs.

Touchtalk

Skilan ancestry talent

Requirements: Level 1, Skilan ancestry

You can communicate your thoughts with only a touch.

You gain the ability to communicate telepathically as long as you have skin-to-skin contact with the target of your telepathy. You must share a language with the target. The target of your telepathy can hear your voice in its head, and it can communicate back to you. You cannot read its mind; you only hear what it wants you to hear.

This communication is faster than speaking aloud: you can have a short conversation – about a minute – with one round of contact, or exchange a few sentences – up to ten seconds – with a bare tap of a fingertip.

Ancient Expertise

Skilan ancestry talent

Requirements: Level 5, Skilan ancestry, Ancient Skill ancestry talent

Moments of past lives return to you like déjà vu, lending you experience.

When you choose a skill, weapon group, armor style, or Resistance Roll for your Ancient Skill talent you can select one in which you already have training, improving the rank of that training by +1, up to the normal limit for your level.

Fade Into Darkness

Skilan ancestry talent

Requirements: Level 5, Skilan ancestry

You seem to vanish in patches of shadow.

You can attempt to hide without being behind cover or concealed as long as you are not in bright light, and you do not move any faster than half your normal Speed.

Forlorn

Skilan ancestry talent

Requirements: Level 5, Skilan ancestry, Fierce Mien ancestry talent

An ancient melancholy is always just beneath the surface of your thoughts.

When you are subjected to any skill check or mind-affecting magic that causes an emotional response other than sadness, you gain a minor advantage on your Resistance Roll or check to counter it. This applies against effects that compel or frighten as well.

Immortal Patience

Skilan ancestry talent

Requirements: Level 5, Skilan ancestry, Ancient Skill ancestry talent

Life after life has taught you to take your time.

You can voluntarily spend twice as much time as normal on an ability check to gain a moderate advantage on that check. You also get a critical failure only if your result is 10 lower than the TN.

You can get these benefits during travel by slowing your pace to half (or, if you were already travelling slowly to accommodate for other actions, to a third your normal pace), or in downtime by spending twice as much downtime.

The GM might determine a situation doesn't grant you a benefit if a delay would be directly counterproductive to your success, such as a tense negotiation with an impatient creature.

Shadow Step

Skilan ancestry talent

Requirements: Level 5, Skilan ancestry, Shadow Magic ancestry talent

When you concentrate you can step through the shadowlands for a few steps.

When you Stride you can spend a Focus point to move through objects. Until the Stride ends you can treat solid objects and creatures as if they were a major impediment to movement. If you end your Stride inside a solid object you are pushed to the nearest open space and suffer 1d10 damage for each m moved.

Truthtouch

Skilan ancestry talent

Requirements: Level 5, Skilan ancestry, Touchtalk ancestry talent

You are able to dive into the minds of others to find the truth.

You learn *detect thoughts* as an innate Primal spell. When you cast this spell you do so without any reagents or displays, but the target must be someone with whom you are currently communicating via Touchtalk.

Caress of Command

Skilan ancestry talent

Requirements: Level 9, Skilan ancestry, Truthtouch ancestry talent

Your touch carries a demand.

You learn *suggestion* as an innate Primal spell. When you cast this spell you do so without any reagents or displays, but the target must be someone with whom you are currently communicating via Touchtalk.

Sea of Memories

Skilan ancestry talent

Requirements: Level 9, Skilan ancestry, Ancient Expertise ancestry talent

Your memories are barely your own.

When you finish a major rest you can select up to three skills, weapon groups, armor styles, or Resistance Rolls. In one of these you gain a rank of training, in another you gain two, and in a third you gain three ranks of training. These cannot cause that training rank to exceed the maximum for your level.

This feature replaces that granted by Ancient Skill and Ancient Expertise.

Stoic Aura

Skilan ancestry talent

Requirements: Level 9, Skilan ancestry, Forlorn ancestry talent

The well of faint, unshakable sadness in you spills over.

Creatures you choose within 10 m of you benefit from the effects of your Forlorn talent. For you – though not your allies – the benefit increases to a moderate advantage rather than minor.

Universally Capable

Skilan ancestry talent

Requirements: Level 13, Skilan ancestry, Sea of Memories ancestry talent

With a bit of time you can become competent in almost any arena.

You can change the training granted by your Sea of Memories talent after finishing a minor rest rather than a major rest.

Nationality

Mura has five to seven continents, depending on how they're counted, with seventy or so nations scattered across the globe. A character's nationality has as great an impact as their ancestry and heritage. Every nation prizes certain characteristics and skills.

When you select a nationality during character creation you acquire a set of skills or other training, one or more languages, and may acquire other talents, qualities, or features.

The nations of Mura are listed below, with brief descriptions, separated by continents.

Sidebar: Languages of Mura

Among five continents, seventy nations, and hundreds of tribes and peoples, languages abound in Mura. There are a handful of 'mother' languages that have given birth to dialects similar or dissimilar. Each nationality below grants a character one or more languages that they know. A character that knows a language can speak and read it fluently. These languages are described below.

'Ulth. Sometimes called Old Brunish, or Hulth, 'Ulth is a language meant to be sung across long distances. New speakers may struggle with breath control, especially when calling across a plain or a mountain valley. 'Ulth uses the Or En Gar alphabet of runes, though it's rarely written.

Aluennan. The language of the heavens, spoken by gods and their messengers. Aluennan is a language of overlapping, shifting tones that sounds more like a church organ, or a string quartet than spoken word. It is impossible for mortals to speak without the aid of magic, thus the approximation of Kelestish. Aluennan uses an alphabet of concentric circles interlinked with each other in chains, each circle a sentence and each chain a paragraph or thought.

Chosthich. The guttural language of Crot, Threnn, and Cirillus, identifiable by its many glottal stops and fricatives. Chosthich uses a variation on the Glepth alphabet.

Eldlang. A lilting, sing-song language spoken in the Accord nations. Eldlang is the language of giants and jotun. It has survived, practically unchanged, since before the gods arrived and was, perhaps,

spoken before the titans. Eldlang uses its own alphabet of abstracted hieroglyphs that have changed more than the spoken language since its inception.

Ennetese. One of the languages of Kelidon. Ennetese alternates vowels and consonants almost as a strict rule. It uses the same alphabet of forty-ish characters written top-to-bottom, left-to-right as Kirtish. Each character represents a distinct, single phoneme.

Famlish. A plains tongue, related closely enough to Heian that speakers can communicate simple concepts across the language barrier. Famlish is rarely written, but folk in Makay do have a kind of string-and-knot language that can even be incorporated into tapestries or knitted garments. When Famlish does need to be written it is simply transliterated into the Tillish script.

Far Tongue. A warped, twisted family of languages rather than a single one, these are the horrible grunted and hissed words of the Far Realm and its outsiders.

Glepth. Also known as Ashtongue or Devilish, Glepth is the language of the hells and Ashkush. It can be challenging for non-native speakers, as it sounds almost like a solid chain of consonants barely broken up by vowels. Glepth uses the Aluennan alphabet for its characters and structure, but the languages are so fundamentally different that speakers of one cannot even sound out writing in the other.

Golan. A northern dialect of Ennetese, the two are mutually understandable to speakers of the other, if a little clumsy. It uses the same forty-some phoneme alphabet, written top-to-bottom, left-to-right.

Heian. A synthetic language, Heian was created in the second generation of the Hein Empire by cramming together six or seven of the plains languages. It is built on the bones of Famlish, with Tillish syntax and lettering. Heian is famous for its compounding, where complex concepts can be approximated or communicated by simply appending words one after another indefinitely; the more complex the concept, the longer the word is likely to be.

Hwyddan. Also known as Hugrin, Hwyddan is an old, old offshoot of Or En Gar, and uses a version of that runic alphabet turned, improbably, into script typically written with a soft brush. The language's treatment of vowels is determined by case, tense, clusivity, and other factors in the context of the sentence, making it one of the hardest languages to learn.

Kelestish. Called variously Kelestish, Keleshtish, Leshtic, Church-tongue, and others, this is the official language of the Ekletheon Church. It is an approximation of Aluennan, as close as mortal mouths can handle. The alphabet and vocabulary, however, are almost identical to Aluennan, and so written documents can be mutually understood – it is only the spoken language that has to make concessions to the limits of mortal language.

Kirtish. The official language of Kirtania, in Kelidon. The language's syntax allows a speaker to put descriptive words first, delaying mention of the subject, object, or verb of a thought until the very end. Kirtish poetry takes advantage of this to create surprises and suspense, or to subvert expectations. The alphabet uses forty-odd characters, each representing a common phoneme, such that the writing can be sight-read clearly even by a non-speaker.

Mahuathan. The language of the shadowlands Pfent, Pfiirg, and Pfellin. Mahuathan is a flexible language that has agglomerated thousands of terms from other languages over the years, a thief of vocabulary. Mahuathan uses a script alphabet festooned with accent marks and accidentals.

Mocaltish. Mocala and Mirage Island, tiny spits of land in the middle of the stormwall, share a language most closely related to Mahuathan. The vocabulary, however, drifts and warps year by year, and even islanders from just one island over may have to spend time catching up on before speaking.

Myor Tiri Panta. Spoken across the south of Makrana as a trade language, Myor Tiri Panta is unique in making volume a part of the language. The same sound spoken softly or loudly may be different words. Myor Tiri Panta is rarely written, but its written shape is borrowed from Ancient writing cribbed from ruins and wreckage. It is spotted all over in dots and dashes around the few central characters of the written language.

Or En Gar. The primal language of the elemental spirits, Or En Gar is an ancient tongue that is more commonly encountered through its linguistic descendants. However, the spirits still speak it, and thus the shamans and druids and priests still speak it. The runic alphabet has been borrowed for many of the languages of Mura, whether or not they are related to Or En Gar. In its oldest forms Or En Garish writing does not have a set direction: that is, different writers may write left-to-right and top-to-bottom, or the reverse, or in spirals, or clusters, or snake across a page. Context is sometimes necessary to decipher what a passage in Or En Gar says.

Phairish. The Hugue, in Kelidon, is a wilderness of the strange, impossible for mortals to approach. In this way it represents a border to Kirtania. Similarly the language of the Hugue, Phairish, is an incomprehensible wall to speakers of any other language. As far as can be determined, Phairish is unique in its syntax, etymology, alphabet: everything.

Phangese. The second language of the Hugue, Phangese shares some of the vocabulary of Thwez, a Kirtanian language. Phangese includes an amount of hissing and spitting that non-speakers find excessive, and a great deal of waving hands and pulling faces. It is very difficult to hold a quiet, discreet conversation in Phangese.

Sarandin. Sarandin, or Sarandish, is the language of Sarandib, and therefore of Talmussin, and therefore of scholarship and serious trade across all of Boro and Sutu both. It is the most common second language on Mura, and its total speakers are only outnumbered by speakers of Heian. Sarandin is closely related to Mahuathan, and speakers of one find it easy to pick up the other. The script of Sarandin is Mahuathan as well: a series of lines written right-to-left, top-to-bottom, and marked all over with accidentals and accent marks.

Speytak. Across the seas of Mura and in every port Speytak can be heard. The language of sailors and pirates alike, Speytak is born from Spey but has become a kind of pidgin trade tongue with borrowed words from Mahuathan, Heian, and others. Those who can write Speytak use a variation of the Aluennan alphabet.

Sto Na. The secluded nations of the north-east, including Ta Ja Jia and its neighbors, speak Sto Na. Both the spoken language and its writing resemble Hwyyddan broken all to pieces: rather than a flowing tongue it is a sharp series of sounds; rather than a smooth script it is characters separated by moats of blank space. Nevertheless, there is substantial overlap in vocabulary and etymology, if not in the sounds of the language.

Thwez. One of the languages of Kirtania, originally spoken by the Thwethan people before their conquest. The spoken form of Thwez has become inextricably tied to Kirtish, with the pronunciations and vocabulary drawing ever closer to each other. The written form from any text older than a century or two is, therefore, illegible to modern speakers. The big, blocky lines of Thwez make it immediately recognizable when written.

Tillish. A plains language from Hein and Tillium, Tillish has few words, but many meanings for each. This vagueness may frustrate non-natives, but presents many opportunities for poetry and art. Native speakers often speak in short sentences that may carry two or more meanings relevant to the moment, and in conversation typically allow each other time to digest, interpret, and craft their own responses.

Yonkillet. Another of the languages of Makrana, Yonkillet uses the same alphabet as Myor Tiri Panta, though the dots are often connected into lines and slashes. Unlike Myor Tiri Panta, however, Yonkillet is always spoken quietly, and preferably in rhyme. Most words in Yonkillet have two or four syllables and end in only a few sounds, making rhyming easy in a variety of schema.

Yorcian. Speakers of Yorician are famous for ‘swallowing’ their consonants, both when speaking their native language and others. The language can sound somewhat mush-mouthed or mumbled to outsiders due to this vowel-to-vowel fluidity. It is common on the eastern coast of Sutu, and uses the Aluennan alphabet.

Yusti. Speakers of Yusti have a narrow vocabulary in which to work, as bits and pieces of the language have been deemed illegal or profane over the years. This is, perhaps, the reason that repetition as an intensifier has become a hallmark of the language. To communicate that something is incredible, rather than good, a speaker might repeat the word “good” four or five times in a row. To non-speakers the series of repeated words one after the other can sound like babbling.

Sidebar: Simpler Languages of Mura

The rules as they stand are intended to provide a kind of verisimilitude to the game. Your characters, all from the plains of Hein and surrounding lands, may speak Heian and Tillish and a few others, but find themselves relying upon translators, magic, and mime in their adventures in the faraway land of Crot.

On the other hand, you may find that this additional layer of consideration slows down your play, taking you and your friends out of the action rather than reinforcing the shared reality of the world. In that case you may be happier either disregarding languages entirely, or reducing the languages of Mura to the abbreviated list below, from which each character can choose two:

Borish: the language spoken commonly across the entire continent of Boro.

Keledese: the language of the continent of Kelidon in the west.

Makranan: the language of the weird and wild folk of Makrana.

Sutuan: the language of the southern continent, Sutu.

Old Tongue: the language shared by the ancient spirits of Mura, the inhabitants of Shade, and most fey.

High Church: a language used by divine beings, demons, and in holy rites of the Ekletheon Church.

Gibberish: a seemingly nonsensical mish-mash grunted and spit out by the outsiders of the Far Realms.

Boro

Boro is the northern continent of the eastern hemisphere, and the largest landmass of Mura. The continent is split roughly into thirds: the western third is mountains and deserts filled with small and scattered nations; the middle third of the continent is dominated by the Heian Empire in one way or another; and the eastern third is the holy lands both of the Church and the titanic heretics, with Faithhearth and the Greenwood side-by-side.

Nations of Boro

Beyhus

As the Heian Empire fractured the tiny river nation of Beyhus expanded, league by league, carving territory from the behemoth. Most of this expansion has occurred in the last fifty years. Plenty of living Beyhusians were Heians just a few years ago.

Beyhus is a nation of farmers and river traders. The six greatest lords, or counts, of the nation each rule their state. The counts come together to dictate national choices by a simple majority. Friction between the counts is kept to a minimum as they guard against Heian and Viloz, but even now the counts scheme to eventually take the role of king or emperor.

Beyhusians are trained in Survival and Mercantilism (+1 each).

Beyhusians learn Famlish, Heian, and one other language of your choice.

Democratic Kingdom of Sun and Soil

A bitter, miserable patch of land between three blighted lands called the Ice Wastes, the Wildness, and the Emptiness, the Democratic Kingdom of Sun and Soil, or DKOSS, is a testing ground for the Koisan people. Koisan beliefs are a confusing tangle of ancestor worship, angelic visitations, and prophets speaking the words of distant gods. The common belief is that the legendary ancestor of

the Koisan, Koiro Koimos, committed some indistinct sin and, for the rest of his life, atoned by beating back the horrors of the blighted lands.

The Koisan understanding of truth and right are tied intimately to skill in battle. It is therefore not surprising that their version of democracy is voting via tournament. Any governor of a state in DKOSS can call for a tournament of leadership, up to once each year. Each clan-state sends one warrior to the tournament. Those warriors battle, typically not to the death, though accidents happen. The victor becomes the president of the DKOSS, and the president then selects governors for the states. Typically the president selects the warriors of the tournament as governors, showing both mercy and respect for their defeated foes. Should the president select a governor that the people can't support they typically rise up and kill their unwanted governor, who is then replaced by the president until a mutually-acceptable governor can be chosen.

Pushing back the wastes is the duty of the Koisan, and so life in the DKOSS is centered around battle. A few farms and settlements remain in the center of the country, but the population moves with the border. As the wastes are pushed back whole villages pack up and push forward, extending simple fortifications. As those fortifications fall under the assaults of waste monsters the people fall back to their prior homes to reestablish borders. In this way the Koisan live a semi-nomadic existence, following the battle that will shape them and purge the sins of their ancestors.

Koisan characters are trained in Naturalism and in either Light Armored Defense or Medium Armored Defense (+1 each).

Koisan characters learn Heian, Tillish, and one other language of your choice.

Dod

Well-known for their smiths and mountain strongholds, Dod was the Western wall across which Hein could not cross. The high mountains run from the northern edge of the country along the border down to the sea. Swordsmiths travel from all over the world to Dod to test their skills against the masters in the mountain peaks.

Leadership of Dod is in the hands of the jun, a hereditary military leader. The jun's nobles each act as generals as well, commanding their levies in times of war and collecting taxes in times of peace. The rest of the government of Dod is dependent on that military apparatus, from judges and historians to couriers and road engineers.

Dodish characters are trained in Athletics and Craft: Blacksmithing (+1 each).

Dodish characters learn Tillish, Heian, and one other language of your choice.

Eksh

At the northernmost tip of the Church's lands is the isolated state of Eksh. The southern border is under constant pressure from the Ekletheon Church that holds a massive swath of the coast as sovereign theocratic territory under the direct control of the Blessed Lord Baenre.

What keeps the Church from advancing into Eksh, bringing faith with the sword, is a line of powerful holy sites maintained by spirits. The spirits of Eksh are fierce and proud, and bolstered by refugees

pushed northward by the Church over the last thousand years of slow expansion. Accordingly, Ekshians are fierce and proud as well. The predominant religion of Eksh is animistic, paying homage and tribute to the spirits in return for wisdom and power.

Ekshian characters live alongside spirits material and immaterial (+1 Intuition).

Ekshian characters are trained in Perception and Spiritualism (+1 each).

Ekshian characters learn Sto Na, Or En Gaer, and one other language of your choice.

Eveless

The Greatwood and its well of life is the metaphorical home of all hugrin, the fountain from which both their immortal spirits and their brief, flickering life force emerge. Eveless' mission is to create a second home for the hugrin, where every hugir kept from their ancestral lands by chance or choice can live instead.

Eveless' broad coastline is directly opposite the island nation of Eveltium, and the deep channel between them is the source of both nations' wealth and influence. Eveless is bordered on the east by Sisipey and on the west by Dod. A wide stretch of hilly, barren lands separate Dod and Eveless, and the border is disputed, the subject of an on-and-off armed conflict for fifty or more years. The final border, to the north, is up against the Heian Empire. As the empire has struggled with internal conflicts Eveless has been able to reallocate resources toward Dod and Eveltium.

In the capital city, Jauthir, the immortal Jautha family plots Eveless' future. The Jauthas, all hugrin, have developed some means of preserving their memories and personalities between lives. One to all four of the family are alive at any given time, ruling as a tiny council with no checks against their power. The goal of the Jauthas is both clear and public: to create an inviolable homeland where hugrin are elevated as a chosen people, able to take advantage of the same tools the Jautha use to become an undying nation of nobility, served by the lesser folk of Mura.

Understandably, few other nations are aligned with the goals of Eveless. The Ekletheon Church has committed to dismantling the state, but cannot put their full forces toward it. With the Heian Empire shaking itself apart, the Church's recent strategy has been to fund Eveltium and, where possible, to support Dod, with the goal of at least keeping Eveless penned in on all sides.

Evelessian characters are trained in Insight and Occultism (+1 each).

Evelessian characters learn Hwyddan and two of the following of your choice: Tillish, Heian, Sarandin, Speytak, and Or En Gaer.

Free Cities

The winds of Boro chase the sun, sweeping east to west. At the rim of the continent the winds are dry and drain the land of water. The resultant desert is an inhospitable, salty waste of dunes and scrub pressed up against the shallow shelf of the ocean. Dotting this desert are oases, fed by springs and narrow trickles of fresh water. Around many such oases are settlements that call themselves the Free Cities.

Each oasis city or coastal town has its own governing body. These independent city-states are bound together not by a common culture or even language, but by a complex series of treaties. No city can attack any other, nor interrupt their trade, or else the whole league of free cities will come together to punish that aggressor. This arrangement has granted the cities an uneasy truce for forty years, since the last desert war. There was another conflict twenty years prior to that, and another forty or fifty years before that, and so on for the entire three-hundred-year history of the cities' alliance.

Especially prominent among the Free Cities are Agate Oasis and Culper's Cove, both coastal cities.

Agate Oasis' greatest export is their military knowledge. They host a martial college that trains generals and historians of war, and many nations send their finest military minds there to learn. The college's masters claim that by knowing each other, these generals lose their lust for blood, and so make everyone safer, while pointing out that an Agate Oasis general can only be matched by one of their peers.

Culper's Cove, named for some unknown smuggler, or perhaps a legitimate trader, is the home of Yasuin Mathia, the wealthiest woman on the coast. She levies little overt pressure on other cities, preferring instead to make money hand over fist through her control of the Bank Lemathia and of the Jackdaw Guard. One is a worldwide enterprise that uses its extensive records and careful observation to make money, the other is an allegedly worldwide enterprise that uses its extensive records and careful spying to the lady Mathia's own mysterious ends.

Free Folk characters are trained in Survival and either Mercantilism or Politics (your choice; +1 to each).

Free Folk characters speak Tillish and two other languages of your choice.

The Greatwood

Not a nation, per se, the Greatwood is nevertheless a sovereign territory with its own borders and a kind of shared ethos. The Greatwood is a dense, primordial forest that spans two-thousand kilometers on each side. In that gigantic wood are trees that dwarf all others on the planet, a veritable mountain of green that can be seen from the horizon. The people of the Greatwood live in the branches and roots of those trees, or sometimes in tiny clusters and clearings in the forest. Given the nature of the forest the population density is extremely low, but the sheer size means that the population in total is equal to most nations.

The Greatwood is naturally protected from its enemies... and those enemies are many. The Ekletheon Church's northern lands abut the forest, and on its other side is ever-hungry Hein. The borders of the Greatwood are dotted by tiny trade settlements bringing goods from the heart of the woods out, and from the outside world in. Rare herbs and minerals, wood, and the like flow out in return for the grains, metals, and texts of the outside world.

At the heart of the Greatwood is its reason for being: the spirit well. The well of souls, spiritwell, fountain of life, and a hundred other names are given to the source of all life on Mura. As mortals pass away on Mura their souls are drawn toward Manhant, the city of the dead. As those souls trek

across the echolands they are prepared for rebirth, and when their journey is done they emerge again at the well. The appearance and location of the well are kept secret by an army of spirits and divine beings that, in a rare act of solidarity, protect the cycle of death and rebirth.

Greatwooder characters are trained in Survival and Spiritualism (+1 each).

Greatwooder characters speak Or En Gaer, Heian, and one language of their choice.

Hein

Five thousand years ago the legendary warrior, hero, sage, and emperor Hei founded an empire to last a hundred generations. When that hundred generations was done the empire faded into disrepair and decline, as all empires do. Leadership faltered, enemies invaded, poor financial policies bankrupted the upper class and starved the lower class. When the collapse was done the legend of Hei persisted, and when the time was right the legendary emperor's heirs re-founded the Heian Empire. Over time this empire, too, foundered. A dozen times since the emperor's death his empire has lived and died again.

The current Heian Empire was revived four-hundred years ago by Hei's many-times-great-granddaughter Empress Yina Hei Uamma in the hills above Dod. In her lifetime she conquered the mountains. In her children's time they conquered the river folk. Her grandchildren spread across the vast plains, stopping only when an alliance of the sea traders, the spirits of the Greatwood, the Ekletheon Church, and the armies of Dod hemmed them in. Since then the Heian Empire has kept its borders more-or-less consistent. It is the great power of Boro, the massive bear in its den that everyone fears to provoke. Only in the last fifteen years has that grip loosened as the three surviving royals – En Har Hei Aglan, Jumiri Hei Aglan, and Emperor Yutsi Hei Aglan – have begun to war and squabble following the death of their father, Emperor Nanal Hei Aglan, or Hei the Golden.

Life in Hein is vastly different from border to border, not surprising in a nation of Hein's size. Those in the river territories to the north live a life of small cities and towns connected by the streams and rivers through the hills. The hill territories are populated by road-builders and miners, with a strong presence by the Church. In the grasslands life centers around horses and cattle, whether it's the nomadic tribes chasing the herds or small villages farming grain to feed their finest stock. The notable commonality in Hein is warfare. Every citizen of Hein is expected to be able to pick up a weapon and defend their land or fight for their empire. Two years of service in the military is expected of every adult, and placements are often far from home to give youths in the empire a chance to see the borders of their land and even find a spouse or a new home. In support of the gauntleted fist that is the Heian military operates a gigantic and complicated machinery of taxes and tax collectors, engineers and masons, cartographers, and governmental officials.

Heian characters are trained in Geography and in one weapon group of their choice (+1 each).

Heian characters speak Heian, and two languages of your choice.

Holy Northern Empire of the Ekletheon Church

No other organization on Mura – secular or religious, ethnic or national – has the reach, population, or power of the Ekletheon Church. Aside from its religious power and extraordinary wealth, the

Church also controls land equal to that of any nation. The Northern Empire of the Ekletheon Church is a large state under direct Church rule on the east coast of Boro. The Church's imperial lands abut the Greatwood and stretches to the mountains of the Northern Beastlands. Across a wide strait is the Holy Isle, the true seat of the Church's power.

The Blessed Lord of the Church serves as the Emperor of the Church's lands as well, but secular matters such as the rulership of countries is outside the prime priest's interests. The Northern Empire is controlled by the Governor, an archpriest appointed to the service by the Blessed Lord. As an extension of the Church, the Empire's aims are martial and holy. The Northern Empire accepts religious refugees and pilgrims from across Mura and turns them into soldiers to beat back the blight.

Northern Church Folk characters are trained in Intimidation and Religion (+1 each).

Northern Church Folk characters learn Kelestish, either Sto Na or Speytak, and one other language of your choice.

Lonely Kingdom

Half the land of the Lonely Kingdom, sometimes called Isolata, is above ground, and half below. On the surface of Mura the Lonely Kingdom is a wide, flat plain isolated from the rest of the world by mountains and blighted land called, colloquially, the Beastlands of the North. A great river and its tributaries cut straight through the nation, a canyon that nearly splits the peninsula into an island. Scrappy farms and knobbly trees dot the landscape, supporting towns of slope-roofed wooden cabins. Beneath the surface is a different story.

The Lonely Kingdom's wealth and sacred duty both spring from the seemingly-endless tunnels and caverns below. In the deepest of these caverns, well below sea level, are holy sites from ages past. Unlike most Ancient ruins, their origins cannot even be dated to a single event or people. They may be from the titans, the Wefan ancients, the gods, or before any of these. The caverns are warm and fertile, and many have been turned into farmlands lit by flickering magical suns. Others are troves of rare materials and ruins, guarded fiercely. A rare few are something different, holy, and secret to all but the knight-priests of the Lonely Kingdom.

The knight-priests of the Kingdom serve the Diamond Steward, an hereditary position of leadership selected by the High Priests, whose identities are secret. Most of the common folk of the kingdom are craftspeople, farmers, cooks, and shopkeepers, just like any nation – but all underground. Due to their isolation most of the people of the kingdom never travel outside its borders. Because the holy duty of protecting the caverns is shared between priest, soldier, and baker alike, most do not want to travel and see their vocations as divinely selected and guided.

Isolatan characters are trained in Investigation and History (+1 each).

Isolatan characters learn Sto Na, Kelestich, and one other language of your choice.

Makay

The wide plains of Hein do not stop at the empire's border. Between the Heians and the mountains lies Makay, a broad swath of green grass. The finest horses in the world come from Makay, as does the best grain. The landscape of Makay is all low rolling hills, and one can see from one side of the nation to the other on a clear day. Interrupting that sea of grass are narrow columns of graphite-gray stone. Every stone has at least a small village arrayed around its base.

Every village has some leadership, as appropriate to its size: a mayor, a town council, a Church priest. These towns all, in theory, owe their allegiance to a count – though few know who their counts and marquises are – and those counts to a king. There is a king in Makay, but the power he wields is purely symbolic, and recognized only in an annual parade in the capital city of Parkeen.

Without a strong central leadership villages tend to rely on themselves and each other for their needs. When a road needs maintenance, the villages do it. When the Sovereignty starts getting aggressive each village sends their best to the border and pushes back. When a village's well runs dry or their cattle sicken the neighboring villages come together to support them. In this way the villages establish a kind of pecking order: those that help out the most and benefit Makay as a whole the best are given a little more weight at moots and meetings. Villages also compete in large fairs and feasts for notoriety: the fastest horses, the finest whiskeys, the best silverwork, exceptional archery, and so on. Pride keeps the nation all in line, in many ways.

Makayan characters are trained in Riding and either a Craft of your choice or Naturalism (+1 each).

Makayan characters learn Famlish, Heian, and one other of your choice.

Sisipey

The grain-laden fields and prairies of Boro give way, at the southern tip of the continent, to sunbaked savannahs and sandy beaches. Sisipey is bordered to the east and west by rivers that feed fertile valleys, and between is a cauldron of dusty land abandoned by its people but for the rare desert nomad. Sisipey's wide coasts are home to almost all of its people, however: league after league of shallow beaches interrupted by deep-water coves and bays perfect for ports. Every port is peopled by mariners, fishers, and shipwrights.

Huge logs cut from the towering, unbelievable trees of the Greatwood are floated along the coast to the shipwrights of Sisipey, where they take shape as galleons and cutters and schooners. This naval construction is largely funded by Spey, and is then put to their service. Spey has hired, indefinitely, most of Sisipey's navy to protect their trade routes. Despite Sisipey's weakness on land Beyhus, Viloz, and Eveless keep their distance under threat of reprisal by sea.

Sisipen characters are trained in Sailing and Geography (+1 each).

Sisipen characters learn Speytak, Heian, and one other language of your choice.

The Sovereignty

The rivers that run out of the Greatwood are innumerable, and range from kilometer-wide rapids to trickling creeks. The land between these rivers is marshy and stony by turns, unsuited to most agriculture and animal husbandry. This has not stopped the sovereignites from staking their claim

along those rivers, carving out a bit of land over the last century and defending it from the Greatwooders and Makayans both.

When the sovereignites first identified as a group they were a small pack of rogue academics and political outcasts from Sarandib, the Church, and the Greatwood that came together to study the unique properties of the aether-rich water pouring out of the Greatwood. It was not long until they found that the power in that water could be turned to the purposes of war. In the last century the Sovereignty has made itself a formidable military force by developing war-boats that draw magic from the rivers to power primal magic cannons that throw projectiles, fire, and lightning up to five kilometers away. With the rivers criss-crossing the countryside so thoroughly there's nowhere in the Sovereignty out of the range of a well-placed war-boat.

Not content to be magician pirates, the sovereignites export aether – one of the few nations to do so at any kind of scale – as well as fishing, raising waterpigs, and producing a variety of lamp oils from the marsh's stubby, oily trees.

Sovereignite characters are trained in Sailing and Metaphysics (+1 each).

Sovereignite characters speak Hwyyddan, Famlish, and one other language of your choice.

Ta Ja Jia

The far northern foothills of Makay's mountains hide the small, isolated nation of Ta Ja Jia. Ta Ja Jia's landscape is beautiful, but spare. Grassy hills and wind-bent trees dot the rocky hillsides as they descend to fjords and rocky beaches. Ta Ja Jians make their living fishing and farming. The landscape is rich enough to support its people, but affords little excess to devote to hedonism and great works. Other nations believe this makes Ta Ja Jia poor and harsh; those who love the land know it fosters a clarity of mind.

The exception to this privation is the gold that runs down the rivers of Ta Ja Jia. Diligent panning brings up gold flakes reliably, though not in great amounts. Ta Ja Jians hammer the gold into foil to decorate their ink paintings, trade it to their neighbors in Makay for grain and horses, and to craft beautiful jewelry.

With such limited natural resources and no reliable trading partner for stone, timber, steel, and the like, Ta Ja Jians have embraced a philosophy that what's available must be made to last. The homes and tools are kept up and repaired with exceptional care. The national ethos is that any job worth doing is worth doing obsessively, perfectly. This extends to their art and poetry, crafts, and even courtship: use as little as possible, as correctly as possible.

Ta Ja Jian characters are trained in Insight and a Craft of your choice (+1 each).

Ta Ja Jian characters learn Sto Na, Famlish, and one other language of your choice.

Tillium

Tillium marks its borders where the coastal desert of the Free Cities gives way to scrubby steppe. Farther North still the land turns to snowy taiga, with kilometers of unbroken evergreen forests

cloaking the country from border to coast. While the steppe of the country is largely uninhabited the hilly forests are dotted all over with small villages.

All across Tillium there is a plague of spirits. Elementals and gremlins of all kinds haunt the countryside, severed from their normal homes by some curse or magical disaster long lost to history. The northern forests are protected by witches. Every village has a central square, every square a shrine, and every shrine its attendant witch.

Despite the dangerous spirits criss-crossing the nation, Tillium has become something of a vacation destination. Wealthy Free Folk and Heians build their chalets on the snow-covered hills and mountains in the forest and ski or hunt, ignorant of the work done in the villages below to keep them safe. From time to time the wealthy drive off the witches of the village, and the village is soon overrun by spirits and monsters – and the manor along with it. These abandoned, haunted towns still lurk in the woods like traps for the unwary. Stories of such haunted manors, the spirits, the witches have given Tillium a reputation as a country of wicked magic and bad luck.

Tillian characters are trained in Persuasion and Occultism (+1 each).

Tillian characters learn Tillish, On En Gaer, and one other language of your choice.

Viloz

When the Heian Empire was snapping up territories every season many people banded together to defend themselves from the oncoming empire, holding their borders as firmly as they could, futilely. In Viloz, the council of seers came together to consult the stars and saw that the path forward that preserved the power, wealth, and safety of the most Vilozers was to provide something to Hein that they needed, to make their nation a vassal state. While the treaty that established the rights and permissions Hein and Viloz offered each other expired a few years ago, both countries behave as though it has not... for now.

The landscape of Viloz is dominated by wide, sandy, tropical beaches that descend evenly into the ocean. Sandbars and reefs make navigation difficult for ships with deep draughts, and so trade back and forth to the nearby islands is dominated by small, shallow boats that skip across the water like bugs. When the seasonal storms sweep in the boats pull up onto the beaches and residents batten down their hatches. The homes in Viloz are often built on stilts right over the beaches, and the high tide washes in under the houses.

In each village and town across Viloz one or more astromancers – magicians that forecast the future through the stars – take a position of leadership. A council of the most accomplished astromancers leads the nation as a whole, issuing edicts that ensure Viloz's survival and strength. As part of their deal with Hein, Viloz is the only mainland nation permitted to launch vessels to the Azurian Isles. All trade and travel go through Viloz, and the Vilozers charge huge tariffs, taxes, and fare for the service. The monopoly on this route is so thorough that even nearby islands, like the Ochre Isles, give the Azurian Isles a wide berth, hugging the coastline of Spey instead.

Vilozer characters are trained in Performance and Mathematics (+1 each).

Vilozer characters learn Heian, Speytak, and one other language of your choice.

Kelidon

The continent Kelidon is the northernmost landmass of the western hemisphere. Fragmented and fractured by razor-sharp mountains, blistering deserts, and untamed wilderness, Kelidon is a continent of exploration and strangeness despite its small size compared to Boro and Sutu. The nations of Kelidon are locked in conflict with each other, and with the strangeness that emanates from the Blight to the south.

Nations of Kelidon

Aden

The eastern-most state of the kingdom of Kirtania, and technically a separate nation, the territory of Aden is pressed between threats on at all four compass points. To the east is a coastline plagued by pirates funded by Golir, Krugh-ram the Desert Dog, and the rebels against Kirtania, in addition to their own raids. The southern border of Aden is pressed against the Spinwood, a dark forest tainted by nether and peopled by brunish cults. Over the western Hellpeak mountains is the Oujang Desert and the lair of the Desert Dog. Finally, the northern border is shared with Golir, the rain-soaked land of the lich-king.

These threats have helped draw Adennes together, creating a sense of nation and community despite being cut off from Kirtania. Kirtania's unreliable and insufficient caravans of supplies, soldiers, and tax collectors has only emphasized this community, reinforcing that Aden is its own territory and, perhaps, should be independent of Kirtania one day soon. Those Adennes that live away from the borders enjoy an idyllic life interspersed with surprises due to the work of their countrymen near the borders.

