



# *The Six Pillars*

*Live Role-Playing Game*

**PART ONE: THE BOOK OF LAWS  
(FULL EDITION)**

Version 1.6  
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A Minos Games Creation

Dedicated to my little Bethan.

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## Introduction

The Six Pillars is a fantasy live-roleplaying game set against the background of the Six Kingdoms, the nations that rose long ago from the ashes of the Old Empire. Players take the part of mighty nobles, brave warriors, cunning alchemists, and hard-working craftsmen living in this world and striving to achieve their goals in a civilisation that is slowly breaking down.

The most important element of Six Kingdom society is, of course, it's nobility. Gifted with extraordinary abilities by the Gods centuries ago, their powerful Blood Lines still rule the Kingdoms today. Blessed with charisma and personal magnetism reinforced by the Emperor of Heaven, they are part overlord, part hero, and part celebrity.

Of course, the common men and women of the Kingdoms are not without their own champions. Disillusioned with the Bloodlines, the Gods have granted lesser powers to men and women from all walks of life, Gifts intended to aid them in their chosen walk of life. Often early in their existence a commoner will manifest incredible endurance or remarkable natural skill with metal, and a priest will confirm that they are Gifted. The Gifted commoners form the centre of each community, and an Entourage of these working class heroes is much a much sought-after prize amongst the Bloodliners.

As a player in The Six Pillars, you may play a Bloodliner, or a Commoner, and make your own way in the Kingdoms. You might also play one of the mysterious Folk, the wandering seers and shamans of the Realms. You could even play an Outlander, an inscrutable foreigner in search of gold and secrets.

Your fate will be in your hands. You can quest for ever-elusive Glory and the recognition of the Gods, try to trade your way to riches, or simply defend yourself and your family against those who would usurp you. You can dabble in the arcane mysteries of alchemy, or barter with unpredictable spirits for their aid.

It's up to you.

## Glossary: OOC Terms

### Advantage

A special resource or other possession belonging to a character. Advantages typically have little or no direct uptime use, but allow the character advantage in downtime.

### Battle Call

Indicates the use of a special combat skill or ability. *Critical* and *Through* are both examples of Battle Calls.

### Damage Call

Indicates the amount of damage a blow inflicts. Nearly all characters will only inflict *Singles*.

### Downtime

The period between each game. The amount of Downtime will be announced at the end of each session. Downtime can be used to perform actions between games.

### Effect

The in-game result of any special ability possessed by a character. The term Effect is used to distinguish between the mechanics of the ability itself and its result.

### Endurance

The ability to withstand or avoid damage. Endurance points are lost before any damage is incurred.

### Gift

A special power or ability granted to a character by a deity. These come in a huge number of different forms.

### Heroic Trait

A number of Skills that allow a character to perform unusual feats. Normally, Heroic Traits must be granted by a Gift initially, but can then be purchased.

### Item Cards

Special laminated cards that indicate the special capabilities of an item. Any items with special in-game properties must have an Item Card. Although the card does not need to be attached to the phys-rep, the player must keep the item on his person whenever his character is using the item.

### Luck

The preternatural ability to avoid the effects of magic and even some poisons. Catalans are noted for their Luck, as are the Folk.

### Magic Call

Calls made to indicate magical effects that are used upon other characters. These can be either Combat Magic Calls or Non-Combat Magic Calls, and there are slightly different rules for each.

### Modifiers

Extra calls used after the Damage or Battle call to indicate the special qualities of a strike. *Bane* is the most well known Modifier.

### Near

Most supernatural effects have the same range, referred to as “Near”. Near range is a 30ft radius around the character using the effect.

### Negate

Called when an effect has been cancelled by some means. Most commonly used when magical effects have been resisted using Luck or Willpower.

### Overkilling

The practice of hitting an already Useless location repeatedly to cause Bleeding to accelerate.

### Voice Powers

The extraordinary vocal abilities of a Bloodliner. Voice powers can allow a Bloodliner to become extraordinarily persuasive, or even control another character completely, merely by speaking.

### Wound States

Each body location has 3 Wound States: Normal, Hurt, and Useless. Each has a specific effect on the character.

### Willpower

A reserve of internal strength, used either to fuel special abilities or resist the mind-bending powers of Bloodliners.

## Glossary: IC Terms

### Alchemy

The art of extracting magical elements from mundane materials. Alchemy's greatest aim is the Alchemist's Stone, a mystical fusing of all four elements which will grant eternal life.

### Bloodliner

A member of one of the Six Bloodlines; a descendant of one of the six surviving sons of the last Emperor, Masalinus.

### Catalan

The most common kind of Outlander, hailing from across the Nastraline Ocean.

### Commoner

A non-Bloodliner normal human of the Kingdoms. Vastly more numerous than any other kind of human found in the Kingdoms.

### Corpus

A piece of an animal, typically used in Alchemy. Rabbit's feet, eye of newt and wolf's fang are all examples of Corpi. Some parts of monsters can be powerful Corpi.

### Crafted Item

An item that is made with sufficient quality to be used with skills. Crafted items are represented by Item Cards.

### Dwarves

A long-lost race of supreme craftsmen, they all vanished beneath the ground more than 600 years ago. No-one has seen them since. Some Dwarf-made goods still exist and fetch spectacular prices.

### Elves

A race of mysterious forest-dwellers. They are known to have a great city called Mournheart in the depths of the Forest of Ephesia. They are rarely seen in the Kingdoms.

### Folk

A near-shamanic subculture of the Kingdoms. All bear some mark from their patron Goddess, the Night Seer.

### Herb

A plant with special properties. Although some herbs are said to have restorative properties on their own, an Alchemist can make them many times more powerful.

### Kingdomer

Any human from within the Kingdoms is referred to as a Kingdomer, whether Commoner, Bloodliner or Folk.

### Lizardmen

Common Kingdomer term for the Sss'rin.

### Nomads

A strange, secretive race from the Yellow Lands desert to the north of the Kingdoms. No one is known to have seen a Nomad's face while he still lived.

### Outlander

Any humans from outside the Kingdoms are referred to as Outlanders by Kingdomers, and more-or-less universally distrusted.

### Spirit Binding

The art of summoning, banishing, controlling and binding spirits. The Folk are well known for their skills at Spirit Binding.

### Six Kingdoms, The

The six independent nations that occupy the old Imperial Provinces. Each is ruled by a dynasty of Bloodliners, usually with the highest-ranking Bloodliner as the monarch.

### Sss'rin

Reptile-like humanoids that live in the Great Waste to the south of the Kingdoms. Some wander human lands, trading or just making friends.

### Talent, The

The ability to use True Magic. Although no-one is sure exactly what causes the Talent to manifest in some but not others, it is known that it does not often manifest in Bloodliners.

### True Magic

The art of personal, spectacular magic. A True Mage can throw fireballs, teleport from place to place and even move mountains with enough power and enough time. True Magic cannot be used by those without the Talent.

### Viscetaim (pron. Visk-ket-ane)

A nation far to the north of the Yellow Lands. Silk originates here.

### Viscetti (pron. Visk-ket-ty)

Outlanders; the people of Viscetaim. Far less numerous than Catalans.

### Yellow Lands, The

An enormous, mostly trackless desert of shifting sand dunes which lie to the North of the Kingdoms. These block passage, except via the few marked routes, which are known as the Silk Roads. The Silk Roads are heavily guarded by Serrati armymen.

## Character Creation

To create a character in The Six Pillars, you must first consider which kind of character you wish to play.

In this game there is one very important choice you must make - whether or not to play a Blooded character. Bloodliners are considerably more powerful than other character types, but playing one involves accepting a leadership role even before play begins. You should make sure you are comfortable with this before creating one. We generally suggest that players should only normally consider a Blooded character once they have played the game a few times and developed a feel for its workings.

With that said, the following is a checklist for creating a Six Pillars character:

- Think of a character concept.
- Choose an appropriate Race. Bear in mind that most non-Kingdom races are restricted.
- If a Kingdomer, decide if you want to be a Commoner, or one of the Folk, or a Bloodliner.
- If you are a Kingdomer, decide which Kingdom you hail from. This is especially important for the Blooded.
- If you are planning on playing a Bloodliner, recruit an Entourage if appropriate. If not, decide if you owe Fealty to any other character.
- Check your race sheet for what Starting Gifts you possess and how many Character Points you have.
- Purchase Skills, Advantages and Gifts.
- Check the Equipment Section and determine how much Starting Money you own.
- Purchase items with Starting Money.
- Send your character sheet, along with any extra information (such as extra information on your character's Fief or Household or any other Advantages taken) to the Game Team.

### Entourage and Fealty

Bloodliners are nearly always accompanied by a group of warriors, sages and general hangers-on. When creating a character, you may decide that your character owes Fealty to another character. This will be noted on your character sheet. If you decide at any point to change your Lord (the character to which you owe Fealty) you must inform the Game Team as soon as possible.

Simply changing one's mind cannot break some kinds of Fealty. Foremost amongst these is the bond of Fealty between a Gifted Warrior and his Liege Lord, which is enforced by mystical bonds. Breaking such an oath requires either the death of the Liege Lord, or the use of certain Divine Gifts.

The group of characters that owes Fealty to a Bloodliner is known as the Entourage. The Entourage of a particular Bloodliner is involved in several limitations. Most notable are the limitations on Blood Rank and the number of points that can be purchased in Household. See the Gifts and Advantages sections for more information.

## Race

Your character must have a Race. Although there are a huge number of different creatures to be found, only a few are sentient, and of these only some are available to players.

### **Minimum Physrep Requirements**

Many races have a minimum physrep requirement. This takes several forms, from particular makeup to represent physical attributes, to being of a particular height range or body shape to represent the general physical tendencies of a race. Decisions on whether you fulfil these criteria are *final*. Don't complain if you're 4'6" and we tell you that you cannot play an Elf – there are only a few Elves left in the area the game is set in, and none of them are 4'6".

### **Restricted Races**

Some races are marked as "Restricted". This means that in general players will not be allowed to play a character of this race without first demonstrating a good understanding of the culture, background and intent behind that race. As a rule, assume that any character of a non-Kingdomer race will be Restricted.