Aden is a young country, all things considered. The territory was settled long ago by bruns and leir, and their stories tell of others there long before then. Those before the leir and bruns were gone by the time they got there, and the leir and bruns were gone long before the humans showed up. For reasons unknown the land seems to be settled, then abandoned, in a cycle of a few centuries. Kirtania's expansion into the countryside is only two-hundred years old, and settlers are still beating back the wilderness to make their places.

Adenne characters are trained in Medicine and Naturalism (+1 each).

Adenne characters learn Kirtish, Ennetese, and one other language of your choice.

Golir

The rain-soaked tundra extends from the Egol River to the frozen northern shores of the continent. This is the land of Golir: a land of deprivation, fear, and faith. The ground in Golir is blighted, the skies always dark, and the animals sickly.

The people of Golir survive thanks to the tireless, sleepless efforts of the lich king that rules the country. His magical works create small areas of warmth and life where his subjects can live comfortably. In return, the king takes one young woman as a wife each year. Over the following year she withers slowly, giving her life so that the lich king may survive another turning of the seasons.

Golir is in constant minor conflict with Aden, to the south. Golir has been a nation far longer than Aden, but was forced back across the river by Adenne forces as they moved in. The Golans that they displaced left behind traps and scarred battlefields. A kind of neutral zone now stretches a few kilometers to each side of the Egol River, where neither side settles.

Golan characters are trained in Stealth and Metaphysics (+1 each).

Golan characters learn Golan, Ennetese, and one other language of your choice.

The Hugue

The farthest imaginable western reach, curtained off from Eksh by a sheet of perpetual rain, the Hugue is a valley of sanity in the middle of the strange. The western half of the Hugue is called the Sunset Lands, where the sun goes to die. The landscape itself is unlucky, and filled with strange beasts that worship night. To the east, separating the Hugue from Kirtania are the Dreaming Hills. The hills are mutable, weird places that change at random, and may change those that travel them.

The Hugue is normal and sane, really, only by comparison to these bizarre lands that border it. The country is a plutocracy where families adopt skilled traders and craftspeople to pass down their wealth from generation to generation. Mounted accountant-judges travel from town to town to keep the books straight, returning to the Tower of Diamond at need to update the central hall of records, where the arithmancer monks measure each person against each other. These ledgers, the wealth, the 'coin of the realm,' however, is not money, but honor. Shame, reputation, and favors are the currencies of the Hugue.

Hugon characters are trained in Deception and Politics (+1 each).

Hugon characters learn Phairish, Phangese, and one other language of your choice.

Kirtania

The empire of Kirtania dominates the continent of Kelidon. Over the last five hundred years a series of royal lines have married, warred, and tricked their way to the throne of Kirtania. Each monarch bought a little more land with a little more blood, expanding the empire brick-by-brick and life-by-life. Each nation conquered, purchased, or undone has become Kirtanian alone. By order of the throne the ancestral relics of conquered lands are destroyed or distributed, their rites and history either struck from the records or disseminated to become an equal part of all Kirtania. In some extreme cases a conquered people were shipped to the far corners of the empire to begin new lives – with the gold of the empire in their pockets – to ensure that no loyalty remained to a dead kingdom.

This is not the first empire of Kirtania, though it claims to be the last. The name Kirtania is littered through history. A dozen times the empire has risen and fallen, each time adding to the legend a few choice elements. The current Kirtania is ruled over by Queen Magda, who has stated that she'll bring order to Aden and finally extinguish the threats of Krugh-ram the sorcerer in the Oujang Desert and of Golir and its lich king. Queen Magda has a high bar to clear: her great-grandfather added Aden to the empire's territories; her grandfather moved the entire capital city of Kirta from the coast to the center of the nation brick-by-brick; her father recovered the lost sword Acies from the

mirrorlands. Magda hopes that her conquests will ensure her memory is as exalted as that of her ancestors.

Among the grand traditions of Kirtania is rebellion and insurrection. Despite the empire's policy of removing threats to the nation from its newly-acquired territories, noble houses often make their own plays for power. A coalition of disgruntled dukes, marquises, and earls in the North have banded together to put forth a claimant to the throne that – so they say – is a direct descendant of the long-ago first empire of Kirtania, with a better claim than Magda's line. The rebel state has broken off from Kirtania and stoked conflict between the empire and its enemies to keep the heat off the small upstart country.

Kirtish characters are trained in Intimidation and History (+1 each).

Kirtish characters learn Kirtish, Ennetese, and Thwez.

Makrana

The smallest continent of Mura, Makrana is split in half by the Gray Desert. To the west is an island encircling a crater where the sea falls below into total pitch darkness, a smooth-sided bore to the abyss. The continent, its people, its nations are all strange in belief and behavior. Little detail is given here because little is known about Makrana.

Should you choose to set your story in Makrana, take any liberties you like with national bonuses to attributes and skills, as well as to backgrounds. And monsters. In fact, throw out nearly everything but the basic rules and, perhaps, some of the spells. Makrana is a sliver of the world where little makes sense.

Aphontia

Frozen rivers claw their way across Aphontia from the cold seas to the south. The blind prophets of the blackstone cults lead their caravans across the country, gathering converts by argument and by the sword. These caravans turn into towns of ever-more-extravagant carts and carriages, rolling villages that project their music at all hours to please their strange gods.

Aphontian characters learn Myor Tiri Panta.

Drados

The center of Drados is visible from any point in the country, as it's pierced by the tall and ancient tree named Dradelle. The roots penetrate and support a network of caverns below the country, driving kilometers into the earth below. The smooth-sided mithril-rich trunk reaches kilometers more up into the air before spreading into a canopy that stretches across the nation. The borders of Drados extend to the furthest points the tree's shadows touch, including into the sea. Leaves large enough to laminate into sailing ships fall from Dradelle, and these form their vessels and their sails. Dradans keep exotic pets that they take to the sea with them, with excessive social rules around who may own what kind of pet.

Dradan characters learn Yonkillet.

Empire of Memories

Less a nation than a natural occurrence, the Empire of Memories is where memories go between being forgotten and being remembered. The Empire may be a part of the city of Shade in the echolands. The country is filled with stone keeps filled with libraries filled with memories. Everywhere but the paths between these castles is sunken beneath black water that goes from an inch deep to immeasurable fathoms without warning. The memories lost by folk in Mura bubble up here to be caught by hooded anglers, who then trade them to the librarians. The people of the Empire don't share languages – some even speak only dead languages – and so communication in the Empire is generally a mess of pantomime and pidgin.

Imperial characters learn any three languages of your choice.

Golasta

The eastern borders of Golasta are not a surveyor's line, but instead fade into the Gray Desert directly. The proximity of the desert leaches the color from the very air, leaving Golasta desaturated. The entire country – its landscapes, people, and produce – is painted in shades of gray faintly tinted with colors. Golastans are a sedate, disciplined people with a fervent religious tradition that emphasizes work over pleasure and community over the individual. At the edges of the country, where Golasta nears Drados, constant raids are conducted over the heresy of colors. Golastans believe colors are a perversion, and desire for them indicates a weak spirit.

Golastan characters learn Myor Tiri Panta.

Mydos and Pashtush

Mydos and Pashtush neighbor each other and are, in most ways, a single country. The nation is split not between traditional borders but instead by environment. Mydos is a land of jungles, Pashtush a land of forests. The difference between these biomes may be virtually impossible to distinguish to outsiders, but Mydians and Pashtites understand it intimately. The two nations conduct raids on each other, struggle for territory – via guerilla planting and splicing of trees, or with magic – and otherwise agitate the other. At the same time, of course, each relies upon the other: both nations lack certain necessities of life, and so must regularly trade staple foods, medicines, and the like with each other.

Mydian and Pashtite characters learn Yusti.

Plas Kingdom

The people of Plas are inclined, passionately, toward peace and pacifism, and yet seem to always find themselves at war with the Mydian and Pashtite people to their north, as well as Dradens, Golastans, and virtually every other people of Mokrana. A caste of philosophers are pressed into service as governors, assigned to the ever-more-difficult task of justifying these endless conflicts. In Plas all wisdom flows, eventually, from the king. The king is advised by the philosophers, who are installed by the people, and thus everyone has a voice in some way and is beholden to authority in another – a perfect balance, in the Plasian mind. Plasians are notable for their twin loves of poetry

and swordplay as art forms and weapons. Both poetry and warfare are equally valued, especially so swordplay that shows great beauty, and poetry that can kill.

Plasians learn Yonkillet.

Yilikon

Yon and Yilikon huddle across a narrow strait from the great blighted island, bathed constantly in the noxious nether fumes and red glow of the crater. This magical taint has taken a terrible toll on Yilikon's people, leaving only the hardest and wisest after generations of plagues and warping. Every Yilikonian bears the scars of these generational pressures: mutations both visible and not, animals that speak, spirits turned to other purposes than they began. Yilikonians push back against the ablative forces of the blight with ancient technology and extreme magical experiments, sometimes affecting the whole country.

Yilikonians learn Yonkillet.

Yon

The result of an antique experiment by Yilikon to reverse and invert the nether's effects, Yon's people are beautiful and perfect, physically. Graceful, genius brutes that solve their problems with violence, Yonnans use force like a currency. Everyone takes all they can. Partnerships like marriages are based on tenuous alliances or destructive reinforcement of the other's worst tendencies. Alliances are temporary, charity is unknown, and only superior force can guarantee a Yonnan's fortunes and happiness. Understandably, Yon's neighbors keep strict defenses and deal with Yonnans only in times of dire need – something that reinforces the Yonnans' perception.

Yonnans learn Yonkillet.

Sutu

Aleomas

Ancient volcanic caverns riddle the nation of Aleomas, and are the source of its power and wealth. Aleomas is the primary provider of diamonds and adamant to the Ekletheon Church. Their payments of vast wealth and magic to the Church are not purely altruism: they are the price of the nation's safety and independence. The mines are property of the state, no matter that the miners are indentured servants of the Church, the guards are soldiers of the Order of the Sword, and the carts property of the Church as well.

Those Aleomen not engaged in the business of mining and preaching are, for the most part, farmers. The rich black soil of Aleomas is exceptionally fertile and nearly anything will grow with the barest encouragement. The nation is the larder of the Accord, supplying grain, fruits, and vegetables to every country on the coast.

While Aleomas keeps its independence in technicality, its ministers walk carefully to avoid attracting the Church's attention. Those ministers are chosen by general election, and from those ministers are chosen the prime minister that assembles a council to lead the nation. At the

moment that council is composed almost entirely by priests and mine owners. A coincidence, no doubt.

Aleoman characters grow up aware of the land on which they're standing (+1 Intuition).

Aleoman characters are trained in Athletics and Religion (+1 each).

Aleoman characters learn Keleshtish, Yorcian, and one other language of your choice.

Alotria

Alotria is a long strip of ragged burning mountains that cuts the Accord off from the rest of the continent. Travel into and out of the country is impossible but through a few narrow knife-sharp cuts through the mountains. Those passes are home to secluded villages cut into the very rock. With the Church on one side and the vast river plains of the Accord on the other, Alotrians have few reasons to travel despite the few entertainments of their mountain homes.

An advantage of their isolation, Alotrian villages rarely have to worry about the wandering monsters that rove the Accord and the White Cloud Mountains. Their struggles are against the land itself. The land, for its part, is a dangerous enemy. The volcanic earth is rich, but with patches of poison. Small crystals of bloodstone and blooms of daze ash pock the land. Alotrian villages near these nether deposits invariably become tainted and wicked, turning into monsters themselves.

The shared duty of Alotria is to keep their passes guarded: against the Church's grasping fingers, against the beasts that stalk on either side of the mountains, and against their own people turned monstrous. The discipline of Alotrians is legendary, and every individual learns to wield weapons and wear armor in their mountainside enclaves. Legend has it that some clans even embrace the use of nether, learning to wield it without succumbing to it.

Alotrian characters climb from a young age, and learn to wield all manner of weapons (+1 Strength).

Alotrian characters are trained in Politics and either Light Armor or a weapon group of your choice (+1 each).

Alotrian characters learn Yorcian, Eldlang, and one other language of your choice.

Ashkush

The power of Ashkush is corrosive, corrupting... demonic. The profane power of the kings of Ashkush keeps the people prosperous, safe, and compliant. A strict caste system separates the nobility from the peasantry. Caste standing is determined by the amount of demonic blood an individual has; the highest caste of noble priests is often a quarter to a half demonic. The priests wield their magic to reinforce the borders of Ashkush and to accrue ever-greater wealth and power to themselves.

Ashkush's neighboring nations, Tulinna, Threnn, and Crot, are each under constant pressure from the demon kingdom. Tulinna has forged an uncomfortable alliance with Ashkush. Crot's access to ancient secrets has allowed them to rebuff every advance made by Ashkush. Threnn, on the other hand, is easy meat. Over the last fifty years Ashkush has snatched up Threnn's territory, starting with their coastline. Bite by bite Threnn's people have been pushed north, fleeing into the

wastelands and swamps. New border lords are raised from the castes as Ashkush's borders expand.

The landscape and the people of Ashkush are unremarkable by most metrics. Hills covered in sunny forests and riddled with caves and shallow canyons mark the new borders, once Thrennish lands. Hills ripple across the plains, hiding towns and farms in their valleys, to the rocky coast. Terraced fields in the hillsides produce rice and cotton, and chickens wander the towns. Through all of this the taint of nether weaves. The caves and caverns pour out red fog unpredictably, warping the animals, plants, and people.

Ashkite characters are gifted with clever hands, perhaps from the many sporting games that are common – omnipresent, really – in Ashkush (+1 Agility).

Ashkite characters are trained in either Athletics or Unarmored Defense, and in Religion (+1 each).

Ashkite characters learn Glepth, Chosthich, and one other language of your choice.

Bioarse

The plains of Boiarse are the home of, by a huge multiple, more cattle than people. Little villages grow up on the route of the great cattle drives to the neighboring nations, each selling their goods to the cattle drivers on the ways out and back. The finest butter and steak in the southern hemisphere come from Boiarse, preserved by magic and sent across the continent. The vast majority of the dairy, of course, goes to Sangranit in the south and the Church's lands to the north.

Despite being bordered by strict Church nations, like Sangranit and Montranet, Boiarse embraces a small heresy. The spirits of the fields and forests have incorporated themselves into the Church's hierarchy. The spirits themselves defer to the divine, while carving out a little space for their own worship. Some of the spirits even pose as angels, aligning themselves explicitly with a single god. The Church has yet to punish this practice, allowing it as long as the gods are still at the pinnacle of the pantheon.

Boiarsan characters benefit from a homeland absent of serious political threats, grim weather, monsters, and other disasters (+1 Clarity).

Boiarsan characters are trained in Medicine and Naturalism (+1 each).

Boiarsan characters learn Yorcian, Keleshtish, and one other language of your choice.

Burgand

There are few areas less hospitable to mortal life than the haunted mountains of Burgand. To the east the Ice Jungle, filled with giants and megafauna, presents an impassable barrier. To the west the Poisonlands present certain death, and the swamps of the Serpentlands a hostile and strange nation. To the north the shadowlands of Pfiirg are a hazard to anyone without free passage to and from the city of Shade. Burgand is an experiment in hubris, a project cobbled together from the dreams of a dozen leirish princes. Each prince brought their treasures, their retainers and families, and their soldiers to the mountains to stake a claim in the strange hills some thirty years ago.

Burgand's noble houses – eleven of which remain out of the original fourteen – each have a prince, and those princes meet on an annual basis to determine Burgand's priorities. So far the moots have been short and simple: Burgand must protect its people, produce more than it consumes, and resist falling to pieces. Those tasks, the bare minimum of any nation, are nevertheless out of the reach of most noble houses. The princes' coffers supply their people for the time being, and each house's territory amounts to little more than a village huddled around a keep. The principle occupations in Burgand are trying to coax crops from the stony hillsides, struggling to draw precious metals from the same, and raiding the neighboring nations.

Burgandian characters must be prepared to face any hardship (+1 Constitution).

Burgandian characters are trained in Thievery and Occultism (+1 each).

Burgandian characters learn Mahuathan, Speytak, and one other language of your choice.

Cirillus

The saying “cold land, warm people,” originates around Cirillus. The frozen coasts of Cirillus receive floating bergs and floes as often as ships. This wandering ice from the great southern ice sheets brings, from time to time, strange ghosts. Memories of whole towns lost to ice and snow eons ago float in, deposit their unquiet spirits, and tumble on up the coast. Inland the freezing rivers carve chasms through plains of snow, fed by the glaciers of the impossibly high White Cloud Mountains. Despite all this, or because of it, the folk of Cirillus have developed a reputation for impeccable hosting.

The host tradition of Cirillus is simple, at its core: the people welcomed into a family's home *are* family. They are brought in on the jokes and traditions of the family, they share in the work, and in the wealth of the household. Many visitors have complained about being set to chopping wood at the start of their visit, only to become lifelong friends with their hosts by the end of their visit. There are, thus, no inns in Cirillus, but instead every household keeps a spare room for visitors.

Hardy winter crops, like barley and beans, are the lifeblood of Cirillus. The shaggy goats and yaks that live in the mountains have a high place in the culture as well. Wooden carvings of rams, rabbits, fish, and the other native wildlife of Cirillus can be found scattered through the landscape. Sometimes these statues are markers of property lines, sometimes show a good spot to fish or pasture, and sometimes are small shrines to the spirits of the land.

Cirillus does not have a unified government, and isn't truly a nation, per se, but a collection of towns and petty kingdoms that share a culture. Each tiny principality acts independently, usually led by a large family of good standing in the community. From time to time a young leaders gets the idea in their head that they'll be the chief to unite all the valleys and towns of Cirillus and sets out to buy, conquer, and marry their way to power. Invariably the attempt sputters out a few valleys over.

Cirillian characters are raised in close quarters with many folk (+1 Sensitivity).

Cirillian characters are trained in Persuasion and Spiritualism (+1 each).

Cirillian characters learn Mahuathan, Chosthich, and one other language of your choice.

Cote Blanche

Like Aleomas to their north, the Cote Blanche is rich in diamond and adamant. The wealth of the country comes to the surface unpredictably – sometimes in glittering dust washed out into the sea from the silver sand beaches, sometimes as fist-sized diamonds lodged in the muddy banks of a river. Without the extreme pressure under which Aleomas operates, Cote Blanche's merchant princes are free to choose how their diamonds are spent. However, most of them go to the Church no matter: the Hjemlander raiders would plunder the coast without the Church's navy standing at the ready.

The volcanoes of the Accord naturally limit Cote Blanche's borders, as none of the merchant princes have been bold or desperate enough to stake a claim south. They are, for the most part, content to idle in their paradisaical villas on the kilometers-deep sandy beaches. These same villas are the favorite vacation locations of the Church's favorites and the well-heeled of the Accord's nations. A thriving business in tourism supplements the trades in the country.

Cote Blanche characters live lives of relative comfort and ease, and that gives them an easy nature (+1 Charisma).

Cote Blanche characters are trained in Performance and Mercantilism (+1 each).

Cote Blanche characters learn Yoncian, Speytak, and one other language of your choice.

Crot

The copper country of Crot, high in the hills, is also the site of the most complete, largest find of Wefan ancient ruins. Over a hundred years ago a mining operation punched through the ceiling of a sprawling underground complex. Since then the regnants of Crot have pulled up treasure after treasure of ancient magic and artifice. These fragments of the last ages are Crot's guard against the Ashkites at the northern border, and the shadowland of Pfent to the south.

The capital of Crot, Ydermolt, was once filled with foundries and smithies. Now it is a bustling city blended between the structures of old Crot – brick, thatch, and wood – and new Crot – gleaming stone and ceramic, fitted together by ancient tek. Regnants gather here to attend to their affairs of business before returning to their manor homes throughout the country to rule their territories. Each regnant exercises a measure of independence while paying tithes of money, tek, and soldiers to a kind of 'common fund' for the defense of the nation.

Crotian characters are raised in the midst of ancient artifacts, research, and experimentation (+1 Reason).

Crotian characters are trained in Investigation, and either History or Tek (+1 each).

Crotian characters learn Chosthich, Mahuathan, and one other language of your choice.

Frostland

Every nation of the Accord shares borders with its neighbors in a great ring on the coasts of the peninsula, except Frostland. Frostland sits alone in a gigantic, ancient caldera. To the north, east, and west are impassable mountains. The coast is ridged and wrinkled, filled with false fjords and

rocky shallows. Only a native can comfortably navigate the path from the open ocean to the shores of Frostland, and the raiders use this to their advantage.

Raiders from Frostland famously harass the coasts of Hjemlandet and Sangranit every summer, held back from trips farther north by the Ekletheon navy. In the winters the folk of Frostland abandon their farms and towns in the lowlands to retreat to the high cabins in the mountains of the north. Small valleys in the mountains are clustered around ponds and rivers fed by hot springs and are habitable year-round. The low valleys near the coast freeze over, with great sheets of ice stretching into the sea, a razor-sharp hazard for passing ships.

Frostlanders are famously reserved. They keep themselves separate from the peoples of nearby nations. The Frostlander accent and diction, even, are so far removed from their neighbors that though they share a language with the rest of the Accord their speech is nearly indecipherable. Some folk of the Accord say that the Frostlanders keep themselves apart because otherwise they could not permit themselves to raid their kin up and down the coast. Others say they are separate because the whole nation harbors some dark secret.

The remote hot-spring villages in the mountains are the home of all Frostlanders for half the year, but have few permanent residents. During the summer the springs are abandoned for the fields and shores, except for the shamans that care for the springs. These priests undergo strange rites that leave them cold as corpses. A rare few of them commune with spirits of air in the caverns beneath the hot springs, where the elements are in tenuous balance. These seers peer into the future in ecstatic rituals on the edge of divine madness. These ice-blooded druids pass down rulings and orders to the rest of Frostland, guiding them toward some far-off future that will avert – or guarantee – a great disaster.

Frostlander characters are expected to behave with an icy reserve around outsiders (+1 Poise).

Frostlander characters are trained in Geography and either Sailing or in a weapon group of your choice (+1 each).

Frostlander characters learn Eldlang, Or En Gaer, and one other language of your choice.

The Gleaming Kingdom

For over five-thousand years the Gleaming Kingdom has been blessed by a single continuous ruler. The king has magically tied herself to the land: as the kingdom thrives, so too does the monarch; as the monarch fails, so too does the kingdom. Which affects the other more directly? This is less clear. What is evident is that the house of Chalocal is coming to an ignominious end.

The king, Her Divinity Montena Chalocal Nahula, is at the end of her immensely long life. Dozens of smaller houses descended from the king vie for power as the borders of the Gleaming Kingdom soften and fragment. The crops fail, the people become discontent, and the king suffers. She has, some whisper, lost her sight and is losing her memory. The vast, cloud-scraping tree at the center of the Palace of Mirrors is losing its leaves at a concerning rate and vast panels of bark the size of boats are flaking off and falling to earth.

In the last century the nation has fractured, losing territory without stop. Half of the land that was once sheltered under the benevolent hand of the king has risen up in rebellion. First came Miloss, which cast aside worship of the king and her cabinet of spirits for harsh and bloody gods. Oloss split from Miloss over further disagreements in leadership, proving that even those that rejected Miloss' treachery wouldn't return to the embrace of the Gleaming Kingdom. The latest insult has been the establishment of Libertia, which claimed a span of coastline from the heart of the kingdom.

The whispers of rebels and sympathizers, schemers and plotters against the throne, grow louder by the day. The king responds by sending ever more spies and listeners into the land, clutching her power tight to her. The people grow restless and uncomfortable, and no one can trust their neighbors. As the kingdom's fortunes fall the citizens' squabbles with each other become less farcical and more dangerous. Some whisperers mutter that when the riots begin, the kingdom will be well and truly ended.

Brightfolk characters are limber and graceful, and these are marks of beauty and appeal in the kingdom (+1 Agility).

Brightfolk characters are trained in Gymnastics and History (+1 each).

Brightfolk characters learn Mahuathan, Speytak, and one other language of your choice.

Grukust

Once, in the distant fog-shrouded years of history, Rotkust and Grukust were a single land. The people, the monarch, the landscape were all as one. When the shadowlands bubbled up on the surface of Mura the territory of Pfellin cut through the nation like a knife, splitting Alkust into its eastern and western halves. What effect this had on Grukust, precisely, is impossible to determine. Whether history was lost, traditions faded, or peoples scattered, this is similarly lost. There is a lacuna at the heart of the national identity of Grukust, a place which struggles to determine its history or its path forward.

The folk of Grukust have internalized the absent, shadowed nature of their country. The seasonal celebrations of new beer, the religious parades for the Ekletheon, the everyday rites of Grukust all seem somehow hollow in the hands of the people. Visitors state, from time to time, that the folk seem somehow passionless or vague beneath their smiles and warm handshakes. Nevertheless, for those who are not put off by the pervasive aura of aimlessness, Grukust is a welcoming and sophisticated destination.

The homes of Grukust are welcoming and bright, the people welcoming and warm. The mountains are littered with rich veins of ore, and the livestock are plentiful; the nation is rich. Life in Grukust is more likely to be simple than extravagant, but very few go wanting. The cities of Grukust are dense and layered, and often centered on institutions of learning. Academies and universities teach all kinds of history, from the histories of literature to war to magic, always learning from the masters. The well-educated of Grukust travel the world to bring histories back to the country for the next generation.

Grukustan characters are great listeners, often waiting and watching with intensity that others find uncomfortable (+1 Sensitivity).

Grukustan characters are trained in History, Mathematics, and one of the following of your choice: Metaphysics, Occultism, Religion, or Spiritualism (+1 each).

Grukustan characters learn Eldlang, Mahuathan, and one other language of your choice.

Highhold

The tiny state of Highhold is the highest inhabited territory of Mura. Isolated, resting high above the clouds, the city of Atang and its surroundings are the entirety of the nation. Atang's first purpose, reflected in its construction and use today, was as a monastery. Ekletheon priests searching for wisdom found it in the isolation of the White Cloud Mountains. For generations the mountaintop monastery was a private retreat from the world available to the anointed of the Church. Eventually priests began to bring their servants, then to construct manors in the mountains, then to establish routes of travel to and from the city. Atang is now a small state all its own, sharply divided between the clergy and the townsfolk that serve them.

Over the years Atang and Highhold have become the site of the finest education in theology and matters of the Church outside of Faithhearth. Many members of the Church choose to bring up their proteges and family in Atang rather than Faithhearth to keep them from under the sight of the Church elders as much as possible. The Order of the Sword trains its generals here; the Order of Truth trains its spies and torturers; other, more secret ranks of the Church quietly pursue their aims here in the most secluded city on Mura.

Highholder characters are raised in altitudes that most others could not stand (+1 Constitution).

Highholder characters are trained in Insight and Religion (+1 each).

Highholder characters learn Kelestish, Chosthich, and one other language of your choice.

Hjemlandet

The farthest east of the Accord lands, Hjemlandet is a loose affiliation of territories bound together by tradition rather than strong leadership. Every village has its jarl, and every jarl is allowed an equal voice at the small moots each year, or the great moots each decade. The villages dot the wide, gray plains of Hjemlandet. Much of the country is concealed from the outside world by dense arctic forests and mountains. Hjemlanders, thus, rarely have to contend with threats from outside their nation. To balance this cosmically, perhaps, the forests and mountains are rife with danger and beasts.

Hjemlander warriors are legendary across the continent for their bestial behavior and berserk rages. The white iron from their mountains turns into shining white swords and axes that rust bright red. While these weapons and warriors are notable, the rest of the world considers them almost supernatural, attributing incredible powers to berserkers and white iron alike. Hjemlanders do have a history of raiding, once sailing up and down the coast to pillage their neighbors, but relations across the Accord have long since turned genial.

Hjemlander characters are sturdy, famously well-suited for work and war (+1 Strength).

Hjemlander characters are trained in Perception and a Craft of your choice (+1 each).

Hjemlander characters learn Eldlang, Yorcian, and one other language of your choice.

Holy Southern Empire of the Ekletheon Church

The Ekletheon Church's reach is long, spreading from Faithhearth to the edges of Boro and Sutu: the entire known world. In the southern continent the bastion of the faith is at Shavill, the Southern Gauntlet. A single gigantic fortress of dark stone stretches for kilometers above and below the mountains. The towering fortress is the centerpiece of a wall that spans the horizon, proof against the incursions of beasts and demons from the Cold Jungle, the Poisonlands, and the other blighted lands of Sutu.

Government, faith, and trade in the Holy Southern Empire are all one. The Church's priests, soldiers, and bureaucrats occupy every niche. Small chapels double as banks and post offices; priests take the role of mayors; monks and religious scholars perform duties as barristers to enforce the religious laws of the land. Service to the Church is the aim of every citizen; those in the clergy are guaranteed a life of comfort and privilege. With those advantages, of course, comes responsibility. The Church's Order of the Sword is the sole line of defense between the wilderness, the heretics, and the monsters outside the Empire.

Southern Church Folk characters are raised in an environment of certainty and solidarity (+1 Poise).

Southern Church Folk characters are trained in Insight and Religion (+1 each).

Southern Church Folk characters learn Kelestish, Yorcian, and one other language of your choice.

Libertia

Carved from the living corpse of the Gleaming Kingdom, Libertia is a young nation. The founder, Master Erfus Melli mi-Shranni, is still alive, in fact. As a young man mi-Shranni led the rebellion and separation from Libertia with the promise of total, utopian freedom. Freedom from religion, law, and their own history have led to a people struggling to find common ground. The government falters under the weight of its promises of freedom. Individual merchant princes instead form tiny kingdoms of their own, extracting wealth from the land as quickly as possible and using it to buy more power and territory.

There are a few dozen families, or clans, in Libertia. Each attempts to manage and own its own fiefdom, though they have all gathered to the outskirts of one of the two cities that Libertia separated from the Gleaming Kingdom. The clan territories are sovereign spaces; each has its own laws and customs. Most of the families have turned their clan lands into fortified keeps, luxury on the inside, impenetrable stone on the outside. Outside of these keeps people scabble to find sources for the necessities of life, often left adrift without reliable imports or markets in which to sell their goods.

Libertian characters are accustomed to prioritizing the tangible present over the promised future (+1 Clarity).

Libertian characters are trained in Deception and Politics (+1 each).

Libertian characters learn Mahuathan, Chosthich, and one other language of your choice.

Miloss

Three generations ago the religious sect of Xavocl rose to prominence among the elite of the Gleaming Kingdom. The dukes and priests saw the weakness of the king and started looking for greater power, finding it in the god of the hunt. These cults grew in size and influence, seducing away prominent politicians and disaffected preachers until the sect no longer had to hide. When the influence of Xavocl above and beyond the other members of the Ekletheon was revealed it sparked fighting and holy crusades. In a terrible surprise to the faithful of the Gleaming Kingdom they realized they were up against far more people than they'd expected. The wars lasted a decade, and resulted in the separation of Miloss from the Kingdom; a bloody process that lasted another decade.

Milosians give worship to Xavocl above and beyond all other gods, though they recognize the places of those others. This heresy is against the teachings of the Ekletheon Church, but the church is not in a place to eliminate the heretics. Miloss' social structures are all touched in some way by this fervor for the god of blood and predation. Greetings are in religious text and meant to establish which party is more dominant. Every outcome must have a victor and a loser. Social strata are decided by one's aggression, ruthlessness, effectiveness. This kind of society cannot last, and everyone can feel it in some way, but for the moment the fervor of animal dominance outweighs sense in Miloss.

Priests of Xavocl are given a special place in Miloss, above even lords and scholars. Huge celebrations take place at solstices and equinoxes, other holy days, when the crops are doing well, when they do poorly. These celebrations inevitably include a ritualized hunt of some kind, ending in blood. For many it is mortal hunters bringing a great beast of some kind down, which is then butchered for the celebrants. For the most serious exhibitions packs of priests hunt down another mortal, a person, tearing the poor sacrifice apart in a bloody show. The priests seem to be somehow immune from the usual divine taboos against cannibalism.

Milosian characters are students of the natural world and animal behavior (+1 Intuition).

Milosian characters are trained in Intimidation and Religion (+1 each).

Milosian characters learn Mahuathan, Chosthich, and one other language of your choice.

Montranet

The east coast of Sutu is the heart, in many ways, of the Ekletheon faith. While the church's home is in Faithhearth in the north, the southern gauntlet is in many ways more fervent, surrounded as it is by heathens and monsters. Separated from the Holy Empire and its perpetual wars, Montranet has become the preferred retreat of the Church's intelligentsia and cultural geniuses.

Cathedrals occupy central real estate in every town large enough to fill them. Every church, from cathedral to shrine, is attended by worshippers singing and chanting. The pealing of bells and gongs

rolls over the countryside. Famous painters and sculptors dedicate their masterpieces to the Church. In return, of course, the Church's holiest members scatter wealth across the nation.

Montranot characters live surrounded by faith, introspection, and beauty (+1 Sensitivity).

Montranot characters are trained in Performance and Religion (+1 each).

Montranot characters learn Yorcian, Speytak, and one other language of your choice.

Pfellin, Pfent, and Pfiirg

The places in Sutu where the echolands push into Mura are called shadowlands. From this side of the veil there are three: Pfellin, Pfent, and Pfiirg. On the other side of the veil, however, in the echolands these are all one stretch of land, a stripe of countryside just beyond the edges of the city of Shade. The edges of the shadowlands terminate in spotty, rippling patches where the green grass of Mura gives way to the ash-gray fields of the echolands.

Mortals undergo strange changes when exposed to the echolands for too long. The inhabitants of the shadowlands become pale, wide-eyed folk over generations, barely tethered to the world of the living. Time passes differently in the shadowlands: nothing rots but slowly, and likewise aging takes forever. Plenty of wealthy families send their young scions out into the neighboring lands – and there are many, given the non-contiguous borders of the shadowlands – to experience youth and liveliness and vitality out in the world. When they return they are grown and ready to take the reins of their houses.

On entry to the shadowlands most mortals describe it as 'austere.' The landscape is drawn in grays with the occasional shock of bright white or rich black. With all the time in the world and the wealth of Shade nearby the homes of the shadowlands are ornate, symmetrical, art-nouveau arrangements that surround carefully-tended farmlands and orchards arranged in strict rows and lines. The folk of the shadowlands are similarly buttoned-up and richly-appointed. Even the meanest farmer has a set or two of fine clothing for attendance to parades and parties. The governing ideal of the shadowlands is rehearsed perfection.

Borders in the shadowlands are malleable and strange. The three names of the shadowlands – Pfellin, Pfent, and Pfiirg – are conveniences of Mura only. On the other side these territories are all intermixed, with paths leading to Pfent down one fork and to Pfellin down the other, then criss-crossing unpredictably. Without knowing the exact path, one is as likely to end up in any of the three shadowland territories. On the side of Mura these three lands variously connect to Rotkust and Grunkust in the Accord (neighbors to Pfellin), Cirillus and Crot (near to Pfent), or Miloss, Burgand, Spey, and the surrounding jungle (where Pfiirg nearly separates the isthmus between Boro and Sutu).

Shadowfolk characters are schooled to stoicism from a young age, or perhaps it is bred into them by their environment (+1 Poise).

Shadowfolk characters are trained in Stealth and Occultism (+1 each).

Shadowfolk characters learn Mahuathan, Speytak, and one other language of your choice.

Republic of Oloss

In the war between Miloss and the Gleaming Kingdom a third side emerged. Where Miloss lost faith in the king and her ties to the Ekletheon Church and replaced it with veneration of Xavocl, the Republic of Oloss never found their new faith. A more traditional belief in the Ekletheon gods and their greater pantheon has re-established itself in Oloss, but no great wave of religious fervor has overtaken the nation. Instead the people of the Republic have fallen in behind a circle of scholars called the Xochatlaca.

The Xochatacla are not a governing body, but a cadre of philosophers and academics that responded to the bloodshed of the Milosian war of separation with art. Fiction, painting, political theory all leaped forward in ugly little starts, and the greats of the arts found each other. From these informal groups emerged a movement that put people over gods, and communities over individuals. These philosophies rallied a people left without faith in either a dying king or a bloody-handed theocracy. Oloss is now a kind of grand political experiment in representative democracy and shared resources, something called 'communism' by the intellectuals.

Olosian characters are encouraged to pursue reason over faith (+1 Reason).

Olosian characters are trained in Persuasion and Politics (+1 each).

Olosian characters learn Mahuathan, Chosthich, and one other language of your choice.

Rokust

Rokust and Grukust were once a single nation before being cut in half by Pfellin at some time in the distant past. Unlike their brethren in Grukus the Rokustan folk struggled after the shadowland split their country. Deprived of the trade and kin spread across their nation the Rokustans gave in under disease and hunger until Queen Rokunya retreated into the wilderness for a year and a day. When she emerged she came with the salvation of her people: the great spirit Fribar. Fribar is the spirit of the strength of the elk, a massive, antlered, moss-wrapped hulk.

Since that time, eight generations ago, Rokust has had over forty queens. Each queen takes Fribar as the prince consort, guaranteeing for her people health, wealth, and safety. Her life is shortened – an effect of the bond with the spirit of the land – in proportion to the well-being of the folk of Rokust. Fribar's role is ceremonial alone, it seems. He appears to wed his new bride, and appears just before each queen dies to see her off to the echolands and mourn her, then vanishes between these events.

Rokustan characters are blessed with the strength of the beasts of the woods (+1 Strength).

Rokustan characters are trained in Athletics and Spiritualism (+1 each).

Rokustan characters learn Mahuathan, Eldlang, and one other language of your choice.

<Sangranit>

A gothic nation over which loom the Sangranit mountains: blood-red peaks feeding blood-red rivers. It's always raining over Courbleu and Pluville, and the major cities are infested with vampires, blood cultists, and political strategists.

Sarandib

The land of the peacock, and the seat of formal learning on Mura. Talmussin, Weej, and Manifest are the greatest settlements of the state. Weej supplies Talmussin, Talmussin leads to Manifest, Manifest is the city of ghosts.

The Serpentlands

Last bastion of the yuan-ti. The serpentfolk venerate Asmushneth and make periodic attempts to subjugate their neighbors. They have already enslaved the lizardfolk. Were they more self-aware they might see the irony of enslaving the children of Asmushneth while proposing to worship her.

Spey

The land of Giant's Head, the only settlement of note on this side of the rift. Giant's Head is home to the Guild of Illuminators, the fireworkers known far and wide. Also of Giant's Feet, to the North. The only nation to leap the Rift, aside from Sarandib. Their wealth comes from controlling the only easy pass between Sutu and Boro; they are a nation of naval fighters because of it, and tax-men.

Summer Valley

The most isolated nation on Mura, centered around the small city of Abussos. A deep, impossibly deep chasm drilled into the center of the world supports the town.

Threnn

A nation being eaten alive by Ashkush, Threnn's people are running into the blighted lands to their north, leaving behind traps and warriors for Ashkush.

Tulinna

A seafaring culture on the edge of a huge technological leap – steam-powered craft are in their infancy, moving on fires of magic. Werewolf nobles lead the people, with a king using the wolf-dream to act as an immortal advisor to its descendants. They have a tentative alliance with Ashkush.

Urgshland

Brunish lore holds that the mountains and lakes of Urgsh are the ancestral homeland of the brun, where they were given life by the titans. True or not, it's one of the last remaining places where other mortals have not contested or disrupted ancient brunish ways of life. The gods are another matter – in the wars of divinity ten-thousand years ago the gods and titans both fought over the great lakes. Their clashes poured magical detritus in the form of nether across the landscape, poisoning it. The creatures, plants, even the rocks and rain in Urgshland are all tainted and twisted in some way.

Through this poisoned waste tribes of brun still make their way. Ten-thousand years have made them experts in navigating the nether-tainted hills and swamps. They follow the red-horned ibexes in the mountains, and cattle in the plains. Little settlements of outcasts – non-brunish mortals – crop up here and there, scratching a life from the unwilling soil. It is not uncommon to see Urgshfolk with varying degrees of nether taint from years of exposure to the land.

Urgshfolk are exposed to dangerous doses of magic and poison on a regular basis, and the ones that remain are those that survive (+1 Constitution).

Urgshfolk are trained in Survival and Metaphysics (+1 each).

Urgshfolk learn 'Ulth, Mahuathan, and one other language of your choice.

Utria

Sometimes called Jotunland, Utria is the homeland of the giants. They ply the seas in their huge stone ships, covered with runes. Half-giants are common, of course.

Vozug Free State

This tiny nation is even drawn overlarge on most maps: it's only 100 square miles (10 x 10), and almost the whole population lives in one city, Vozug. Vozug has combined Tulinnan clockwork and Ashkushite nether, via Sarandish craftspeople, to create infernal powered vehicles, buildings, and weapons. Their magitek is, startlingly, unrelated to Ancient tek.

Other Lands

Boiri

An island split in two, twin to Calathum, Boiri is a haven for criminals and the estranged. It acts as a kind of rehabilitation center: anyone that is fleeing an old life can come to Boiri, with the understanding that one misstep means permanent exile to the other island.

Calupham

A prison island, and haven of pirates. Constantly trying to encircle Boiri, and constantly being beaten back. No strong trading partners.

Evelentium

Once an island colony of Eveless, Evelentium executed a successful rebellion, fairly bloodless, funded by Dod and Hein. The country is now deeply indebted to these greater nations, who have installed a Robespierre-like figure as their governor to keep the island weak and in debt.

Hivos

The trackless wintry wastes. Changelings and shifters of the Winter Courts roam, alone, from fire to fire. Tiny villages are the last refuges of the abandoned and the hopeless. Once a prison colony. From time to time a boatload of debtors, criminals, political refugees, and the desperate smallfolk show up on the shores again to start their lives anew.

Mocala

Stretched across the sea, Mocala is a volcanic paradise caught in the middle of the impassible storm that wracks the ocean. A powerful clan of sun, sea, and volcano spirits keep the islands inhabitable. Their people are all fireproof half-spirit folk that are, slowly, developing a kind of interplanar space program sort of thing to see if the world outside is a legend or a reality. Worship pigs.

Ochre Island

Sometimes settled by giants, Ochre Island is a cradle of life, ancient and primitive. Any attempts to modernize or populate the island fail mysteriously, often of bizarre poor luck. No spirits reside here except a single, great, hidden spirit that is jealous of its territory. The spirit has leashed a dozen ancient giantish spirits as its agents, and these spirits lead the twelve clans of giants and half-giants that occupy the island.

Backgrounds

A character's background represents their life before adventuring, before the story starts. Their childhood, upbringing, profession, position in life – these are the elements of a background. That background could be comprehensive and describe the character's entire life to that point, such as Farmer; it could be related to only a single phase of life, such as Academic; or it could be about one powerful moment that changed everything, like Survivor.

Each background below has a description, and offers a few bonuses during character creation. As usual, these improvements can't increase an attribute above +5, nor a skill above +4.

An attribute bonus increases an attribute by +1. A skill bonus increases a skill by +2.

Sidebar: Building a Background

The backgrounds presented below should cover the vast majority of character concepts, but you may find that your character's story doesn't fit neatly into any of these categories. Each background offers a character a single +1 improvement to one attribute, and three +1 improvements to different skills, typically one or two active skills and one or two lore skills. To build a background consult with your GM to determine what that background means and what bonuses it offers. Most backgrounds also come with some gear – worth a few bits of silver or less – and may offer a small additional feature that applies in narrow circumstances.

Background List

Academic

(scholar, professor, student, sage)

You have dedicated your life to expanding your own knowledge. Perhaps in the future you'll expand the horizons of mortal knowledge as well.

Skill Bonuses: Investigation and any two skills from the following list: Geography, Naturalism, History, Mathematics, Metaphysics, Occultism, Physiology, Religion, Spiritualism, and Tek. If you wish you may substitute a language of your choice for one of the skills in the preceding list.

Gear:

Feature: You gain the Researcher talent.

Adventurer

(dungeon-delver, hero, walking disaster)

An adventurer is one who adventures. Whether those times are behind you or you are an active member of the adventuring community, you made your living exploring strange places, fighting monsters, and generally getting into trouble. The mortality rate for beginning adventurers is... astonishingly high; you have almost certainly survived deadly scrapes by extraordinary luck and have left many allies in the ground already.

Skill Bonuses: Perception, Mercantilism, and one defense skill or weapon skill of your choice

Gear:

Feature:

Alchemist

(artificer, chemist, pharmacist, potion-brewer, aethersmith)

The knowledge of substances, mixtures, and materials that are – or approach – magic is a closely-guarded secret of alchemy guilds and secluded masters the world over. A skilled alchemist can make a living in any city. An unskilled alchemist will be run out of town post-haste.

Skill Bonuses: Medicine, Craft: alchemy, Naturalism

Gear:

Feature:

Aristocrat

(noble, scion, patrician, socialite)

At the upper crust of society are those born to wealth and raised with honor. You are among the educated, worldly, fortunate elite. While your position affords you many privileges it also carries with it the responsibilities of *noblesse oblige*, your duty to your people, your country, and your family name.

Skill Bonuses: Persuasion, History, Politics

Gear:

Feature:

Armorer

(armorsmith, swordsmith)

Few blacksmiths have call to make tools of war; mostly it's nails, barrel hoops, hinges, and pots. An armorer is a blacksmith that specializes in the creation and upkeep of armor and weapons of war.

Skill Bonuses: Athletics, Craft: blacksmithing, and either a defensive skill other than Unarmored or a weapon skill of your choice other than Unarmed.

Gear:

Feature:

Artisan

(tradesman, artificer, master)

Making a living as a craftsperson is one thing, but what many forget is that success is as much about playing the game as making something beautiful. You cater to the needs of the wealthy making fine things. You may also be engaged in the leadership of a guild, in local politics, or otherwise connected to the rich and powerful.

Skill Bonuses: Insight, Craft, Politics

Gear:

Feature:

Artist

(painter, sculptor, stonecarver)

Master artists may labor for years on a single piece, afforded a life of relative luxury while they create by their patrons or their past works.

Skill Bonuses: Deception, Physiology, and one of the following Craft skills: drafting, painting, sculpture, stonecarving, or a similar artistic practice

Gear:

Feature:

Bandit

(thug, robber, footpad, mugger)

Whether by chance or on purpose, you've found yourself on the wrong side of the law. Without marketable skills you make your living holding people up on the roads, mugging marks in alleyways, or providing muscle for a criminal organization.

Skill Bonuses: Athletics, Intimidation, and a weapon skill of your choice

Gear:

Feature: You have a reputation as a criminal and a thug. You have a warrant out for your arrest, and can satisfy it with ten days of hard labor or with a fine of 100 silver pieces. Any law enforcement you encounter may attempt to detain you to extract said penalties.

Banker

(moneychanger, moneylender)

You make your living handling the wealth of others. You may have a small personal hoard that you lend out to help townsfolk through hard times, or you may work for some great guild that tends the wealth of nations.

Skill Bonuses: Insight, Mathematics, Mercantilism

Gear:

Feature:

Beggar

(panhandler, peasant, urchin)

Life is hard, even in big cities – perhaps especially in big cities. Some disaster has befallen you, and left you unable to keep a job or a home; or perhaps you are a religious ascetic; or an outcast. Whatever the case, you rely upon strangers for your survival, collecting small coins on the street, meals at the churches, and sleeping in a hostel or shelter.

Skill Bonuses: Performance, Religion, and either Survival or Thievery

Gear:

Feature:

Bon Vivant

(louche, epicurean, reveller)

Careers, families, callings, these things tie you down and may never let you go. Better to live a little while you can. You go from party to party, always finding new ‘patrons’ to entertain and new experiences in which to indulge.

Skill Bonuses: Performance, Politics, and either Deception or Persuasion

Gear:

Feature:

Burglar

(thief, larcenist, pickpocket, safecracker)

Disdaining violence in the criminal life, you instead focus on the means of liberating goods from others without notice. The skills of burglary are often secret, and so thieves are typically trained as part of a criminal organization or by some master that passes on their knowledge.

Skill Bonuses: Stealth, Thievery, Mercantilism

Gear:

Feature:

Charlatan

(con artist, fraudster)

The simplest way to liberate someone's money from their possession is to convince them to hand it over willingly. If they come to regret that decision, well, it's best to be in the next town when that comes to pass. You have made a living of confidence games, snake oil, or other such frauds, robbing people in plain sight.

Skill Bonuses: Deception, Insight, Persuasion

Gear:

Feature:

Cook

(chef, baker)

In small towns the only person cooking for others is likely the baker with their great oven, turning out fresh bread every day. In cities, however, a good living can be made making any and every culinary delight that one might wish. You have some role feeding the masses, whether as a cheese-monger or a chef de cuisine at a fine restaurant.

Skill Bonuses: Insight, Craft: cooking, Mercantilism

Gear:

Feature:

Cleric

(priest, minister, monk)

You are an officer of the church, likely with a congregation to whom you preach. The primary religious organization of Mura is the Ekletheon Church, and so you are likely associated with some element of the Church and dedicated to a particular god of the great or small pantheon.

Skill Bonuses: Divine Magic, Religion, either Intimidation or Performance

Gear:

Feature:

Craftsperson

(chandler, mason, tailor)

From peasant to guild artisan, the majority of the population of a town or city are likely craftspeople. You make your living creating or repairing something. Cobblers, carpenters, herbalists, bricklayers, papermakers, and any other profession under the sun may fit in this background.

Skill Bonuses: an appropriate Craft skill, Mercantilism, and any one other skill of your choice

Gear:

Feature:

Dilettante

(dabbler, amateur)

A jack of all trades, and master of none, is still better than a master of one. You've picked up a little of something here, a little of something there, but never found your true calling.

Skill Bonuses: Investigation, one skill of your choice, and one language of your choice

Gear:

Feature:

Fisher

(angler)

Every seaside or river town in Mura is fed by fishers, with their nets and lines. You wake early to bring in your catch.

Skill Bonuses: Sailing, Survival, Naturalism

Gear:

Feature:

Gifted

(inheritor, blessed, chosen one)

Some gift or destiny has come to you. Maybe your bloodline was blessed or cursed by some deity, or you may have found a storied weapon, or you might be the subject of a prophecy. Whatever the case, that moment of revelation obliterated your old life and thrust upon you new responsibilities and expectations.

Skill Bonuses: History, and one skill from each of the following lists: arcane magic, divine magic, occult magic, primal magic, a weapon skill of your choice; naturalism, occultism, metaphysics, religion

Gear:

Feature:

Guard

(police officer, constable, trooper)

You are part of the forces of order, a soldier against chaos and criminality. You might work for a private institution such as a bank or caravan, or you might be employed by the city or state to keep order. Whatever the case, your calling is to keep the world running as it ought to.

Skill Bonuses: Intimidation, Politics, either a defense or weapon skill of your choice

Gear:

Feature:

Healer

(doctor, physician, medic, surgeon)

Though no injury is beyond the reach of magic, the vast majority of ailments, ills, and injuries must be dealt with by mundane means. You are the person upon whom others can rely when it comes to health.

Skill Bonuses: Medicine, Physiology, Spiritualism

Gear:

Feature:

Hermit

(recluse)

Society has forced you out or you have, by choice, left it behind. With the bare essentials you've made a living somewhere remote to pursue your own obsessions in solitude.

Skill Bonuses: Survival, one skill of your choice, and one skill from the following list: Naturalism, History, Mathematics, Metaphysics, Occultism, Physiology, Religion, and Spiritualism

Gear:

Feature:

Homemaker

(house spouse, parent)

You keep your house in order: raising the children, keeping things clean (or overseeing the staff that do so), entertaining, and founding the community. The freshly-minted 'middle class' in many Muran nations has introduced also the concept of a member of the family that is not a laborer or craftsperson, but instead acts to keep the house running.

Skill Bonuses: Insight, Performance, Craft

Gear:

Feature:

Hostler

(farrier, coachman, driver)

You care for horses, and may drive carts and carriages. You might drive horses for a caravan, or run a stable, or even race horses.

Skill Bonuses: Riding, Survival, Craft: blacksmithing

Gear:

Feature:

Hunter

(ranger, archer, trapper, outdoorsman)

On the outskirts of civilization are the furriers, trappers, and hunters that make their living off the wealth of the land.

Skill Bonuses: Survival, Naturalism, the Bows weapon skill

Gear:

Feature:

Investigator

(detective, bounty hunter, thief-catcher)

Where a crime is committed one can rely on a guard to stop it or a judge to punish it, but justice often requires an investigator. You unravel mysteries, pursue criminals, and solve crimes. An investigator may or may not be attached to the apparatus of a town guard; some cultures have freelance investigators, and in some places investigators are part of the Church or another organization.

Skill Bonuses: Investigation, Thievery, and either History or Politics

Gear:

Feature:

Knight

(cavalier, duellist)

You play the parts both of a member of minor nobility and of a warrior. Most knights have a position as a military officer and, while not campaigning, care for a noble house or play some position in government.

Skill Bonuses: Riding, Politics, a defense or weapon skill of your choice

Gear:

Feature:

Laborer

(farmhand, peon)

Society is built on the back of common laborers. You have a menial job for which you receive, almost certainly, too little respect: ragpicker, trash-hauler, farmer, demolition, road-building, and the like. Your work may not take much engagement or expertise, but without it nothing would get done.

Skill Bonuses: Athletics, two other skills of your choice

Gear:

Feature:

Lawyer

(barrister, judge, bureaucrat, official, functionary)

You serve as one of the many cogs necessary in the machinery of a nation. The exact nature of this role varies from nation to nation, culture to culture. Travelling judges may roam the countryside and

visit small towns to dispense justice and provide wisdom. Armies of religio-legal scholars may offer opinions to the high priests of the Church. In many nations legal experts can be hired to mediate or argue on a client's behalf. Whatever your role, your days are almost certainly replete with paperwork and negotiations.

Skill Bonuses: Investigation, Persuasion, Politics

Gear:

Feature:

Layperson

(deacon, parishioner)

The Ekletheon Church – and some of the smaller, heretical religious organizations – is led by priests touched by divinity, but the everyday business of the Church is conducted by believers without a calling to preach. You are one of the uncountable folk that attend to the Church's businesses, counsel the congregation, and keep up the physical spaces of the Church.

Skill Bonuses: Perception, Craft, Religion

Gear:

Feature:

Mage

(magician, enchanter, mystic adept)

Most societies have a special place for practitioners of arcane magic. Like sages or scholars, you might be a font of wisdom for your community. In addition to that position, of course, a mage is expected to provide answers to the unanswerable and be the keeper of secret knowledge.

Skill Bonuses: Arcane, Mathematics, Metaphysics

Gear:

Feature:

Medium

(seer, psychic, mystic)

Those that can pierce the veils between this world and the next are accorded some status in society, even if it seems a little uncouth to make a living that way. You are practiced in occult magic, either having earned your skills through experimentation or mentorship.

Skill Bonuses: Occult Magic, Performance, Occultism

Gear:

Feature:

Merchant

(shopkeep, businessman, vendor)

You own or operate a small business. While you don't make the things you sell it's undeniable that you provide a service the community needs. Between appraisals, storage and inventory management, and some small-time lending or pawning you earn your keep.

Skill Bonuses: Persuasion, Mathematics, Mercantilism

Gear:

Feature:

Nomad

(migrant, outrider, rover)

You and your folk have no fixed home; you follow the herds or the seasons. Many people in Mura live either in seasonal settlements that are tidied up and left empty when not in use, or live in tents and yurts that travel with them. Unlike some you don't travel from town to town to mingle with others; your way of life is too intimately tied to the patterns of your travels to intersect with city people.

Skill Bonuses: Survival, Geography, Naturalism

Gear:

Feature:

Obsessive

(vigilante, nemesis, driven)

Something happened to you that consumed your life. Everything you do is now centered around that one event, or person, or thing – every thought loops back to it. You might be seeking vengeance for some wrong. You could be compelled to prove your fringe theory true. Maybe you didn't suffer a break from reality, but were visited by a divine spirit that laid a special charge on you. Whatever the case, you have forsaken all other bonds and responsibilities to dedicate yourself to your obsession.

Skill Bonuses: Intimidation, two skills of your choice

Gear:

Feature:

Officer

(lieutenant, commissioned officer)

You have a leadership role in the military. While the basics of fighting are drilled into everyone from foot-soldier to general, you have learned the foundations of warfare over fighting. An officer must be an adept politician, manager, and academic as much as a warrior.

Skill Bonuses: Insight, Mathematics, a defensive or weapons skill of your choice

Gear:

Feature:

Performer

(singer, dancer, actor, entertainer, comedian, gladiator)

You make your living entertaining others. Most performers either work the public or private circuits. Public performers ply their trade on street corners, in bars, and onstage in clubs and theaters. Private performers work parties and intimate gatherings for their wealthy patrons. Either may, of course, cross over, but the two circuits require slightly different approaches.

Skill Bonuses: Performance, Craft, Politics

Gear:

Feature:

Pirate

(buccaneer, privateer, raider)

Just as soldiers without a paycheck inevitably turn to banditry, so too does a crew of sailors with no cargo inevitably become pirates. Freebooters and raiders split their time between dodging naval vessels, smuggling, and from time to time boarding, looting, and sinking other vessels. The life of a pirate is hard and bloody, but so is any life, and few come with more freedom.

Skill Bonuses: Intimidation, Sailing, one weapon skill of your choice

Gear:

Feature:

Sailor

(mariner, salt, crewmate)

You are a helmsman, navigator, or other trained mate aboard a sailing vessel. You've likely served your vessel or captain for years and seen every port town on a continent. Life as a sailor is a mix of furious activity and lulls, a pattern to which you have become accustomed.

Skill Bonuses: Sailing, Craft, Geography

Gear:

Feature:

Scribe

(calligrapher, amanuensis, clerk, secretary)

Literacy is a skill set all its own in most nations of Mura. Most large settlements have a place for someone with that skill set and a willingness to hire it out. Scribes not only read messages at the local post office and write up documents on behalf of the government, many also produce calligraphy or illuminated works, or run a private library.

Skill Bonuses: Craft, two languages of your choice, and one skill of your choice from the following list: geography, history, and mathematics

Gear:

Feature:

Servant

(butler, valet, footman, maid)

The world needs kings, but also those that serve them. You are a member of a serving staff that keeps a noble home, public government building, or similar place of honor running. You may cook, clean, or garden, but just as likely you oversee contracted laborers that do such things.

Skill Bonuses: Perception, Craft, one skill of your choice

Gear:

Feature:

Shaman

(druid, primalist, weather-watcher)

You have studied magic so old it is made into the very bones of Mura. You speak to spirits and channel the will of the elements. Most with the gift are able to tell the weather, taste the purity of water, and keep wild animals out of the farms. You were born with those knacks, and matured them into real magic.

Skill Bonuses: Primal Magic, Craft, Naturalism

Gear:

Feature:

Shepherd

(rancher, herder, beekeeper)

You own or work a farm or ranch of some kind. There are beasts under your care: sheep, goats, rabbits, llamas, cattle, chickens, or even bees. No matter the creature, a few things remain the same: your days are spent caring for creatures that may love you but cannot understand you. The life requires a certain kind of serenity.

Skill Bonuses: Athletics, Craft, Naturalism

Gear:

Feature:

Smuggler

(mule, runner, courier)

Where you find governments, you find taxes and tariffs; where you find tariffs, you find contraband; and contraband means smugglers. You make your living procuring and providing items and substances of an illicit nature. These might be things that, were they obtained legally, would be completely innocuous, such as stolen or smuggled tea. It could also be something that is contraband by its very nature, like drugs, weapons, or dark magic. You are adept at dodging the law, and equally skilled at business.

Skill Bonuses: Perception, Stealth, Mercantilism

Gear:

Feature:

Soldier

(warrior, mercenary, recruit)

You are a fighter of wars, plain and simple. Every soldier in a nation requires a hundred others to provide for them: barbers, quartermasters, wheelwrights, hostlers, prostitutes, cooks, and so on. The reason you get paid better than they do – all but the prostitutes, anyway – and get all the glory is that you fight, kill, and may very well die for your cause.

Skill Bonuses: Athletics, one defense skill of your choice, one weapon skill of your choice

Gear:

Feature:

Stranger

(lostling, alien, drifter)

You are far from home. By accident, adventure, or exile you find yourself across the entire world from the place of your birth, among strange people with strange manners. You are given a bit of leeway as a figure of fascination, but on the other hand, you are not truly a part of the community.

Skill Bonuses: Deception, Geography or History, one language of your choice

Gear:

Feature:

Survivor

(refugee, afflicted)

You made it. There was a disaster, and it tore your community – or just your life – apart, and you are what's left. It may have been a plague that ripped through your little town, a war that left your home burned down, or a personal tragedy that you thought would reduce you to rubble. No matter the cause, you are a harder person and bear the scars of that event.

Skill Bonuses: Insight, Intimidation, Survival

Gear:

Feature:

Teknologer

(tekmancer, ancient researcher, ruin-raider)

Mura is littered with the remains of ancient civilizations. The ruins left behind hide wonders and strange tekology. You are a researcher, a fiddler, an experimenter that seeks to understand this ancient tek. While your studies may be dangerous, from time to time they yield incredible results.

Skill Bonuses: History, Mathematics, Tek

Gear:

Feature:

Trader

(peddler, tinker, caravaner)

A purveyor of goods, necessities, and wonders, you travel the land buying here and selling there. You may travel at the head of your own procession of carts on proprietary routes your family has owned for generations, or you may go with your family from village to village, zig-zagging to find the best deals. The life of travel brings you new sights every day, while allowing you to visit the same people year after year to bring them their deliveries of porcelain or books or medicines.

Skill Bonuses: Insight, Riding, Mercantilism

Gear:

Feature:

Wanderer

(gypsy, traveler, drifter)

You and your people are travelers – it's in your blood, in your bones. It's not your profession or personal quest that moves you forward, but a need to go to the next place, see the next thing. Your family offers all the support you need; you have a town on wheels around you. Unfortunately, this lifestyle isn't familiar to all the city folk. From time to time the caravan has to leave town in a hurry as sentiment turns against you, old rumors and bad blood bubbling to the surface.

Skill Bonuses: Performance, Craft, either Riding or Sailing

Gear:

Feature:

Wreck

(cursed, unfortunate, schlemiel)

Born under a bad sign, your life has a tendency toward disaster. You lost your home, your family left, and your career fell to pieces before your eyes. Bereft of everything you worked for up until now, you've realized you have nothing to lose. The excitement of a new horizon before you is tempered, of course, by the certainty that whatever can go wrong, will.

Skill Bonuses: Insight, Perception, one defense skill of your choice

Gear:

Feature:

Paths & Talents

Most characters in Muragame, and all player characters, have access to talents. Talents are special features that improve a character's capabilities or allow them access to new actions. Some talents are granted by a character's ancestry, heritage, nationality, or background. Most, however, are from a character's path.

At character creation you'll select three talents. At least two of the talents must be path talents. The third may be a path talent, an ancestry talent, or one of the general talents from later in this section. You'll also gain one talent per level, as described in the character advancement section later.

Path Lists & Features

There are several paths presented below. Each path has ten to twenty talents associated with it. These talents *are* the path, and allow a character to embody that path's archetype. Many path talents have requirements: talents, attribute scores, or skill ranks that you must have to gain that talent. Many of those talents also rely upon attributes and skills – to create an effective character you'll want to ensure that your attributes and skills support the talents you want to use.

You can create your own archetypes by mixing and matching talents. If you want to play a duelist wielding powerful magic from their bloodline you might split your talents between the warrior and wizard talents; or a mind-reading con artist might choose talents from both the expert and mentalist paths, for example. You can take talents from as many paths as you like, keeping in mind that each talent will have certain requirements you must meet to learn it.

A description each path in this book follows, along with a list of the talents in that path.

Path Attribute Bonus

At character creation you'll select at least one foundational path talent. That foundational path talent will grant a free +1 bonus to that path's primary attribute. You get this path attribute bonus only once, for the first foundation path talent you select at character creation.

Path Training

When you gain your first foundational path talent you also get five ranks of training to spend on skills, weapons, Resistance Rolls, and defense styles related to that path. You can choose to distribute these in any way you like among the listed path skills, subject to the usual skill maximum.

Gaining Levels

When you gain a level you get access to new tools and talents. Character advancement rules are provided in detail later in this chapter. For now it's worth knowing that each time you gain a level you'll also get to select a new talent. Many of these talents – maybe most – maybe all – will be spent on path talents. Each time you gain a path talent you'll get better at the core functions of your path: doing the things your path is supposed to do.

Sidebar: Talent Tags

You'll see tags associated with every talent in this book. For those below you'll find that they're each tagged as a path talent, meaning that they're associated with a specific path. The name of that path is also attached to each of those talents.

Other common tags for those talents include foundation, capstone, maneuver, attack, and magic.

Attack: An attack talent provides a new way to attack or adds something to an attack you already have.

Capstone: Capstone talents are the end of a path, the most heightened, impressive expression of what that path can do. To acquire a capstone a character will have to meet a certain minimum level, and will have to have many talents in that path's list.

Foundation: A talent with this tag is the base of a whole path of talents. You'll need this talent to take the rest. As well, this talent is probably very important to what that path does; it provides the core mechanic of the path.

Magic: Talents and effects with the magic tag are magical, including for purposes of calculating resistances and vulnerabilities and the like.

Maneuver: A maneuver talent is a talent that provides a new offensive option in combat, or which improves your use of general combat maneuvers.

Sidebar: Foundation Talent Requirements

Foundation path talents all have the same or similar requirements: level 1, and perhaps some attribute, skill, or ancestry requirements. These requirements indicate the difficulty of taking up this path of study: you need a certain degree of intellect to become a wizard, some strength to be a fighter, and so on.

When you select your *first* foundational path talent you can ignore all attribute and training requirements. With the extra time available to you between your background and your first level you can overcome an innate lack of aptitude in a way that you can't once you're a real adventurer.

Artificer

(runesmith, alchemist, enchanter)

Artificers create and repair magical items. They do it faster and better than any other class, even those that normally might craft stuff.

Artificer Magic

Artificer Spellcasting Path Talent

Requirements: Level 1, Master Crafter talent

You learn three artificer spells. None of the spells may have a level greater than the number of artificer path talents you have (including this one).

These are arcane spells, and use Re/Arcane for casting checks, spell attacks, and Resistance Roll TNs.

You can take this talent multiple times, learning new spells each time.

Master Crafter

Foundational Artificer Path Talent

Requirements: Level 1, Reason +2, Agility +1, Arcane Magic +2, Tek +2, at least one Craft skill +4

Path Attribute Bonus: +1 Reason

Path Training: Agility RR, Reason RR, Clarity RR, Arcane Magic, Investigation, Perception, Craft, Mathematics, Tek, Light Armor, Axes, Crossbows, Hammers

You can accomplish astonishing feats of design and construction in a fraction of the time others take. When you craft an item (see the rules presented earlier in this book) you double the value of your work (to 10 silver pieces per success, rather than 5). Furthermore, you increase the failure threshold of these complex checks by a number equal to your Focus.

Teknical Knowledge

Artificer Path Talent Skill

Requirements: Level 1, Tek +1, Master Crafter talent

You have some exposure to or have academically studied the Ancient tek of Mura. When you critically fail a skill check to use or understand a piece of tek you can spend a Focus to treat it as a normal failure instead.

If you take this talent at 1st level you gain a small bit of tek – a common item – subject to GM approval.

Alkahestillery

Artificer Path Talent Alchemy Magic

Requirements: Level 1, Craft (Alchemy) +1, Master Crafter talent

You learn to create the ‘blank slate’ of magical potions. With access to an alchemy lab you can craft alkahest, and you do so as though its purchase price was half the usual.

At the end of a major rest you can create one dose (about 25 mL) as if you'd earned a success, provided you are able to pay the cost of materials (an eighth the usual purchase price rather than a quarter, due to this talent) and had access to an alchemy lab throughout your rest.

Artificer Enchantment

Artificer Path Talent Crafting Magic

Requirements: Level 1, Master Crafter, Artificer Magic talents

With nothing but your bare hands you can force magic into the dullest knife or flimsiest armor. At the end of a major rest you can touch a mundane weapon, suit of armor, a shield, or up to ten pieces of ammunition, enchanting it. The affected item gains a +1 magical bonus to attacks (for weapons or ammunition) or defense (for armor or a shield).

You can enchant a single item at a time. If you enchant a second the prior enchantment ends immediately.

Additional Enchantment

Artificer Path Talent Crafting Magic

Requirements: Level 1, Artificer Enchantment talent

You gain the ability to split your magical focus many ways. When you use the Artificer Enchantment talent you can affect an additional item (two, rather than one, when you first acquire this talent). When you exceed your maximum number of enchanted items you choose which item or items lose their enchantments.

You can take this talent multiple times. You can not take this talent more times than one-half of your level, rounded down (so you can take it at level 2 at earliest, then 6, then 9, and so on; or can take it three times in a row at level 6 provided you had not taken the talent at all before then).

Emphasize Enchantments

Artificer Path Talent Crafting Magic

Requirements: Level 1, Additional Enchantment talent

You learn to load up an item with more magical energy, increasing the benefit you can derive from it. When you infuse an item with your Artificer Enchantment talent you can put the same bonus on a single item twice. For example, if you had taken Additional Enchantment twice (so you could enchant up to three items total) you could put two enchantments on a sword, giving it a +2 bonus, and one on a shield for a +1.

You can take this talent multiple times. Each time you take the talent you increase the maximum number of times you can enchant the same item by one.

You can not take this talent more times than one-fourth of your level, rounded down (so you can take it at level 4 at earliest, then 8, then 12, and so on; or can take it three times in a row at level 14 provided you had not taken the talent at all before then).

Master's Toolbelt

Artificer Path Talent Crafting Magic

Requirements: Level 1, Artificer Magic talent

You always have the right tool for the job close to hand. You can use a three-action activity to spend 1 Vitality and transform a mundane item you can hold in one hand – like a hair pin or a fork – into a hand tool like a hammer, drill, or rasp. The tool remains transformed for 10 minutes. During that time you can change the shape and nature of the tool to suit the job.

This talent allows you to conduct an action that requires a tool or kit. It does, however, have its limits: you cannot create multiple tools at once, so no assistants can borrow your tools while you use them. It also cannot replace a full workshop, though only large projects require a dedicated facility.

Mystic Workshop

Artificer Path Talent Crafting Magic

Requirements: Level 11, Master's Toolbelt talent

Not only can you make tools from scrap, you can summon a whole workshop from nothing. Using a one-minute activity and spending 20 Vitality allows you to conjure an extra-dimensional space up to 10 m x 10 m x 10 m. This workshop is accessed through a brass-banded wooden door, without a lock, which appears on a flat surface large enough to support it within 10 m of you.

The workshop is outfitted with the needs of a trade of your choice, such as a smithy or a painting studio. It includes all of the tools, furniture, and accoutrements to pursue a project, but none of the raw materials (for example, a smithy will have coal, coke, and quenching barrels of water and oil, but no iron to forge). The workshop appears in a ready-to-use state, allowing you to step in and begin working immediately.

When you create the workshop you can request assistants as well, spending 5 Vitality to conjure each. These assistants are translucent humanoid figures that cannot speak, but can understand your instructions. They each have a +5 bonus to the type of craft indicated by the workshop. They have 5 Vitality each and cannot participate in combat.

The workshop and all its associated tools and attendants vanish at the end of an 8-hour work shift. If you spend Vitality equal to the initial cost (20 plus 5 per assistant) you can extend the works

Fantastical Enchantment

Artificer Path Talent Crafting Magic

Requirements: Level 1, Artificer Enchantment talent

Your enchantments are not limited to arms and armor; you can create marvelous gear from nearly nothing... though it may not last forever. You learn three enchantments from the list “Fantastical Enchantments I,” below. When you enchant an item with the Artificer Enchantment talent you may forego granting it a +1 bonus in favor of giving it one of the enchantments you know.

The item, of course, does not need to be a weapon, ammunition, or armor if the enchantment does not apply to it. The item you enchant is instead something appropriate to its service: a normal clay pot may become an endless urn, a rude dray cart of lashed-together branches turns into an auto-carriage. The items enchanted by this talent keep some of their rustic appearance, though the magic of artifice fills in the gaps and smooths things out with webs of golden thread and planes of blue glassine energies.

You can take this talent multiple times. Each time you take the talent you learn three new enchantments. You may select them from further lists as well, gaining access to Fantastical Enchantments II the second time you take this talent, Fantastical Enchantments III the third, and so on.

You cannot take this talent more times than one-third of your level, rounded up (so you can take it at first level, then 4th ($4/3 = 1\frac{1}{3}$, rounded up to 2), then 7th, then 10th, and so on; or can take it three times in a row at level 7 provided you had not taken the talent at all before then).

Fantastical Enchantments I

Aura Resonator. This enchantment affects a wand or weapon of metal or stone. The resonator has 3 charges, and regains lost charges at dawn. The wielder of the resonator can use a three-action activity to activate it for 1 minute. While active the resonator gently hums and glows while within 10 m of magical auras. The wielder knows how many auras are active in that radius, and can use an action to focus on an aura, learning its location; whether it's arcane, divine, occult, or primal; and the level of the effect, if applicable.

Brainpower Armor. This enchantment affects a suit of armor or clothing. When you make a St skill check or RR you can spend 3 Vitality to substitute your Re for St in the roll.

Companion Weapon. This enchantment affects up to three of the same type of thrown weapons. These weapons return to your hand at the end of your turn, provided they are within 100 m. As well, you can call them to hand when you roll initiative, provided they are within 100 m. If a creature is holding the weapon it can make a St/Athletics check against the enchanter's arcane spellcasting TN, preventing the weapon from returning to you on a success. The weapons make another attempt to return to you at the end of each of your turns.

Darksight Lenses. This enchantment affects a pair of goggles, spectacles, glasses, or similar. The wearer of the lenses gains darksight. A creature with darksight treats dim light as bright light, and darkness as dim light.

Shadow Bolt. This enchantment affects a ranged weapon that uses ammunition, like a bow or crossbow. The weapon generates its own ammunition from fragments of shadow, obviating the need to draw or string a bolt or arrow. The ammunition vanishes a moment after the attack is made. The enchanted weapon also grants a +1 bonus to attacks.

Speaking Jar. This enchantment affects two small clay jars, tiny chests, ornamental boxes, or similar. The enchanted vessels, when opened, allow the holders to speak to and hear each other as if they were standing next to each other. Each vessel vibrates or rattles gently while the other is opened, to alert the holder their companion wishes to speak.