### **Mixed Races**

There is no such thing as a "half-" anything in Six Kingdoms.

Non-humanoid races like Sss'rin cannot interbreed with Humans at all, Elves and Nomads are secretive and have never been seen to breed (let alone do so with outsiders), and the only real physical difference between an Outlander and a Commoner is cosmetic.

A Bloodliner mating with a non-Bloodliner produces a lower-ranking Bloodliner, whilst one of the Folk mating with a Commoner produces a slightly odd looking Commoner. The delineation of the races is believed to have been put in place by the Gods themselves, and any true half-breed would be a rare and portentous birth indeed.

## **Reading the Races**

Each Race is described below. The Race Descriptions are laid out as follows:

RACE TITLE

RESTRICTED RACE (if appropriate)

A short description follows here. For a fuller description, see *The Book of Ways*, Chapter 1: The World.

*Physical Characteristics:* Particularly interesting physical peculiarities are described here, along with any Minimum Physrep Requirement.

*Deity:* The available Deities are described here. A character may only be a follower of a deity of his race, EXCEPT in the case of those with magical Talent, who may decide to worship the Sorcerer instead.

*Magic Probability:* The magic probability for the race is described here, usually as a number out of 20. The roll to determine the presence of Talent will be made before the game starts and will not be made known to the player.

*Starting Statistics:* The number of Character Points available at character generation is described here, along with any starting Gifts the race gets. (These are often used to indicate special qualities of the race).

*Gifts:* The areas of Gifts from which a character may purchase are indicated here. Note that many Gifts are dependent on the Deity worshipped by the character as well as Race.

*Restrictions:* Any restrictions on a character of this race.

## HUMANS

Far and away the most common race, Humans come in many shapes and sizes. However, all of the Humans in the Six Kingdoms can be split into 4 basic groups:

### *Commoners*

The largest group, and in many ways the most important, Commoners are the soldiers, craftsmen and labourers of the Six Kingdoms.

*Physical Characteristics:* None unusual. The Commoners are the "template" race against which the others are compared. No physrep requirements.

*Deity:* Merchant, Craftsman, Warrior

*Magic Probability:* See *Book of Ways*, Chapter 2 - The Kingdoms.

*Starting Statistics:* 20 Character Points

*Starting Gifts:* Professional

*Restrictions:* None

### *Bloodliners*

Descendants of the Last Emperor himself, the Bloodliners are the Gods-appointed rulers of the Six Kingdoms. Their ancient blood gives them power as well as lordship over lesser men.

*Physical Characteristics:* None unusual.

*Deity:* The Celestial Emperor, the embodiment of Nobility and Power.

*Magic Probability:* None (although Bloodliner magicians have existed on a few rare occasions in Kingdoms history, they are not available as player characters)

*Starting Statistics:* 10 Character Points  
Blood Rank I  
Voice of Command

*Gifts:* Bloodline

*Restrictions:* Takes x2 damage from Bane weapons.  
Must possess an Entourage (see *Blood Rank*)

## *The Folk*

The strange, unknowable sub-culture within Kingdomer society, the wolf within the fold, fears and stigmas follow the Folk like the smoke from their caravan fires. Each and every member of the Folk has some strange or animal-like body part. For some this may be oddly-shaped ears or elongated canines, for others bright violet eyes or a large birthmark. In this way the Seer marks out her own. To others, they are outcasts, witches and stormcrows. To themselves, they are wanderers, seers, servants and speakers of Fate.

*Physical Characteristics:* The physrep for the Folk is a visible, obvious physical peculiarity of some kind. If you are unsure as to the suitability of a particular physrep, consult a Ref.

*Deity:* The Haruspex watches over the Folk, who name her the Night Seer, and she will brook no other's interference.

*Magic Probability:* 7 in 20

*Starting Statistics:* 20 Character Points  
The Seer's Wisdom

*Gifts:* Racial (Folk)

*Restrictions:* Night Seer worship only. All Racial (Folk) Gifts are lost if the character ever ceases to be a Seer worshipper.

If for any reason the player cannot physrep his/her Mark then any Racial (Folk) Gifts may not be used.

## *Outlanders*

Although the name "outlander" actually refers to anyone from outside the Six Kingdoms, in practice they are usually referring to the Catalans – short, stocky, curly-haired men from beyond the Great Western Sea. By their laws, they cannot remain away from their homeland for long.

*Physical Characteristics:* Generally sub-5'6". Almost always curly-haired.

*Deity:* Sanraval. (see the Book of Lore for more details)

*Magic Probability:* None. (Although the Outlanders do have wizards, they only travel to the Kingdoms during wars)

*Starting Statistics:* 15 Character Points  
Outlander's Luck

*Gifts:* Racial (Outlander)

*Restrictions:* All Outlander characters are either Loyal or Renegade. Loyal Outlanders must return to Catalan after a period of 9 months (including shipping, which takes 1 full month in either direction) or become Renegade. Renegade Outlanders are subject to a bounty, to be collected dead or alive.

Outlanders who return to Catalan may never travel abroad again without permission of the Catalan ruler.

*Special:* Outlander characters are detailed in full in the Book of Lore. The appropriate section will be provided to any Outlander player on character generation.

## *Elves*

### Restricted Race

The ancient race of Elves is a mystery to most in the Kingdoms. Rarely are they seen, and visitors to Mournheart (their only remaining city) are turned away or found weeks later wandering the forests with no memory of their experiences. They are known to be kind, generous folk, but very private and happy in their isolation. All Elves encountered are, without exception, 6' or more in height and thin. They have finely pointed ears and a sense of grace about them.

*Physical Characteristics:* 6 ft tall or above, no more than 12 stone in weight. Pointed ears.

*Deity:* None known.

*Magic Probability:* Believed to be 100% – no non-magical Elves have been encountered.

*Starting Statistics:* 0 Character Points  
Special

*Gifts:* Unknown

*Restrictions:* Elves are subject to a large number of special rules. Please see a member of the Game Team if you wish to play an Elf. Be warned that they are *extremely* rare and you may be rejected if there are Elves already in play.

*Special:* Elves are detailed in full in the Book of Lore. The appropriate section will be provided to any Elven player on character generation.

## *Sss'rin*

### Restricted Race

The Sss'rin, the Lizardmen of the Waste, are another rare and unusual sight. It is believed that they suffer from a corollary to the Wasteland Fever that afflicts those who travel into the Waste, making them sicken and die if they leave. However, it appears that some Sss'rin are able to survive outside, and act as traders and diplomats for their race.

*Physical Characteristics:* Scales on all visible skin, no hair (except in very rare cases). Long clawed fingers.

*Deity:* The Scaled One (see the Book of Lore)

*Magic Probability:* Special

*Starting Statistics:* 10 Character Points  
Mar-lass'rin'sss  
Mar-sss'larin'sss  
Natural Weapon: Claws (Lesser)  
Natural Armour 1

*Gifts:* Racial (Sss'rin)

*Restrictions:* All Sss'rin are members of a Caste, and the above statistics reflect a *Sss'ca'rin* (merchant caste member) that is able to survive leaving the Waste.

*Special:* Sss'rin are detailed in full in the Book of Lore. The appropriate section will be provided to any Sss'rin player on character generation.

## *Nomads*

### Restricted Race

The Nomads are the shadows of the Great Desert to the north of the Six Kingdoms. Appearing seemingly from nowhere, they can either strike without warning against caravans travelling the Silk Routes northward, or help lost travellers to survive without any reason. Both of these will happen without the Nomad saying a word, or ever showing its face. In fact, no Kingdomer has *ever* seen a Nomad's face...

*Physical Characteristics:* Nomads are always completely clothed, excepting only sometimes the eyes. (Other times, a thin muslin covering protects the eyes). These clothes are usually, although not always by any means, light-coloured to protect against the desert sun.

Minimum Physrep Requirement: Complete clothing covering all skin.

*Deity:* Unknown

*Magic Probability:* None. (*Dervishim* are not available as player characters)

*Starting Statistics:* 30 Character Points  
Special

*Gifts:* Unknown

*Restrictions:* Nomads are subject to a large number of special rules. Please see a member of the Game Team if you wish to play a Nomad.

*Special:* Nomads are detailed in full in the Book of Lore. The appropriate section will be provided to any Nomad player on character generation.

## Character Creation Summary Tables

<b>Commoners</b>	<b>Bloodliners</b>
20 CPs May purchase Professional Gifts.	10CPs May purchase Bloodline Gifts.
<b>Folk</b>	<b>Outlanders</b>
20CPs May purchase Racial (Folk) Gifts.	15CPs May purchase Racial (Outlander) Gifts.

### Advantages Table

<b>Name</b>	<b>Cost</b>
Household	2*
Fief	3*
Heirloom	3*
Influence	4
Trade	4*
Mercanti	8
Resources	3*
Buildings	4*
Wizardly Mentor	3
Spirit Companion (Spirit Binder)	4
Spirit Companion (non-Binder)	3
Eshkal Guardian	4

\* - Ranked Advantage. May be bought multiple times.