Staff of Power. This enchantment affects a wand, rod, or staff. The wielder gains a +1 bonus to Re/Arcane checks made to cast spells.

Fantastical Enchantments II

Bottomless Bag. This enchantment affects a pouch, sack, or pack. The bag can contain up to 500 kg, and is a space about 1 m by 1 m at the opening, and 2 m deep (around the same size as a telephone booth; just enough space for two average people to stand, hugging, for example). The bag has twice the structure of an average bag. If it becomes damaged or is destroyed all of its contents spill out.

Breathing Mask. This enchantment affects a face mask. The wearer of this face mask can use an action to activate or deactivate the mask. When activated the mask seals around the wearer's face and provides breathable air. The wearer can breathe underwater and is unaffected by inhalants like poisons and smoke, but cannot speak audibly.

Casting Contraption. This enchantment requires a gemstone worth at least 60 silver pieces, as well as some scraps of brass, crystals, wire, and a wooden framework. The contraption is a handheld device that has the capacity to accept and hold one spell of 3rd level or lower. The spellcaster must hold the device while casting and, when the spell would be cast, it instead is absorbed into the contraption. At a later date a creature holding the contraption can use a two-action activity to cast the spell as if they had just cast it themselves. The creature holding the contraption must have a hand free and must speak a command word aloud. The spell is cast as if they had succeeded on the spellcasting check normally. Once the spell is cast the contraption is empty. After an hour empty the contraption can accept a new spell, charging it again.

Finder Chime. This enchantment affects a chime or bell. The chime has 3 charges, and regains its lost charges at dawn. A creature can use an action to use a charge and strike the chime. All hidden objects within 10 m of the chime resonate with it, emitting a ringing sound and glowing faintly. An object is "hidden" if it has been intentionally obscured or concealed, including: something hidden in plain sight, like a single magic ring in a pile of mundane rings; a concealed door; a pit trap under a

covering of leaves; an invisible glyph; a tripwire; and so on. The chime does not cause an invisible object to become visible, and invisible objects do not glow except in the sight of creatures that can see invisible objects already. However, a creature can attempt to locate an invisible, hidden object by sound with an In/Perception check made with a major disadvantage. The TN is based on the object's size and placement, just as would be the case if it were not invisible (e.g., a full suit of armor on a stand might be a TN of only 5, while an invisible pen nib tucked into the corner of the ceiling and wall might be a TN of 25).

Homunculus. This enchantment requires a small (Size 1 or 2) maquette of clay, wood, wax, or the like. The homunculus springs to life and obeys the creator's commands. It uses the statistics in the creatures section of the book.

Living Rope. This enchantment affects up to 20 m of rope. The rope has double the structure of a mundane rope. A creature that touches the rope can issue a command to the rope, which it will follow to the best of its ability. The rope responds to commands like "climb that wall and secure yourself to an anchor at the top," or "tie that creature up," or "wrap up and bind together that bunch of crates." It can't understand or interpret commands that are outside of its use as a rope, nor communicate on its own, or exercise judgment (so cannot obey an order like "travel to the next town over and strangle the mayor"). It loses its motive power after one minute unless touched and commanded again. It moves at a Speed of 4 m, and climbs at the same speed. It has a St and Ag of +0, and cannot attack. It makes checks related to knots with a +10 training bonus. It can 'see' magically with a range of 2 m of any part of its length.

Cloak of Ignorance. This enchantment affects a cloak or cape. The cloak grants the wearer a moderate advantage on Stealth checks to avoid notice, to move silently, or to hide.

Fabulous Functional Fins. This enchantment affects a matched set of gloves and boots. The enchanted clothing has a set of broad fins and webbed fingers and toes. While not in use the fins wrap themselves about the wearer's ankles and wrists, remaining out of the way. When the wearer is in water the fins unfurl, granting the wearer a swimming Speed equal to its normal walking Speed.

Fantastical Enchantments III

Brightsteel Shield. This enchantment affects a shield. The wielder can use an action to cause the shield to glow or stop glowing. While lit the shield projects a cone of light from its front, shedding bright light in 5 m and dim light for 5 more. The shield has 3 charges, and regains its charges at dawn. The wielder can spend a charge when targeted by an attacker within 2 m to cause a bright and sudden flash from the shield. The attacker must make a Co RR with a TN equal to the enchanter's Arcane Spell TN; on a failure it is blinded until the start of its next turn. The shield also gains a +1 enchantment.

Casting Contraption II. This enchantment functions identically to Casting Contraption from Fantastical Elements II, with the following changes. The gemstone used to craft the contraption must be valued at 490 silver pieces or more. This contraption can store spells of 6th level or lower.

Guardian Armor. This enchantment affects a suit of armor or sturdy clothing. The armor grants its wearer resistance (half) to a type of damage from the following list, selected by the enchanter at the time of enchantment: cold, corrosive, electric, or fire.

Quick-fingered Gloves. This enchantment affects a pair of gloves or gauntlets. The gloves grant their wearer a moderate advantage to Ag/Thievery checks.

Spirit Candle. This enchantment affects a candle or a flask of lantern oil. When lit the candle burns for an hour, which can be split into one-minute increments (the flask of oil burns in a lantern or lamp for the same duration). Invisible creatures and objects in the candle's illumination, including spirits and echoes, are revealed, though they remain translucent. The candle's light does not work in areas where another light source is providing bright light.

Fantastical Enchantments IV

Arrowcatch. This enchantment affects a pin, badge, or plate about 5 cm across. The badge draws ranged missiles, like arrows or slingstones, toward it. When the wearer is struck by such an attack they can use a reaction to reduce the damage by 10 + the enchanter's Reason.

Battlemaster's Helm. This enchantment affects a helmet. The wearer gains a minor advantage on combat initiative checks.

Bounding Boots. This enchantment affects a pair of shoes or boots. While wearing these boots a creature's jumping distance is tripled.

Casting Contraption III. This enchantment functions identically to Casting Contraption from Fantastical Elements II, with the following changes. The gemstone used to craft the contraption must be valued at 1000 silver pieces or more. This contraption can store spells of 9th level or lower.

Crown of Wisdom. This enchantment affects a crown, circlet, or hat. The crown sets the wearer's Sensitivity to +3, unless the wearer's Se is already higher. The wearer also gains a minor advantage on Se/Insight checks to read another's intentions or discern lies.

Dueling Rings. This enchantment affects a set of two-to-four matched rings worn on one hand. These rings provide their wearer immunity against a single specific spell, chosen at the time of enchantment. A spell that affects an area is not countered or cancelled, but the wearer does not suffer the effects. A spell that targets the wearer directly simply fails at the time of casting.

Gecko Gloves. This enchantment affects a pair of gloves or gauntlets and a matched set of shoes or boots. These gloves and boots allow the wearer to climb sheer surfaces, or even hang upside-down on a ceiling. The wearer must either keep three points of contact (one hand and two feet, usually), or move at half their normal Speed. A creature that is knocked prone may fall from their perch. The gloves also grant the wearer a major advantage on checks or Resistance Rolls against being disarmed or dropping objects.

Hearty Harness. This enchantment affects a belt or harness. The harness sets the wearer's Constitution to +3, unless the wearer's Co is already higher. The wearer also gains a minor advantage on Co Resistance Rolls against poison, disease, starvation, or exhaustion.

Rings of Sureness. This enchantment affects a set of matched rings, or ornate gloves. The rings set the wearer's Agility to +3, unless the wearer's Ag is already higher. The wearer also gains a minor advantage on Ag checks that require finesse, such as picking pockets.

Sage's Armor. This enchantment affects a robe, cloak, or suit of clothing. The enchanted cloak grants the wearer a minor advantage on all Resistance Rolls.

Surefoot Shoes. This enchantment affects a pair of shoes or boots. While wearing these shoes a creature can walk across surfaces that would not normally support their weight, such as spiderwebs or water, at half their normal Speed. The wearer also gains a major advantage on checks and Resistance Rolls made to keep their footing on slippery or treacherous surfaces (like oiled stone, ice, or a narrow beam).

Surgeon's Collar. This enchantment affects a collar, torc, or necklace. The wearer of this collar reduces their bleeding condition by 1 at the beginning of their turn. They also gain a minor advantage on checks and Resistance Rolls against diseases, poisons, and to reduce harmful persistent effects.

Weatherproof Coat. This enchantment affects a coat, cloak, or other outerwear. The enchanted coat allows the wearer to remain comfortable no matter the degree of precipitation, staying dry unless they are entirely immersed. They also are unaffected by temperatures as low as -50°C or as high as 100°. The coat is capacious enough to fit over a modest backpack, and over weapons and armor.

Wizard's Loupe. This enchantment affects a set of goggles, glasses, spectacles, or similar. The goggles allow the wearer to see clearly at a 10 x magnification (i.e., you can see something 100 meters away as though it were 10, allowing you to read a book clearly from 10 meters, or to spot a flying bird from 10 km; note that the curvature of the horizon on a flat plane is about 5 km away). The goggles also allow the user to see minute objects with the same magnification, allowing clear inspection of things like the cells of plant leaves or microscopic scratches on stone or glass. The goggles also provide a moderate advantage on checks that rely upon sight, near or far.

Wrestler's Belt. This enchantment affects a belt or girdle. The belt sets the wearer's Strength to +3, unless the wearer's St is already higher. The wearer also gains a minor advantage on St/Unarmed checks to wrestle or grapple, or to resist the same.

Fantastical Enchantments V

Agile Armor. This enchantment affects a suit of armor. This armor counts as one class lighter, from heavy to medium, medium to light, or light to unarmored. The wearer can use their training rank for the armor's true class or its enhanced class, whichever is more advantageous. The armor also has a +1 enchantment to its defense bonus.

Casting Contraption IV. This enchantment functions identically to Casting Contraption from Fantastical Elements II, with the following changes. The gemstone used to craft the contraption must be valued at 1690 silver pieces or more. This contraption can store spells of 12th level or lower.

Eavesdropper's Amulet. This enchantment affects a pendant or necklace. The amulet allows the wearer to hear the thoughts of creatures within 10 m as if affected by the read thoughts spell. The wearer can also cast suggestion once per day without spending Vitality.

Empty Mind Beads. This enchantment affects a string of beads or other meditation aide. While wearing or holding these beads the wearer is immune to magic that would read their thoughts, uncover their motivations, attitudes, nature, bonds, and flaws, or to determine if they are lying. It provides no guard against mundane means of determining this information. The beads also do not have a magical aura, and thus are not revealed to magesight or other magical perceptions.

Helm of Awareness. This enchantment affects a helmet or hood. The helm grants its wearer a minor advantage on initiative checks. It also decreases the wearer's onslaught penalty by 2.

Swiftiness. This enchantment affects a weapon. The weapon decreases the wielder's multiple-attack penalties by 1.

Traveling Armor. This enchantment affects a suit of armor or clothing, which must include a helmet or hood. The armor grants the following benefits to its wearer:

- Your Speed increases by 4 m.
- The armor provides breathable air for up to 10 minutes. This air is recovered when the armor is in breathable air, restoring its supply by one minute per one minute in fresh air.
- The armor replaces any missing limbs, and restores permanently disabled or paralyzed limbs to use.
- Checks and RRs to reduce your bleeding are made with a minor advantage.
- The armor cannot be removed against your will.

Fantastical Enchantments VI

Airwalkers. This enchantment affects a pair of boots or shoes. These shoes allow you to walk on air. You can move at your normal walking Speed horizontally, ascend at half speed, and descend at double speed. You can reach a maximum distance from a supporting surface of 100 m (for example, you could cross a gorge 180 m wide, as you'd be 90 m from a surface at the central point; or you could ascend 100 m straight up; but if you were to run off a cliff 100 m away you'd descend until you were 100 m above the ground below).

Casting Contraption V. This enchantment functions identically to Casting Contraption from Fantastical Elements II, with the following changes. The gemstone used to craft the contraption must be valued at 2560 silver pieces or more. This contraption can store spells of 15th level or lower.

Flying Cape. This enchantment affects a cloak or cape. The cape has 3 charges, and regains spent charges at dawn. The wearer can spend a charge to gain a flying Speed equal to double their walking Speed for 1 minute.

Helm of Haste. This enchantment affects a crown, hood, hat, or mask. The crown has 10 charges. You can use an action to use an action to activate the crown until the start of your next turn. While active your Speed is doubled, attacks against you have a major disadvantage, and you gain an additional action each round. You can spend an additional charge on your turn each round with no action required to extend the duration.

Paragon's Panoply. This enchantment affects a body harness or suit of armor. The wearer gains a +1 bonus to their St, Ag, and Co, to a maximum of +5, while wearing this harness.

Sage's Shield. This enchantment affects a necklace or pair of bracers. While not wearing armor you gain a +3 defense bonus and resistance (3) to impact, piercing, and slashing damage.

Spirit Wall. This enchantment affects a 61-ish meter length of silk string woven with wire. This string is tied into a circle and, when shaken out, automatically takes the shape of a rigid circle 20 m across (thus a 10-meter radius). The string has 3 charges and regains lost charges at dawn. It can be placed on the ground with a two-action activity, which uses a charge. When placed on the ground it becomes active for ten minutes. During this time creatures from other planes (such as ghosts, demons, or outsiders) cannot enter the circle. Those that are already in the circle when it is activated must make a Cl RR against a TN equal to the enchanter's arcane spellcasting TN or take no action other than moving toward the nearest edge of the circle until they are outside of it.

Binder

(soulthief, cheval, shade-caller)

Binders call up the spirits of the dead, echoes and shades, inviting them into the binder's body to borrow their strength and knowledge.

Bind Echo

Foundational Binder Path Talent

Requirements: Level 1, Constitution +1, Sensitivity +2, Occult Magic +2, Persuasion +2, Occultism +4

Path Attribute Bonus: +1 Constitution

Path Training: Constitution RR, Intuition RR, Sensitivity RR, Occult Magic, Insight, Performance, Persuasion, History, Occultism, Politics, Unarmored, Light Armor, Clubs, Light Blades, Unarmed

You learn to invite an echo – a ghost – into your body. You learn two of the echo identities presented below. Each echo has its own effects, powers, prices, and signs. You can host one echo at a time.

Delve

Binder Path Talent

Requirements: Level 1, Bind Echo talent

You learn two more echo identities that you can bind. You can take this talent multiple times, learning new identities each time.

Flash of Memory

Binder Path Talent

Requirements: Level 2, Bind Echo talent

While you are hosting an echo and you fail a skill check you can spend a Focus point to reroll the check.

Flash of Resilience

Binder Path Talent

Requirements: Level 5, Flash of Memory talent

You may now use your Flash of Memory talent for failed Resistance Rolls as well as skill checks. Further, if you are affected by a mind-affecting magical effect, such as a compulsion, you can spend a Focus point to make a new Resistance Roll. On a success the effect ends.

Ghost-Eating Meditation

Binder Path Talent

Requirements: Level 5, Bind Echo talent

You can use an action to spend a Focus point, remove an echo you are hosting, and remove your lowest-severity consequence. You must make a Clarity RR, TN 20, or gain a nether affliction.

Quiet

Binder Path Talent

Requirements: Level 1, Bind Echo talent

You gain the ability to host an additional echo. You can take this talent multiple times, each time adding one to your limit of hosted echoes.

Recall Combat

Binder Path Talent

Requirements: Level 3, Recall Strife talent

When you bind an echo you can choose a weapon from the group you select for your Recall Strife talent. You gain a specialization in that weapon (a +1 to attacks with that weapon).

Sidebar: Temporary Training Ranks, Talents, and All the Rest

Binders are likely to pick up training ranks, talents, spells, and the like that are gifts of their echoes. Keeping straight what the character knows naturally and what's temporary can quickly become a mess. We recommend that you distinguish training ranks, specializations, talents, and the like that are gained from echoes by marking permanent features in ink and temporary in pencil; or mark temporary values with an asterisk or parentheses. Some players may even wish to keep a 'plain' version of the character sheet with no echo abilities attached, so they can refer back to it if there's ever any confusion.

Recall Life

Binder Path Talent

Requirements: Level 10, Recall Strife talent

The echoes you host provide a shield against harm. When you would take a consequence you can instead spend a Focus point and remove one of the echoes you host.

Recall Magic

Binder Path Talent

Requirements: Level 3, Recall Skill talent

When you choose skills for your Recall Skill talent you may instead choose to learn spells. You learn two Occult spells for each echo 'assigned' to this talent. The spells you choose can have a level no higher than the number of binder talents you have. You can have no more echoes assigned to this talent than you have assigned to skills.

Recall Resilience

Binder Path Talent

Requirements: Level 3, Recall Skill talent

For each echo you host you gain a +1 to a Resistance Roll of your choice. You must select a different ability for each bonus. Should you host ten or more echoes you can select the same ability twice, then choosing a different ability to improve to +2 for each additional echo, and so on.

Recall Resistance

Binder Path Talent

Requirements: Level 3, Recall Skill talent

While you host at least one echo you gain resistance (5) to one of the following damage types: impact, piercing, slashing, cold, corrosive, electric, or fire. You choose the type of damage when you bind echoes, and can change it each time you bind a new echo.

You can select this talent multiple times, to a maximum of 1/3 of your level, rounded up (so one at 3rd level, two starting at 4th, three at 7th, and so on). Each time you select this talent it allows you to choose an additional resistance when you bind an echo. You can select the same type of damage multiple times, stacking the resistance.

Recall Safety

Binder Path Talent

Requirements: Level 3, Recall Skill talent

While you host at least one echo you gain a ward. Choose whether the ward is against pressure (social) or damage (combat). The ward has 2 Vitality per each binder talent you have when it is created, and regains its Vitality when you finish a major rest.

Recall Skill

Binder Path Talent

Requirements: Level 1, Bind Echo talent

You draw wisdom from the spirits you host. For each echo you bind you may select a skill. You gain a free training rank – up to your normal maximum – in each skill you select.

Recall Strength

Binder Path Talent

Requirements: Level 5, Recall Combat talent

While you are hosting an echo you benefit from their brawn. Increase the weapon damage you deal by 1 point per three echoes you host, rounded down.

Recall Strife

Binder Path Talent

Requirements: Level 2, Recall Skill talent

When you bind an echo you can choose a weapon group in which you have at least one rank of training. You gain access to the weapon trick for that weapon group as long as that echo remains bound.

Recall Talent

Binder Path Talent

Requirements: Level 2, Recall Skill talent

The echoes you host lend you extraordinary powers – even more so than usual. When you choose skills for your Recall Skill talent you may instead choose general talents for which you meet all the requirements. You must have at least as many echoes ‘assigned’ to skills as you have assigned to these talents.

Shadesight

Binder Path Talent

Requirements: Level 1, Bind Echo talent

You gain magesight. While your magesight is active you can identify whether creatures are from the echolands, or whether magic you see has the shadow quality automatically.

Strength of Shades

Capstone Binder Path Talent

Requirements: Level 15, Recall Life, Recall Magic, Recall Strength talents

You can call upon the echoes you host to lend you their power for a few moments. As an action you can spend two Focus points to activate this ability for one minute. While the talent is active you gain a number of ability bonuses equal to the number of echoes you are hosting. You can distribute these bonuses as you wish. For example, if you were hosting six echoes you could add +3 to your Agility and +3 to your Constitution; or could add +6 to your Charisma; or any other combination that added up to 6. When this period ends you are dazed, slowed, and weakened for one minute.

Swift Rites

Binder Path Talent

Requirements: Level 7, Bind Echo talent

You can make a new check to bind echoes on finishing a minor rest or by taking an hour to do so. You may swap only half your echoes, rounded up, at a time (so, for example, if you were hosting

three echoes you could change two). You can spend a Focus point to swap all of your echoes, instead.

Echoes

Each echo is a kind of paragon, an archetype into which hundreds or thousands of shades and echoes might fit. They are iconic roles, played by those individuals throughout their lives, and which remain after death. An echo is often defined by its role: commander, mother, traitor, genius. Binders call up echoes that resonate with those archetypes to host. Whether a binder hosts a specific echo time after time is irrelevant; the ideal is the same.

Each echo grants a specific power, or suite of powers. The binder has access to those powers while they host the echo. Some powers have limits on their use, others are persistent. These powers are magical in nature, even if their effects are mundane. An echo remains bound until the binder chooses to re-bind new echoes. A binder can bind only one echo of each archetype at a time.

Each echo has a level. To learn the identity of an echo a binder must have a number of binder talents equal to or greater than the echo's level.

When a binder invites an echo into their body they must make an arrangement with it. This is a ritual that takes only a few minutes and ends with a check to determine how many concessions the binder must make to the echo. Each echo has a check listed in its description, with a TN, and the concession associated with it. On a failure the binder must offer the echo the concession listed there; on a success they are able to bind the echo without such a concession. The concession remains for as long as the binder hosts that echo.

A binder can perform the necessary rites and propitiations to bind echoes only once per day, and can do so as part of a major rest.

A list of echoes, their powers, and their concessions follows.

Alchemist

Level 1 Echo

The alchemist is, despite the title, a polymath: architect, mathematician, and crafter of all kinds.

Concession: Re/Mathematics TN 15. On a failure the binder exalts logic over feelings and suffers a minor disadvantage on Sensitivity skill checks.

Powers

Mastercraft. Choose two Craft skills, or one Craft skill and Mathematics. Treat these skills as if you had maximum training ranks in those skills.

Toxin Resistance. You gain a minor advantage on Resistance Rolls against poisons. This increases to a moderate advantage if you have at least five binder talents, and a major advantage if you have at least nine.

Geometer. When you hit an enemy with a ranged weapon or spell attack you can move them up to 2m in a direction of your choice. This increases to 4 m if you have five or more binder talents, and to 6 m if you have at least nine binder talents.

Betrayed

Level 3 Echo

The betrayed put their trust in allies to pursue their grand plans, and died for that mistake.

Concession: Se/Insight TN 20. On a failure you become paranoid, and cannot benefit from help from other characters on attacks or checks.

Powers

Armor. You are covered in a suit of dark armor that bleeds wisps of smoke and shadow. This is medium armor (+3 to DT, maximum Ag bonus +2), which grants resistance (2) to impact, piercing, and slashing damage. You may use either their medium armor or unarmored defensive skill to calculate their Defense Target.

Retribution. When you take damage you may use a reaction to spend 1 additional Vitality and make a ranged spell attack using Se/Occult Magic, with a range of 10 m, targeting the creature that damaged you. On a hit the attack deals 3 fire damage.

Unease. You gain a minor advantage on initiative checks.

Cipher

Level 8 Echo

The cipher is a mystery, a faceless figure.

Concession: Se/Insight TN 25. On a failure even you have trouble discerning your own wants and desires. When you spend Focus on anything other than a binder talent you must spend one additional Focus point. You suffer a minor disadvantage on Se checks.

Shroud of Secrecy. Other creatures cannot identify your motivations, flaws, nature, or anything personal about you through interaction. They suffer a major disadvantage on attempts to uncover information about you from other sources (such as libraries, your friends, or through spy networks).

Blank. You gain a minor advantage on checks to deceive others or conceal information, and magic cannot determine the truth of your statements or read your thoughts.

Hesitation. When a creature you can see within 15 m begins its turn you can spend 5 Vitality to cause it to hesitate. The creature must make a In RR against your Se/Occult Magic TN or be dazed until the start of their next turn.

Commander. The commander is a battlefield tactician.

Dancer. The dancer is an exhibitionist entertainer, at home in the spotlight.

Diabolist. The diabolist is a dealer with devils.

Dragon. The dragon is a figure of power and pride, intertwined.

Fallen. The fallen is a figure of renown and respectability, brought low and turned to secrecy and brooding.

Fool. The fool is a comedian, a funny exterior that hides an inquisitive and clever mind.

Genius. The genius is a servant to their art, moved to put their immense talents to work.

Giant. The giant is a warrior of incredible strength and size.

Hunter. The hunter is an expert of woodcraft and trapping.

Judge. The judge is a strict stickler for the rules, delivering both judgment and punishment.

King. The king is a leader, a paragon of presence and charm.

Knight. The knight led a life of ideals and service, and now lends their skill to binders to perform great deeds.

Lich. The lich sought power beyond death, and over it. Their hubris cursed them to undeath, forever hungry and desperate, despite their power.

Magician. The magician is a powerful spellcaster.

Malcontent. The malcontent is defined by their obsession with a great work, frustrated by continued failure.

Maw. The maw is a consumptive force, a destroyer that brings ruin.

Paladin. The paladin is a guardian and protector in combat.

Parent. The parent is a powerful symbol of comfort and protection, guiding their charges.

Penitent. The penitent is a figure that committed some great wrong, and spent their life repenting and atoning.

Prophet. The prophet is a foreteller of the future, often dismissed by their peers.

Sage. The sage is an expert in all fields of study, a cautious advisor.

Sailor. The sailor is a skilled seaman, traveler, and disciplinarian.

Serpent. The serpent is a creature of the deep water, close to Amunet's heart.

Silvertongue. The silvertongue is a con artist extraordinaire, able to talk anyone into anything.

Spy. The spy is a deceiver and a cunning saboteur.

Surgeon. The surgeon is a healer and doctor.

Tempter. The tempter is a friendly, seductive, amoral hedonist.

Thief. The thief is a burglar, pickpocket, and acrobat. A roguish humor persists through danger and challenge.

Wanderer. The wanderer is a permanent traveler, visiting but never settling down.

Elementalist

(druid, shaman, spirit-speaker)

Elementalists conjure and treat with the elemental spirits of Mura, using their power to work magic with fire, earth, wind, and water.

Spirit Sight: get to see spirits and magic.

Elemental Investiture

Foundational Elementalist Path Talent

Requirements: Level 1, Intuition +2, Charisma +1, Primal Magic +2, Naturalism +2, Spiritualism +4

Path Attribute Bonus: +1 Intuition

Path Training: Constitution RR, Intuition RR, Charisma RR, Primal Magic, Medicine, Riding, Survival, Geography, Naturalism, Spiritualism, Unarmored, Axes, Clubs, Unarmed

Choose one of the following damage types: cold, corrosive, electric, or fire. You gain resistance to that damage type equal to the number of elemental talent you have, including this one. When you finish a major rest you can choose a different type of damage.

Elemental Magic

Elementalist Spellcasting Path Talent

Requirements: Level 1, Elemental Investiture talent

You learn three elemental spells. None of the spells may have a level greater than the number of elemental talent you have (including this one).

You can take this talent multiple times, learning new spells each time.

Expert

(adept, specialist, virtuoso)

Experts learn new tricks and feats to improve their abilities in conflicts and out. Experts are both more capable than their peers in general at addressing mundane challenges and have one or more areas of exceptional focus in which their powers border on supernatural.

Expertise

Foundational Expert Path Talent

Requirements: Level 1, Intuition +2, Reason +1, at least three active or lore skills at +4

Path Attribute Bonus: +1 Intuition

Path Training: Agility RR, Clarity RR, Poise RR, any active skills, any lore skills, any defense skills, any weapon skills

Expertise: improve your training bonus cap on a specific skill.

Exploit Weakness: pick a single target; observe them; destroy them.

Combative Study: additional exploits in combat

Confrontational Study: additional exploits in social conflict.

Reliable: never roll below 8 on a specific ability when adding trained with it.

Plan Ahead: have stuff when you need it.

Think Back: gain a bonus on solving problems you've solved recently - pick 3 actions on skills you've used, gain advantage on those actions

Strategize: learn a few stratagems

Vital Strike: trade your hits for effects at a better rate, or double your accuracy damage if you have the target immobile/surprised

Fighter

(warrior, martial artist, man-at-arms)

Fighters are the apex combatants of Muragame. They learn to wield a wide variety of weapons, take advantage of special maneuvers, and channel their inherent Focus into their attacks.

Stance

Foundational Fighter Path Talent

Requirements: Level 1, Strength +2, Agility +1, Athletics +2, at least one defense skill +2, at least one weapon skill +4

Path Attribute Bonus: +1 Strength or Agility

Path Training: Strength RR, Constitution RR, Poise RR, Athletics, Gymnastics, Intimidation, Perception, Riding, Geography, Light Armor, Medium Armor, Heavy Armor, any weapon skill

Weapon Specialization: +1 on attacks with a specific weapon group, access to the weapon trick for that weapon group.

Forceful Blows: bonus on weapon damage for a weapon group.

Armor Specialization: +1 to DT when wearing a specific class of armor, and an armor perk for that class.

Stance: learn a new stance/form/fighting style.

Maneuver: learn a new maneuver.

Discipline: gain a reroll on RRs.

Grit: gain a bonus when suffering a consequence.

Stamina: regain some Vit immediately after combat.

Bloodlust: regain Vit on a kill.

Swiftness: reduce multiple-attack penalties.

Reflexes: improve Init.

Evasion: dodge area effects.

Sturdy: reduce incoming weapon damage.

Awareness: reduce onslaught penalty.

Training: gain a +1 to a weapon group or defensive skill.

STANCES, FORMS, & STYLES

Snake stance (defense, dodging, punishing misses)

Tiger stance (offense, mobility)

Mountain stance (immovable, grappler)

Berserk (all offense, baybee)

Diehard (perseverance, focus)

Mender

(spell-surgeon, fleshworker, sanguimancer)

Menders channel divine magic – the magic of the soul – to reshape the body. Curing diseases, negating poisons, and restoring the body and mind from harm are their areas of specialty.

Mending Magic

Mender Spellcasting Path Talent

Requirements: Level 1, Somagnomy talent

You learn three mender spells. None of the spells may have a level greater than the number of mender path talents you have (including this one).

You can take this talent multiple times, learning new spells each time.

Somagnomy

Foundational Mender Path Talent

Requirements: Level 1, Charisma +2, Constitution +1, Divine Magic +2, Religion +2, Medicine +4

Path Attribute Bonus: +1 Reason

Path Training: Constitution RR, Clarity RR, Charisma RR, Divine Magic, Insight, Medicine, Perception, Craft, Religion, Unarmored, Light Blades, Polearms, Unarmed

You learn to identify faults in the natural flow of energy in a body. If you are able to touch a living creature for a minute you can determine:

- If it is missing any Vitality.
- If it is suffering from a consequence, and the highest degree of the consequence(s) it has.
- Whether the creature is affected by one of the following conditions, and which: bleeding, blinded, dazed, deafened, frail, incapacitated, infirm, paralyzed, poisoned, silenced, slowed, staggered, stunned, unconscious, or weakened.
- If the creature is suffering from a disease that is past the incubation stage.

Ikon

(beastheart, spirit skinner, totem mage)

Ikons form pacts with Muran spirits of beasts and nature, gaining the ability to adopt animalistic aspects and even change their shape entirely.

Take Form

Foundational Ikon Path Talent

Requirements: Level 1, Strength +2, Intuition +1, Primal Magic +2, Naturalism +2, Spiritualism +2, at least one weapon skill +2

Path Attribute Bonus: +1 Intuition

Path Training: Strength RR, Constitution RR, Intuition RR, Primal Magic, Athletics, Perception, Riding, Survival, Naturalism, Spiritualism, Unarmored, Axes, Bows, Clubs, Heavy Blades, Unarmed

Take Form: a core talent to borrow the form of a beast you touch.

Assume Form: transform into a beast. Limited to terrestrial, mundane creatures.

Recall Form: get forms from creatures you've seen in the past or can get a detailed enough depiction of.

Imagine Form: take supernatural forms, such as angels and monstrosities.

Blessing of Air: get flight via forms, limited flight outside of it.

Blessing of Water: get swim speed/water breathing forms, get water-walk or breathing outside it.

Blessing of Fire: get magical-beast forms, get damage resistances outside it.

Blessing of Earth: get burrowing forms, get stone shape outside of it.

Blessing of Spirit: get spirit forms, get spirit sight outside of it.

Blessing of the Ancients: turn into machines, count as an Ancient outside of it.

Blessing of the Outsiders: turn into far realms creatures - comes with nether taint, and has 'tells' in all forms.

Beast Claws: gain a weapon like claws, teeth, etc.

Beast Hide: gain armor from fur, scales, etc.

Beast Heart: gain a magical ability while human.

Beast Blood: gain poison resistance when you transform.

Beast Gut: gain disease resistance when you transform.

Beast Mind: gain the ability to shake mental compulsions when you transform.

Beast Spirit: no longer age, gain magic resistance in all forms.

Oxen Constitution: extra consequence slot

Snake's Agility: bonus to initiative, strikes when wholly or partially transformed.

Drake Strength: bonus to weapon damage, St checks.

Invoker

(angel-caller, diabolist)

Calls up, binds, and banishes angels and demons.

Divine Sense

Foundational Invoker Path Talent

Requirements: Level 1, Charisma +2, Sensitivity +1, Divine Magic +2, Religion +2, either Persuasion or Politics +4

Path Attribute Bonus: +1 Charisma

Path Training: Constitution RR, Charisma RR, Sensitivity RR, Divine Magic, Deception, Insight, Persuasion, History, Politics, Religion, Unarmored, Light Armor, Clubs, Light Blades, Polearms

You gain a supernatural awareness for divine presences. By using an action and spending a Focus point you can detect all divine auras within 30 meters, including demons, angels, and active divine spell effects. You know the number of auras in the area and the direction to each, as well as

whether it is infernal or supernal (hellish or angelic). This sense persists as long as you concentrate on it, up to 10 minutes.

Invokation Magic

Invoker Spellcasting Path Talent

Requirements: Level 1, Divine Sense talent

You learn three invoker spells. None of the spells may have a level greater than the number of invoker path talents you have (including this one).

You can take this talent multiple times, learning new spells each time.

Mentalist

(psychic, mesmerist, will-worker)

Mentalists use occult powers to walk the roads of the mind, reading and changing the thoughts of others.

Spellcasting: learn a spell list (read minds, change minds, echo travel, mirror visions, jump-starting healing, etc.)

Aura Perception

Foundational Mentalist Path Talent

Requirements: Level 1, Sensitivity +2, Charisma +1, Occult Magic +2, Occultism +2, Insight +4

Path Attribute Bonus: +1 Sensitivity

Path Training: Agility RR, Intuition RR, Sensitivity RR, Occult Magic, Deception, Insight, Persuasion, Metaphysics, Occultism, Unarmored, Light Armor, Light Blades

You are able to see the auras of creatures and magic.

Mesmerism

Mental Magic

Mentalist Spellcasting Path Talent

Requirements: Level 1, Aura Perception talent

You learn three invoker spells. None of the spells may have a level greater than the number of invoker path talents you have (including this one).

You can take this talent multiple times, learning new spells each time.

Mystic

An occult spellcaster that calls up fairies and fey creatures, trapping them in contracts.

Spellcasting: learn a spell list (read minds, change minds, echo travel, mirror visions, jump-starting healing, etc.)

Mystic Magic

Mystic Spellcasting Path Talent

Requirements: Level 1, Occultic Sensitivity talent

You learn three mystic spells. None of the spells may have a level greater than the number of mystic path talents you have (including this one).

You can take this talent multiple times, learning new spells each time.

Occultic Sensitivity

Foundational Mystic Path Talent

Requirements: Level 1, Sensitivity +2, Poise +1, Occult Magic +2, Intimidation +2, Persuasion +4

Path Attribute Bonus: +1 Sensitivity

Path Training: Reason RR, Sensitivity RR, Poise RR, Occult Magic, Intimidation, Perception, Persuasion, Craft, Occultism, Spiritualism, Unarmored, Chains, Light Blades

You gain a supernatural awareness for occult presences. By using an action and spending a Focus point you can detect all occult auras within 30 meters, including echoes, eriorim, and active occult spell effects. You know the number of auras in the area and the direction to each, as well as whether it is linked to the echolands or to the mirrorlands. This sense persists as long as you concentrate on it, up to 10 minutes.

Priest

(divine conduit, god-caller, prophet)

Priests are granted power by the gods themselves, and wield that power to affect the hearts and minds of others.

Holy Presence

Foundational Priest Path Talent

Requirements: Level 1, Charisma +2, Sensitivity +1, Divine Magic +2, Performance +2, Religion +4

Path Attribute Bonus: +1 Charisma

Path Training: Constitution RR, Charisma RR, Poise RR, Divine Magic, Insight, Intimidation, Performance, History, Politics, Religion, Light Armor, Medium Armor, Clubs, Hammers, Polearms

You are a conduit of your god's power, and are wrapped in a cloak of divine power. You can use an action to spend a Focus point and emit an aura as long as you concentrate on it, for up to ten minutes. The aura has a radius of 4 m and is visible as a gentle colored glow that emits dim light within its area. While the aura is active you gain a minor advantage to Charisma checks on creatures within the area, and creatures that are within the aura suffer a -1 penalty on attack rolls against you.

Priestly Magic

Priest Spellcasting Path Talent

Requirements: Level 1, Holy Presence talent

You learn three priest spells. None of the spells may have a level greater than the number of priest path talents you have (including this one).

You can take this talent multiple times, learning new spells each time.

Seer

(witch, fortune-teller, diviner)

Seers use mirrors and shadows to look into the future and past, as well as to craft blessings and lay curses.

Spellcasting: learn a spell list. (Precog, retrocog, object reading, echo travel, mirror travel, speak to others at a distance via mirrors and water).

Shade Sight: see echoes, eriorim, and magic.

Foresight: look forward in time, bank a few die rolls.

Jinx: learn to curse others. One curse at a time, minor penalty.

Lingering Jinx: your curse lasts longer.

Debilitating Jinx: your curse hurts worse.

Many Miseries: you can maintain more than one curse.

Favor: you grant someone a positive foretelling, a blessing. One at a time, minor.

Persistent Favor: your favor lasts longer.

Exceptional Favor: your favor has bonus effects.

Bountiful Blessings: you can maintain multiple favors.

Fey Tongue: speak to fairies, and gain a bonus on dealings with them.

Seer Magic

Seer Spellcasting Path Talent

Requirements: Level 1, Jinx talent

You learn three seer spells. None of the spells may have a level greater than the number of seer path talents you have (including this one).

You can take this talent multiple times, learning new spells each time.

Jinx

Foundational Seer Path Talent

Requirements: Level 1, Sensitivity +2, Reason +1, Occult Magic +2, Perception +2, Occultism +4

Path Attribute Bonus: +1 Sensitivity

Path Training: Reason RR, Clarity RR, Sensitivity RR, Occult Magic, Insight, Investigation, Perception, History, Metaphysics, Occultism, Unarmored, Crossbows, Light Blades, Thrown

You learn how to bend a creature's luck toward the worse. You can use a two-action activity to spend a Focus point and lay a jinx on a creature you can see within 20 m. The creature remains jinxed for 1 minute. At the end of each of its turns it may make a Clarity Resistance Roll, ending the effect on a success. Choose one of the following effects for the jinx:

- Failure. The next time the creature succeeds on an attack roll, Resistance Roll, or skill check it must re-roll, taking the second roll for better or worse. The jinx ends after this affects the creature once.
- Misfortune. The next time the creature rolls a flat check it automatically fails. The jinx ends after this affects the creature once.
- Fragility. Choose one of the following types of damage: impact, piercing, or slashing. When the creature takes damage of that type it takes extra damage equal to your Sensitivity.

Shaman

(spirit-talker, advocate)

Shamans are the intermediaries between the world of spirits and the world of spirits. Unlike elementalists they don't manipulate energy, but instead deal directly with spirits great and small. They can call up, bind, and banish the spirits of Mura.

Spellcasting: get a spell list.

Spirit Speech: talk to spirits, get a bonus on doing so.

Spirit Sight: get to see spirits and magic.

Shamanic Magic

Shaman Spellcasting Path Talent

Requirements: Level 1, Spirit-tongue talent

You learn three shaman spells. None of the spells may have a level greater than the number of shaman path talents you have (including this one).

You can take this talent multiple times, learning new spells each time.

Spirit-tongue

Foundational Shaman Path Talent

Requirements: Level 1, Charisma +2, Intuition +1, Primal Magic +2, Survival +2, Persuasion +4

Path Attribute Bonus: +1 Charisma

Path Training: Constitution RR, Intuition RR, Charisma RR, Primal Magic, Insight, Medicine, Survival, Geography, Naturalism, Spiritualism, Unarmored, Light Armor, Axes, Light Blades, Unarmed

You learn the language of the spirits, the linguistic ancestor to Or En Gar. You learn Or En Gar as well, if you did not already know it. When making social checks with spirits or checks to recall information related to spirits you gain a minor advantage.

Soulshaper

(champion, paladin, godsblade)

Soulshapers call on the divine power of the gods to shape their own souls into armor and weapons.

Summon Panoply: call all soulbound gear at once.

Summon Steed: call up a magical warhorse.

Empower Weapon: bonus to weapon, can take multiple times.

Empower Shield: bonus

Empower Armor: bonus

Empower Steed: bonus, additional shapes.

Holy Aura: learn an aura (damage, defense, healing, skill)

Holy Stamina: ignore sleep, food, water, exhaustion.

Avatar: assume a holy form, complete with panoply, empowered by a deity (or something else...)

Holy Duty: shake a consequence temporarily, 'banking' it for later. Make a check to keep putting it off - the more that are pending the harder the check is, potentially resulting in a quick, heroic death.

Stance/Form/Style: take a fighting style

Technique: learn a few fighting maneuvers.

Champion Magic

Champion Spellcasting Path Talent

Requirements: Level 1, Summon Shield talent

You learn three champion spells. None of the spells may have a level greater than the number of champion path talents you have (including this one).

You can take this talent multiple times, learning new spells each time.

Summon Shield

Foundational Champion Path Talent

Requirements: Level 1, Constitution +2, Charisma +1, Divine Magic +2, Religion +2, at least one defense skill +4

Path Attribute Bonus: +1 Charisma

Path Training: Strength RR, Constitution RR, Charisma RR, Divine Magic, Athletics, Insight, Riding, Politics, Religion, Light Armor, Medium Armor, Heavy Armor, Axes, Clubs, Crossbows, Hammers, Heavy Blades, Light Blades, Polearms

You infuse your own spiritual energy into a shield by performing an hour-long ritual or prayer incorporating the shield. You must be touching the shield for the entire ritual. Thereafter you can call your shield to your hand by spending a Focus point and using an action. You can take this action as a reaction to an attack you can see or an effect targeting you and from which you could take cover. You can raise your shield as part of this action as well.

When you call your shield it appears on your arm in a flash of light. You can, at any time, banish the shield to a pocket dimension with an action. If the shield is not in your pocket dimension and is more than 100 km from you it cannot be called to your arm. If the shield is magically restrained or in an antimagic field it cannot be called. If a creature is holding the shield it may make a Strength Resistance Roll, preventing you from calling the shield on a success. In the case that you cannot call your shield to you, you regain the Focus point spent to do so and cannot try again for one minute or until circumstances change (e.g., the shield is no longer restrained or out of range).

You can have only one shield bound to you this way at a time. If you bind another your bond with the first is broken. If the first shield was in a pocket dimension it appears in mid-air and drops to the ground at your feet.

You can, at your discretion, create a shield of pure faith – soul stuff – rather than calling a bound shield. This magical shield is translucent and emits dim light in 2 m. It persists for 1 minute or until you are incapacitated, at which time it vanishes.

Summon Weapon

Champion Path Talent

Requirements: Level 1, Summon Shield talent

You infuse your own spiritual energy into a melee weapon by performing an hour-long ritual or prayer incorporating the weapon. You must be touching the weapon for the entire ritual. Thereafter you can call your weapon to your hand by spending a Focus point and using an action.

When you call your weapon it appears in your hand in a flash of light. You can, at any time, banish the weapon to a pocket dimension with an action. If the weapon is not in your pocket dimension and is more than 100 km from you it cannot be called to you. If the weapon is magically restrained or in an antimagic field it cannot be called. If a creature is holding the weapon it may make a Strength Resistance Roll, preventing you from calling the weapon on a success. In the case that you cannot call your weapon to you, you regain the Focus point spent to do so and cannot try again for one minute or until circumstances change (e.g., the weapon is no longer restrained or out of range).

You can have only one weapon bound to you this way at a time. If you bind another your bond with the first is broken. If the first weapon was in a pocket dimension it appears in mid-air and drops to the ground at your feet.

You can, at your discretion, create a weapon of pure faith – soul stuff – rather than calling a bound weapon. This magical weapon is translucent and emits dim light in 2 m. It persists for 1 minute or until you are incapacitated, at which time it vanishes. The weapon takes the form of any mundane weapon in which you have training, and shares the statistics of the weapon it resembles.

Summon Armor

Champion Path Talent

Requirements: Level 1, Summon Shield talent, Summon Weapon talent

You infuse your own spiritual energy into a suit of armor by performing an hour-long ritual or prayer incorporating the armor. You must be touching the armor for the entire ritual. Thereafter you can call your armor to cover you by spending a Focus point and taking a three-action activity.

When you call your armor it appears on you in a flash of light. You can, at any time, banish the armor to a pocket dimension with another three-action activity. If the armor is not in your pocket dimension and is more than 100 km from you it cannot be called to you. If the armor is magically restrained or in an antimagic field it cannot be called. If a creature is holding the armor it may make a Strength Resistance Roll, preventing you from calling the armor on a success. In the case that you cannot call your armor to you, you regain the Focus point spent to do so and cannot try again for one minute or until circumstances change (e.g., the armor is no longer restrained or out of range).

You can have only one suit of armor bound to you this way at a time. If you bind another your bond with the first is broken. If the first suit of armor was in a pocket dimension it appears in mid-air and drops to the ground at your feet.

You can, at your discretion, create armor of pure faith – soul stuff – rather than calling a bound suit of armor. This magical armor is translucent and emits dim light in 2 m. It persists for 1 minute or until you are incapacitated, at which time it vanishes. The armor is light armor.

Spellsword

(mage-knight, mageblade, mystic warrior)

Spellswords instill arcane magic into their weapons and armor, allowing them to take their mystic arts into the midst of combat.

Enchant Weapon: bonuses to a specific weapon.

Enchant Armor: bonuses to a bound armor.

Enchant Shield: bonuses to a bound shield.

Bind Blade: bind a second weapon (or third, or...)

Combat Casting: cast quickly in a fight, use your weapon as a ‘free hand.’

Spellcasting: learn a spell list.

Arcane Blows: channel magic into strikes.

Arcane Deflection: magically parry.

Arcane Resistance: resist magic, energy, or damage.

Arcane Vigor: ignore food, water, exhaustion, and sleep.

Spellsword Magic

Spellsword Spellcasting Path Talent

Requirements: Level 1, Iron Circle talent

You learn three spellsword spells. None of the spells may have a level greater than the number of spellsword path talents you have (including this one).

You can take this talent multiple times, learning new spells each time.

Iron Circle

Foundational Spellsword Path Talent

Requirements: Level 1, Strength +2, Reason +1, Arcane Magic +2, Investigation +2, Metaphysics +4

Path Attribute Bonus: +1 Reason

Path Training: Agility RR, Reason RR, Intuition RR, Arcane Magic, Athletics, Investigation, Perception, History, Mathematics, Metaphysics, Light Armor, Medium Armor, Bows, Clubs, Heavy Blades, Light Blades, Polearms

You can carve a moat against magic into the very air. You can spend a Focus point and use an action to swing a melee weapon you are holding in a circle around yourself. You are guarded by the circle for up to 1 minute. When you make a Resistance Roll against magic or are targeted by a magical attack from a source you can see you can choose to roll a d6 and subtract the result from the attack or add it to your RR. You may choose to do so after the roll is made but before the result is determined. The effect ends after it has been used once.

Summoner

(arcane shaper, conjurer, invoker)

Summoners give shape to the nebulous concepts of the Far Realms through arcane magic, binding them to the service of the mage.

Summoner Magic

Summoner Spellcasting Path Talent

Requirements: Level 1, Conjure Familiar talent

You learn three summoner spells. None of the spells may have a level greater than the number of summoner path talents you have (including this one).

You can take this talent multiple times, learning new spells each time.

Conjure Familiar

Foundational Summoner Path Talent

Requirements: Level 1, Reason +2, Charisma +1, Arcane Magic +2, Persuasion +2, Metaphysics +4

Path Attribute Bonus: +1 Charisma

Path Training: Constitution RR, Reason RR, Sensitivity RR, Arcane Magic, Intimidation, Investigation, Persuasion, Craft, Mathematics, Metaphysics, Unarmored, Chains, Polearms

You perform a day-long ritual to call up a familiar: an arcane spirit from the Far Realms that, for mortal convenience, takes the form of an animal. The animal is obviously magical in some way: it has tiny human hands, or is of an unusual color, or has faintly glowing eyes, or similar. The familiar has the statistics below, and obeys your orders.

If your familiar dies you can spend a Focus point to take a three-action activity and recall it to Mura: it appears at a point you can see within 6 m.

Improved Familiar: increase familiar's powers.

Drain Summon: eat a familiar's Vitality.

Wilder

(ranger, woodfriend, aethelocalist)

Wilders use a primal, magical connection to the land to navigate the wilderness. That same magic allows them to speak with beasts and change the environment around them.

Spellcasting: learn a spell list (animal calling & control, plant growth, druidcraft)

Spirit Sight: see spirits.

Woodcraft: bring additional resources when foraging.

Wilderness Magic

Wilder Spellcasting Path Talent

Requirements: Level 1, Wild Sense talent

You learn three wilder spells. None of the spells may have a level greater than the number of wilder path talents you have (including this one).

You can take this talent multiple times, learning new spells each time.

Wild Sense

Foundational Wilder Path Talent

Requirements: Level 1, Intuition +2, Sensitivity +1, Primal Magic +2, Survival +2, Naturalism +4

Path Attribute Bonus: +1 Intuition

Path Training: Intuition RR, Clarity RR, Poise RR, Primal Magic, Perception, Stealth, Survival, Geography, Naturalism, Spiritualism, Unarmored, Light Armor, Axes, Bows, Clubs, Unarmed

You gain a supernatural awareness for spiritual presences. By using an action and spending a Focus point you can detect all spiritual auras within 30 meters, including elemental and primal spirits, and active primal spell effects. You know the number of auras in the area and the direction to each, as well as what class of spirit it is (elemental, primal, and the like). This sense persists as long as you concentrate on it, up to 10 minutes.

Wizard

(sorcerer, mage, arcanist)

Wizards study and manipulate the powers of the planes cerebral, the Far Realms. These conceptual magics allow them to control time, energy, and substance itself.

Ideostruct

Foundational Wizard Path Talent

Requirements: Level 1, Reason +2, Clarity +1, Arcane Magic +2, Investigation +2, Metaphysics +4

Path Attribute Bonus: +1 Reason

Path Training: Reason RR, Clarity RR, Sensitivity RR, Arcane Magic, Investigation, Perception, any lore skill, Unarmored, Clubs

You choose or create an object that is a physical symbol of a complex conceptual structure or formation. The object must be small enough to hold but large enough to study with the naked eye, such as an amulet, a large ring, a wand, a staff, a maze scribed into a stone disk, or a crystal ball. The ideostruct can be used in place of a focus for spells that require one, provided the focus required by the spell costs 10 silver or less.

The ideostruct serves a different purpose as well: it can store Vitality to cast spells. The ideostruct has Vitality equal to your Reason (minimum 1). That Vitality can only be spent to cast spells, and like other Vitality lost to spellcasting it cannot be restored except by finishing a major rest. When you finish a major rest the ideostruct regains Vitality up to its normal maximum. When you spend Vitality to cast a spell you decide whether that Vitality is spent from the ideostruct or your own Vitality; you can spend from both sources. The combined Vitality spent still cannot exceed your level, as per usual.

You can create an ideostruct by spending eight hours crafting an object, or spending the same time handling and studying a suitable item. You can have only one ideostruct at any given time; if you create one while another is active the older ideostruct immediately loses its status as your ideostruct, and any Vitality stored in it is lost. An newly-made ideostruct has Vitality equal to its maximum.

If your ideostruct is destroyed the Vitality stored within is lost.

Wizard Magic

Wizard Spellcasting Path Talent

Requirements: Level 1, Ideostruct talent

You learn three mender spells. None of the spells may have a level greater than the number of mender path talents you have (including this one).

You can take this talent multiple times, learning new spells each time.

Metamagic: do tricks with your tricks

Aetherespiration: return some Vit after casting.

Nether Casting: get Vit back when people take damage from your spells; check for taint when you crit a spellcasting roll.

General Talents

Characters in Muragame earn a new talent at each level. In addition to the talents available to each path, there are general talents that any character can pick up. These general talents do not have path requirements, though they may still have level, attribute, skill, or other talent requirements that a character must meet before learning them.

The general talents listed below are arranged by minimum level, then alphabetically.

Armor Aptitude

General combat talent

Requirements: Level 1, +2 or greater in either moderately armored or heavily armored defense skill

You have a knack for putting your armor between yourself and danger.

When you gain a rank of training in one of the following defense skills: light armor, medium armor, heavy armor; you also gain a rank of training in one of the other two from that list. For example, if you gain a rank of medium armor, you can choose to improve your light armor or heavy armor skill as well. These ‘free’ skill ranks do not allow you to exceed the usual training rank cap for your level.

Further, you halve the time it takes to don or doff armor.

Bully

General combat talent

Requirements: Level 2, +2 or greater in at least one weapon group

You ruthlessly press your advantage in a fight.

When a creature stands up from a prone position within your melee weapon reach you may use a reaction to make a single melee attack against them.

Opportunist

General combat talent

Requirements: Level 4, +4 or greater in at least one weapon group

Opponents should never turn their back to you.

When a creature leaves your melee weapon reach you may use a reaction to make a single melee attack against them.

Researcher

General skill talent

Requirements: Level 1

You can almost smell out ancient secrets.

When you make a complex skill check to research information you decrease the necessary successes by one. When you reach 8th level, and again at 15th level, 22nd, and every 7 levels after, you decrease the success threshold by one again. If this reduces the success threshold to 0 you automatically succeed in the attempt after spending the time necessary to make one check.

Take it Back

General social talent

Requirements: Level 5

You find it easy to walk back your hasty words.

If you escalate a social confrontation to a physical conflict you can attempt to reverse course. Use a two-action activity and make a Ch/Deception check against the highest passive Se/Insight score in the conflict. On a success you pass off the violence as a joke or an error and combat ends, returning all participants to social confrontation.

If anyone has taken damage by the time you make this attempt you make it with a major disadvantage. Art

Note that this talent only works if you are the one that escalates the situation to action.

Unpredictable Escalation

General social talent

Requirements: Level 10

When an argument goes against you, you just up the ante.

When you critically fail a check in a social confrontation, or another character earns a critical success against you in a social confrontation, you can escalate to violence. All participants roll initiative as normal. You, instead of rolling, go first in the first round. You roll normally for initiative in subsequent rounds. Should another participant in the confrontation have this talent as well you roll initiative, placing those with Unpredictable Escalation in order at the top of the round, followed by other participants in their normal initiative order.

Sympathetic

General social talent

Requirements: Level 1

You have a sob story in your past, and wield it like a weapon.

When an opponent discovers your motivation in a social confrontation they suffer a minor disadvantage to rolls to intimidate or deceive you, and to rolls attempting to turn others against you. This penalty persists through the end of the confrontation.

Specialist

General talent

Requirements: Level 1

You've focused on one area of expertise.

Choose a specific skill, and an action you can take with that skill, such as Research or Pick Locks. When using that action with that skill you gain a minor advantage to your roll.

You can select a weapon group as your skill, but cannot choose the Attack action; choose a specific maneuver instead.

You can select the Arcane, Divine, Occult, or Primal Magic skills for this talent, but cannot select the Cast a Spell action.

You cannot choose defensive skills, as they do not have actions in which to specialize.

You can take this talent multiple times, choosing a new skill and action combination each time.

This talent is a combat talent if you choose a weapon skill for it; it is a skill talent if you choose an active or lore skill.

Two-Minds Meditation

General talent

Requirements: Level 5

You are able to hold several things in your mind at once.

When you are concentrating on an activity, including a spell, you can forego the requirement to spend an action maintaining your concentration on your turn. If you do so you suffer a minor disadvantage to all attacks, checks, and Resistance Rolls until the start of your next turn. You can choose only one concentration effect to which you apply this talent each turn (i.e., if you are concentrating on three different effects you must still use an action to maintain two of them, using this talent to ignore the third).

Three-Minds Meditation

General talent

Requirements: Level 10, Two-Minds Meditation talent

You can use this talent to ignore the action costs of up to two effects on which you are concentrating on your turn each round. If you do so you suffer a moderate disadvantage, rather than minor, on all checks, attacks, and Resistance Rolls until the start of your next turn.

Many-Minds Meditation

General talent

Requirements: Level 15, Three-Minds Meditation talent

You can use this talent to ignore the action costs of up to three effects on which you are concentrating on your turn each round. If you do so you suffer a major disadvantage, rather than moderate, on all checks, attacks, and Resistance Rolls until the start of your next turn.

Improve Attribute

General talent

Requirements: Level 3

When you gain this talent you permanently increase an attribute of your choice by 1, to a maximum of +5.

You can take this talent multiple times. You can not take this talent more times than one-third of your level, rounded down (so you can take it at level 3 at earliest, then 6, then 9, and so on; or can take it four times in a row at level 13 provided you had not taken the talent at all before then).

Personality

The most important part of creating your character isn't their path, ancestry, or Vitality; it's their personality! We leave this section of character creation to the last so that you can use your character's statistics to help inform their personality. Between the initial concept and setting out on an adventure a lot can change.

The steps below are directly related to your character's personality and should reflect how you play that character at the table, but are a little more amorphous than, say, your bonus to an Se/Insight check. Note well, though, that some of these personality features *do* give your character qualities, bonuses, or features: personality should affect gameplay, and vice versa.

Good & Evil

Mura is filled with powerful forces of good and evil both. Outsiders, angels, devils, ogres, and spirits abound, not to mention the wickedness and grace in every mortal. More often than these black-and-white distinctions between good and evil, however, you'll encounter normal, flawed people trying their hardest.

Rather than thinking about your character as driven by good or by evil, consider what motivates them. What are their flaws, what are their strengths? How could they be tempted to violence? What drives them to stay on the straight-and-narrow? Several of the steps below will help you put those elements of the character on paper.

Motivation

Every mortal in Muragame has a motivation. A motivation is a powerful, driving goal toward which your character is working. Your character's motivation should be a mission that takes years to complete, if it ever can be completed; but can be advanced over time. Some examples would include:

- Finding your parents' true killer
- Discovering the source of Mura's magic
- Advancing the influence of the Ekletheon Church
- Tearing down the Ekletheon Church
- Covering the western desert in vegetation
- Crossing the stormwall to see the lands on the other side of the world
- Becoming a faculty member of Talmussin University

A character's motivation counts as one of their goals.

Making meaningful progress toward a motivation may reward you with Experience, at your GM's discretion, as if you'd had an encounter.

A character's motivation can change over time. When you gain a level you may change your motivation. You can also change it if it ever becomes irrelevant – such as if you've actually accomplished it, or have been shown it's impossible to accomplish – or when your character goes through an extraordinary life event like being raised from the dead or falling in love.

Goals

In addition to a motivation each character has one or more goals. Goals are shorter-term than motivations; a goal can be accomplished within a time between a few minutes and a few months.

At least one of your character's goals will relate to their motivation. If your character's motivation is to gain prestige, for example, their goal at the moment may be 'gain prestige... by impressing the governor at the upcoming festival.' That's something actionable, in the near future, that will move your character toward their eventual aims.

Most goals fall into one of the following categories:

- Experience: indulging in new experiences, whether tawdry or uplifting, such as new foods, travel, rare information, or drugs.
- Fame: improving one's reputation, gaining notoriety, and the love and respect of the masses.
- Family: the safety, well-being, or success of a family member or close friend.
- Perfection: the act of improving oneself, acquiring new skills, or building a closer relationship to the divine.
- Power: accruing or protecting your power to effect change, protect yourself, or exercise for your own pleasure.
- Revenge: righteous vengeance, justice, or petty revenge against someone that has wronged you.
- Romance: creating or maintaining a romantic relationship or connection, or a long-term commitment of a similar type.
- Wealth: the pursuit of material goods, or a specific material good, or the pursuit of material security (such as a roof over one's head).

When you create your character you don't need to focus on goals too much. You'll swap goals around at the start of encounters often enough. However, you probably do want to figure out at least one goal that your character has that relates directly to their motivation.

Debts

A debt, in terms of your character, is something you owe to another person or group, but it's not necessarily money. In fact, most debts are bonds of love, respect, gratitude, and the like. You may have a debt to the community that raised you, to the person that loves you, or the religion that lends you purpose. Conversely, you may have an actual debt that someone holds over your head: an actual financial debt, a shameful secret, or a bond of codependence and abuse.

When you create your character pick at least three bonds. These give you immediate incentive to act in the world, and your GM a powerful tool to nudge you along in your journeys. To that end, consider relating one or more of your debts to your motivation. Also consider creating debts either to or alongside other player characters in your group. If you owe an ally your health after they cared for you, or if you are both active members of a guild, for example, you'll have more to tie your group together.

Fears

A counter to goals, fears are immediate or mid-term dangers to you. Things that threaten your plans, or would weaken you, or cause terror: these are your character's fears.

As goals are to motivations, so too are your fears to your debts. At least one of your fears is likely to relate directly back to a debt. If your greatest debt is a person you may fear losing them; if it's an organization you may fear exile; and so forth.

Some common fears include:

- Bereavement: the loss of one's family members or close friends, whether from sickness, exile, or violence.
- Guilt: a person's own conflict between something they've done or thought and their perceptions of right and wrong.
- Harm: the threat of actual, physical danger, whether from a scorpion's sting or a thug's fists.
- Isolation: being cut off from one's friends or family, such as by being ostracized or jailed.
- Ruin: the loss of one's material wealth or business.
- Shame: being socially embarrassed, losing face, or acquiring a shameful reputation.
- Stasis: finding oneself unable to change or adapt, becoming boring, or being left behind by one's peers.

Nature

When you create a character you'll need to pick a nature. Your character's nature is the way someone might describe them, or how they look at life. The common natures are listed below.

- Cautious: A cautious character makes their decisions with the worst-case scenario in mind. At their best they are thoughtful and use their foresight to smooth their path. At their worst a cautious character gives into fear and allows anxiety and panic to drive their decisions.
- Contemplative: A contemplative character is ruled by their memories and experiences. They make decisions based on careful thought. At their best they are thoughtful, serene, and stable, finding contentment in whatever circumstances they encounter. At their worst they live in the past and wallow in regret, becoming bitter, callous, and closed to new experiences.
- Lustful: A lustful character makes decisions based on their desires. At their best they are experimental and open-minded, driven to accomplish and help others, and embrace the joys of life. At their worst they are selfish, greedy, and gluttonous, and put their own pleasure above the well-being of others.
- Passionate: A passionate character is driven by their emotions. At their best they empathize and seek to help those around them, redress wrongs, and give their emotions to the world. At their worst they are vengeful, unpredictable, imbalanced people that put more weight on their own emotions than the truth.

Attitude

If a character's nature is their outlook on the world, then their attitude is how they deal with it. Rather than describing how they feel, attitude describes how they act. As you create your character consider how you want to play them, and why that works for them.

Common attitudes include:

- Comedian: The comedian approaches life as a game, and likes to get a rise out of others. They use humor or a quick wit to reach their goals.

- **Commander:** The commander likes to take charge, and likes to get things done. They may steamroll others to get their way, even browbeating them into falling in line if they must.
- **Enabler:** The enabler wants to get things done together. They don't need to be in charge, but they do want to be valued for their contributions, and are as likely to help others as themselves, knowing that they'll then be helped in turn.
- **Individualist:** The individualist values having control, but doesn't want to push others. They'll work diligently toward their goals alone, and may even be secretive about their plans to avoid interference.
- **Follower:** The follower seeks to accomplish their goals by relying on another. They'll find an individual or group with goals aligned to theirs and put their effort toward the communal project, ensuring that their goals are addressed at the same time.
- **Dreamer:** The dreamer values lateral thinking and unorthodox approaches. They don't often seek or provide help from others but incidentally, and when an approach isn't helping them reach their goals, they make dramatic changes.

Strength & Struggle

At this point in character creation you should have a solid idea of where they come from, how they look at the world, and what they value. To help fully flesh your character out, it's time to imagine a few moments in their history that made them who they are as a budding adventurer.

In this phase of character creation you'll make up and write down a moment that exemplifies their strength, and another that shows their weakness. You can choose to make these a moment of triumph and an instance of failure; but you can also have fun imagining how the same actions and choices in two different scenarios resulted in a failure and a success; or how you were able to draw strength from hardship or weakness from luxury; and so on.

Talk with your GM about what attributes came into play in each of your stories.

You gain a +1 to the attribute in which you've shown strength, and suffer a -1 penalty to the attribute that presented your struggle.

Sidebar: An Example of Strength and Struggle

<add an example w/ one of the canon characters here>

Finishing Touches

You've now got a complete character: an history, a set of statistics, even notes on their personality. There's just a few last things to add, the final coat of paint.

Name

Pick a name for your character. It may be a common name in their language or home country, or a descriptive name, or a nickname from one of their exploits or history.

Sex & Gender

Mura more or less mirrors our world in terms of sex and gender. Most mortals are born with a set of biological markers and sexual characteristics that slot them into male or female, with some five-ish percent exhibiting notable elements of both.

Gender in Mura is attached only loosely to sex. Mortals in most of Mura operate under the assumptions and traditions of their place of birth most often. Across about half of Mura it is common for children to test out different genders, eventually settling their preferences in adulthood. That preference in gender may match their sex – as is the case around seven or eight times in ten – or may be the opposite, or they may opt for genderlessness, or to move between genders over time.

While this is common in Mura, some cultures in Mura are more restrictive. They may demand that their people accept and express only the gender that matches their sex. They may encourage the use of magic to change one's body to match their gender. They may have specific roles in society that are acceptable for trans people, while prohibiting them from others, and so on. There are as many unique relationships to sex and gender as there are communities in Mura.

Further, only a bare majority of Mura adheres to a binary view of gender. Almost half the people of Mura have some recognition of third genders, or dispose of gender altogether, or view 'gender' as something totally different than a spectrum of femininity and masculinity.

As one might expect with so many ways to interpret gender, arrangements of marriages and families in Mura can be quite different than the nuclear family. Marriages may bind together whole families, or may be between three or more people, or may be set to a specific time-frame or until the raising of a child is complete. Divorce may be ritualized, a legal formality, or simply the act of walking out of the door backwards while cursing your former spouse's family. The ties that bind mortals together are many and strange.

When you're creating your character pick a mix of sex, gender, sexuality, and pronouns. If several members of your group are going to be from the same culture work together to create something consistent and talk about what it means for your characters' expectations of each other.

Sidebar: Or Don't

Or, if your game is unlikely to involve a lot of gender politics, don't! Pick a sex, a gender, your pronouns, and understand that everyone else will probably not engage with them at all, and vice versa. So long as everyone at the table is using the right pronouns for you and your character, the complexities of your character's marriage to three other folk and the chore wheel you've created to keep your house in order is unlikely to come up in your adventures.

It is fun to add to the backstory, though.

Sidebar: Real Politics in Mura

Mura is a fantastic and imaginary land, and Muragame is a game of imagination. Real-world topics like racism, sexism, transphobia – pick a bigotry – don't exist in Mura because they're not fun to roleplay. If you feel inclined to create a backstory for your character that includes oppression or conflict of these kinds, tread carefully. Speak with your GM and the rest of your group to make sure they're interested in that as well; most gaming groups have plenty of stress in their real lives without handling microaggressions against their brunish champion.

Size & Shape

Your character's Size, as far as the game rules go, and their approximate shape (two legs, two arms, one head, usually) are effects of their ancestry and heritage. The rest is up to you. Are they tall or short? Fat or thin? Muscular or soft? What color is their skin? Their hair? How much hair do they have? Freckles? Stubby fingers? Near-sighted, gap-toothed, or scarred?

Pick three or four notable elements of your character's appearance that will help others imagine them. You might also benefit from drawing your character, or finding a celebrity look-alike to help folk understand the look you're going for.

Also consider some tics or quirks that your character may exhibit. They might stutter, be clumsy, always douse themselves in perfume, or something else notable.

Sidebar: Disabilities in Mura

Plenty of mortals in Mura are born with visible or invisible disabilities, from depression to missing hands. Still more pick up temporary or permanent disabilities through adventuring, accident, or illness. As such, Mura has many ways to address those disabilities. Just like in our world there are assistive devices like canes, crutches, and wheelchairs. Medicines, assistive animals, and other tools and accommodations are available as well.

Unlike our world, Mura also has the use of magic. Some mortals have the wealth, access, and desire to use magic to eliminate their disability. Others would, but lack the resources to do so. Still others don't particularly care to.

If your character has a disability, talk with your GM about how you've used magic, tools, or training to address it. Assume that there are no statistical changes due to the disability. Note that some issues – like full-body paralysis, blindness, or the like – will have to be addressed with magic if you want to undertake most adventures. If you choose to play a character with such a life-changing disability, understand that you may face struggles later on that your GM or the other players might not want to spend time with. For example, going down a dungeon's rickety ladder in a non-magical wheelchair is difficult, and may not be the kind of challenge your group wants to spend time on.

Languages

Your character's nationality will have provided one or more languages that you speak. As you create your character check with the other players in your group and make sure there's at least one language you all share. If not, you're going to have a difficult time making your way through your adventures.

Calculations

At this point your character should be whole, from attributes to talents. The last step in creating a character is the finishing calculations. The most common calculations are below: elements that are based on what you've got already, and just need to be marked on the character sheet for your convenience.

Attributes & Skills

Make sure you have your character's attributes marked on the sheet, including bonuses and penalties from: ancestry, strength & struggle, and their first path.

Mark the bonuses your character has for each skill and Resistance Roll, leaving a blank or putting a dash or zero where they have no training. Similarly, take into account your bonuses from your nationality and background. Note your training maximum (+2 at character creation), and make sure none of your bonuses exceed this cap.

Next to each skill is a space for your training ranks, then a note of the most common attribute paired with that skill, a space for recording any specialties or conditional modifiers, and a final space for the total of the above factors. That way you have the most common bonus you'll add to rolls using that attribute/skill combination.

Vitality

If you haven't already, now is the time to roll your character's Vitality. At character creation your Vitality is equal to your Size, plus your Constitution, plus a d10.

Each time you level up you'll gain additional Vitality, rolling a d10 and adding Co to the result, and adding that to your current and maximum Vitality.

If you have a negative Constitution you subtract it from the roll of the d10, to a minimum of 1.

Sidebar: Fixed Vitality

You may prefer not to leave something as important as Vitality to chance. After all, Vitality is the fuel that powers magic and path talents, as well as guards your character from consequences. When you would roll to increase your Vitality you may choose to instead treat it as though you'd rolled a 5 on the d10.

This is, statistically, slightly worse than the average of 5½, but also guards you from gaining 1 or 2 Vitality on leveling up. You must make this choice before you roll the die, either electing to take 5 or the result of the die.

Defense Target

The character sheet includes spaces to record your Defense Target while wearing no armor, light armor, medium armor, and heavy armor; with and without a shield. Mark your DT for each of these spaces – just in case – and then mark the version you’re most likely to use in combat. For example, if your character is always wearing medium armor and tends to carry a shield, put a mark by that (or circle it, shade out the other selections, write it bigger, etc.) to help you spot it quickly during gameplay.

The calculation for your Defense Target is below:

8 + your training bonus in that defense skill + your Agility (up to the armor type’s maximum) + that armor type’s defensive bonus

Wearing no armor – using the Unarmored defense skill – has no Agility maximum, but also offers no bonus to your Defense Target.

Light armor allows you to add your Agility bonus to your Defense Target to a maximum of +5, and grants a +1 bonus to DT.

Medium armor caps your Agility bonus to DT at +2, and adds +3 to your DT.

Heavy armor does not allow you to add any of your Agility to your Defense Target, but grants a +5 bonus to your DT while wearing it.

Armor Strength Requirements

Like some melee weapons, armor requires a certain amount of brawn to negotiate. If a type of armor has a Strength requirement – shown in the armor’s description as something like “Min St 1,” for example – a character must have that degree of Strength to move comfortably in that armor. For each point below the minimum a character suffers a -2 penalty to St and Ag skill checks and Resistance Rolls. For example, a suit of heavy armor with a Strength minimum of 3 worn by a character with a St of -1 means there’s a 4-point difference. Multiplied by 2, that’s a -8 penalty to St and Ag checks and Resistance Rolls while wearing that armor.

Initiative

Your character’s initiative for physical conflict uses a roll of Intuition/Perception. In social combat you’ll roll Sensitivity/Insight. Marking your bonuses for these rolls will help you when a combat or confrontation begins.

Consequences

Space is provided on the character sheet for several consequences. At character creation you'll have only one slot for each level of consequence: minor, moderate, and major. Space is provided to indicate the nature of the consequence, any rules associated with it, and how far toward recovery you've come.

Focus

Focus, as noted above, is a quality that separates Player Characters – heroes – from the common folk. Whether it's luck, fate, or a unique drive it gives them the ability to succeed where others would not. Focus is spent to improve rolls or fuel talents, and is restored on resting.

A character's maximum Focus begins at 2, and increases by one every five levels thereafter (at 6th, 11th, 16th, and so on), to a maximum of 10 Focus at level 41.

Maximum Training Rank

In Muragame characters have a maximum degree of training and talent they can reach based on their level. At level 1 you can have at most a +2 bonus to a given Resistance Roll or skill, including weapon skills and defensive skills. That bonus increases to +3 at level 3, +4 at level 5, and so on, increasing by one for every two levels. See the table below. Note that training ranks reach a natural maximum at +20; creatures cannot attain a training bonus greater than that.

If you gain a feature that would push your training beyond its maximum for your rank, that bump is lost. For example, if you gain a talent at level 1 that would increase your Athletics to +5, it does not mean that as soon as you reach level 3 your bonus increases to +5; it means that additional bonus is lost.