## Skills Table

Name	Cost	Name	Cost
Endurance	3*	Work ...	3 <sup>†</sup>
Willpower	3*	Craft ...	5 <sup>†</sup>
Luck	3*	Artisan ...	5 <sup>†</sup>
		Masterwork ...	5 <sup>†</sup>
Weapons	1		
Complex Weapons	2	Basic Alchemy	3
Critical Strike	3* <sup>†</sup>	Distil ...	2 <sup>†</sup>
Sundering Blow	3* <sup>†</sup>	Refine ...	4 <sup>†</sup>
Whirling Trip	3* <sup>†</sup>	Brew ...	5 <sup>†</sup>
Mighty Blow	3* <sup>†</sup>	Forge Metal	5
Stunning Strike	3* <sup>†</sup>		
Disarm Foe	3*	Draw Circle	2 <sup>†</sup>
Light Armour	2	Ward Spirit	2* <sup>†</sup>
Heavy Armour	2	Call Spirit	3 <sup>†</sup>
Deflect	3*	Bind Spirit	4 <sup>†</sup>
		Empower Spirit	4 <sup>†</sup>
Bind Wounds	3	Summon Spirit	3 <sup>†</sup>
Chirurgy	4	Forge Pact	4 <sup>†</sup>
		Master Spirit	5 <sup>†</sup>
Lore	3 <sup>†</sup>		
Deeper Lore	3 <sup>†</sup>		
Read	1 <sup>†</sup>		
Scribe	1 <sup>†</sup>		
Numeracy	1		
Mathematics	2		
Advanced Mathematics	3		
Administration	3		
Command	3		
Scouting	3		

† - This is a group skill. (see page 22)

\* - This skill is ranked. (see page 22)

## Gifts Tables

### Racial

Name	Cost	Name	Cost
The Seer's Wisdom	Free	Outlander's Luck	Free
The Seer's Protection	5	Beginner's Fortune	6
The Song of Night	4	Saved By Chance	5
The Folk Unbound	3	Gift of Autonomy	5
The Path of Joy	3	Cutting The Strings	3
The Wolf's Eye	3	A Mind Unburdened	3
The Gift of the First Masters	6	Gift of the Empty Mind	5

### Bloodline

Name	Cost	Name	Cost
Blood Rank	5	Marcus' Gift of Valour	4
Voice of Command	Free	The Amethyst Gift	3
The Knight's Gift	3	Reyadan's Battle-Wisdom	4
Gift of Noble Indifference	2	Gift of the Blood Admiral	3
The Noble's Gift	2	The Golden Blessing	3
The Hands of Healing	2	Gift of Imperial Majesty	4

### Professional

Name	Cost	Name	Cost
Warrior's Gift	5	Gift of Expertise	4
Gift of the Blessed Berserker	3	Gift of Knowledge	3
Gift of Inner Rage	3	Gift of Endurance	3
Gift of Fealty	2	Gift of Glowing Metal	4
Indomitable Gift	3		
Gift of Fortitude	2	Gift of Secrecy	5
Gift of Steadfastness	2	Gambler's Gift	3
The Warrior's Sure Hand	3	Gift of Larceny	3
The Champion's Gift	4	The Mugger's Gift	3
		The Blood Knife Gift	5
		The Poisoner's Gift	4
Alchemist's Gift	4		
Sorcerer's Gift	3		

## Skills

There are 2 kinds of skills - ranked and unranked. Ranked skills have a number of levels that can be increased with study and experience. Unranked skills are learned once and may never be improved.

- Many skills have pre-requisites. These indicate the Skill, Gift or Advantage required to learn the skill. If you do not possess the pre-requisite, you may not learn the skill.
- Some skills are Group Skills. When choosing a Group Skill you must pick an area to learn. You may pick more than one area, but each must be learned separately.
- You should bear in mind that some Character Points might need to be kept aside for Advantages and Gifts.

The lists of skills that follow are incomplete, and include only those skills that are available at character creation. Further information on available skills will be provided as a character progresses.

### **Skill Selection Example:**

*Johnny Template is creating a new character, which he calls Nemo. Nemo is a Commoner, which according to the rules on Races means he has 20 Character Points to spend.*

*Johnny decides that Nemo will be a blacksmith who is also an occasional warrior. Looking down the list, he sees the section on Craft Skills and chooses Work Iron and Craft Steel Weapons. This costs a total of 8 CPs. He also takes Weapons for 1 CP, Complex Weapons for 2 CPs, and Sundering Blow(Axe) for 3 CPs. This makes a total of 14 Character Points.*

*Note that when Johnny buys Work... he must specify which raw material he can work, and when he buys Craft... he must choose a type of crafting from the Crafting section. Also, when Johnny buys Sundering Blow, note that he must indicate which weapon Nemo can use Sundering Blow with.*

*Nemo still has 6 CPs left to spend. Looking at his options, he can either take another Craft... skill (possibly Craft Metal Armour), or Artisan Steel Weapons. Either option would cost him 5 CPs, leaving him with 1 point that he could spend on Read Imperial. This would leave him highly skilled and in demand, but dependent on others for his Iron Ore.*

*Alternatively, he could purchase an Iron Mine (Resource: Iron Mine) for 4 CPs, or he could purchase a Smithy for 4 CPs. This would leave him self-sufficient and give him a small income.*

*Or finally, he could purchase Lore: Alchemy and Basic Alchemy for 3 CPs each, with a view to eventually creating Alchemical Metals.*

*Then Johnny remembers about Gifts, but he has no CPs left. Back to the drawing board...*

## Heroic Traits

All of these skills require a Gift or Advantage to purchase. Usually these Gifts or Advantages will provide a single point in the Heroic Trait, and further ranks must be bought with Character Points or earned with Glory.

Some Gifts provide a character with extra Heroic Trait points when they are purchased. Except where otherwise noted, Gifted Skill points return each day at dawn.

### **Endurance**

Endurance allows a character to absorb blows and withstand the effects of poisons. For full details on the use of Endurance in combat, see the Combat Rules section (page 56). If a character is poisoned, then the poison card will say how many points (if any) of Endurance are drained by the poison; If the character does not have that many points left then he takes extra damage.

*Example: The warrior Mardesh is fighting a monster, which inflicts a Double on his arm. A normal man would be reduced to Useless on that location, but Mardesh is no normal man; he has 4 points of Endurance. Grunting, he shrugs off the blow and strikes back.*

### **Willpower**

Willpower is used to power and defend against Voice powers and other such potent mental powers. Some Gifts require Willpower to enact them; if so, it will be mentioned in the game rules for that Gift.

For full rules on Willpower and how it interacts with Voice Powers, see the Special Rules section on Voice Powers (page 64).

*Example: Sir Paleri is affected by a Voice of Command, which he decides to resist. The Bloodliner using the power indicates with 3 fingers (indicating Blood Rank 3), which is 2 greater than Lord Paleri's Blood Rank of 1, so Paleri must spend 2 points of Willpower.*

### **Luck**

Luck represents extraordinary fortune. Luck can be used to resist magic and poisons, and is also used to power certain Gifts.

A point of Luck can be spent to ignore any magical attack, and characters can choose to use Luck in the place of Endurance for some poisons. For full details, see the Special Rules section on Magic (page 61).

*Example: Jimmy the Hand has 2 points of Luck granted by a Gift of the Merchant. He has an Ice Bolt thrown at him by a magician, which he spends a point of luck to avoid. He calls "NEGATE!" to indicate that he has negated the spell.*

## Combat Skills

Any character may wear Armour. Uncrafted armour provides no protection. Light Armour (non-metal armour) normally provides 1 point of protection, while Heavy Armour (predominantly metal armour) normally provides 2 points. (Some armour may provide more - the item card will indicate if this is the case)

Any character may use a wooden or steel shield.

Simple Weapons are as follows:

Small	Smaller than 18''
Sword	18''-42''
Axe	18''-42''
Impact (includes clubs, maces and hammers)	18''-42''
Staff	Greater than 60''
Spear (includes all other polearms)	Greater than 60''

Complex Weapons are as follows:

Great Sword	Greater than 42''
Great Axe	Greater than 42''
Great Impact (includes mauls, maces and hammers)	Greater than 42''
Bow	
Crossbow	
Throwing Knife	
Throwing Axe	

### **Weapons** (Group Skill, Unranked)

Pre-requisites: None

Effect: Allows the standard use of any Simple Weapon to inflict Singles. This skill includes training in the use of all weapons listed in the Simple Weapons table.

### **Complex Weapons** (Group Skill, Unranked)

Pre-Requisites: None

Effects: Allows the normal use of a complex weapon to inflict Singles.

Each weapon type (from the Complex Weapons table) must be purchased separately.

*Example: Feldor the Warrior can fight with Knives, Axes and his Great Axe. Thus his player must purchase Weapons and Complex Weapons: Great Axe.*

### **Strike Through**

Pre-requisites: Weapons

Effects: The character can inflict *Through* damage with the chosen weapon (Rank) times per day. The item must be Crafted in order for this ability to work.

The following Weapons/Complex Weapons may be chosen:

Sword, Axe, Bow, Crossbow

### **Critical Strike**

Pre-requisites: Weapons

Effects: The character can inflict *Critical* damage with the chosen weapon (Rank) times per day. The item must be Crafted in order for this ability to work.

The following Weapons/Complex Weapons may be chosen:

Sword, Axe, Spear, Crossbow

### **Sundering Blow**

Pre-requisites: Weapons

Effects: The character can inflict *Sunder* damage with the chosen weapon (Rank) times per day. The item must be Crafted in order for this ability to work.

The following Weapons/Complex Weapons may be chosen:

Axe, Great Axe, Great Sword

### **Whirling Trip**

Pre-requisites: Weapons

Effects: The character can inflict *Strikedown* damage with the chosen weapon (Rank) times per day. The item must be Crafted in order for this ability to work.

The following Weapons may be chosen:

Staff, Spear

### **Mighty Blow**

Pre-requisites: Weapons

Effects: The character can inflict *Mighty Blow* damage with the chosen weapon (Rank) times per day. The item must be Crafted in order for this ability to work.

The following Complex Weapons may be chosen:

Great Sword, Great Axe, Great Impact

### **Stunning Strike**

Pre-requisites: Weapons

Effects: The character can inflict *Stun* damage with the chosen weapon (Rank) times per day. The item must be Crafted in order for this ability to work.

The following Weapons/Complex Weapons may be chosen:

Impact, Great Impact, Staff

**Disarm Foe**

Pre-requisites: Critical Strike: Sword

Effects: The character can inflict *Disarm* damage with a sword (Rank) times per day. The item must be Superior in order for this ability to work.

**Light Armour** (Unranked)

Pre-requisites: None.

Effect: Allows character to use Light Armour to gain its full protection.

**Heavy Armour** (Unranked)

Pre-requisites: None.

Effect: Allows character to use Heavy Armour to gain its full protection.

**Deflect**

Pre-requisites: None.

Effect: Allows character to negate a *Sunder* on his shield (Rank) times per day. Only works with crafted shields.

## Medical Skills

### **Bind Wounds** (Unranked)

Pre-requisites: None

Effect: The character with Bind Wounds may spend 1 minute role-playing binding and staunching a bleeding character's wounds. After this time, the subject's bleeding stops, but the character must continue binding the character's wounds or it will start again.

In addition, a character with Bind Wounds may spend 5 minutes binding and strapping a Hurt location, which must be roleplayed and physrepped appropriately. After this time, all effects of the Wound State (apart from Bleeding) cease to apply to the character, although the Wound State does not change.

(For more information on wounds see Damage and Healing, page 60)

If the location is injured or the physreps are removed, then the effects return.

Bind Wounds is also required to use certain Alchemical items.

### **Chirurgy** (Unranked)

Pre-requisites: Bind Wounds

Effect: The character with Chirurgy may spend 4 minutes role-playing cleaning and sewing up a character's wounds. After this time, the character's bleeding stops. His Wound State is unaffected.

This skill requires a crafted Chirurgy's Kit to be used.

## Career Skills

### **Lore** (Group Skill, Unranked)

Pre-Requisites: None

Effect: The character has knowledge of the area in question. The character's player will receive a briefing indicating general knowledge on the topic, and a Lore Sheet if appropriate.

### **Deeper Lore** (Group Skill, Unranked)

Pre-Requisites: Lore, Read (any)

Effect: The character has considerable knowledge of the area in question. The character's player will receive a briefing containing considerable information on the topic, and a Lore Sheet if appropriate.

Lore Areas available to starting characters:

History, Kingdom (by Kingdom), Nobility (by Kingdom), Elves, Nomads, Outlanders, Wastelanders, Folk, Craft (by craft), Alchemy, Spirit (by Spirit type), Monsters, Sea, Magic, Religion (by Deity).

**Languages:** Six Kingdoms is a closed geographical area, and thus most languages are understood (at least in part) by most of the inhabitants. Reading and writing, however, is another matter...

### **Read** (Group Skill, Unranked)

Pre-Requisites: None

Effect: The character can read the language indicated.

### **Scribe** (Group Skill, Unranked)

Pre-Requisites: Read

Effect: The character can write the language indicated.

Language List: Imperial, Old Imperial, Nomad, Folksvien, Elvish, Ssth'rin'sss (Wastelander), Catalan, Naranhir.

### **Numeracy** (Unranked)

Pre-requisites: None

Effect: The character can count, add and subtract.

### **Mathematics** (Unranked)

Pre-requisites: Numeracy, Read Imperial/Read Catalan/Read Elvish/Read Nomad

Effect: The character can multiply and divide, and can add up large groups of numbers with little error.

### **Advanced Maths** (Unranked)

Pre-Requisites: Mathematics, Read Old Imperial/Read Catalan/Read Elvish

Effect: The character is capable of complex mathematics, including some basic statistics. The character can calculate angles and compute the mean and mode of a set of figures. This skill improves many Downtime activities.

**Administration** (Unranked)

Pre-Requisites: Mathematics, Scribe (any)

Effect: The character is able to oversee an estate or other large organisation.

Only a character with this skill may act as a Fief Master in Downtime.

**Command** (Unranked)

Pre-Requisites: Numeracy, Read (any)

Effect: The character is able to lead large numbers of men in battle. Only a character with this skill may act as an Army General in Downtime.

**Scouting** (Unranked)

Pre-Requisites: None

Effect: The character is able to move unseen in almost any territory. This skill allows a character to move in Downtime with less chance of being detected, and also gain more information on his surroundings.

Crafting skills come in a multitude of different groups, which are explained in Appendix II. Each is an individual skill.

**Work ...** (Group Skill, Unranked)

Pre-Requisites: None

Effect: The character is able to work raw materials, albeit with little creative skill.

This skill can be used in Downtime to produce raw materials if the required amount of labour is available.

**Craft ...** (Group Skill, Unranked)

Pre-Requisites: Special

Effect: The character can produce crafted items in Downtime. This skill provides a number of connected skills, which allow a character to produce a number of different items within the group.

The pre-requisite is the Work skill for the raw materials needed for the item.

This skill also provides a lore sheet for the items you can craft, and a free Trade:1 advantage.

**Artisan ...** (Group Skill, Unranked)

Pre-Requisites: Craft

Effect: As per Craft, but produces more advanced items, and provides a free Trade:2 advantage. Not all Craft skills have an Artisan level (see *Crafting*).

**Mastercraft ...** (Group Skill, Unranked)

Pre-Requisites: Artisan

Effect: As per Artisan, but produces very advanced items, and provides a free Trade:3 advantage. Not all craft skills have a Mastercraft level.

## Alchemical Skills

### **Basic Alchemy** (Unranked)

Pre-Requisites: Read, Numeracy

Effect: This skill allows a character to set up an Alchemist's Laboratory. A character with this skill can help another perform long distillations and reduce time.

### **Distil Solvent** (Unranked)

Pre-Requisites: Basic Alchemy

Effect: This skill allows a character to distil the common solvents used in the simpler Alchemy transmutations. A list of Solvents that can be made will be provided to a character with this skill. Solvents take time to distil and may only be produced in Downtime.

### **Distil Reagent** (Unranked)

Pre-Requisites: Basic Alchemy

Effect: This skill allows a character to distil the common reagents used in the simpler Alchemy transmutations. A list of Reagents that can be made will be provided to a character with this skill. Reagents take time to distil and may only be produced in Downtime.

### **Distil Fixer** (Unranked)

Pre-Requisites: Basic Alchemy

Effect: This skill allows a character to distil the common fixers used in the simpler Alchemy transmutations. A list of Fixers that can be made will be provided to a character with this skill. Fixers take time to distil and may only be produced in Downtime.

### **Distil Catalyst** (Unranked)

Pre-Requisites: Basic Alchemy

Effect: This skill allows a character to distil the catalysts used in the more complex Alchemy transmutations from lesser distillations. A list of Catalysts that can be made, and the required sources, will be provided to a character with this skill. Catalysts take time to distil and may only be produced in Downtime.

### **Distil Greater Solvent** (Unranked)

Pre-Requisites: Distil Solvent, Lore: Alchemy

Effect: This skill allows a character to distil a solvent that can dissolve even Mystical Crystals, and can thus be used in more complex Alchemy transmutations. A list of Greater Solvents that can be made, and the required sources, will be provided to a character with this skill. Greater Solvents take time to distil and may only be produced in Downtime.

**Refine Metal** (Unranked)

Pre-Requisites: Basic Alchemy, Work Iron/Silver/Gold, Lore: Alchemy

Effect: This skill can be used to combine two metals into a Mystical Metal. The process generally takes around a day and requires no other components.

**Refine Crystal** (Unranked)

Pre-Requisites: Basic Alchemy, Lore: Alchemy

Effect: This skill can be used to refine a crystal into a Mystical Crystal using an alchemical Solvent. The process generally takes a day and a night.

**Refine Herb** (Unranked)

Pre-Requisites: Basic Alchemy, Lore: Alchemy

Effect: This skill can be used to refine a source herb into a Mystical Herb using an alchemical Reagent. The process generally takes 3 hours.

**Refine Corpus** (Unranked)

Pre-Requisites: Basic Alchemy, Lore: Alchemy

Effect: This skill can be used to refine a source corpus into a Mystical Corpus using an alchemical Fixer. The process generally takes around an hour.

**Brew Potion** (Unranked)

Pre-Requisites: Refine Herb, Refine Corpus, Distil Catalyst

Effect: This skill can be used to refine a Mystical Corpus and a Mystical Herb into an Alchemical Potion, one of the Great Alchemical Forms. Potions are liquids that can be drunk in order to receive special effects. The process generally takes 2 full days.

**Brew Poison** (Unranked)

Pre-Requisites: Refine Corpus, Refine Metal, Distil Catalyst

Effect: This skill can be used to refine a Mystical Corpus and a Mystical Metal into an Alchemical Poison, one of the Great Alchemical Forms. Poisons are liquids that corrupt and destroy that with which they come into contact. The brewing process takes most of a week to complete.

**Brew Philter** (Unranked)

Pre-Requisites: Refine Herb, Refine Crystal, Distil Greater Solvent, Distil Catalyst

Effect: This skill can be used to refine a Mystical Herb and a Mystical Crystal (which must be dissolved in a Greater Solvent) into an Alchemical Philter, one of the Great Alchemical Forms. Philters are volatile liquids that give off gases, which are inhaled in order to receive special effects. The process takes approximately 3 days.

**Forge Alloy** (Unranked)

Pre-Requisites: Refine Metal, Refine Crystal, Distil Greater Solvent, Distil Catalyst

Effect: This skill can be used to refine two Mystical Metals and a Mystical Crystal (which must be dissolved in a Greater Solvent) into an Alchemical Alloy, one of the Great Alchemical Forms. Alloys are special metallic substances that can be used for a variety of purposes, including the creation of powerful weapons. Alloying is a slow process and will usually require weeks of work.

## Spirit Binding Skills

All of the following skills are rooted in ancient lore and Spirits are capricious and unpredictable at best. As a result, Spirit Binding often may not work for no good reason. If a player wishes to use a Spirit Binding skill, he/she must inform the Game Team at least an hour beforehand so preparations can be made.

All Spirit Binding is inherently ritualistic and should be played as such.

Spirit Binding skills marked as 'Group Skills' all have the same group of specialisations:

Ghosts, Shadows, Seemings, Sendings, Eshkal, and Tuath.

### **Draw Circle** (Unranked)

Pre-Requisites: Read Folksvien/Old Imperial

Effect: This skill allows a character to draw the circles used in Spirit Binding. The process of drawing the circle involves not only the making of the circle itself, but also a short ritual of chanting designed to discourage any spirits that may interfere. It is strongly advised that characters with this skill also purchase Lore: Spirit.