Level	Maximum Training Rank	Focus
1	+2	2
2		
3	+3	
4		
5	+4	
6		3
7	+5	
8		
9	+6	
10		
11	+7	4
12		

13	+8	
14		
15	+9	
16		5
17	+10	
18		
19	+11	
20		
21	+12	6
22		
23	+13	
24		
25	+14	
26		7
27	+15	
28		
29	+16	
30		
31	+17	8
32		
33	+18	
34		
35	+19	
36		9
37	+20	
38		
39		
40		
41+		10

Advancement

Over the course of a game your character will have adventures, acquire Experience, and gain levels. In fact, these relate directly to each other: adventuring yields Experience, and gaining Experience earns levels.

When a character earns 100 Experience, they spend it to gain a level. A character must finish a major rest to gain a level, and cannot 'bank' Experience – as soon as they finish a major rest with a hundred or more Experience they pick up a new level. Any Experience in excess of 100 is retained, a head start toward the next level.

When you gain a level you do the following:

- Roll 1d10 and add your Co. Add the result to your maximum and current Vitality.
- Select a new talent for which you meet all the requirements.
- Add +1 to a skill, weapon skill, defense skill, or Resistance Roll of your choice (up to the maximum based on your new level).

Note that gaining levels occurs in order, and each level is applied before the next. Thus, a character that starts at 2nd level and gains 4 levels at once (unlikely, but possible, perhaps) cannot select four talents that require 5th level. Even though they are *now* 6th level, they have to go first from 2nd to 3rd, then 3rd to 4th, and so on.

Equipment

What is a warrior with no weapon? A mage without their books? Equipment and gear are an integral part of Muragame, providing both tools to use throughout game and treasure to mark your successes.

The equipment below includes the items, services, vehicles, and beasts of burden most commonly used in Muragame. Some of these items include their own rules, others only short descriptions. The weight of these items, their average cost, and so on are all listed in the tables below.

Starting Equipment

Even at character creation you won't be empty-handed. Each foundational path talent offers a package of gear that's common to that path. Backgrounds also grant your character a few keepsakes and tools from their life before becoming an adventurer. Finally, at character creation you can spend any money you've gained from your path or background on the gear described below.

Wealth

Wealth and money in Mura are rarely in the form of coins, paper, or bills of exchange. Most wealth is in trade goods, like livestock, lumber, or spices; in land like worked farmland or territories granted

by a government; or in fine goods like art, wines, furniture, and the like. Those who carry and use gems, precious metals, coins, and cheques, are bankers and adventurers.

Prices, debts, and assignments of value in Muragame, however, put a price on everything in silver. The default measure of wealth is the silver mark, a small coin of no less than 50% silver composition equal to the value of one Talmussen silver camellia. Each silver mark can be split into a hundred copper pennies. Ten silver marks makes a gold talent. These are referred to simply as copper, silver, or gold pieces in the common text of Muragame to keep things easy, or as copper pieces, silver pieces, and gold pieces.

Other common measures of wealth that you might encounter are the platinum lotuses of Talmussin; the Heian great talent – a bar of gold weighing over 25 kg; gold beads called knoch; cut wedges of gold coins called sun-scrap; jade in tokens, circles, squares, and octagons; bricks of tea, cinnamon, and salt; tiny flecks of aether suspended in alcohol; and a huge variety of paper currencies, scrip, and cheques issued throughout Mura.

Selling Goods & Fencing Loot

Throughout your adventures you'll collect trinkets and gear that you can't put to use: treasure. Turning treasure into coin is one of the essential purposes of an adventurer, as far as society's concerned. Selling arms, armor, other gear, ancient tekhnology, magical substances, fine art, and magic items can be done in any town with an economy sufficient to support it.

The prices you can get for selling treasure vary based on the nature of the loot, how long you can afford to hold it, and what the market can support. The rules and examples here provide guidance for selling almost anything.

The most important element in selling something is not the thing itself, but where and when you're selling it. Trying to unload a magic suit of plate armor in a small town in the woods is going to be difficult, for example: no matter how valuable it might be, nobody can afford it. In a big city, however, that same suit of armor might start a bidding war. Guidelines for settlements and what they can afford follow.

Population	Settlement Size	Max Trade (silver)	Wealth (silver)	Goods (silver)	Wealthy Buyers (silver)
10 – 100	Thorp	5	50	100	1-15: 0; 16-20: 1 (50)
101 – 1,000	Hamlet	25	2,500	5,000	1 (500)
1,001 – 10,000	Village	100	100,000	1,000,000	2 (5,000)
10,001 – 50,000	Town	500	5,000,000	50,000,000	3 (50,000)
50,001 –	City	1,000	50,000,000	500,000,000	5 (500,000)

250,000					
250,001 – 1,000,000	Metropolis	5,000	500,000,000	5,000,000,000	10 (5,000,000)
1,000,001 – 10,000,000	Megalopolis	10,000	5,000,000,000	50,000,000,000	100 (5,000,000)
10,000,000+	Cosmopolis	?	?	?	?

Population: How many people are in a settlement, children and visitors included.

Maximum Trade: This is the most coin that can change hands in this town in a single transaction. That means the most an adventurer can be paid for a bit of treasure, with adventurers having to hop from buyer to buyer in a small town to sell multiple items at that cost. It's also likely that mundane gear that costs more than this is difficult or impossible to find in the settlement; most tiny hamlets won't have jewelers, lens grinders, and the like.

Wealth: This is the amount of liquid wealth in the entire town. Adventurers that look to unload thousands of silver pieces' worth of fine art in a small village will be bitterly disappointed. Once a party has exhausted a town's supply the folk there are unwilling to part with further coin, scrip, jewels, or trade goods, choosing to reserve the rest for their own needs. Note that it takes time – a trading season, perhaps a year – for wealth to flow back into and out of a settlement, so adventurers can't spend a night out camping then return to find the town's coffers replenished.

Goods: This is the non-liquid wealth in the town, including livestock, finished goods, and raw materials. If adventurers are willing to take payment in chickens, salt, linseed oil, and iron ingots they can trade for those goods up to this limit. This is also, essentially, the amount of wealth required to 'buy out' the town; an individual might be able to pay a king, governor, or similar that much to buy the land, its rights, and all the stuff atop it.

Wealthy Buyers: Wealth is not evenly distributed through a community. This is the number of wealthy buyers in a given settlement that can make outsized purchases, and the limit to those purchases. For example, a village might have two wealthy buyers – a small noble and a banker, perhaps – that could spend up to 5,000 silver marks on a single transaction each, outside the normal maximum trade value for the town. Rules for finding a buyer for rare treasure are below, and use the number of available buyers in this column. To sell something at that value a character has to use the rules for finding a buyer presented below; the wealthiest people in town don't hang out a shingle advertising that they're looking to pay top dollar for weird gear.

Sidebar: No Limits

If your table has no interest in tracking the wealth of villages, and doesn't mind the idea of selling a magical sword for several kilograms of gold in a village of thatch-roofed cottages, that's fine.

Characters can buy items for their normal cost and sell them for half that. Ignore the rest of this section and go slay dragons.

Selling Trade Goods

Trade goods hold their value. These are things like pure metal, spices, quality lumber, and the like. No matter what settlement you find yourself in you'll have buyers for these things, and the value for them is essentially fixed. Trade goods share certain characteristics: they don't go bad, they can be appraised and evaluated quickly, and they have some use outside trade alone.

You can sell trade goods at their normal purchase value rather than half, making them a great choice for bartering in settlements where coin is scarce.

Selling Gear

Gear is a term that encompasses all the stuff an adventurer might use day-to-day: arms, armor, tools, saddles, boots, furniture, a spare piece of luggage, whatever. Gear can be sold for half its normal purchase value, assuming it's in good repair. Broken or ragged gear can't be sold at all – nobody wants your old boots with holes in the soles.

Selling Art

Gems, jewels, paintings, sculptures, and even books have values that fluctuate wildly. A collector might pay full price, while the average shopkeep may pay half or less what the item's worth. When selling an art object roll a die and multiply its purchase price by that die roll x 5% (so, for example, rolling a 9 means 45%; rolling a 16 means 80%, and so on). That's the sale price you can get for the art right away.

You can also try to find an interested buyer. Every settlement of decent size has a few wealthy individuals that might be interested in purchasing fine art or rare gems. A character can make a Charisma/Mercantilism check each day against a TN of 15 (+5 for truly strange items, -5 for especially desirable goods like cut, quality gemstones). On a success the character has found one of the wealthy buyers in that community and they're willing to pay the art object's full normal cost for one item. On a failure that wealthy buyer is not interested in purchasing anything the character has. Either way, strike that wealthy buyer from the total pool and move on. If the party exhausts all the wealthy buyers of a community they'll need to let their art goods go for a lesser value or move on to the next town.

Selling Tek and Magic Items

Tek and magic items are exceptionally rare and often have a tremendous price tag. Treat these in the same way as art objects. For these things a character may be able to substitute an appropriate lore skill in place of Mercantilism, such as Tek for selling ancient technology, or metaphysics for arcane magical writings.

Selling Stolen Items

Getting rid of stolen, looted, or contraband goods presents certain difficulties. Use the same rules as for selling art objects, with a few changes. A character can substitute Thievery for Mercantilism in attempting to make a connection with a good fence or likely buyer. As well, a critical failure on the roll alerts the law to the deal and the character has the stolen goods confiscated and must pay a fine of a tenth the purchase value as well, on threat of prison or hard labor. These rolls are not necessary if it's impossible to know the gear was stolen, such as if the characters acquired the stolen goods several cities away.

Gear

Below are the common items an adventurer may use in their travels.

Bedroll

Bell

Blanket

Caltrops

Candle

Cards

Chain

Chalk

Climbing harness

Codex

Crowbar

Dice

Flint & steel

Game

Hammer

Ink

Ladder

Lamp

Lantern

Lock

Magnifying glass

Marbles

Mess kit

Paper

Pen

Pitons

Pole

Rope

Shovel

Signet

Soap

Spyglass

String

Torch

Vellum

Wax

Armor

Breastplate

Brigandine

Buckler

Chain mail

Chain shirt

Lamellar

Leather

Padded gambeson

Plate

Scale armor

Shield

Tower shield

Weapons

Arming sword

Arrow

Bardiche

Bastard sword
Baton
Battleaxe
Bec de corbin
Bolt
Brass knuckles
Cosh
Cudgel
Dagger
Dart
Estoc
Falchion
Flail
Flamberge
Foot bow
Gauntlet
Glaive
Greataxe
Halberd
Hand crossbow
Hatchet
Heavy crossbow
Hunting bow
Iklwa
Kanabo
Katana
Katar
Khopesh
Kukri
Kusari-fundo

Light crossbow

Light hammer

Long sword

Longbow

Mace

Maul

Morningstar

Pike

Rapier

Saber

Seax

Shuriken

Sling

Spadroon

Spear

Staff

Stiletto

Throwing axe

Throwing knife

Wakizashi

Warhammer

Whip

Wood axe

Zweihander

Tools

Alchemist's works

Block & tackle

Brewer's kit

Calligrapher's desk

Carpentry tools

Cobbler's tools
Cook's kit
Costume makeup
Drum
Dulcimer
First-aid kit
Fishing net
Fishing pole
Flute
Guitar
Horn
Jeweler's tools
Locksmith's tools
Loom
Lute
Navigator's tools
Organ
Painter's kit
Piano
Pot
Potter's wheel
Scales
Smith's tools
Thieves' tools
Violin

Reagents & Substances

Acid
Aether
Alkahest

Antivenom
Brightleather
Glassflower Tea
Oil
Pax
Poison

Clothing

Aristocratic clothing
Boots
Cape
Cloak
Coat
Dress
Fine clothing
Gloves
Jewelry
Shirt
Skirts
Slippers
Traveling clothing
Trousers
Work clothing

Containers and Carriers

Backpack
Barrel
Basket
Belt pouch
Bucket

Chest

Flask

Scroll case

Urn

Vial

Waterskin

Mounts & Vehicles

Camel

Canoe

Carriage

Cart

Cat

Draft horse

Falcon

Feed

Horse barding

Pony

Racing horse

Riding horse

Rowboat

Shalk

Tack

Warhorse

Living Expenses

Ale

Lifestyle costs

Meal

Trail rations

Waterskin

Wine

Services

Post delivery

Trade Goods

Copper ingot

Gold ingot

Grain

Lumber

Silver ingot

Spices

Stone

Magic Items

Alchemy & Potions

Temporary, quick to make, quick to consume. All consumables are, more or less, potions.

Artifice & Wonders

Artifice, in its proper sense, is the creation of persistent magic that does something special and unusual. Wondrous items, essentially. They may have persistent effects or charges.

Enchantment & Arms

Enchantment is the improvement of an item, granting it a bonus or abilities directly related to its purpose. A coat button that projects a shield of force is artifice; a shield that extends a barrier around the user granting an additional +2 to DT is enchantment.

Infusion & Tokens

Infusions are tools that carry spells. Wands, rods, and staves; and their progeny are all infusions. These may or may not have charges, or require aether, or blood, or etc., but they all turn power into spells.

Relics & Oddities

Relics are objects or arrangements of immense power. They are as often sites or vehicles or constructs as ‘objects.’ Oddities, conversely, are little trinkety tidbits that are almost certainly not used for their original intended uses.

Magic

The Nature of Magic

Spells

A spell is a discrete use of magic to create an effect. Characters can cast spells using the Cast a Spell action, treating it as a complex check. Every spell has its own Target Number, success and failure thresholds, and casting time.

Spellcasting Strain

Casting spells inflicts strain on the caster, reducing their Vitality. The strain from spellcasting is special: when a character takes strain from casting spells they reduce their Vitality maximum by the same amount until finishing a major rest.

Levels

When a spell is cast the caster chooses the level of the spell. The level of a spell may affect its range, power, strain, duration, casting TN, or other factors. Many spells have a minimum level at which they can be cast, and some have diminishing returns above a certain level.

The level entry in a spell’s stat block indicates the minimum level at which it can be cast. If it lists effects that are added per level, these are added per each level higher than the minimum. For example, a level 3 spell with a range listed as ‘20 m + 2 m/level’ would have a range of 20 meters if cast at level 3, at 24 m when cast at level 4, 28 m at level 5, and so on, adding 2 m for each level above 3 at which it’s cast.

A character cannot cast a spell with a level higher than their own.

Learning Spells

Characters in Muragame learn spells through talents, typically path talents. Once a character knows a spell they can cast it at any time.

The most common way to learn a spell is to gain access to a spell list through a talent. A spell list is a collection of related spells; when a character learns the list, they learn all the spells in that list. If a character does not have a high enough level to cast some of the spells they still know the spells, but cannot cast them.

Spellcasting

Spells are cast using the Cast a Spell activity. A character commits to casting the spell and starts the complex check to do so. The roll to make the check takes place at the end of the check period, and the spell takes effect immediately on achieving the final success.

A spellcaster can pause spellcasting at any time, neglecting to make further checks. If they do so they must concentrate on holding the spell. If that concentration is broken the spell is lost, and the spellcaster takes strain equal to half the spell's normal cost, rounded down.

Casting Times

Each spell has a casting time. This is the amount of time to make one check to cast the spell. If a spell has a high success threshold it may take several rounds to cast.

Ranges

Most spells have a range expressed in meters. The spell's effect – or the central point of its effect, if it covers an area – can be no farther from the spellcaster than the listed range. Some spells have ranges expressed in kilometers, or as one of the two following special ranges:

Caster: The spell can only affect the creature casting it.

Touch: The spell has a range of 0 meters, and the caster must touch the target to affect it.

Areas & Targets

The target of a spell is the creature, object, or area it affects. Many spells affect multiple targets, such as “all creatures within range.”

Spell that have areas may not dictate their targets, but rather describe a space the spell affects. Common shapes for areas include spheres, cubes, cylinders, and cones.

A sphere's area is listed as a radius from its central point, like “5 m R.” The spell's area is a sphere with a 5-meter radius.

A cube's area is listed as the length of one of its sides, such as “5 m R.” The spell's area is a cube of 5 meters by 5 meters by 5 meters. The origin point of the spell is at its central point.

A cylinder is described with a radius, but also with a height. The origin point of the area is at the center of the circle, half-way up the cylinder's height: its central point.

A cone is described as an angle and a length. The cone begins at the origin point of the spell and extends in a cone with the listed arc (e.g., 90 degrees) out to the extent of its listed length (e.g., 10 m). Cones most commonly have arcs of 45 or 90 degrees. A cone with an arc of 180 degrees describes half a sphere.

The effects that occupy the area of a spell can be either a burst or an emanation. A burst means that some effect originates at the spell's central point, extending outward to the limits of its area like an explosion, or a burst of light. If something interrupts that path – like a column, a corner, or the like – it can be used as cover from the spell's effects. An emanation is more like fog, or an aura. It spread around corners, occupying all the space in the area.

Line of Sight

A spellcaster must have a line of sight to make decisions about a spell. That is, they must be able to see (or otherwise perceive, such as by echolocation or scrying) the target of their spell in order to have it take effect. Almost all spells have one or more decisions the caster must make, and so require a line of sight to be cast.

The caster's line of sight can be disrupted by darkness, by cover, or any other total concealment.

Line of Effect

The other element of placing a spell is the line of effect. For a spell to affect something there must be a clear line of effect from the spell's origin point to the target. For example, if an elementalists creates a burst of flame from their hand targeting a gremlin right in front of them, there is a clear line from the origin of the spell: the caster, to the target: the gremlin. However, if that gremlin is hiding in a heavy oaken barrel, there is no line of effect – the barrel is completely interposed between the caster and the target.

Even if a caster has a line of sight to their target they may not have line of effect. A transparent barrier, either magical or mundane, could block the line of effect.

Reagents

Spellcasting is a complex practice that incorporates mystic movements, powerful invocations, and magical substances. Part of casting the spell is providing all the reagents listed in the spell's description. If a spellcaster cannot provide all the reagents listed they cannot cast the spell. The most common components include:

Gesture (G): The spellcaster uses a hand to make magical gestures, such as drawing runes in the air. These gestures are grand and noticeable, not the kind of thing a mage can hide in the sleeves of their robes. The spellcaster must have a hand free to provide this component. If a spell is marked as requiring Gesture (2-handed), the spellcaster needs both hands free to cast.

Material (M): A spell with this requirement needs a special substance, which is consumed in the casting of the spell if it is successful. A spellcaster must have a hand free to handle or use the material, which can be the same hand used to provide a gesture.

Speech (S): Spells that require speech have magic words that must be spoken clearly and audibly. A spellcaster that is unable to speak cannot cast spells with a speech component. A spellcaster with their speech impeded by something like an injured jaw or a handkerchief in their mouth must make a TN 11 (50%) flat check upon finishing the spell. On a failure the spell is lost and does not take effect, though the caster still suffers strain as normal.

Tool (T): A spell that requires a tool has a specific object that must be presented or used as part of the spellcasting, like a mirror or a holy symbol. Unlike a material component this tool is not used up as part of the casting. A spellcaster must have a hand free to use the tool, though this can be the same tool used to provide a gestural component.

Duration

The duration of a spell is how long it lasts, measured from the moment of its casting. Spell durations can be measured in rounds, minutes, and so on, even years. A spell lasts through its duration regardless of what happens to the caster, unless it requires concentration (see below).

Some spells have a duration of Instantaneous, or of Permanent. Instantaneous spells take effect immediately and are then over, with no persistent effect: a flash of fire, a clap of thunder, and so on. Permanent spells last indefinitely. As long as a permanent spell is not taken apart and dispelled its effects will never end.

Concentration

Some spells require concentration, as noted in the spell's duration or description. If a spell requires concentration its effects persist as long as the caster continues concentrating, up to the limit of its duration. Should the spellcaster cease concentrating on it the spell ends immediately, as if its duration had ended. A spellcaster can't concentrate on a spell while unconscious or dead.

Sidebar: Bodily Sovereignty

Some mages ask why a novice cannot do things like create a few tablespoons of water in a person's lungs, but can materialize gallons in an empty jug; or stop an enemy's heart like flipping a switch; or turn a person into chocolate as easily as water to wine.

The answer is in a concept known by many names over time and in different places: the fortress of the mind, the blood gate, or body sovereignty, the Alshir-Gemmolan Principle, the sapient morphological resistance theory, and so on.

Essentially, any creature which can conceive of itself and a separation between itself and the outside world, and which has a persistence of perception, reinforces its current state unconsciously. Things that act to change that state must overcome the force of that perception, which is greater the more thoroughly the creature understands itself and the more fundamental the nature of the proposed change is.

Thus: Resistance Rolls.

These changes are not impossible, just difficult. More power is needed by an order of magnitude for magic that breaks the internal/external barrier. A spell of level 1 can make fire; a spell of level 5 can light someone on fire directly; a spell of level 15 can burn someone from inside out.

This principle is also, in part, the reason that changing one's own body is easier than changing someone else's, or why such changes are often of brief duration. The magic must continually 'exert force' to keep the new shape from reverting.

Spells

The spells below are arranged first by their domain: arcane, divine, occult, and primal. Within those domains spell lists are presented alphabetically. Each spell list has several spells, and those spells are listed in order of minimum level, from lowest to highest.

Spell Lists

Spells in Muragame are presented in spell lists. Each list is a collection of thematically or mechanically connected spells. For example, the prima spell list Elemental Fire is a group of spells that deal with creating, resisting, or using fire. Most path talents that grant spellcasting will list the spell list or lists from which you can learn a spell.

Sidebar: Spell Stat Blocks

The spells presented below are organized by domain of magic (occult, primal, etc.), then by spell list. Beneath that is an alphabetical listing of spells and their effects, arranged in blocks of information. These blocks are all formatted identically, like so:

Spell Name

Spell tags

Level: 2

Cast: the check required to cast the spell

Duration: the length of time the spell lasts

Opposed: the resistance roll or check, if any, to resist the spell

Range: the range at which the spell can be cast and the area it affects

Damage: the damage the spell deals, if any

Requirements: the reagents required to cast the spell

The spell's effects and rules are presented below the initial stat block, presenting what you need to know to use the spell at the table. Further details about the spell's range, duration, and so on may be shown here as well if the spell is complicated.

Arcane Spells

Abjurations

Aegmar's Sovereign Shield. Prevent a spell from being cast as a reaction.

Aura of Invulnerability. Negate spells and magical effects in a sphere around you.

Choke Ley Line. Negate spells and magic in a huge area, as well as suppressing magical items and effects.

Drain Magic. Touch a creature and steal its Vitality to power your own spells.

Magic Aura. Change, hide, or fake a magical aura.

Mantle of Power. Grant yourself resistance to or immunity to most magic.

Mote. Trap Vitality in a small object.

Mystic Maze. The gods protect a building or place of your choice with baffling fog, divine servants, and the like.

Spot Spell. Identify a spell as it's being cast without making a check.

Suppress Power. Temporarily cancel the effects of a touched item, glyph, or similar.

Unweave Magic. End an ongoing spell or magical effect.

Animations

Animate. Cause objects to move about at your command.

Arcane Seal. Close a barrier or object against opening.

Awaken Object. Call up the spirit of an object to sentience.

Create Homunculus. Brew up a tiny beast made of your own flesh in a flask.

Create Magistruct. Turn a spell into a living thing for a time.

Infuse Construct. Create a permanent construct.

Marionette. Order an inanimate object to perform its natural task (opening or closing a lock, for example).

Mend. A touched item is made whole.

Speak. Cause an object to speak.

Stuff-seed. A bit of raw material, like wood or stone, expands into a stockpile of the stuff.

Bindings

Bind Entity. Seal a spirit, outsider, demon, angel, echo, or fey to your service.

Banish.

Forbid.

Magic Circle. Create a circle of chalk to protect yourself from or contain otherworldly beasts.

Chronomancy

Baleful Blink. Shift a creature in and out of the time-stream unpredictably.

Chronomantic Preparations. Always have the right thing on hand, even after the fact.

Instant Task. Conduct a mundane task instantaneously.

Regressive Option. Plant an anchor in the time-stream to which you can return if things don't turn out your way.

Re-Ready. React to something you couldn't have predicted.

Rewrite Reality. Step from one time-stream into another.

Temporal Repair. Become immune to time spells for a moment.

Time Stop. Pause time for yourself and your surroundings.

Time Travel. Step forward or back in time, potentially changing the present.

Undo. Force a creature nearby to take another attempt at a task.

Construct Mastery

Animate Objects.

Assert Authority. Take control over a construct.

Bar Constructs. You block the passage of constructs across a magic circle.

Disrupt Object. You interrupt the flows of energy through a construct, undead, or animated object.

Mend.

Repair. Restore Structure to an object with a touch.

Runecraft

Alter Rune. You change a rune without destroying it.

Enrune Creature. You place a rune on a living creature.

Friend Rune. You link two runes together, allowing them to share the same space.

Place Glyph. You leave a glyph – a temporary rune – hanging in the air.

Read Rune. You decipher a rune, learning its function, trigger, and other information.

Shape Rune. You draw a rune, casting another spell at the same time to fuel the rune.

Shrink Rune. You condense your sigils and structures to draw a rune on smaller objects.

Detections

Learn Lore. Learn about the history of a person, place, or object.

Pierce Illusions. See through illusions.

See the Hidden. Cause traps, hidden doors, poisons, and the like to glow in your sight.

Sense Presences. Detect living beings nearby.

True Strike. You guide the path of one or more weapons to their destinations, guaranteeing they strike true.

Truesight. See through illusions, invisibility, shape-shifting, see auras, and so on.

Ygar's Appraisal. Learn mundane information about an object.

Electromagnetism

Polarize. Magnetize a small object.

Jolt. Deal electrical damage at a short range.

Attract/Repulse. Push or pull a magnetic object.

Electrify. Charge an object with crackling electricity, or trap an object.

Magnetize. Turn to objects strongly magnetic.

Lightning Storm. Cause lightning to leap from target to target.

Ride Storm. Turn into lightning and leap through the clouds.

Fibrillate. Stop or start a creature's heart with a touch.

Energize. Electrify a target, reducing it to ash.

Energy Manipulation

Absorb Energy. Gain power when you take damage from energy.

Vibrate. Cause crystalline objects to vibrate and shatter.

Protection from Energy. Gain resistance to energy.

Energy Shield. Create a ward against energy.

Fire Vortex. Create a whirlwind of flame.

Amplify.

Silence. You dampen sounds in an area.

Forces

Young's Knife. Create a small blade of force.

Telekinesis. Move objects.

Aegmar's Instant Deflection. Parry an attack with a burst of force.

Disrupting Bolt. Fire a bolt of force at a target.

Young's Manipulation. Create a great hand of force.

Forcewall. Create a plane of force.

Forcecage. Create a sphere of force.

Disintegrate. Tear a target apart.

Young's Invincible Armor. Gain immunity to physical damage.

Wave of Disruption. Create a burst of destruction.

Foresight

Helping Hand. Grant a target a bonus on their next roll.

Omen. Roll a die now for use later.

Augury. Get a hunch about the outcome of an event or choice.

Unsurprise. Gain immunity to surprise.

Psychometry. See an object, place, or person's past or future.

Precognition. Gain bonuses in combat as you see the future.

Intuit. Gain bonuses to social conflicts as you see the future.

Peer into the Mists. Divine an answer about something in the distant future.

Tell Fortune. Use a simple game to prepare a creature for an upcoming event or challenge.

Foresight. Gain bonuses to all rolls.

Gravity

Crush. Drag a creature down under its own weight.

Magnify Gravity. Amplify the effects of gravity in an area.

Levitate. Float.

Flight. Fly.

Singularity. Draw objects and creatures toward a point.

Gravity Fissure. Create a line of immense mass, crushing creatures into it.

Reverse Gravity. Cause creatures and objects to fall upward.

Void. Create a persistent black hole, or singularity, nearby.

Grab. Draw an object to you via your own personal gravity.

Planar Mastery

Plane Kenning. Gain knowledge about the effects and rules of the plane you're on.

Pierce the Veil. See into the next plane over (such as the mirrorlands or echolands), and spot creatures on that plane.

Banish. Send a creature or object back to its plane of origin.

Forbid. Prevent movement across planes in an area.

Planewalk. Move to a plane of your choice.

Break Reality. Fling a target through different, random planes and time-streams.

Demiplane. Create your own private place between planes.

Astral Travel. Split your spirit from your body to explore the astral.

Rewrite Reality.

Luminance

Light. Cause an object or point to shed light.

Darkness. Extinguish the lights in an area.

Dazzling Display. Daze creatures in a cone of lights.

Barnabas' Iridescence. Create a beam of light that causes varying effects.

Sunburst. Burn creatures with a burst of sunlight.

Vondril's Utterdark. Create a zone of freezing darkness.

Barnabas' Glittering Curtain. Create a flashing wall of light that causes varying effects.

Starwalk. Convert your body into light, then back again at a different point.

Scrying

Clairvoyance. See at a distance.

Dowse. Locate an object or creature.

Arcane Eye. Create a persistent sensor through which you can perceive.

Scry. Look through a crystal, mirror, or water to another place.

Golden Path. Find the shortest distance between two points.

Pierce the Veil.

Omniscience. Sense all things around you for a huge distance, becoming immediately aware of hidden creatures, objects, and the like.

Summoning

Summon Entity. Draw an entity from another plane to you.

Gate. Create a persistent portal between your location and another plane.

Teleportation

Clever Pass. You pass an object from one hand to another – or somewhere else on your body – without covering the distance between.

Move Object. Move an object from yourself to another place, or vice versa.

Quick Step. Move through the astral for a short distance to teleport within sight.

Transpose. Swap the places of two creatures.

Portal. Create a circle of teleportation, or activate an existing one.

Scatter. Select a number of creatures and move them as you please.

Teleport. Move yourself and others to a destination you choose.

Recall. Teleport back to a prepared place of safety.

Bisect. Teleport half of a creature, splitting it.

True Names

Learn True Name. Touch a creature and divine its true name.

Word of Support/Distraction. Speak a word to bolster or inhibit a creature's actions.

Word of Harming/Healing. Speak a word to restore Vitality to a creature or damage it.

Speak Anywhere. Speak a message that finds its recipient anywhere.

Echo Utterance. Repeat a true naming spell.

Word of Strength/Weakness. Speak words to sap the power of your target or reinforce it.

Interrupt. Cause a creature to fail its actions as a reaction.

Word of Binding/Freedom. Speak a word to clear a creature of a condition, or impose one.

True Speech. Your words become real, granting you a silver tongue.

Word of Death/Life. You speak a word and resurrect a creature, or kill one.

Amplify.

Combat Conjurations

Touch of the Horrid. A fog from the Far Realms obscures sight and permits foggy tendrils to grab creatures inside.

Acid Splash. A spine of corrosive goo pierces and melts your enemy.

Rain of Knives. Shards of force fall from above an area.

Writhing Tentacles. Tentacles from the Far Realms reach up from beneath your enemies to trap and batter them.

Ghostly Volley. A rain of arrows arc toward your target.

Floating Shield. Call a disc of energy into being to protect you from attacks.

Vacuum. Evacuate the air from an area, causing creatures to suffocate.

Drown. Pour water into a creature's lungs, causing it to drown on dry land.

Vulgar Conjurations

Instant Toolbelt. Conjure a small instrument, tool, or similar.

Ectoplasmic Mass. Create a patch of slick and slimy ectoplasm.

Ectoplasmic Cloud. Create a murky patch of magical fog.

Ectoplasmic Web. Create a sticky and restrictive mass of ectoplasm.

Imaginary Horse. Conjure a horse-like shape of force.

Creation. Create a temporary structure or object from nothing.

Earthen Fortress. Draw up a simple keep from the stone beneath your feet.

Magical Mansion. Shape a stately manor from nothing.

Make Real. Turn a structure of force or ectoplasm into permanent, true substance.

Vulgar Energies

Ignite. Light or snuff a small fire.

Unstable Beam. Create a flickering, wobbling beam of energy that deals a random type of damage.

Frozen Armor. Cover yourself in a thin shell of ice that freezes enemies.

Explosion. Create a burst of fire and heat in a large area.

Snowburst. Freeze a massive area near you.

Immolate. A creature or object bursts into flame spontaneously.

Soul of Ice. Cover yourself in ice and snow, becoming immune to cold and creating other effects.

Firestorm. Call fire down from the sky in a vast area.

Flash Freeze. Absolute cold permeates an object you touch, turning objects and creatures – even buildings – into fragile ice structures.

Apocalypse. Fire bursts outward from you in chains of explosions.

Vulgar Space

Mystic Pocket. You take advantage of a miniscule demiplane to store small objects.

Grow/Shrink. You cause an object or creature to grow or shrink for a moment.

Long Step. Your Speed increases as you shorten space.

Harmful Folding. You warp space in a cone, causing creatures and objects in the area to compress and fold, taking damage.

Zeno's Curse. Distances stretch and warp, reducing the Speed of creatures in a large area.

Negate Distance. You compress the space between yourself and your target to strike them.

Weapon Warp. You bless a projectile or thrown weapon to extend its range hugely.

Instant Summons. You compress an object into a tiny figurine, restoring it later.

Fold Up. You shrink yourself or a willing target into nearly-nothing.

Tear Space. You create a small fracture in space in the shape of a floating blade that cuts creatures with impossible sharpness.

Rellaun's Scattershot. Launch a cluster of junk toward your enemies to deal damage.

Vulgar Time

Know Time. You know the time, and how long as passed since your last casting of this spell.

Accelerate/Decelerate. Your target doubles or halves their Speed for a turn.

Delay Harm. You hold off the effects of a harmful persistent effect, such as poison, disease, or being lit on fire.

Hasten. You speed up a creature, allowing it to act with incredible swiftness.

Slow. You warp the time around one or more creatures, causing them to move and act more slowly.

Stretch Time. You extend the duration of spells on your subject.

Delay Magic. You pause a spell as a reaction, delaying its effects.

Sequester. You put a creature into suspended animation, removing it from the time-stream for a while.

Hypercognition. You give yourself time to think, allowing you to make deductions and inferences instantaneously.

Age. Your target ages to 99% of their natural lifespan, aging them by years in an instant.

Divine Spells

Champion's Panoply

Enchant Weapon. Turn a mundane weapon magical.

Reject Weakness. Gain resistance to poisons, diseases, mutations, and other changes to your body.

Imaginary Horse.

Holy Avenger. Call a powerful weapon to your hands.

Holy Armor. Instantly guard yourself in supernatural armor and shield.

Holy Steed. Summon a powerful angelic mount.

Holy Transformation. Turn yourself into an angel.

Communions

Sense Supernal/Infernal. Detect angels, fey, echoes, fiends, and outsiders nearby.

Detect Influence. Detect if a creature or object has been blessed, cursed, transmuted, or cloaked in illusion.

Augury.

Pierce the Veil.

Commune. Ask a question of the supernal or infernal powers, gaining a useful answer.

True Seeing.

Discern Location. Locate an object or creature on your current plane.

Foresight.

Inspirations

Helping Hand.

Bless. Grant your allies a bonus on attacks and Resistance Rolls.

Angelic Favor. Your target gains a multitude of bonuses.

Aura of Hope. Creatures around you become resistant to social attacks.

Motivate. You make a short speech to grant allies a ward against strain, damage, or pressure.

Fortify Resolve. Grant allies a substantial bonus on Resistance Rolls.

Second Wind. Allow allies to ignore a minor consequence.

Equalize. Match your allies' power to that of your enemies.

Certain Victory. Guarantee the next rolls of your allies.

Divine Curses

Bane. Impose penalties to your enemies' attacks and Resistance Rolls.

Deprive Sense. Blind, deafen, or otherwise de-sense a creature.

Bestow Curse. Lay a serious curse on a creature.

Confusion. Cause a creature to act at random.

Madness. Cause a short-term madness to your target.

Geas. Force a creature to obey your dictate or take damage from the gods.

Phobia. Cause an irrational, incapacitating fear in your target.

Prohibit. Prevent your target from taking a type of action.

Divine Smiting

Divine Smite. Deal extra damage to your target on a weapon ttrack.

Burning Smite. Light your target on fire.

Fearful Smite. Cause your target to run.

Senseless Smite. Blind or deafen your target.

Binding Smite. Restrain your target.

Dazing Smite. Daze your target.

Banishing Smite. Throw your target back to their home plane.

Slaying Smite. Kill your target.

Prayer

Word of Light. Creatures in your immediate area take damage.

Ceremony. You conduct a binding, holy rite.

Word of Healing. Creatures nearby regain Vitality.

Zeno's Curse.

Hallow. You bless an area, and invite powers of the gods to stay there as guardians.

Divine Word. With a single word you cast out and cripple enemies of the gods, while restoring strength to your allies.

Remove Curse.

Amplify. You amplify sounds, allowing your voice or performance to be heard from a great distance.

Holy Auras

Aura of Light. You shed light as a torch and grant a bonus to skill checks for your allies.

Aura of Wrath. When you take damage you return a portion of it to your attacker.

Aura of Strength. You become stronger, and your weapons hit harder.

Aura of Vigor. Creatures within your aura can use actions to restore Vitality.

Aura of Archons. Tiny angels flit about you dealing extra damage when you strike and hindering your enemies.

Aura of Life. Allies gain resistance to certain damage types and resist gaining negative conditions.

Aura of Power. Allies gain advantage against magic.

Holy Aura. Allies gain bonuses on attacks and may blind their targets.

Aura of Protection. You carry a hallow effect around you.

Aura of War. Allies are hastened.

Holy Healing

Staunch. Reduce or stop bleeding.