### **Ward Spirit** (Group Skill)

Pre-Requisites: Willpower

Effect: This skill allows a character to draw a sigil that will force a particular type of spirit from the area. To use this skill, the player must draw the sigil and present it to the spirit, while using the basic vocal "By the lore of (Spirit Type) I Ward you, Rank" followed by the rank possessed in Ward Spirit. The Spirit must immediately expend that many points of Spirit Energy or leave.

Using this ability costs 1 point of Willpower.

*Example: Turma the Seer encounters an angry Ghost on her travels. Although she specialises in Sendings, she does have Ward Spirit: Ghost at Rank 2.*

*Drawing her Sigil of Warding on a piece of parchment that she carries, she thrusts it at the spirit and calls "By the lore of Ghosts I Ward you, Rank 2!"*

*The spirit must immediately expend 2 points of Spirit energy or leave. Since Spirit Energy is generally short for ghosts, it decides to leave.*

**Call Spirit** (Unranked, Group Skill)

Pre-Requisites: Lore: Spirit (for family)

Effect: This skill allows a character to call a spirit from the surrounding area. As a rule, only spirits that are generally native to the area in question may be called. Once it arrives, it may act as it wishes. If a circle has been drawn using the Draw Circle skill, then it will arrive in the circle; otherwise it will appear generally in front of the caster. The basic vocal for this skill is “By the lore of <spirit type> I Call you.”

If the caster possesses the Name of a local spirit, he/she may use it at the end of the vocal to call that specific spirit.

*Example: Shaken by her Ghostly encounter, Turma decides to send a message to her friends. She realises that a Sending she knows of called “Mikael” has previously been seen nearby, so she decides to Call it. Drawing a circle on the ground, she calls out “By the lore of Sendings, I Call you, Mikael!” Slowly, Mikael takes form in the circle.*

**Bind Spirit** (Unranked, Group Skill)

Pre-Requisites: Draw Circle

Effect: This skill allows a character to force a spirit to remain within a mystical Circle (which must have been made using the Draw Circle skill). The spirit is not forced to do anything other than remain within the Circle; it can attack the caster if he is within, or use long-ranged powers to affect the area outside the Circle. The basic vocal for this effect is “By the lore of <spirit type>, I Bind you to this Circle.”

This skill also allows a character to release a bound spirit of the given type from a Circle. The basic vocal for this effect is “By the lore of <spirit type>, I Release you from this Circle.”

*Example: Now Mikael has begun to appear, Turma begins the Binding ritual. “By the lore of Sendings, Mikael, I Bind you to this Circle. You may not leave until I give you permission.” Drifting submissively, Mikael replies “Yes, mistress.”*

**Empower Spirit** (Unranked, Group Skill)

Pre-Requisites: Bind Spirit : (family)

Effect: This skill allows a character to provide a spirit with Spirit Energy by sacrificing personal possessions. You must know the spirit’s Name in order to Empower it.

Upon each Item Card is a number that indicates the number of points of Spirit Energy that the item contains. As a general rule, more expensive or rare items provide the most energy. This is typically the first way to fulfil a Pact that a Spirit Binder learns.

The basic vocal for this effect is “By the lore of <spirit type>, and by the sacrifice of this <item name>, I Empower you, <spirit name>.”

*Example: Turma now begins to bargain with the entity. “In return for the service of Voice Sending, Mikael, I will grant you a sacrifice.”  
“That, mistress, is sufficient.”  
“Good.” She lifts a golden bracelet and places it within the circle. “By the lore of Sendings, and by the sacrifice of this bracelet, I Empower you, Mikael.”  
This done, the gold loses its lustre, and begins to corrode, against all sense.*

**Summon Spirit** (Unranked, Group Skill)

Pre-Requisites: Call Spirit : (family), Willpower

Effect: This skill allows a character to summon a specific spirit by Name, regardless of her location. If a circle has been drawn using the Draw Circle skill, then it will arrive in the circle; otherwise it will appear generally in front of the caster. Use of this skill alone does not place any other demands upon the spirit. The basic vocal for this skill is “By the lore of <spirit type>, I Summon <Name>.”

Some powerful Spirits can resist this summons. Each use of this ability costs 1 Willpower.

*Example: Years after her earlier encounter, Turma is now a much more powerful Spirit-Seer. She learns from a Shadow-Spirit that the Ghost she encountered was in fact that of Prince Minean, an old and powerful Bloodliner. She inscribes a Circle, and begins the Summoning ritual. “By the lore of Ghosts, I Summon thee, Minean, to this place.”*

*The ghost slowly reappears in the circle.*

**Forge Pact** (Unranked, Group Skill)

Pre-Requisites: Call Spirit: (family), Empower Spirit: (family)

Effect: This skill allows a character to forge a bond between herself and a spirit. This allows her to sacrifice her own Glory to the spirit, in return for services. For each point of Glory that is sacrificed, the spirit gains 2 points of Spirit Energy. The Pact must be sealed with at least 2 points of Glory and a written contract, which is a Magic Item. If the contract is destroyed, the Pact is nullified. The basic vocal for this skill is “By the lore of <spirit type>, I forge this Pact with you, <Name>.”

In order for this skill to work, the character must know the Name of the spirit. In addition, the character must enter the Binding Circle to complete the Pact. Each type of spirit has a special power that can only be used after a Pact is made.

*Example: Turma, having completed the Binding, closes her eyes. “Mikael, my famulus” she says inwardly. “Guide my workings.” Miles away, Mikael looks up from his hiding place. “Yes, my Mistress...” he says.*

**Master Spirit** (Unranked, Group Skill)

Pre-Requisites: Summon Spirit: (family), Deeper Lore: Spirit : (family)

Effect: This skill allows a character to force a spirit to obey a command. In order to do this, the spirit must first be Bound or it will flee. Each type of spirit has a Test of Wills it will engage in if a character attempts to Master it. The character must enter the Binding Circle and defeat the spirit. Once this is done, the spirit will obey the character until the next new moon.

The basic vocal for this skill is “By the lore of <spirit type>, I Challenge you.”

*Example: Turma offers the ghost of Minean sacrifices to reveal its history, but being old and proud, it refuses. “Very well,” she replies. “By the Lore of Ghosts, I Challenge thee, Minean.”*

*She steps into the circle. Immediately Minean rushes at her. This could get dangerous...*

## Gifts

Gifts are unusual powers or abilities granted to characters. They come in various different types; each type of character is limited in their choice of Gifts. For more information, see *Races and Cultures*.

Gifts come in 5 Classes – Racial, Bloodline, Professional, Divine and Magical. A Gift can only be in 1 Class, and this Class determines which kinds of character can purchase this Gift.

*Example: Steven is creating a Bloodliner, whom he calls Lord Stephen. The entry for Bloodliners notes that they can only take Bloodline gifts. Steven can therefore only buy Bloodline gifts with his 10 starting Character Points.*

Finally, while Gifts may be bought with starting Character Points, a character cannot gain new Gifts in Downtime like he gains Skills – he must instead gain Glory through great deeds.

While a great many Gifts are available to characters, only some of them are available during character generation. Others must be earned in play.

### Racial Gifts

These Gifts are the effects of a particular race's heritage and abilities. They can normally only be bought for Folk and Outlanders – Racial Gifts for Elves, Ss'rin and Nomads are covered in the extra rules for those races in the *Book of Secrets*.

Name	Cost	Name	Cost
The Seer's Wisdom	Free	Outlander's Luck	Free
The Seer's Protection	5	Beginner's Fortune	6
The Song of Night	4	Saved By Chance	5
The Folk Unbound	3	Gift of Autonomy	5
The Path of Joy	3	Cutting The Strings	3
The Wolf's Eye	3	A Mind Unburdened	3
The Gift of the First Masters	6	Gift of the Empty Mind	5

## *Gifts of the Folk*

The racial gifts of the Folk are granted by the Great Haruspex, whom the Folk themselves call the Night Seer. She is their patroness, their creator, and it is she who grants them their unusual powers.

### **The Seer's Wisdom**

Pre-requisites: None.

The greatest gift of the Seer to her people, who must so often deal with spirits and dark forces, The Seer's Wisdom grants the Folk a degree of understanding of Magic and Spirits. In addition the Seer also rarely visits her chosen people with prophetic dreams, in which she warns them of things to come. In this way she has protected her people through all their trials.

Effects: The character is given the Folk Magic Lore Sheet and the Folk Spirit Lore Sheet.

### **The Seer's Protection**

Pre-Requisites: The Seer's Wisdom

The Seer does not care for the Bloodliners, whose simple plans and bluff natures offend her. She grants her chosen few even more psychological control than they normally possess, that they might keep their minds their own.

Effects: The character gains a single point of Willpower and may purchase more.

### **The Song of Night**

Pre-Requisites: The Seer's Wisdom

The Bard's art is a common one amongst the Folk, who are often well-gifted musically. The Song of Night is taught from parent to child as a symbol of their family and heritage. It varies widely between families; a dying family will often have a dirge as its Song, while a growing family may have a cheerful march or similar. The Song of Night has no special properties in itself, but so great is the concentration lavished upon it by the player it that he becomes somewhat immune to outside mental influence.

Effects: The user of this Gift becomes immune to the RAGE, FEAR, SORROW and SHOCK magic calls as long as the Song is played or sung.

### **The Folk Unbound**

Pre-Requisites: The Seer's Wisdom

Over the years, many have learned that it is difficult to keep the Folk where they do not wish to be kept. Prisons become empty, ropes untied, and even manacles and chains come undone seemingly by chance. The Night Seer will not see her people restrained, and so she grants them freedom.

Effects: The character with this Gift is preternaturally able to escape from bondage. If the character is tied up, then he can ask for the ropes to be loosened; if he is gagged, then the gag must be placed so it can be eventually removed. If unsure, consult a Ref.

### **The Path of Joy**

Pre-Requisites: None

The Folk are an insular race; crowds dismay them, and especially towns and cities can drive them to distraction. While this can be to some degree mitigated by living only with other Folk (such as in the town of Folksvien) many of the Seer's People spend their lives in small bands or even completely alone.