Healing Touch. Restore Vitality to a target.

Word of Healing.

Cleanse. Remove one or more conditions from a creature.

Regenerate. Your target regains Vitality each round and may regrow missing limbs or digits.

Purify. Restore all missing Vitality to a target, end all conditions, and they make a recovery check for consequences immediately.

Resurrection. You bring a creature back from the dead.

Holy Protections

Protection from Elements. Become immune to mundane cold and heat, ignore the effects of wind, rain, and fog.

Protection from Energy.

Floating Shield.

Mirror Image. Call up copies of yourself to take attacks for you.

Steelskin. Gain resistance to damage.

Wall of Iron. Summon a wall of metal from the earth.

Wall of Force.

Young's Invincible Armor.

Holy Ward. Gain a powerful ward against impure powers.

Holy Strength

Heroism. Gain proficiency with weapons and defense.

Aid. Give temporary Vitality to a target.

Empower Attribute. Choose one or more attribute and deliver bonuses based on that attribute.

Jagus' Blessing. When you would take a severe consequence, don't and regain 1 Vitality.

Imbue Power. Grant a creature the knowledge of a spell; you can't cast it until the duration ends. They can cast it once, at which time it ends as well.

Empower Allies. Empower attributes of several creatures.

Holy Transformation. Become an angelic being.

Otherworldly Protections

Magic Circle.

Abjure the Wicked. Gain bonuses against evil creatures.

Banish.

Forbid.

Aura of Invulnerability.

Forcecage.

Mindblank. Prevent others from reading your mind or detecting your presence magically.

Mirrormind. Gain a resistance to magical influence.

Imprison. Trap a creature, perhaps forever.

Angelic Summoning

Summon Celestial. Call an angel from the heavens to your presence.

Bind Angel. You bind an angel to your service.

Angelic Gate. As per gate, but only opens to heaven.

Profane Servants

Bind Fiend. You bind a demon to your service.

Summon Fiend. Call a demon from hell to you.

Diabolical Gate. As per gate, but opens only to hell.

Flesh Control

Mend Tissue. Repair a target's muscle and tissue.

Melt Flesh. Liquefy a creature's flesh and organs with a touch.

Join Flesh. Glue two creatures together, or glue a creature's limbs to itself.

Sculpt Flesh. Shape someone's body without changing its functions and true nature.

Organ Restoration. Repair a target's organs.

Alterations.

Beautify. Change a creature's appearance to remove blemishes and make them symmetrical.

Organ Failure. Cause a target's organs to shut down with a touch.

Weakness. Cause a creature to become exhausted and clumsy.

Bone Control

Mend Break. Repair a broken bone.

Restore Skeleton. Replace any bones a target may be missing.

Grave Spurs. Grow knives of your own bone.

Calcify.

Shatter Skeleton. Cause a creature's bones to break.

Pain Spurs. Cause a creature's bones to erupt in jagged spurs, shredding them from the inside.

Bonecrafter. Turn a fragment of bone into a useful tool in your hands.

Osseous Armor. Grow plates of bone to act as armor.

Blood Control

Staunch.

Bleed. Cause a creature to start bleeding spontaneously.

Exsanguinate. Cause a bleeding creature's blood to pour out.

Purify Blood. Clean a creature's blood of parasites, toxins, and the like.

Crimson Door. Step into the corpse or body of a creature larger than you and teleport to another such creature.

Blood Lash. Use your own blood as a weapon.

Vampiric Draught. Drink blood to restore your own health.

Holy Radiance.

Light.

Sacred Flames. A creature lights with mystic, holy fire.

Beacon Beam. Fire a ray of light at a creature, illuminating them for your allies if you hit.

Wall of Light. A blinding curtain.

Dawn. Create a column of damaging light that you can move about.

Sunburst.

Sunbeam. Create a gigantic beam of sunlight that sunburns creatures in the area.

Foyes' Solar Body. Shed light and deal damage around yourself, and gain resistance to other damage.

Tenebrous Powers

Darksight. Gain darksight.

Darkness.

Shadow Blade. Conjure a saber of shadow.

Dream. Step into the dreams of others, communicating with them or turning them to nightmare.

Shadowstep. Take a short jaunt through the echolands to teleport from shadow to shadow.

Vondril's Utterdark.

Shadow Magic. Copy another spell. Those affected get a chance to disbelieve the illusion, negating its effects.

Powers of Rot

Call to Blood. Deal minor damage to a nearby enemy, or more damage if they're already suffering a consequence.

Harmful Touch. Deal damage with a touch.

Deprive Sense.

Bestow Curse.

Death Ward.

Extinction. Create an expanding aura of death around yourself.

Contagion. Spread disease with a look.

Circle of Death. Deal damage in a massive area, potentially raising the dead as your servants.

Word of Death. As per the true naming spell, but cannot resurrect creatures.

Occult Spells

Blood & Bone

Umain's Eyes. See the health condition of creatures nearby.

Borrow Harm. Transfer a consequence from someone else to yourself.

Blood Repair. Cleanse yourself of blood-borne poisons and diseases, and stop bleeding.

Bone Repair. Unbreak your bones.

Tissue Repair. Restore your flesh, muscle, and organs.

Invigorate. Eliminate effects of exhaustion or ignore consequences.

Nerve Repair. Repair your own nerves.

Restore Self. Restore your own physical form, shedding consequences and damage.

Charms

Distract. Interrupt another creature and impose a penalty on their actions.

Charm. Entrance a creature or creatures to believe you have their best interests at heart.

Hypnotize. Creatures nearby are compelled to watch you for a time.

Suggestion. Make a subtle change to a creature's behavior.

Overwhelming Presence. Gain a bonus to social checks against creatures that can see you.

Sympathy. Draw creatures to a specific area or thing irresistibly.

Peace. Force creatures to avoid violence in an area.

Proclamation. All creatures nearby take your word as truth.

Second Sight

Bestow Sight. A touched creature gains shadesight.

Read Aura. You detect a creature's mood by sight, and may learn further information about their abilities, nature, attitude, and the like.

Psychometry.

Detect Presences.

Read Thoughts.

Spirit Thread. You follow the sympathetic threads of an object or substance back to its larger part or owner, such as using someone's hair to track them.

Sense Power. You learn about spells that were recently cast in the area, including information about their caster.

Learn Lore.

Truesight.

Know Mind. By looking into a creature's mind you make it impossible for it to surprise you, hide from you, lie to you, or even strike you.

Dwelling. You learn everything about the area around you. While in your dwelling you can't be surprised or deceived.

Echo Mastery

Call Echo. Summon up a ghost or other echo to your presence.

Blink. Flicker in and out of the echolands.

Echo Cloak. Call ghosts to an area around you to deal damage and hinder enemies.

Consume Echo. Eat a ghost to gain powers.

Shadowstep.

Ghostly Form. Become intangible and invisible by stepping into the echolands.

Echo Strike. Touch and cast spells across the veil.

Echo Body. Gain the best of both worlds by placing yourself right between the echolands and Mura.

Fey Ways

Detect Fey. Detect the presence and locations of fey nearby.

Manners. Eliminate penalties when talking with fey.

Fey Step. Slip through mirrors and puddles into the mirrorlands for a moment, teleporting.

Call Gentry. Summon a fey creature or eriorim.

Find Portal. Locate the nearest portal to the mirrorlands.

Dream.

Geas.

Faerie Circle. Move several creatures through a portal to faerie.

Faerie Throne. Call for aid from the faerie courts.

Dowse.

Memories

Encode/Recall Memory. Write a memory into a physical object, or recover it from same.

Mirrormind.

Mind Blank.

Borrow Memory. Gain a memory and associated skill or talent from an ally.

Learn Lore.

Alter Memory. Change a creature's memories, or simply remove them.

Memory Lock. Prevent a creature's memories from being changed or altered.

Mentalism

Telepathy. Speak with another creature, mind-to-mind.

Sleep. Put a creature to sleep for a moment.

Sense Presences. Detect the presences of minds nearby.

Share Senses. See through another creature's eyes, and so on.

Read Thoughts. Read a creature's mind.

Mind Burst. Deal damage to a creature through its mind.

Psychic Blast. Damage all creatures nearby with psychic power.

Share Mind. Link your mind with another creature's, acting as if you were one.

Stunning Glance. Daze or stun a creature with a look.

Unmind. Turn a creature into a mindless husk.

Mind Control

Command. A creature or creatures obey a short command.

Dominate Will. A creature obeys your orders, even to its own detriment.

Puppet. Your target takes an action of your choice.

Brain Lock. Your target stops taking actions until they shake your interference.

Confusion.

Geas.

Brain Death. Your target dies.

Thrall. Your target becomes your servant indefinitely.

Prohibit.

Grim Servants

Detect Undead. Detect the location of undead creatures nearby.

Craft Servant. Raise an undead servant for a moment using bodies close to hand.

Command the Dead. Issue orders to an undead creature.

Gray Servant. Call up a permanent servant.

Cut Strings. Free an undead creature from its creator's control.

Macabre Mob. Craft several servants for a temporary need.

Flesh Servant. Create a construct from dead flesh – neither dead, nor undead, nor living.

Tainted Ground. Pour death into the earth, empowering undead nearby.

Lichdom. Become undead.

Shackle Echo. Bind a ghost or echo to your service.

Phasms

Mind Sliver. Damage a creature's mind.

Wicked Whispers. Cause a creature to fear and take damage.

Phantasm. Create an imaginary beast to harangue your enemy.

Hypnotize.

Killing Image. Frighten a creature to death.

Wall of Wonders. Create a curtain of illusions that distracts and dazzles nearby creatures.

Mental Prison. Create an illusory prison that your target cannot escape.

Maddening Darkness. Deprive your target of sight, causing them terrible fear.

Reflections

Mirror Memories. Display a creature's memories on a mirror or water.

Illusory Disguise. Cover yourself in a veil of illusion.

Mirror Image.

Mirrormind.

Mind Blank.

Seeming. Cover many creatures in illusory disguises.

Fey Step.

Project Image. Put an image of yourself anywhere.

Maze. Trap a creature in a maze of mirrors and illusions, perhaps forever.

Shades

Darksight.

Darkness.

Shadow Blade.

Summon Shadow. Call up a construct of darkness to serve you.

Healing Twilight. Regain health in shadows and darkness.

Shadowstep.

Simulacrum. Create a copy of yourself from shadows.

Shadow Magic.

Sever Shadow. Separate a shadow and its owner, gaining powers over its owner as long as you keep their shadow trapped in a mirror or gem.

Umbral Pool. You cover the ground in shadow-stuff, turning it into a strange bog.

Soul Rites

Heroism.

Aid.

Remove Curse. You remove a curse from your target.

Bestow Curse.

Soul Cage. Trap a creature's soul after death, containing it in an object.

Possession. Leave your own body and take over someone else's.

Split Soul. Halve your soul and occupy a second body.

Slaying Smite.

Terrors

Cause Fear. Cause a creature to fear you.

Fear. Cause many creatures nearby to fear you.

Paranoia. Cause a creature to see everyone as enemies.

Madness.

Antipathy. Cause creatures to avoid an object or place.

Phobia.

Mindbreak. Cause a creature to become irrevocably paranoid and terrified.

Tricks of Light

Minor Illusion. Create an illusion of a single sense (light, sound, smell, etc.).

Invisibility. Turn yourself invisible.

Major Illusion. Create a multi-sensory illusion.

Banish Falsehoods. Strip illusions, disguises, and forgeries in an area.

Mirage. Conceal the landscape under a falsehood.

Persistent Illusion. Program an illusion spell to 'activate' later.

Seeming.

Imaginary Friend. Create an illusory, semi-real creature from your dreams.

Make Real.

Primal Spells

Blighted Powers

Wither. Touch a plant or living creature and push it toward death.

Harmful Touch.

Spirit Vampire. Drain Vitality from another creature.

Blight. Deal damage to a creature at a range.

Drain Life. Create a persistent link between you and another creature, weakening it and gaining power for yourself.

Aura of Blight. All creatures nearby take damage.

Circle of Death.

Desiccate. All creatures nearby feel as if they haven't drunk in days.

Avatar of Blight. Become immune to some damage, resistant to others, and deal damage with your touch.

Beast Calling

Biting Bugs. Call up a cloud of spectral fleas, gnats, and the like to harass a creature.

Beast Messenger. Conjure a beast spirit to deliver a message to a creature of your choice.

Call Beast. You conjure a nearby beast, or beasts, to assist you.

Conjure Creature. You call up a spirit, then shape it to suit your needs.

Creepy Growth. A handful of bugs swell to immense size.

Conjure Swarm. You call up a bunch of tiny spirits to help you.

Empower Beast. You improve a beast's statistics.

Plague of Beasts. You summon hundreds of beasts to your location over the course of a day.

Elemental Earth

Mold Earth. You move dirt, rock, and clay in a small area.

Tremor. You rupture a small area.

Fist of Stone. Columns of stone burst from the ground to attack your enemies.

Stone Shape. You work stone like clay.

Steelskin.

Soul of Earth. You turn your flesh into sand and rock, gaining powers over the element.

Earthen Fortress. Conjure a castle of stone from the earth.

Stonewalk. Move through the earth like swimming.

Earthquake. Cause a destructive earthquake.

Wall of Stone.

Calcify. Turn a creature's flesh to stone, petrifying and damaging them.

Elemental Fire

Call Flame. Summon a handful of flame.

Flame Lash. Create a whip of fire.

Throw Fire. Grab an existing flame and toss a bit of it at your enemy.

Protection from Fire. Gain a ward against fire.

Explosion.

Wall of Fire. Create a roiling plane of fire.

Immolate.

Soul of Fire. Turn your flesh into magma and fire, gaining the ability to toss fire about as well.

Firestorm.

Apocalypse.

Elemental Spirits

Woodcraft. Perform a bit of magical woodcraft to detect the direction, predict the weather, and so on.

Spirit Graces. Gain a bonus when dealing with elemental spirits.

Conjure Creature.

Spirit Ward. As the magic circle spell, but affecting only spirits.

Charm Spirit. As charm, but affects spirits.

Conjure Swarm.

Consume Spirit. Deal damage to a spirit with a touch. If it is killed you gain some of its power.

Awaken Spirit. Stir the spirit of a place or object, waking it to sentience.

Elemental Wind

Gust. Breathe out a powerful puff of air.

Fog Cloud. Create a vision-destroying cloud of fog and mist.

Wind Ward. Create a ward against projectiles.

Flight.

Wind Wall. Create a barrier of whirling wind that pushes creatures away.

Soul of Wind. Become insubstantial and able to hover, as well as gaining control over air.

Whirlwind. Create a little twister – or a big one.

Vacuum.

Wind Razor. Invisible blades of force tear apart everything in a cone.

Elemental Water

Shape Water. Cause water to hold its shape for a moment.

Create Water. Conjure water from nothing.

Aquaticism. Breathe in water and gain a swimming Speed.

Wall of Water. Call up a standing wave through which other creatures must struggle.

Control Water. Control, walk on, and otherwise manipulate water.

Conjure Wave. Call up a small wave, even on dry land.

Through Rivers. Teleport from body of water to body of water, as long as they're connected.

Liquid Chains. Restrain a creature with a thin coating of water, potentially drowning it if it cannot free itself.

Tsunami. Create a standing wave that obliterates everything. The water remains afterward.

Drown.

Fungal Secrets

Assess Mushroom. Learn about a fungal growth or creature.

Sporeburst. Creatures in your area are covered in tiny spores, which attempt to decompose them, dealing damage.

Shroomlook. Touch a mushroom to see through any other connected mushroom.

Goblin Stomach. A target creature becomes immune to ingested poisons for a while and can eat anything, even non-food.

Confusion.

Fungal Servant. Use fungi to animate a body as your servant. It is undead.

Contagion.

Thrall.

Spawn Goblins. Create a goblin colony from nothing, and suddenly. The goblins are charmed by you.

Mycelium Cloak. You transform yourself into something more like a fungus than an animal. If you die, a new body fruits over time.

Path of Beasts

Beast Speech. Speak to beasts, and understand them in turn.

Charm Beast. As charm, but for beasts only.

Locate Creature. Locate a specific or generic creature.

Beast Senses. See through the eyes of a willing beast.

Dominate Beast. Exert your will over a beast.

Awaken Beast. Stir the spirit of a beast, granting it mortal-level intelligence.

Empower Beast.

Resurrect Companion. As resurrection, for beasts only.

Pocket Monster. Wrap up a beast in a handkerchief, allowing you to restore it to its normal state later.

Path of Plants

Green Thumb. Speak with plants, cause them to flower, and the like.

Vine Whip. Lash a creature nearby, drawing it toward you.

Entangle. Cause plants to grow uncontrollably, capturing and restricting creatures.

Plant Growth. Cause a plant or plants to suddenly grow to tremendous size.

Grasping Vine. Animate a patch of vines to grab a specific creature.

Awaken Plant. Grant a plant a measure of intelligence, as well as motive power.

Treedoor. Step into one tree and out of another.

Sacred Grove. Enchant a copse of trees or clearing, protecting it and marking it as yours.

Word of Recall.

Plant Army. Awaken several trees to fight on your behalf.

Powers of the Stars

Know Time.

Darkness.

Wall of Light.

Barnabas' Iridescence.

Starlight Crown. You create a halo of light that you can draw from as flickering bolts of magic or upon which to levitate.

Dawn.

Starwalk.

Powers of Ice

Freezing Touch. Deal minor cold damage with a touch.

Protection from Cold.

Frozen Armor.

Slow.

Snowburst. Snow and ice begin to whip through the air near you, dealing damage and obscuring sight.

Wall of Ice. Create a wall of clear, razor-sharp ice.

Soul of Ice.

Flash Freeze.

Absolute Zero. An area begins to chill, dealing progressively more damage over time until it is left a frozen, brittle waste.

Powers of Metal

Enchant Weapon.

Floating Shield.

Vibrate.

Rust. A metal item deteriorates at your touch.

Magnetize.

Wall of Iron.

Transmute Metal. Turn metal to wood or stone, or vice versa.

Infuse Construct.

Chain Prison. A target is chained with links of iron that burst from the ground, trapping them where they are.

Powers of the Storm

Cloud of Calamity. A sphere of black clouds forms nearby, boiling with lightning and wind that you command to push creatures around and shock.

Cloudcalling. Summon a blanket of black clouds, even on a sunny day or in the desert.

Control Weather. You turn bright day into a rainstorm, or vice versa, even changing the temperature.

Deathstorm. You call down acid, fire, lightning, and ice from the clouds above, reducing a large area of land to rubble.

Jolt.

Lightning Storm.

Lightning Strike. Lightning lances out of the clouds above, damaging creatures below.

Resist Elements.

Ride the Lightning.

Sleet Storm. Clouds form above and pour down freezing rain, chilling creatures and coating the ground in ice.

Shaping Secrets

Grow/Shrink.

Deprive Sense.

Alterations. You change your own shape or another creature's in a small way.

Morph. You change a target into another creature, or perhaps an object.

Revelry of Changes. You and a number of participants leave your own forms behind, becoming creatures for a time.

Irreversible Changes. A shape-change becomes permanent.

Track. Follow a creature's scent.

Spells

Flame Lash

Primal fire attack spell

Minimum Level: 1

Cast: TN 10 + level/1 success/1 failure/2 actions

Duration: instant

Opposed: attack (Intuition + Primal)

Range: 2m/level

Damage: (1d6/2 levels) + In fire damage

Requirements: 1 hand, a bit of wick or a match (consumed by the spell)

You craft a lash of fire in your hand, using it to strike a creature within range. This is a melee spell attack with reach equal to the spell's range, made as part of completing the spellcasting.

Alternatively, you can use the lash to attempt a combat maneuver, such as tripping or disarming a creature. If you use the spell this way and are successful the target also takes damage equal to the spell's level + your Intuition.

Rellaun's Scattershot

Arcane attack force patterned spell

Minimum Level: 2

Cast: TN 11 + 2/level, 2 success, 2 failure, 1 minute (or 1 action if patterned)

Duration: instant

Opposed: Ag RR vs Re + Arcane + 6 + 1/2 level

Range: 2m + 1m/level

Damage: 1d4 + 1d4/level ballistic damage

Requirements: 1 hand, voice, 250g of detritus (consumed by the spell)

You toss a handful of sand, gravel, ball bearings, or similar garbage into the air as you complete this spell, and the junk rockets forward in a 90° cone extending to the range of the spell. Creatures and objects in the area take damage; creatures that succeed on the RR take half damage.

The damage of the spell decreases by 1d4 for every 2m away from the caster a target is. Creatures in the first 2m take the full damage; creatures out to 4m take 1d4 less; creatures from 4 to 6m take 2d4 less than the base damage, and so on.

Abjure the Wicked

Absolute Zero

Absorb Energy

Accelerate/Decelerate

Acid Splash

Aegmar's Instant Deflection

Aegmar's Sovereign Shield

Age

Aid

Alter Memory

Alter Rune

Alterations

Amplify

Angelic Favor

Angelic Gate

Animate

Animate Objects

Antipathy

Apocalypse

Apocalypse
Aquaticism
Arcane Eye
Arcane Seal
Assert Authority
Assess Mushroom
Astral Travel
Attract/Repulse
Augury
Aura of Archons
Aura of Blight
Aura of Hope
Aura of Invulnerability
Aura of Life
Aura of Light
Aura of Power
Aura of Protection
Aura of Strength
Aura of Vigor
Aura of War
Aura of Wrath
Avatar of Blight
Awaken Beast
Awaken Object
Awaken Plant
Awaken Spirit
Baleful Blink
Bane
Banish
Banish Falsehoods

Banishing Smite
Bar Constructs
Barnabas' Glittering Curtain
Barnabas' Iridescence
Beacon Beam
Beast Messenger
Beast Senses
Beast Speech
Beautify
Bestow Curse
Bind Entity
Binding Smite
Bisect
Biting Bugs
Bleed
Bless
Blight
Blink
Blood Lash
Blood Repair
Bone Repair
Bonecrafter
Borrow Harm
Borrow Memory
Brain Death
Brain Lock
Break Reality
Burning Smite
Calcify
Call Beast

Call Echo
Call Flame
Call Gentry
Call to Blood
Cause Fear
Ceremony
Certain Victory
Chain Prison
Charm
Charm Beast
Charm Spirit
Choke Ley Line
Chronomantic Preparations
Circle of Death
Clairvoyance
Cleanse
Clever Pass
Cloud of Calamity
Cloudcalling
Command
Command the Dead
Commune
Confusion
Conjure Creature
Conjure Swarm
Conjure Wave
Consume Echo
Consume Spirit
Contagion
Control Water

Control Weather
Craft Servant
Create Homunculus
Create Magistruct
Create Water
Creation
Creepy Growth
Crimson Door
Crush
Cut Strings
Darkness
Darkness
Darksight
Dawn
Dazing Smite
Dazzling Display
Death Ward
Deathstorm
Delay Harm
Delay Magic
Demiplane
Deprive Sense
Desiccate
Detect Fey
Detect Influence
Detect Undead
Diabolical Gate
Discern Location
Disintegrate
Disrupt Object

Disrupting Bolt
Distract
Divine Smite
Divine Word
Dominate Beast
Dominate Will
Dowse
Drain Life
Drain Magic
Dream
Drown
Earthen Fortress
Earthquake
Echo Body
Echo Cloak
Echo Strike
Echo Utterance
Ectoplasmic Cloud
Ectoplasmic Mass
Ectoplasmic Web
Electrify
Empower Allies
Empower Attribute
Empower Beast
Enchant Weapon
Encode/Recall Memory
Energize
Energy Shield
Enrune Creature
Entangle

Equalize
Explosion
Explosion
Exsanguinate
Extinction
Faerie Circle
Faerie Throne
Fear
Fearful Smite
Fey Step
Fibrillate
Find Portal
Fire Vortex
Firestorm
Fist of Stone
Flame Lash
Flash Freeze
Flash Freeze
Flesh Servant
Flight
Floating Shield
Fog Cloud
Fold Up
Forbid
Forcecage
Forcewall
Foresight
Fortify Resolve
Foyes' Solar Body
Freezing Touch

Friend Rune
Frozen Armor
Fungal Servant
Gate
Geas
Ghostly Form
Ghostly Volley
Goblin Stomach
Golden Path
Grab
Grasping Vine
Grave Spurs
Gravity Fissure
Gray Servant
Green Thumb
Grow/Shrink
Gust
Hallow
Harmful Folding
Harmful Touch
Hasten
Healing Touch
Healing Twilight
Helping Hand
Heroism
Holy Armor
Holy Aura
Holy Avenger
Holy Steed
Holy Transformation

Holy Ward
Hypercognition
Hypnotize
Ignite
Illusory Disguise
Imaginary Friend
Imaginary Horse
Imbue Power
Immolate
Immolate
Imprison
Infuse Construct
Instant Summons
Instant Task
Instant Toolbelt
Interrupt
Intuit
Invigorate
Invisibility
Irreversible Changes
Jagus' Blessing
Jagus' Eyes
Join Flesh
Jolt
Killing Image
Know Time
Learn Lore
Learn True Name
Levitate
Lichdom

Light
Lightning Storm
Lightning Strike
Liquid Chains
Locate Creature
Long Step
Macabre Mob
Maddening Darkness
Madness
Magic Aura
Magic Circle
Magical Mansion
Magnetize
Magnify Gravity
Major Illusion
Make Real
Manners
Mantle of Power
Marionette
Maze
Melt Flesh
Memory Lock
Mend
Mend Break
Mend Tissue
Mental Prison
Mind Blank
Mind Burst
Mind Sliver
Mindblank

Mindbreak
Minor Illusion
Mirage
Mirror Image
Mirror Memories
Mirrormind
Mold Earth
Morph
Mote
Motivate
Move Object
Mycelium Cloak
Mystic Maze
Mystic Pocket
Negate Distance
Nerve Repair
Omen
Omniscience
Organ Failure
Organ Restoration
Osseous Armor
Overwhelming Presence
Pain Spurs
Paranoia
Peace
Peer into the Mists
Persistent Illusion
Phantasm
Phobia
Pierce Illusions

Pierce the Veil
Place Glyph
Plague of Beasts
Plane Kenning
Planewalk
Plant Army
Plant Growth
Pocket Monster
Polarize
Portal
Possession
Precognition
Proclamation
Prohibit
Project Image
Protection from Cold
Protection from Elements
Protection from Energy
Protection from Fire
Psychic Blast
Psychometry
Puppet
Purify
Purify Blood
Quick Step
Rain of Knives
Read Rune
Read Thoughts
Recall
Regenerate

Regressive Option
Reject Weakness
Rellaun's Scattershot
Remove Curse
Repair
Re-Ready
Resist Elements
Restore
Restore Self
Restore Skeleton
Resurrect Companion
Resurrection
Revelry of Changes
Reverse Gravity
Rewrite Reality
Ride Storm
Ride the Lightning
Rust
Sacred Flames
Sacred Grove
Scatter
Scry
Sculpt Flesh
Second Wind
See the Hidden
Seeming
Sense Presences
Sense Supernal/Infernal
Senseless Smite
Sequester

Shackle Echo
Shadow Blade
Shadow Magic
Shadowstep
Shape Rune
Shape Water
Share Mind
Share Senses
Shatter Skeleton
Shrink Rune
Shroomlook
Silence
Simulacrum
Singularity
Slaying Smite
Sleep
Sleet Storm
Slow
Snowburst
Soul Cage
Soul of Earth
Soul of Fire
Soul of Ice
Soul of Wind
Spawn Goblins
Speak
Speak Anywhere
Spirit Graces
Spirit Vampire
Spirit Ward

Split Soul
Sporeburst
Spot Spell
Starlight Crown
Starwalk
Staunch
Steelskin
Steelskin
Stone Shape
Stonewalk
Stretch Time
Stuff-seed
Stunning Glance
Suggestion
Summon Celestial
Summon Entity
Summon Fiend
Summon Shadow
Sunbeam
Sunburst
Suppress Power
Sympathy
Tainted Ground
Tear Space
Telekinesis
Telepathy
Teleport
Tell Fortune
Temporal Repair
Thrall

Through Rivers
Throw Fire
Time Stop
Time Travel
Tissue Repair
Touch of the Horrid
Track
Transmute Metal
Transpose
Treedoor
Tremor
True Seeing
True Speech
True Strike
Truesight
Tsunami
Undo
Unmind
Unstable Beam
Unsurprise
Unweave Magic
Vacuum
Vampiric Draught
Vibrate
Vine Whip
Void
Vondril's Utterdark
Wall of Fire
Wall of Force
Wall of Ice

Wall of Iron
Wall of Light
Wall of Stone
Wall of Water
Wall of Wonders
Wave of Disruption
Weakness
Weapon Warp
Whirlwind
Wicked Whispers
Wind Razor
Wind Wall
Wind Ward
Wither
Woodcraft
Word of Binding/Freedom
Word of Death
Word of Death/Life
Word of Harming/Healing
Word of Healing
Word of Light
Word of Recall
Word of Strength/Weakness
Word of Support/Distraction
Writhing Tentacles
Ygar's Appraisal
Young's Invincible Armor
Young's Knife
Young's Manipulation
Zeno's Curse

SECTION THREE – RUNNING THE GAME

Game Mastery

To this point the material in this book has been intended to help create characters, address challenges, and fight monsters. This chapter focuses on creating stories for those characters, creating challenges for players to overcome, and making sure the monsters strike fear into the hearts of heroes.

This chapter is written for the Game Master. It holds nothing that is secret, per se, but some players may prefer not to read it so as to preserve the surprise of certain traps, creatures, and the like.

Running the Table

The skills a GM needs to develop are many and diverse. You'll need to do some mental math, keep track of a bunch of enemies at once, and get comfortable portraying people of all kinds. Skill number one, however, is keeping the table in order.

By this we mean that a GM takes on a role of helping spotlight the interesting parts of a scene while ensuring every player gets a chance to participate. If the game were a movie, the GM would be the director.

<insert some advice for keeping things running over the table>

Constructing Adventures

The Three Pillars

Combat

Exploration

Socializing

Incorporating PC Plotlines

Adjudicating Rules

Running NPCs and Monsters

Awarding Experience

Monsters, conversational opponents, and events all yield experience. Roleplay, too!

Experience is earned when an enemy is removed from the conflict, whether they are dead, driven off, or rendered ineffective. In a social conflict that usually means that they've withdrawn from the conversation. In combat defeated enemies are usually dead, unconscious, or have surrendered.

Fighting small critters yields little XP; big critters a lot.

We got charts.

An encounter should be challenging to the players. If it's not, there's no reason to run it. Thus, encounters that offer too little challenge grant 0 or 1 experience.

This allows us to level PCs up regularly, every hundred XP or similar.

To build an encounter start with the PCs total level. That gives you an 'encounter budget' on chart 1. Add allies according to their Encounter Points (EP).

Next, fill up that budget with beasties. If there are more beasties than PCs increase the total points*, to balance action economy. If five or more identical beasties are added consider using a squad or troop, instead. Each enemy has a cost in its stat block, expressed in EPs.

*chart 2

Compare the point total to your budget. That'll show you whether the PCs will earn XP for the encounter: too little and they'll earn zero or one XP. Chart 3 shows the match and such.

Done!

Chart 1:

Simple. Each PC grants EP = their level x 10. So a group of four characters at level 3 add 30 each, for 120 total. That's the base EP budget.

Chart 2:

At half or fewer of PC number, x 75%

At double PC number or higher, x 150%

At triple, x 200%

Chart 3:

XP Encounter Lvl vs Party Level

0 -4 or more

1 -3

2 -2

4 -1

8 at party level

12 +1

20 +2

32 +3 or more

The way the chart is structured discourages the PCs grabbing big groups: every additional lackey or dork they have on board will increase the chances of cutting their XP in half.

Challenges more than 3 levels higher than the party target should be avoided.

Note that this means group fights, such as a gaggle of gremlins, are likely to trigger much higher XP rewards. This is because enough gremlins will absolutely beat the party's ass through weight of actions.

Chart 3 calculations

We want the average party to have 10 to 15 encounters per level, as our stated goal. That means an average of 12.5. An adventurer always needs 100 XP to gain a level. Thus, the average encounter with an equal-leveled threat should yield about 8 XP per hero.

With that in mind, let's find some figures.

A party of 4.5 heroes gets 45 EP per level to 'spend' on monsters.

A suitable challenge - the place where the difficulty falls off - should probably be about 3 levels above and below. So, let's say that for average party EP we're looking at 30 per character up or down; 135 for a full party of 4.5 adventurers.

Lv EP

1 45

2 90

3 135

4 180

5 225

6 270

7 315

8 360

9 405

10 450

etc.

So, let's see what an even fight is between some gremlins (7 EP) and four 1st-level PCs. The EP budget is 40. Getting there via gremlins means 5 (5 x 7 = 35) or 6 (6 x 7 = 42). Five or six gremlins should be a fair fight for a group of PCs. They're unlikely to down anyone, but they might put a few

consequences on them, easy. A single goblin swinging a critical amount of stick could do $4 + 10$ points, enough to minor-consequence a PC in one hit if they're a weenie.

Let's find the number of gremlins a 2nd-level party needs, then. Budget is now 80. That's 11-ish gremlins, BUT, we need to do some math! At 8 gremlins we multiply by 1.5 to get the final budget. That's $8 \times 1.5 \times 7 = 84$. That's our target, two gremlins per PC. The PCs have gained some talents and doubled their Vitality, so that makes sense more or less. The gremlins, however, will get twice as many actions - a potential danger.

Let's see how many gremlins are TOO FEW to deal with.

For the first few levels there's really no threat too small: our zero-XP cap is at level minus four, so even at level 4 the EP budget for a nil-encounter is 0. However, starting at 5 we have a base budget of 50 per PC, minus 4 levels = 10 per PC, $\times 4$ PCs is 40 EP. Anything at or under 40 Encounter Points will not pay out at all in terms of experience.

At that level the budget for 1 XP each is 80 EP, for 2 it's 120, for 4 it's 160, and 200 for full XP for an encounter. So, let's say our adventurers come upon 10 gremlins (7 EP/ea). That's 70 EP, $\times 1.5$ because it's double the number of PCs, for 105 EP. The PCs will earn 2 XP each for defeating these gremlins.

Were it only 5, for 35 EP, they'd get no XP at all. Makes sense: that's basically one round of mop-up with the PCs taking maybe 5 damage each, on average, with base Vitality of 40. Barely a scratch.

The same rules apply for social confrontations: each opponent has a level, and at too low a level can be absolutely chumped by the average adventuring party.

Note that to earn a victory you have to engage on their terms. A 60 EP noble with a 45 EP gaggle of retainers might be a fair fight for some 3rd-level PCs in a battle of wits, but absolutely get rolled in a fight. Nevertheless, the opponent probably has plenty of Vitality, so isn't a zero on the EP scale - they just count as half.

Opponents tagged as Social are half for combat, and vice versa. Some creatures, like dragons, are tagged as both; they get full EP in conversation or combat.

Let's try, then, to create a model that gives us a challenging Boss Monster fight: one dude, with no helpers other than those summoned, to tangle with a group of heroes. A dragon.

A dragon, an adult one, should be a dangerous, challenging encounter for a party of four PCs at... 12th level, say. Ten to twelve. Ish. $12 \times 10 = 120 \times 4 = 480$ for our base budget. We're adding 2 levels of danger to get to 560. The dragon is a solo monster, so it's taking the 75% reduction, meaning our TRUE budget is around 746. We'll call it 750 for a round number.

To make such a clash trivial we'd need adventurers of 19th level, give or take. $25 \times 10 \times 4 = 1,000 \times .75 = 750$. That makes sense: a dragon fight should be a notable event for anyone but a multiverse-hopping hero-god.

So a dragon is about 750 EP. A gremlin is 7 EP. Most creatures fall on between.

Mundane dogs and such are 1 to 5, usually. Monsters are 10 to 40 for common guys, the level 1 and 2 staples. Ranging up into the hundreds. An archdevil might be 1,500, enough to make a dragon look a chump and challenge a group of 30th-level characters pause and consider their options.

At the top end of “D&D terms,” at level 25, we’re looking at a fair-fight budget of 1,000. Level 25 PCs should have a +10 to most of their core rolls, a bucket of magic items, and access to all but the silliest spells if they went pure caster. They probably have homies as well, another 200 EP worth of hangers-on and allies. Warriors will be throwing 5 attacks per round, with average damage in the 10+ range on each, and enemies will probably be doing the same.

How do we calculate a monster’s EP? A monster at a PCs level should have:

- Vitality equal to a PC
- Attack and defenses equal to a PC
- One fewer consequence slot than a PC
- Atts equal to a PC

For every variable bump up, something else comes down to equalize. If not, each bump is maybe 5 extra EP.

So, an EP 10 monster has a +3, two +2s, three +1s, and maybe a -1. It has a +5 to attacks, does 5 base damage, and has 10 to 15 Vit. It has two to three neat little tricks. It has about 15 points to spend on skills. It has 2 consequence slots.

Every +5 Vit, +1 to an att, or 2 extra skills is an extra 5 EP. A missing consequence slot counts as -50% Vit, an extra is x 1.5.

By these rules, a gremlin is actually something like a 3 to 5 EP monster, mainly because it’s a minion with one consequence slot. It has 15 skill points, about average atts, two little tricks. One 1st-level character should be able to go toe-to-toe with a single gremlin and predictably come out on top. That’s a 5 EP critter.

An orc is a 10 EP combatant: atts and attacks better than the average schmo, on par with a PC, and big damage. What would be a 15-EP spread is knocked down to 10 by a missing consequence slot. The orcish warband leader, thus, is moved up to 15 to 20 EP. A pair of them fighting back-to-back makes a fair fight with a gaggle of PCs.

A solo boss, at 1st level, is thus a 40 EP monster, closer to 60 due to the solo discount. So we start with a regular PC spread, add Vit up to 40 (base 10 + 30 for 15 EP cost), give it two extra tricks or resistances or stuff (10 EP), and tack on a few skill bonuses (+1 def, +1 atk, for 5 more EP). That’s our solo monster. He looks like:

Ogre

leader (2 consequence slots)

40 EP (combat)

Vit 6d10+19 (52) :: TN 12 :: Focus 2

Size 7 :: Spd 10 m

St +4 Re -2 Ch -2

Ag +2 In +2 Se -1

Co +2 Cl +1 Po +1

RR: St +3, Co +5, Cl +2

Sk: Clubs +3, Thrown +2, Unarmed +3, Perception +2, Survive +2, Unarmored +3

Club +5, reach 2 m, 8 impact damage

Unarmed +5, reach 1 m, 4 impact damage

Stone +4, range 10 m, 5 impact damage

Grab: When the ogre hits a target with an unarmed attack it can immediately use an action to grapple them (escape TN 15). This occupies one hand.

Rush (2-act): The ogre moves up to its speed toward a target and makes a single attack. If this attack hits the target must make a TN 15 St RR or be knocked prone.

Dense: The ogre has resistance (5) to impact damage.

Bloodthirsty: If the ogre is compelled and an enemy - even one that has compelled it - is within 10 m at the beginning of its turn it may spend a Focus to make a new RR against the effect, breaking it on a success.

Flaw: Gluttony. The ogre is driven by its ever-present hunger, and rarely looks beyond the next meal. It's a bully as well, unwilling to risk its life for anything but food. A creature that offers meat to the ogre - 8 kg or more - gains a moderate advantage on social checks against it. If the ogre is hungry it will always attack the nearest source of food.

Now that's a dude who sucks to fight. Every time his turn comes around he's putting one or two consequences on the party. A team of 4 needs to whomp him for 35 points every turn to down him in a three-round fight; 8 points each, assuming everyone's still standing. Messy. The ogre is unlikely to be a TPK, but it'll suck for sure.

Constructing Encounters

Challenge Budget

Creating an encounter that is challenging for a group of player characters but unlikely to overwhelm them requires a bit of trial-and-error. The guidelines below provide a budget when building a conflict that should keep you close to the right degree of challenge. Further, the difficulty of a challenge the characters face will determine how much Experience they earn in that scene.

To create a budget for a conflict start by totaling the levels of the involved PCs. Then, multiply that figure by ten: that's your challenge budget.

Example: A group of three 4th-level characters and two 3rd-level characters has 18 total party levels. Multiply by ten, and that's 180 points to spend on their opponents.

Each non-player character in Muragame has a challenge point value – the amount that they add to an encounter's total challenge. This ranges from zero, for creatures that are completely harmless (mosquitos, for example, or a spirit so small it cannot deal even one point of damage) to thousands for great dragons and the avatars of the divinities. When constructing a conflict you'll add opponents, then total the challenge points of that conflict.

Sidebar: Large Parties and Large Groups

One of the most important factors in Muragame is what's called *action economy*. This refers to the total number of actions or turns a side in a conflict can take. A group of forty gremlins will present a real challenge to four adventurers, even if the total challenge budget matches up, because the gremlins will act ten times for every turn the adventurers get. The onslaught penalties alone can get out of control.

Muragame evens this out in two ways.

First: When presenting a large number of identical enemies, consider condensing them into one or more squads. This allows the mass of creatures to act as one, reducing the number of turns they take but increasing the impact of those turns. This restores balance to an encounter quickly and effectively. More information on squads is available in the combat chapter.

Second: Groups of enemies that outnumber the player characters substantially, or whom the PCs outnumber, the challenge budget is modified. The table below shows how you'll modify the challenge budget based on the number of opponents involved.

Number of Opponents Compared to Number of Player Characters	Multiply the Challenge Budget by...
A quarter as many enemies as PCs or fewer	x 1½ (+50%)
A quarter to half as many enemies as PCs	x 1¼ (+25%)
Half to twice as many enemies as PCs	No change (x 1, 100%)
Two to three times as many enemies as PCs	x ¾ (-25%)
Three times as many enemies as PCs or more	x ½ (-50%)

For example, a group of five player characters of level 6 has a budget of 300 challenge points. The GM sets them up against twelve spirits. The challenge point cost is reduced by 25% from 300 to 225 because there are two times as many enemies as PCs, but not yet three times. Each spirit has a challenge cost of 20 points, so the total is 240 on a budget of 225. The fight should be a little more challenging than usual, but still within a close range to the expected budget.

Alternatively, in the example above, the GM could have turned the twelve spirits into two combat groups of six spirits each. In this case the squads would each cost 120 challenge points, the same as the twelve spirits, but they no longer outnumber the PCs and so the budget is 300 rather than 225. In fact, if the GM leaves only two groups the PCs more than double the number of enemies, and so the challenge budget becomes 450 – potentially quite unbalanced. The GM can add another group of spirits, bringing the number of enemies back in line with the PCs, so our budget is back to 300. With three groups at 120 challenge points, that’s 360 – unbalanced in the other direction. An excess of 60 challenge points is potentially quite difficult to overcome.

In a third version of this encounter the GM groups the spirits not into two groups of six, but three groups of four spirits. That means the total challenge points are still 240 on a budget of 300. The GM adds one more group of four spirits – a cost of 80 – that brings the total challenge points to 320 on a budget of 300. That’s close enough for the GM, almost as close as running the spirits individually while managing four enemies instead of twelve, so that’s the method on which they decide.

An encounter’s budget is not only a way to make sure the conflict is in-line with the party’s power; it’s also a way to gauge how much their characters grow in that moment. Experience in Muragame is representative of a character’s knowledge, wisdom, and strength growing as they encounter new things and overcome new challenges. A small challenge yields less Experience; a great difficulty yields more.

Characters earn experience from a conflict – social or combative – dependent on how the encounter’s challenge points match up to their budget. For example, a group with a budget of 400 that goes up against an encounter with a point total of 430 will earn more Experience than from a conflict that costs only 210 points. If an encounter’s cost is far, far below the group’s budget they may even earn zero experience. Conversely, a fight against overwhelming odds will yield tremendous Experience... if they survive.

To evaluate the Experience each character earns for the encounter use the table below. Every step above or below the party’s challenge budget adjusts the Experience per character. A ‘step’ in this case is equal to ten per PC (basically, imagining that the PCs are all a level higher or lower). So, a group of four characters would go up a step for every 40 points by which the encounter exceeds their budget, or down for every 40 points by which it missed the mark.

Encounter vs Budget	Challenge Points for a PC Group			Experience per Character
Steps	Of 3 characters	Of 4 characters	Of 5 characters	
-4 or more	120 or more below budget	160 or more below budget	200 or more below budget	0
-3	90-119	120-159	150-199	1

-2	60-89	80-119	100-149	2
-1	30-59	40-79	50-99	4
Within 1 step of budget	+/- 0 to 29	+/- 0 to 39	+/- 0 to 49	8
+1	30-59	40-79	50-99	12
+2	60-89	80-119	100-149	16
+3 or more	90 or more above budget	120 or more above budget	150 or more above budget	20

Sidebar: Challenging Fights at Low Levels

You may note that, per the table above, there's no Experience difference between a group of 15th-level characters taking on a monster two steps above them and a group of 1st-level characters doing the same. In practical terms, though, there's a huge distinction between a 15th-level character taking 10 extra damage from an enemy and a 1st-level character handling the same.

Be careful when putting characters of levels 1 to 5 up against challenging fights or confrontations. The nature of random chance means that it's all-too-likely for a character to take an unexpected consequence or two in these conflicts. It's not recommended to have low-level characters take on conflicts more than a step above their challenge budget; three steps above is asking for trouble. Use your judgment, and consider including an 'escape hatch' for these encounters that allows the PCs to escape or take advantage of a weakness in the enemy.

If you're especially concerned about balancing encounters, you can do a bit of extra work to keep those challenge budget steps in line. In an ideal case each step would be based not on a static number, but a percentage; however, the math requirement to build a conflict quickly makes this onerous. If you don't mind doing the calculations, use the following guidelines:

Each 25% increase to the budget is one step; and each 20% decrease is one step. With that we get the following table:

Step	Budget Adjustment
-4	-80% (x .2)
-3	-60% (x .4)
-2	-40% (x .6)
-1	-20% (x .8)
-	within 20% down or 25% up from the party's budget
+1	+25% (x 1.25)
+2	+50% (x 1.5)
+3	+75% (x 1.75)

With these adjustments we can see the difference between a four-character group at level 1 (a budget of 40 adjusted up by two steps gives us 60, for example) and a group at level 9 (a budget of 270 adjusted by two steps gives us 405, a difference of 135 rather than 20).

Each character that makes it through the encounter – still standing or not – earns the base Experience of the conflict.

A character that flees from the encounter earns half the Experience of the encounter, provided they suffered at least some Vitality loss or a consequence of any degree.

A character that suffers a consequence as a result of an enemy's action (note: not from casting a spell or using an ability or item that costs Vitality) earns extra Experience: 1 point if the worst they suffered was a minor consequence; 2 for a moderate consequence; 3 if they walked away with a major consequence or were defeated. These don't stack, it measures instead the worst consequence suffered. A character that earns no Experience from an encounter because the encounter's challenge points were too low *also* doesn't get extra points due to consequences.

Sidebar: Experience and Types of Conflict

As noted elsewhere, conflicts have to be addressed on their own terms to be educational. A noble and their retinue may make a challenging social contest, but they'd be absolute pushovers in a fair fight. Likewise, embarrassing a chimera would be easy work... if the chimera cared in the least.

Each non-player character, monster, and the like has a type of conflict appended to its challenge point cost: combat, confrontation, or challenge. Characters earn Experience only for going up against the opponent in an appropriate arena. Some creatures are formidable socially and in battle. These creatures will have notes that their challenge points are applicable in different types of encounters, or may have a whole value for conflict and half for social, or vice versa.

Plot Points

Non-player characters and monsters in an encounter may add plot points to the encounter. A plot point is a small measure of narrative power that the opponent can bring to bear. A GM can spend plot points in the same way as PCs spend Focus Points, and for the same things.

A plot point can be used to improve a skill check or Resistance Roll by 1d4.

Some creatures have ways in which they can use plot points, spending them to activate effects. A creature typically can't use more than one of these effects on its turn each round.

All creatures in an encounter pool their plot points together. Rather than tracking them separately, this allows the GM to use them as a resource where they're most appropriate. Many creatures don't have ways to use plot points on their own, other than improving a roll, but instead can contribute them to a leader or boss monster that can put them to use more effectively.

If a creature survives, its plot points are restored after it finishes a major rest.

Sidebar: Trading Plot Points

Some tables find that spending Focus and Plot make the game more exciting. The play between the GM and the players turns to a push-and-pull where players are incentivized to use their big features, and the GM is as well. If you find that to be the case, consider adding plot points when the players use focus, and vice versa.

Start with a pool of plot points based on the creatures in the encounter, as per usual. When you spend one, give a point of Focus back to a player affected by the spent plot (i.e., who was targeted by the ability activated or die rolled) if they have any Focus missing. When players spend Focus, add a plot point back to your pool. The pool of Focus and plot points should stay more or less static, in total, and those who regain points will be those that spend them and that stay in the thick of the conflict.

This version of play may have the effect of players being able to use their ‘big’ abilities *too* often. If you find one character is getting an unfair share of the power and attention, ensure that the enemies in the conflict are targeting others to spread the Focus rewards around.

Building a Monster

Calculating a creature’s challenge point cost is more art than science. The guidelines below should allow you to create a creature of a certain challenge, or determine the challenge of a creature you’ve created, before throwing it against your players.

A creature with a challenge value that matches a single player character’s (that is, ten per character level) should wind up with:

- Vitality equal to a player character
- Attacks and defenses equal to a player character
- Attributes equal to a player character

Where scores exceed those measures, something else has to be reduced, or the creature’s total challenge cost increases.

Use the baseline scores and stats below to create a monster with a challenge cost of 10. Then, adjust those features using the changes suggested and the budget recommendations associated.

A sample of the process follows after.

Baseline

It has 5 Vitality + its Size.

It has two consequence slots.

It has one plot point.

A baseline creature has a single attribute at +3, two at +2, three at +1, and the rest at 0.

It has +2 to attacks, +2 to defense, and 10 more points to spend on skills and Resistance Rolls.

It deals 3 base damage with its primary attack, 1 with secondary attacks.

It has two or three special qualities or abilities, each approximately equivalent to a talent. Some suggested monster talents are provided below.

It has a flaw that limits it or weakens it in the right conditions.

Changes and Improvements

Each of the monster improvements below comes with a challenge point cost.

-5 challenge points, and Vitality is less expensive. Make the creature a minion (it has one consequence slot and no plot points).

+10 challenge points, and Vitality is more expensive. Make the creature a boss (it has three consequence slots and 2 plot points).

Variable challenge points. +5 Vitality. Each time you select this, add the creature's Constitution as well. This costs 3 for a minion, 5 for a leader, and 7 for a boss.

-3 challenge points. Reduce the creature's base Vitality to 1 + its Size.

-3 challenge points. -1 to an attribute, to a minimum of -5.

3 challenge points. +1 to an attribute, up to +2.

5 challenge points. +1 to an attribute from +3 to +5.

8 challenge points. +1 to an attribute from +6 to +8.

12 challenge points. +1 to an attribute to increase it to +9 or +10.

10 challenge points. Increase a creature's maximum skill cap by +1.

3 challenge points. +1 skill point.

-2 challenge points. -1 skill point.

Variable challenge points. Increase each attack's base damage. The cost is equal to the amount to which the highest attack is raised, and it must be raised one-at-a-time. For example, increasing from 3 to 6 costs 15 points: four to increase it to 4, five more to get to 5, then six to get to 6 = 15 total.

3 challenge points. A minor talent – one that is situational or provides a small bonus (a bonus to skill checks in a given circumstance, a defense with limited uses).

5 challenge points. A moderate talent – one that will be used frequently in conflicts (an ability to charge, a new method of movement, a major change to an attack). This grants a free plot point as well (to a maximum of 3).

10 challenge points. A major talent – one that defines how the creature approaches conflicts (flight, spellcasting, or a breath weapon). This grants a free plot point as well (to a maximum of 3).

5 challenge points. An extra plot point (to a maximum of 3).

10 challenge points. An extra plot point, if increasing to 4 or more.

Sample Monster Construction

Our GM, Vic, wants to create a custom monster to challenge their players. They start with a concept: the undead remnants of an alchemist that, in an hubristic bid for life everlasting, corrupted himself into a ghoulish husk filled with serums and syrups.

Next is the budget. Vic's game has four players, all level 2. That's a budget, for a normal encounter, of 80 challenge points. Vic is targeting a fight that taxes the players, but doesn't punish them, so they'll be seeking to make it a step above their usual. A step up for four players is +40 points to the budget, turning 80 to 120. It'll be a lopsided fight as well, with four players versus one monster. Vic weighs adding a few swarms of corrupted rats to the fight, but wants this combat to spotlight the villain, so elects to keep it solo. That means the budget gets a +50% adjustment to 180.

With that in mind, Vic lays out the stats for a baseline creature, marking down the following:

Herr Heisengorg's Hideous Husk

leader (2 consequence slots)

10 CP (combat) :: 0 Plot :: Training cap +2

Vit 1d10+8 (13) :: DT 13 (Unarmored, DR 0)

Size 5 :: Spd 8 m

St +2 Re +2 Ch +1

Ag +1 In +1 Se +0

Co +3 Cl -1 Po +0

RR: Ag +2 (+3), Co +2 (+5), Re +2 (+4)

Sk: Light Blades +2, Unarmed +2, Arcane Spellcasting +2, Stealth +2, Unarmored +2

Syringe +3, reach 1 m, 5 piercing damage.

Punch +3, reach 0 m, 3 impact damage.

Vic has two talents or unusual features to assign, and chooses to give Herr Heisengorg immunity to poisons, diseases, and sleep – all in line with his nature as an undead creature and an alchemist. These are pretty specific, non-immediate-damage resistances and immunities, and Vic gauges that all three together merit a minor improvement. Next is spellcasting: that's a big one. Vic picks three level-one spells for Heisengorg to use, all in the theme of transmutation and toxins. For a final, minor talent Vic gives Heisengorg the ability to regain Vitality anytime he drinks a potion, regardless of the effects of that potion. His lab will be littered with randomized potions that the players can use – at their peril – but that Heisengorg can use as well. With his poison immunity and Vitality regeneration he may benefit from that quite a bit. Those three abilities look like this:

Alchemical Resistances: The husk has immunity to mundane poisons and diseases, and neither sleeps nor can be put to sleep by magic.

Magical Metabolism: The husk regains Vitality when it consumes a magical potion. The Vitality restored is equal to 1d4 plus the level of the potion's effect, if it has one.

Spellcasting: The husk can cast arcane spells. Its spells have an attack bonus of +4 and a RR TN of 12. It knows the following spells: *dazing touch*, *oil slick*, and *shroud of misfortune*.

Now that Vic has a baseline creature, it's time to spend another 170 points to make Herr Heisengorg a real threat to the players.

- As a boss monster, it's fitting that he get boss monster status. That's 10 points.
- He'll need a few more spells, so Vic spends 30 points on taking the spellcasting talent three times, giving him 3 spells each of levels 2, 3, and 4.
- Heisengorg's attacks don't pack much of a punch yet. Vic spends 4 points to increase his syringe damage to 4, then 5 more points to increase it to 5. His punches improve to 3 base damage as well.
- Vic imagines that the creature injects nauseating goo into its victims when the syringe hits, so grants him a talent to do just that. It's a core element of his combat, so they spend 10 points on it. It'll cost a plot point to activate, and he gets one for free with this talent.
- Heisengorg's attributes could use a little assistance. A +1 to Agility costs 3, another +1 is 5. +1 to both St and Re is 5 more each, and a +1 to Co is 5 as well. That's 23 points on attributes.
- Vitality! The weird doctor needs perhaps another 6 levels' worth of Vitality to be dangerous. That gives him 30 from the adjustment, and 18 more from his Co. The cost is 42 points, since he's a boss monster.

So far Vic has spent 124 points. To spend the rest they decide to look at further talents for Herr Heisengorg. Between his attacks and his spells he has plenty of actions to take, but could use some more qualities and unique features. Vic looks through the samples and finds a few to use or change to their purposes.

- The husk should be resistant to a few types of damage. Based on Vic's picture of him he's not going to be hurt much by acids, nor by electricity. Vic picks up resistance (half) to both for 10 points each.
- The alchemist's Vitality is fine, but he's easy to hit and none too skilled with his offense. Vic spends 10 to increase his skill cap, then 9 more to increase his scores in light blades, unarmored defense, and arcane spellcasting all by +1.
- Finally, Vic decides to improve his survivability with some armor. They give him a +3 DT bonus from natural armor, which comes with resistance (1) to impact, piercing, and slashing damage. The whole kit costs 10 points.

That's 173 points altogether. With the natural armor they decide to drop the extra point of unarmored defense, getting the budget down to 170 (plus the initial 10 for a baseline creature: total of 180). For low-level characters, even filling out the budget to the last point is pushing it – one or

more characters will wind up in serious danger from Herr Heisenborg's Hideous Husk. The monster's final stat block is below.

Vic has one more thing to add: a flaw. The husk is that of an obsessive, foolish alchemist, and so Vic creates something that they think is appropriate and that will provide the party a big advantage – though it's unlikely to come up.

Herr Heisengorg's Hideous Husk

boss (3 consequence slots)

180 CP (combat) :: 3 Plot :: Training cap +3

Vit 7d10+8 (68) :: DT 17 (natural armor, DR 1, resistance (half) corrosive, electricity)

Size 5 :: Spd 8 m

St +3 Re +3 Ch +1

Ag +3 In +1 Se +0

Co +4 Cl -1 Po +0

RR: Ag +2 (+5), Co +2 (+6), Re +2 (+5)

Sk: Light Blades +3, Unarmed +2, Arcane Spellcasting +3, Stealth +2, Unarmored +2

Syringe +6, reach 1 m, 8 piercing damage. On a critical hit the husk can spend a plot point to inject the target with the Doctor's Digestive (see below).

Punch +5, reach 0 m, 6 impact damage.

Alchemical Resistances: The husk has immunity to mundane poisons and diseases, and neither sleeps nor can be put to sleep by magic. He has resistance (half) to bludgeoning damage and electricity.

Doctor's Digestive: The husk has an internal reservoir of corrosive toxins inside its body that it can inject through its syringes. On a critical hit with a syringe it can spend a plot point to inject one dose of poison. This poison's statistics are presented below. If the husk is defeated an enterprising character can dissect him with a TN 15 Survival check (or similar), recovering 1d10-3 doses of the toxin (minimum 1). These doses can be kept for up to a week, or indefinitely if kept magically chilled.

Magical Metabolism: The husk regains Vitality when it consumes a magical potion. The Vitality restored is equal to 1d4 plus the level of the potion's effect, if it has one.

Spellcasting: The husk can cast arcane spells (Re). Its spells have an attack bonus of +6 and a RR TN of 14. It knows the following spells: *alter self*, *blinding darkness*, *darkvision*, *dazing touch*, *eerie echoes*, *fear*, *ghost lights*, *oil slick*, *paralyze*, *see auras*, *shroud of misfortune*, and *sickening ray*.

Flaw: Vivisectionist. The husk obsesses over the boundaries between life and death, and experiences a sadistic, voyeuristic fascination with the transition. If a creature dies or is defeated in

combat within sight of the husk it takes a three-action activity to observe its passing. If it takes damage while observing it makes a TN 10 Clarity RR, breaking out of its stupor on a success.

Doctor's Digestive (mundane poison)

Dose: 100 mL, injected. Each additional dose extends the duration by 2 rounds.

Duration: 3 rounds

Resistance: Co RR, TN 13. A poisoned creature makes a RR at the end of each turn. The effects of success or failure are detailed in the effects, below.

Remedy: a poisoned creature that takes no actions on its turn gains a moderate advantage on the Resistance Roll.

Effect: The target suffers 5 corrosive damage. On a failed RR it is dazed for 1 round as well. Note a creature's failures. A creature that suffers three failures against this poison automatically gains a consequence; if this consequence defeats the character (they have no consequence slots left to fill) they die as their innards liquefy. A creature erases all failures when they finish a minor or major rest.

That's a boss fight that players will fear, particularly with the villain's flesh-melting poison.

Had Vic not wanted to create a creature from scratch to fit their needs, it would have been easy to find a creature of approximately the right challenge rating – 150 to 200 points, say – and modified it using the guidelines above. For example, any spellcaster of the right power plus a poisonous piercing attack would be close enough to suit, and would have taken five minutes rather than an hour. However, Vic wanted something special for the finale of their dungeon, and Heisengorg's Husk was fun to make.

Traps & Hazards

Wilderness Hazards

Environmental Criticals

Fights in certain environments offer additional critical effects. Finding these out or intuiting them, then putting them to use, can add more variety and engagement to a combat.

Examples would include:

Tight Spaces. When you score a critical success on a piercing attack you can pin your target to the wall or floor by their clothing or through their flesh. You must leave the weapon there until they are free. It requires a TN 15 St check to free themselves, and until they do their speed is 0. It takes a single action to attempt to break free.

Noxious. When you score a critical hit with a piercing or slashing weapon the foul air or water gets in the wounds. This adds a single stack of slagged, and the target must make a TN 10 Co save or contract a disease.

Slick. The ground is wet and slick. When you score a critical hit with an impact weapon you may immediately make an opposed St/Athletics check against the target to knock them prone as part of the same action.

Flash Crystals. This cavern or lab is filled with light-reactive crystals. When you score a fire or radiant critical on a creature all creatures within 2m of the target must make an Ag save or be blinded until the end of their next turn.

Effects that occur on every hit, or those that simply add environmental effects (e.g., fire damage is halved in heavy rain) are not environmental criticals. Only effects that benefit critical hits and provide a further effect are environmental crits.

Diseases

Poisons

When a creature is exposed to poison they acquire a persistent condition, poisoned. Each poison's effects, means of exposure, and cure are different. Poisons have some of the following common features:

Dose: the poison's means of application – such as inhalation, by skin contact, or ingestion – and minimum dose to take effect. This also lists if there are any effects of multiple doses, such as extending the duration or increasing Resistance Roll TNs.

Duration: the time that the poison affects a creature. When the duration is finished, the poison's effect ends.

Resistance: the time between Resistance Rolls to resist the poison, and the effects of a successful roll.

Remedy: most poisons have a cure that reduces the effect, provides a bonus to Resistance Rolls against it, or ends its effects immediately.

Drugs

Addiction

Sanity & Madness

SECTION FOUR – MURA

A Brief History

More Recently

Politics in Mura

Magic in Mura

Arcane :: the stars :: air :: divination, fortune telling, illusion, meta-magic, planar travel, binding, language, Truth, writing, ideal concepts

Divine :: the sun :: fire :: the spirit & soul, regeneration, blessings & curses, agents of the divine & profane

Occult :: the moons :: water :: transmission, transference, scrying, spirits, doorways, the mind, emotions, memories

Primal :: the earth :: earth :: physicality, raw elements, purification, energies and matter, animal minds

The Planes

Mura is bordered by the Mirrorlands on one side & the Shadowlands on the other. Thinking of them as “sides” is not precisely right, as they’re not located anywhere, but each is essentially an equidistant vibration away, just one step from the mortal world.

The mirrorlands reflect Mura, and vice versa. They are lands of thought, illusion, seeming, artifice. Creatures from the mirrorlands behave in ways familiar to mortals, but just a bit off. Things there go backwards, or sideways. Occultists can use the magic of the mirrorlands to create illusions and speak into the minds of others. In the mirrorlands emotions and memories are as real as objects, with things like Lust, Thrill, and “when my grandmother last had tea with me” being as easy to handle as a stone.

The shadowlands are a reflection of Mura in a different way. While the mirrorlands are moving and changeable, the shadowlands are quiet, slow, and dim. Things there drag. Energy is rare, and valuable. It is also the land of the dead, where spirits wait before traveling to their final destinations. Occultists can speak to spirits and command shadows to move. The shadowlands make thoughts and memories physical, in particular those that are crystallized or slow-moving. Archetypal and imaginary objects are common here, like Dog, Friend, or Spooky Adult When You’re A Child.

Beyond these are the heavens and hells. These are the collective names for planes one step further away, at the edges of mortal comprehension. The heavens & hells are less physical even than the mirrorlands & shadowlands and are instead moved by concepts. These abstract-but-approachable thoughts are given form here, like Justice, or Cruelty, or Steadfastness. The distinction between heaven and hell is largely one of perspective: if the concepts native to a place scare or anger you, that’s probably your hell. The gods, as beings of pure concept, each stake out their own territory and shape it to their taste, and populate it with their messengers: tiny fragments of themselves that each have a narrower niche than the god. For example, Senya is the god of beauty, lust, revenge,

and debts, and her messengers may be slivers such as The Debt Incurred By Necessity With Both Parties Recognizing That They Neither Could Not Ask Nor Deny The Gift But Could Also Not Avoid The Debt, or A Sudden Thrill When An Old Friend Touches Your Arm When You're Both Drunk And You Realize There Could Be Something More.

Beyond the heavens are the Far Realms, so called because things break down out there. They are far beyond understanding, beyond the reaches even of universal concepts such as warmth, or mass, or life and death. The creatures in these far-away places are as impossible to understand as a computer would be to an insect. The mages that study these places and things learn to violate the rules of reality, or learn about those few things that DO remain true at the outer reaches of the mind. The creatures, called Outsiders, are impossible to represent even in the way that gods are represented, but when they appear on Mura they can be identified by certain commonalities. For example, one outsider might always be seen with masses of hair-like prehensile tendrils, and the color red, and a desire for diamonds. Another could be heralded by mathematics breaking down, a sound of thin trumpets in the air, and often have the appearance of or be attended by dog-shaped things with elongated spirals for faces as though they'd been twisted from the nose back. These clusters of commonalities allow mages to assign rough qualities and names to outsiders, even though their true shapes, motivations, and actions are always obscured.

It is unclear if there are further realities beyond the far realms. If there are, as some mages claim, infinite planes, then those beyond are the Far Realms.

The astral plane is the troughs between these peaks, where the rules lay. The fog of nothingness is ruled by proportions and mathematics of a kind, the last "thing" before dissolving into nonexistence at the absolute nadir of energy between planes. Some mages say there are "nega-planes" or anti-planes, or contra-planes at these nadirs, more alien in their way than even the far realms. Others say that they are simply the absence of anything: concept, thought, or matter, and cannot "be" planes as there is nothing there to be at all.

Whatever the case, these are the astral wells, where wizards sift for truenames and truths, and sometimes slide into the nothingness.

The Echolands

The Mirrorlands

Mirrors with mithril backing reflect the mirrorlands rather than Mura, and are thus useful for scrying. Similarly, adamant diamond lenses show the mirrorlands as clearly as they do Mura, each reflected and refracted atop the other.

The shadowlands, likewise, can be seen with the right tools: onyx mirrors and lenses of quartz smoked with wood from the tree of rains.

Sanctified lenses or eyedrops of holy water and anointing oil don't make the Heavens clear - their shape is too fluid to 'map' to Mura cleanly - but these tools do reveal holy & unholy influences. The messengers of the gods leave fingerprints on their work & the blessed carry auras and glyphs of their patrons with them.

Other, stranger tools are necessary to see, hear, or otherwise detect the outer realms and astral plane. These “places” are closer to concept, and don’t even share a geometry with Mura, nor perhaps anything like the atoms that make up the world. Instead they can only be approached by either dreams and trances, or by true portals where the surfaces of these realities press against each other.

Heavens

Hells

The Far Realms

Threats in Mura

INDICES & APPENDICES

Conditions

Skills & Tools

Common Calculations

Rules Variants

NPCs

Monsters

A creature’s stat block features the following elements:

Name. The creature’s name or the type of creature it is.

Encounter role. The role the creature adopts in most encounters: minion, leader, boss, or legendary.

Minions are threats that would be insignificant, typically, but dangerous in large groups. Minions usually have one consequence slot, meaning that when they hit 0 Vitality they are taken out automatically (defeated or withdrawn, usually).

Leaders generally have two consequence slots, meaning that they suffer one normal consequence and regain half their Vitality, and on suffering their second are defeated.

Boss monsters have three consequence slots, just like Player Characters.

Legendary monsters have four or more consequence slots, and may have additional qualities and actions they can use in a conflict.

Experience Points. This indicates how many Experience Points a group earns for defeating this enemy, and in which types of conflict the enemy can participate. PCs only earn Experience Points for defeating a monster in its element – shaming a zombie in public does nothing, and beating a duke in a fist-fight is similarly unenlightening.

Plot. This indicates how many plot points a monster grants the GM for use in its conflicts.

Training cap. This indicates the maximum training ranks this monster can have in a given skill.

Vitality. This shows the creature's Vitality, and the calculation to determine it (Vitality Dice plus Co bonus per level, plus the creature's Size).

Defense Target. This is the creature's Defense Target and their usual means of defense, as well as notable resistances.

Size: The creature's size.

Speed: The creature's normal Speed in whichever means of movement it has.

Attributes: The creature's Strength, Agility, Constitution, Reason, Intuition, Clarity, Charisma, Sensitivity, and Poise. Any attribute marked with a – is an attribute that creature doesn't have. For example, a jellyfish has a St of –; not only is it not strong, it is so weak it could be overpowered by even a character with a -5 St, the normal minimum. Creatures with nothing in a score cannot make checks, attacks, or Resistance Rolls using that score.

Resistance Rolls: This lists the creature's training ranks in Resistance Rolls.

Damage Modifiers: This section lists damage resistances, condition immunities, vulnerabilities, and wards that might affect the creature in a conflict. It is omitted if there are no such modifications to take into account.

Skills: This lists the creature's training ranks for skills, including weapon and defense skills.

Attacks: This lists any offensive moves the creature generally employs in the following format: name of the attack, bonus to the attack roll, reach or range of the attack, damage value and type of the attack, any special effects or features of the attack.

Qualities: Creatures that have special qualities, features, traits, and abilities display them here.

Flaw: Each monster has a particular flaw. This section offers a clue on dealing with the creature; a weakness it might have, a behavior it may exhibit, or similar.

Gremlin

minion (1 consequence slot)

7 EP (combat) :: 0 Plot :: Training cap +2

Vit 1d10+5 (10) :: DT 14 (Unarmored, DR 0)

Size 3 :: Spd 6 m

St +0 Re +0 Ch -2

Ag +4 In +2 Se +1

Co +2 Cl +1 Po -1

RR: Ag +6, Co +3

Sk: Clubs +2, Lt Bld +1, Stealth +2, Survive +2, Thievery +2, Unarmored +2

Stick +6, reach 1 m, 2 impact damage

Ankle-Breaker: When the gremlin hits a creature larger than it with a melee attack from concealment it deals 3 extra weapon damage and the target must make a TN 10 Ag RR or fall prone.

Sneak: The gremlin can Hide as a single action, and gains a moderate advantage on checks to Hide if it takes a two-action activity to do so. The gremlin's speed is not reduced by sneaking.

Flaw: Envy. Gremlins are, fundamentally, spiteful, envious little cowards. They will steal anything they can, and delight in making others as miserable as they are: destroying or befouling goods, lying and tricking others, anything that makes them feel good. A creature that offers flattery in a social roll and succeeds improves that success by a step to a critical success.

Homunculus

minion (1 consequence slot)

1 EP (combat) :: 0 Plot :: Training cap +2

Vit 1+1+1 (3) :: DT 14 (Unarmored, DR 0)

Size 2 :: Spd 6 m

St +0 Re + Ch +0

Ag +3 In +2 Se +1

Co +1 Cl +1 Po +1

RR: Ag +6, Co +3

Sk: Unarmed +2, Gymnastics +2, Metaphysics +2, Stealth +2, Survive +2, Thievery +2, Unarmored +2

Bite +5, reach 1 m, 3 piercing damage

Assistant: The homunculus provides a minor advantage to Re checks its creator makes if it is within 2 m of them.

Creator Bond: The homunculus is telepathically linked to its creator. Its creator can sense its rough emotional state – frightened, angry, curious – as long as they are on the same plane. As well, the homunculus can use a three-action activity to send its creator a sense of its surroundings. The depiction is fuzzy; its creator can make an In/Perception check with a major disadvantage to see,

hear, etc. anything in the homunculus' proximity. The creator can do the same, sending an image of their surroundings to the homunculus.

Nip: When the homunculus deals damage with its bite it regains Vitality equal to the damage dealt.

Sneak: The homunculus can Hide as a single action, and gains a moderate advantage on checks to Hide if it takes a two-action activity to do so. The homunculus' speed is not reduced by sneaking.

Flaw: Coward. The homunculus is not strong, and prudently avoids fights. Whenever the homunculus is attacked, whether the attack is successful or not, it must make a Clarity Resistance Roll against a TN equal to 10 or the damage dealt, whichever is greater. On a failure it attempts to disengage from the fight, run, and find a place to hide.

Ogre

leader (2 consequence slots)

40 EP (combat) :: 1 Plot :: Training cap +3

Vit 6d10+19 (52) :: DT 12 (Unarmored, resistance 5 vs impact)

Size 7 :: Spd 10 m

St +4 Re -2 Ch -2

Ag +2 In +2 Se -1

Co +2 Cl +1 Po +1

RR: St +3, Co +5, Cl +2

Sk: Clubs +3, Thrown +2, Unarmed +3, Perception +2, Survive +2, Unarmored +3

Damage Modifiers: resistance (5) to impact damage

Club +5, reach 2 m, 8 impact damage

Unarmed +5, reach 1 m, 4 impact damage

Stone +4, range 10 m, 5 impact damage

Grab: When the ogre hits a target with an unarmed attack it can immediately use an action to grapple them (escape TN 15). This occupies one hand.

Rush (2-act): The ogre moves up to its speed toward a target and makes a single attack. If this attack hits the target must make a TN 15 St RR or be knocked prone.

Dense: The ogre has resistance (5) to impact damage.

Bloodthirsty: If the ogre is compelled and an enemy - even one that has compelled it - is within 10 m at the beginning of its turn it may spend a Focus to make a new RR against the effect, breaking it on a success.

Flaw: Gluttony. The ogre is driven by its ever-present hunger, and rarely looks beyond the next meal. It's a bully as well, unwilling to risk its life for anything but food. A creature that offers meat to the ogre - 8 kg or more - gains a moderate advantage on social checks against it. If the ogre is hungry it will always attack the nearest source of food (i.e., a meaty creature).