To those especially affected by the natural inclination for solitude, the Seer grants the Path of Joy. This allows the Folk to survive for long periods of time in the wild, as nuts and berries become easy to find, and even winter's bite is not as severe as it could be.

Effects: The character on the Path of Joy can live outside a Settlement in Downtime for any length of time with no ill effects. The character may choose not to if he wishes.

### **The Wolf's Eye**

Pre-Requisites: The Path of Joy

Very often the Folk come into conflict with the other peoples of the Kingdoms. When this happens, it is necessary for the Folk to be certain what they are dealing with, and so the Night Seer grants them this power. As the wolf spots the weak amongst the fold, so the Folk can spot the weak from the strong amongst their enemies.

Effects: The character may call DETECT ENDURANCE. This ability may not be used more than once per hour.

### **Gift of the First Masters**

Pre-Requisites: The Seer's Protection

In the stories of the Folk, the Night Seer is said to be married to the Lord of Stars (who in the Kingdoms is called the Magician). They have only consummated their marriage once, before the Lord of Stars returned to his endless vigil over the sky; the resulting birth was Chuan, the First Sorceress of the Folk, who in turn married and gave birth to Sartel, the First Master of Spirits. All sorcerers and Spirit Binders amongst the Folk trace their roots to these two primal magic-workers, and the Folk claim this explains their facility with these arts.

Effects: A character with this Gift has particular ease in persuading one family of Spirit to do his bidding. (Which family must be chosen when this gift is taken.) If he invokes the name of Chuan and Sartel, then the spirit must grant him favourable terms in any Bargain that is reached. Note that the Second Law of Magic still applies.

## *Gifts of the Outlanders*

The gifts of the Catalans extend from their very nature, and from their Goddess, Sanraval. On the whole they enhance the individuality of the Catalans, granting them freedom from influence and control.

### **Outlander's Luck**

Pre-requisites: None.

Outlanders often seem uncannily lucky, often escaping unexpectedly from situations that would kill normal folk. Poisons turn out too weak to kill, blows deflect from ornamental bracelets and even spells sputter and miss.

Effects: The character gains 1 point of Luck and may purchase more.

### **Beginner's Fortune**

Pre-Requisites: Outlander's Luck

Some Outlanders are even luckier than others. Those Catalans gifted with the full glory of Sanraval's grace can even pull off the most complicated tasks seemingly by accident. Some Outlanders have been seen to stumble into a binding circle, suddenly guess the spirit's name, and then wander back out having defeated it.

Effects: This Gift replicates the use of any skill from the basic list that the character does not possess. The skill may only be used for a single task, and costs the Outlander 1 point of Luck.

### **Saved By Chance**

Pre-Requisites: Outlander's Luck

The most fortunate Outlanders can seem impossible to kill. Catalans with this ability are regularly saved by blows striking medals or ornaments, spells fizzle at the last moment, and fate in general conspires to help the Outlander survive.

Effects: The character with this Gift may permanently spend his entire pool of Luck and Glory to survive being killed. This works regardless of the method by which he is killed - even a protracted period of Overkilling can be survived using this ability. Once used, the character may still possess Luck points but must begin again from 0.

### **Gift of Autonomy**

Pre-Requisites: None.

Outlanders are difficult folk to pin down, and often refuse to obey direct commands. Indeed, even when assaulted with the awesome Gods-granted presence of a Bloodliner, they can often stand resolute and refuse to budge.

Effects: The character gains 1 point of Willpower and may purchase more.

### **Cutting The Strings**

Pre-Requisites: Gift of Autonomy

Spirits are dangerous things. Some can enter a person's body and force them to take actions they would never so much as consider. Sanraval will not permit this of her Chosen People. With an effort of supreme will and self-control, the Outlander can wrest back his own body from a possessing spirit.

Effects: By spending a point of Willpower, the character with this Gift can force a possessing Spirit or Demon to relinquish control, although this does not necessarily force the spirit or demon to leave his body (most do). The effect lasts for 15 minutes.

### **A Mind Unburdened**

Pre-Requisites: Gift of Autonomy

An Outlander can learn to fill his or her mind with meaningless chatter, to block out malign influences and prevent them overwhelming his *shevar*, his spiritual core.

Effects: By spending a point of Willpower and meditating for a full minute, the character with this Gift can make himself immune to the FEAR, RAGE, SORROW and SHOCK magic calls, as well as the Bloodline power *Voice of Command*. This effect lasts for 15 minutes.

### **Gift of The Empty Mind**

Pre-Requisites: A Mind Unburdened

Sooner or later all of Sanraval's chosen end up in battle. This is inevitable - supreme self-interest will always clash with the interests of others. To aid in this, Sanraval grants her chosen the ability to cleanse their minds of distractions such as pain or doubt.

Effects: By spending a point of Willpower, the character immediately gains 3 points of Endurance. This ability may only be used once per day, and lasts for 15 minutes.

## Bloodline Gifts

These are the powers of the Celestial Emperor, channelled through the blood of His chosen Emperor. Although there is no longer an Emperor to rule the Kingdoms, in His mercy He allows the descendants of the last Emperor's 6 Scions to gain power through the purity of their blood.

Bloodline Gifts have one special requirement: Blood Rank. Each Bloodliner has a Blood Rank, which determines their power compared to other Bloodliners. The mightiest powers of the Blood are reserved for those with the highest Blood Rank.

In addition, some Bloodline Gifts are restricted to particular Bloodlines. In general these are themed Gifts connected to that Scion's particular outlook and abilities. These Gifts have an "entry" Gift that can only be bought by members of that Bloodline.

Name	Cost	Name	Cost
Blood Rank	5	Marcus' Gift of Valour	4
Voice of Command	Free	The Amethyst Gift	3
The Knight's Gift	3	Reyadan's Battle-Wisdom	4
Gift of Noble Indifference	2	Gift of the Blood Admiral	3
The Noble's Gift	2	The Golden Blessing	3
The Hands of Healing	2	Gift of Imperial Majesty	4

### Blood Rank

Pre-Requisite: Blood Rank (previous)

This represents the power and purity of a Bloodliner's divinely-touched Blood, and his closeness to the Celestial Emperor. The requirements of rank are listed below:

Rank	Title	Colour	Entourage
1	Knight (Minor Lord)	Black	1
2	Lord	Blue	3
3	Earl (Major Lord)	Green	5
4	Duke	Yellow	10
5	King	Red	30

This Gift grants a number of points of Willpower equal to the character's Blood Rank. This is a one-off bonus at character generation and does not apply if higher Blood Ranks are gained later on.

The character should wear a sash or other item of clothing clearly indicating the colour granted to their Blood Rank - this ancient tradition is accepted amongst all the Kingdoms as the most appropriate manner in which to display one's Rank.

### **The Noble's Gift**

Pre-Requisite: Blood Rank 1

This Gift, granted to all Bloodliners of note, is the defining element of the Bloodliners and the reason for their rule. Bloodliners have an almost instinctive connection to their fiefs. They can sometimes respond to problems without thinking, before they arise.

Effects: The character gains a bonus to Administration in downtime.

### **The Knight's Gift**

Pre-Requisite: The Noble's Gift

This Gift allows a Bloodliner to gain unusual fortitude and power in battle, fighting on through terrible wounds and surviving injuries that would fell lesser men.

Effects: The character gains one point of Endurance and may purchase more.

### **Voice of Command**

Pre-Requisite: Blood Rank 1

This Gift lets a character affect others through the power of his Imperial charisma. When he uses this power, he must preface a one-sentence command with "Voice of Command:" and put up a number of fingers indicating his Blood Rank. Anyone affected feels an urge, ranging from weak to very strong (depending on the Blood Rank) to obey the character's order. They should roleplay this accordingly.

This Gift costs 1 point of Willpower to use.

### **Gift of Noble Indifference**

Pre-Requisite: Blood Rank 1

This Gift allows a character to resist the Voice powers of other Bloodliners of higher Blood Rank. At some point in every Bloodliner's life, he will be given a command which goes against his plans or beliefs; this Gift grants him the power to stand up for what he considers right, a course of action the Celestial Emperor wholly applauds.

Effects: The character gains an extra point of Willpower. This Gift may be purchased multiple times.

### **The Hands of Healing**

Pre-Requisite: Blood Rank 2

Some Bloodliners have the power to heal with only a touch. Strangely, the Celestial Emperor only grants this power to those who keep their blades free of blood; leading some Bloodliners to the conclusion that the Celestial Emperor wishes them to lead ascetic lives much like those of priests.

Effects: The character can expend a point of Willpower to heal a damaged location by one Wound State (for example, a Useless leg will be healed to Hurt). Any bleeding on a healed location will stop immediately.

This Gift may only be used if the Bloodliner has not inflicted any damage since dawn that day.

### **Marcus' Gift of Unstinting Valour**

Pre-Requisite: Blood Rank 1, Marcus Bloodliners Only

The lost nation of Ambergant was created by Marcus, who was known as The True. His valour and bravery were legendary throughout the Nameless Empire, and after the fall he controlled the largest province. However, his bravery and dedication to justice was to prove his undoing, as he and Reyadan destroyed each other at the battle of Reyn's Holt.

Like Marcus himself, the nobles of Ambergant were brave and fearless warriors. This was eventually to prove their undoing, as the madness of the Wasteland Wars ate away at the purity of their bloodline and eventually led to Ambergant's dissolution into the Tribelands.

Still, to this day the scions of Marcus are unmatched in bravery across the Kingdoms. Effects: By expending a point of Willpower the Bloodliner can make himself immune to the effects of the FEAR magic call until dawn the next day. Most Tribelander Chieftains do this as part of a ceremony they call "Greeting the Dawn."

### **The Amethyst Gift**

Pre-Requisite: Blood Rank 1, Lamal Bloodliners Only

Lamal, the "Amethyst Prince" was in many ways the strangest of the 6 Brothers. He spent much of his life in his study, reading about the ways of the Nomads that lived to the north of his Province. In time, he travelled north, and it is known that he came into contact with and made peace with the Nomads in their fabled Great Caravan.

The hardiness of the Nomad peoples has found its way into the bloodline of Lamal's people, whether by crossbreeding or by fate it is impossible to know. Most of those born into Lamal's line are difficult to catch unawares, and very hard to hurt.

Effects: The Bloodliner may ignore a number of STUN calls equal to his Blood Rank made against him each day.

### **Reyadan's Gift of Battle Wisdom**

Pre-Requisite: Blood Rank 1, Command Skill, Reyadan Bloodliners Only

Reyadan was known as "The Bright" before the Scion Wars began. Ever surrounded by a nimbus of light that the commoners called the Aura of Glory, he was matched only by Marcus in terms of battle honours.

However, while Marcus was brave and noble, Reyadan's honours came from his mind. Reyadan was gifted with the ability to see the possible outcomes of an action and choose the better one, which served him well in all of his battles save only that at Reyn's Holt. It is said that he smiled as his brother struck him down, although for what reason none can say.

Effects: The Bloodliner is unusually effective in Downtime warfare.

### **Gift of the Blood Admiral**

Pre-Requisite: Blood Rank 1, Narahel Bloodliners Only

Narahel was the Great Admiral of the Nameless Empire. He controlled both fleets, via means of communication now lost to us, and explored regions of the world now known to us only through vague mentions in rotting tomes. His sailing expertise was legendary even in an age of heroes, and now his descendants continue his way of life. To the Naranese, the sea is life. This goes doubly for a Bloodliner of Narahel's line. They dream of it, and crave for it when on land.

Effects: Any ship commanded by the Bloodliner is considerably faster and more dangerous (if armed) than it would be otherwise.

### **The Golden Blessing**

Pre-Requisite: Blood Rank 1, Serrat Bloodliners Only

Serrat was known as the Golden One. To his followers he was a subject of extraordinary awe, even though he played little role in the Scion Wars. Realising early on the futility of the exercise, Serrat held his hand carefully and managed to bring his small nation through the wars almost unscathed. This was to prove fortuitous 20 years later, when a vast horde of Demons swarmed from the Alserrat Valley. With help from his Emperslund allies, Serrat turned back the endless tide of demonic forces at the cost of his own life.

It is said that when Serrat led an army, every man fought with the endurance of a dwarf and the strength of a Lizardman. To a degree this is still true of his descendants, some of whom can impart a small measure of their own strength to their followers.

Effects: A Bloodliner with this gift can grant any character that has sworn Fealty to him 1 point of any of his Heroic Traits (Endurance, Willpower or Luck). Only 1 point can be granted per person, and points from multiple Bloodliners using this gift do not stack. If the target already has that Heroic Trait than the extra point is added to however many the target currently has.

The granted points last until the Bloodliner regains his powers at the next dawn.

### **The Gift of Imperial Majesty**

Pre-Requisite: Blood Rank 2, Garsalan Bloodliners Only

All Bloodliners are born leaders, but the purity of Emperslund blood has left them closer to the Emperor than any other Bloodline. Garsalan himself, the so-called "Eighth Emperor", was an extraordinary master of men and nations, although his skills as a war leader sometimes left much to be desired.

This shows through in his descendants. Most have Family Generals to handle the warfare, and concentrate on ruling their Fiefs with an iron hand. Astonishingly, the Family Generals do not rebel too much, fearing the power of the Blood.

Effects: If the Bloodliner controls a Fief then almost everything on that Fief is improved in efficiency. Battles fought upon it favour the defender, mines produce more ore, fields produce more food. In general, all Downtime activities on the Bloodliner's land gain a 10% bonus per Blood Rank.

## Professional Gifts

The combined efforts of the Divine Triad Common (the Craftsman, Warrior and Merchant), the Professional Gifts reward those who embody a particular profession. Many have met a smith with an almost instinctive skill with metal, or a warrior who could wade through battles with scarcely a scratch – these are the powers granted to those who put their skills in the hands of the Gods.

The Professional Gifts are all linked to the deities of the Six Kingdoms, and are thus only available to Kingdomer characters (hence Commoners, Bloodliners and Folk). Outlanders and the Restricted races may not take Professional Gifts.

If a Bloodliner takes any Professional Gift, he effectively denies his fate as a leader of men. For all intents and purposes a Bloodliner in this condition is considered to have a Blood Rank of 1, no matter what his actual Blood Rank might be. He is unable to use any Bloodline Gifts that require a higher Blood Rank.

If a member of the Folk takes any Professional Gift, then he is abandoned by the Seer, as noted below. All Racial (Folk) Gifts are immediately lost and may not be regained.

### The Love of the Gods

Professional Gifts are all connected to a specific God, and rely on the continued goodwill of the Deity. If the character with a Professional Gift is abandoned by that God, then he will also lose his Professional Gifts. Also, in general, it is impossible to gain Professional Gifts from more than one God.

Name	Cost	Name	Cost
Warrior's Gift	5	Gift of Expertise	4
Gift of the Blessed Berserker	3	Gift of Knowledge	3
Gift of Inner Rage	3	Gift of Endurance	3
Gift of Fealty	2	Gift of Glowing Metal	4
Indomitable Gift	3		
Gift of Fortitude	2	Gift of Secrecy	5
Gift of Steadfastness	2	Gambler's Gift	3
The Warrior's Sure Hand	3	Gift of Larceny	3
The Champion's Gift	4	The Mugger's Gift	3
		The Blood Knife Gift	5
		The Poisoner's Gift	4
Alchemist's Gift	4		
Sorcerer's Gift	3		

### **Warrior's Gift**

Pre-Requisites: Any Combat Skill

Deity: Warrior

The Warrior's Gift is the simplest, and perhaps the most powerful of the Gifts provided by the Eternal Warrior. It grants a simple common warrior the same supernatural resilience as the most powerful Bloodliner.

Effects: The character gains 1 point of Endurance and may purchase more.

### **The Gift of the Blessed Berserker**

Pre-Requisites: The Warrior's Gift

Deity: Warrior

Some of the Warrior's chosen are granted an extraordinary gift - the ability to enter an uncontrollable rage that makes the character completely unable to feel pain. Warriors in this state have been known to charge full-tilt onto swords and then hack their opponents' heads from their shoulders while they stared in amazement. The major drawback is that often berserkers cannot recognise friend from foe; however such is the power of the Blessed Berserker that many generals are willing to take that risk.

Effect: The character using this Gift may go Berserk once per day. While Berserk, he gains 1 extra "Frenzied" Wound State, and suffers no wound penalties except bleeding, unconsciousness and death. The player should stop roleplaying pain when he is hit. This effect lasts until the character is knocked unconscious.

If at any time while Berserk there are no enemies left to fight, then the character will attack his friends in a blind rage.

If the Warrior has sworn an Oath of Fealty, then he will cease to be berserk upon being ordered to "Stop!" by his Liege Lord.

### **The Gift of Inner Rage**

Pre-Requisites: The Gift of the Blessed Berserker

Deity: Warrior

As powerful as the Gift of the Blessed Berserker is, there is a yet deeper madness to be found in the souls of those who dedicate their lives to battle. Some can enter a state of such incandescent anger that they become almost gods of battle, ignoring blows that would rend a lesser man in half and never ceasing the fight until physically forced to. Still, the power of the Oath of Fealty can bring a man back from even this final realm of blood-rage, and for this the Kingdoms should be glad.

Effect: The character goes Berserk, as described in *Gift of the Blessed Berserker*.

However, there are 2 important differences. Firstly, the character gains 3 extra "Frenzied" health levels instead of 1. Secondly, the character will not fall unconscious and will continue to fight until either he is killed or is physically restrained for at least 15 minutes.

If the Warrior has sworn an Oath of Fealty, then he will fall unconscious immediately upon being ordered to "Stop!" by his Liege Lord.

### **The Gift of Fealty**

Pre-Requisites: The Warrior's Gift

Deity: Warrior

The Gift of Fealty represents the relationship between a Warrior and his liege lord. The Eternal Warrior himself is oath-bound to the Celestial Emperor, and this sets the model for all ties of loyalty in his followers.

The character with this Gift may swear an Oath of Fealty to a Bloodliner, who becomes his 'Liege Lord'. While this is normally done between a household Warrior and his ruling noble, the character may choose any Bloodliner at all to swear fealty to. This Oath is personal, individual and spiritual; it is not passed on upon death, and if the Bloodliner dies the character must find a new Bloodliner to swear fealty to.

Effects: The character becomes able to swear an Oath of Fealty to a Bloodliner. If this Oath is ever broken, the Eternal Warrior abandons the character, as noted above.

### **The Indomitable Gift**

Pre-Requisites: Gift of Fealty

Deity: Warrior

The Warrior grants his mightiest warriors the right to make their own decisions, despite the protestations of his master the Celestial Emperor. The character with this Gift may resist the Voice powers of Bloodliners, with one exception – his Liege Lord.

Effects: The character gains 1 point of Willpower and may purchase more. The character may not use Willpower to resist abilities used by his Liege Lord.

### **The Gift of Fortitude**

Pre-Requisites: Gift of Fealty

Deity: Warrior

The first of the true Bonded Warrior powers, this Gift enables a character to properly defend his charge without worrying about the state of his arms and armour. The Gift fills them with unnatural toughness, making them resistant to damage.

Effects: As long as the character with this Gift is within Near range of his Liege Lord, all of his weapons, shield and armour are immune to the "Sunder" call. He may call "Negate" if it is used upon him. If the Liege Lord has fallen unconscious, then the power of this gift fails.

### **The Gift of Steadfastness**

Pre-Requisites: Gift of Fealty

Deity: Warrior

The next of the Bonded Warrior abilities, this gift grants the character extraordinarily steady feet. Even mighty blows cannot move him from his protective position. In essence, the chosen warrior becomes a living fortress protecting his master.

Effects: This Gift makes the character immune to "Strikedown" while he is within Near range of his Liege Lord. He may call "Negate" if it is used upon him. If the character or his Liege Lord falls unconscious, then the power of this Gift fails.

### **The Warrior's Sure Hand**

Pre-Requisites: Gift of Fortitude

Deity: Warrior

Trickery is a warrior's worst enemy. It is possible to rob the mightiest fighter of his blade with only a flick of the skilled wrist - as too many have discovered to their cost. Still, in the service of one's master you should always be certain that you have a weapon to hand, and the Eternal Warrior provides for exactly this circumstance with this Gift.

Effects: This Gift makes the character immune to "Disarm" while within Near range of his Liege Lord. He may call "Negate" if it is used upon him. If the character or his Liege Lord falls unconscious, then the power of this Gift fails.

### **The Champion's Gift**

Pre-Requisites: Warrior's Sure Hand, Gift of the Blessed Berserker

Deity: Warrior

Some of those with a true devotion to their masters undergo a psychological transformation. There is an element of servility in all truly great Warriors, a need for a being to bear allegiance to; this Gift represents the ultimate form of this relationship. A Bloodliner will typically choose one from amongst his followers to be his Champion. The name changes - in some nations the Champion is called the First Blade, in others the Battle Master - but the result is the same. Once this bond is forged, then new horizons and new Gifts become available. More importantly, any Champion worth his salt will respond with unstoppable fury if his master is harmed. Effects: The character with this Gift becomes a Champion of his Liege Lord. If said Liege Lord is struck, then the Champion immediately regains all lost Endurance, and may if he wishes go Berserk as per the *Gift of the Blessed Berserker*.

Any specific Liege Lord may only have one Champion at any given time. This ability only be used once per day.

### **Alchemist's Gift**

Pre-Requisites: Any Alchemical Skills (but NOT Lore: Alchemy)

Deity: Magician

The Magician sponsors few gifts, preferring to allow His chosen people to develop their own powers using the tools He has given them. However, in His wisdom He grants Alchemists and True Mages the power to protect themselves in the early part of their careers.

The Alchemist's Gift allows an alchemist to survive exposure to the various poisons that he is invariably exposed to daily.

Effects: The character gains 1 point in Luck and may purchase more.

### **The Sorcerer's Gift**

Pre-Requisites: The Talent

Deity: Magician

The Magician sponsors few gifts, preferring to allow His chosen people to develop their own powers using the tools He has given them. However, in His wisdom He grants Alchemists and True Mages the power to protect themselves in the early part of their careers. The Sorcerer's Gift allows a Mage to cope with their powers without inadvertently destroying themselves while they learn.

Effects: The character gains 1 point in Luck and may purchase more.

### **The Gift of Expertise**

Pre-Requisites: Craft (any)

Deity: Craftsman

This Gift is the first granted by the Craftsman to those who will be his chosen. As a rule, each community will have at least one person granted this Gift, and Priests endeavour to discover these Gifted folk and install them into trades which will support the community.

This Gift itself manifests as a particular facility for labour. The hands move almost of their own accord, and the workload eases.

Effects: This Gift enables the character to produce Crafted items in Downtime more quickly.

### **The Gift of Knowledge**

Pre-Requisites: Lore (any)

Deity: Craftsman

Over time, all of the Craftsman's chosen develop the ability to tell simply by looking whether an item is worthwhile or worthless. Part of this is simple experience, but part of it is mystically enhanced instinct. The slightest details become obvious, and an item's provenance is laid bare.

Effects: The character is given an Item Lore sheet.

### **The Gift of Endurance**

Pre-Requisites: The Gift of Expertise

Deity: Craftsman

This Gift is that which is granted in time to most village smiths and other hard workers as recognition of their labours. The sinews of the Gifted toughen, and he grows hardier. Over time, he becomes able to work even longer hours.

Some truly extraordinary pieces of work have been made possible only by this Gift – a normal Master Artisan may not survive long enough to complete the work without it.

Effects: This Gift reduces the amount of days needed to complete a Crafted item in Downtime. This applies to all Crafted items regardless of type.

### **The Gift of Glowing Metal**

Pre-Requisites: The Gift of Endurance, Craft (Iron family)

Deity: Craftsman

This Gift is perhaps solely responsible for some of the greatest works in metalcrafting that have ever existed. Without this Gift, it is unlikely that techniques for properly forging Alchemical metals and alloys would ever have been invented.

This Gift enables a Gifted smith to melt any metal as if it were steel, and thus allows it to be forged accordingly.

Effects: The character with this Gift can use any Craft (Iron family) skill he possesses on Mystical Metals and Mystical Alloys. The work will take 3 times as long as a normal item, as the metal must be constantly heated and reheated.

### **The Gift of Secrecy**

Pre-Requisites: None

Deity: Merchant

This Gift, generally the first learnt by the secretive followers of the “Merchant”, allows a character to fool Priests into considering him a member of a different profession. For a thief, embezzler or conman, the ability to pass unnoticed is all-too-necessary.

Effects: For the purposes of mystical detection, the character with this Gift can appear to have any one other Professional Gift. The character must choose which Professional Gift he appears to have when he purchases this Gift.

### **Gambler’s Gift**

Pre-Requisites: Gift of Secrecy

Deity: Merchant

The Merchant is in many ways the God of luck and chance, and thus he grants his chosen followers the ability to escape the vagaries of life through sheer fortune.

Opponents slip, bowshots miss, magic fizzles, and spirits fail to show up.

Effects: The character gains 1 point of Luck and may purchase more.

### **The Gift of Larceny**

Pre-Requisites: Gift of Secrecy

Deity: Merchant

While many associate the Merchant with conmen and assassins, it is in fact in simple theft and greater larceny that He finds most pleasure. To the Merchant, there is more Glory in the look on a rich man’s face as he realises his loss, than in a thousand battle charges.

Effects: This Gift aids the character in Downtime thieving opportunities, such as stealing, mugging, and the “Embezzle” Downtime action. The character will receive a bonus to such actions and will be more unlikely to be caught.

### **The Mugger's Gift**

Pre-Requisites: Gift of Secrecy, Skill: Stunning Strike (Any)

Deity: Merchant

Muggers are not the most favoured of the Merchant's followers. In His eyes they are uncouth, often too happy to kill their victims, not understanding that which even the simplest hunting cat knows by instinct: that killing all your prey simply means that you'll starve later. This Gift allows a follower of the Merchant to gain great skill with bludgeoning weapons such as cudgels and staves, which allow the mugger to ensure his prey will survive, to produce more fodder for his club...

Effects: As long as the character has his face covered, and is unidentifiable to casual examination, then he may use the Stunning Strike Skill without limit. This enables the character to call the "Stun" battle call as many times as he wishes.

### **Blood Knife Gift**

Pre-Requisites: Gift of Secrecy, Skill: Weapons (Small)

Deity: Merchant

This Gift is named for the Blood Knives, the well-known-and-feared Serrati assassins, but it applies to any character who is an assassin by nature.

In order to gain this Gift, the character must first take a contract upon a person's life, against which they have no personal grudge, and then execute the target. Only then is his worth proven to the Merchant.

Effects: This Gift grants the character the ability to use the "Through" battle call during the hours between dusk and dawn, specifically when attacking from behind, using a dagger or knife (a Small bladed weapon). This gift may only be used on each target once.

### **The Poisoner's Gift**

Pre-Requisites: Gift of Secrecy, Lore: Alchemy

Deity: Merchant

This Gift allows a character to test an unknown poison without the need for a cumbersome Alchemist's Kit. The Merchant grants the character the power to recognise a poison by taste; typically the user of this Gift licks the surface of the poisoned object to determine its nature. This Gift also protects the user from the effects of Minor, Lesser, and Major Poisons during this process, but not Greater. To use this ability, the character must utter a short prayer to the Merchant, and ask from Him the power to divine His chosen substances and protection from them.

Effects: The character becomes immune to Minor, Lesser and Major poisons for 5 seconds, and should consult a Ref if a poison is tasted. This power may be used any number of times per day, but Rule 7 applies.

## Advantages

Advantages cover a wide range of potential assets that can be held by a character besides his or her Skills and Gifts. While Skills and Gifts represent the ephemeral aspects of a character's development, Advantages provide a more concrete side.

In general, it is not possible to gain an Advantage after character generation (although an equivalent benefit may be gained in play).

### Advantages Table

Name	Cost
Household	2*
Fief	3*
Heirloom	3*
Influence	4
Trade	4*
Mercanti	8
Resources	3*
Buildings	4*
Wizardly Mentor	3
Spirit Companion (Spirit Binder)	4
Spirit Companion (non-Binder)	3
Eshkal Guardian	4

\* - Ranked Advantage. May be bought multiple times.

## *Status Advantages*

### **Household (1-5) (Blooded Only)**

You are the master of a Household, with numerous flunkies and hangers-on at your disposal. A character with this Advantage is important within his or her family, and must have at least as many characters in his/her Entourage as ranks taken in this Advantage.

*Example: Simon, playing Lord Mantellin of Sardeth, decides to take 2 points in Household to represent the staff appropriate to his station. He now needs to find 2 players willing to play characters owning Fealty to him.*

*Example: Martin, playing Sir Gyllebis, takes 4 points in Household, even though he is without much rank or title. He manages to find 4 players willing to be his PC entourage, however, so his Household is secure.*

A character with this Advantage has a number of skilled NPCs, known as Household Staff, who perform tasks for him/her. The number and skill of these characters is determined by the number of ranks taken in this Advantage: as a general rule, expect approximately 5 Character Points worth of skills per rank bought in this Advantage. General information on the Household Staff should be submitted to the Game Team when the character is created. Note that some Household Staff will not be permitted.

*Example: Simon has purchased 2 ranks in Household, so he now has approximately 10 points in Household Staff. He indicates that he would quite like to have a Scribe to maintain his correspondence, and a Fief Master to look after his Fief for him so Mantellin can concentrate on hunting and warfare. The Game Team agrees.*

*Example: Martin has purchased 4 ranks, so he can expect roughly 20 points worth of Household Staff. He asks for a True Mage. The Game Team decide that this is too much and refuse, but suggest that he might have a Court Alchemist. Martin agrees.*

All Household NPCs will generally be unavailable for play during sessions but can be made available if enough notice is given to the Game Team. A player may decide to play a member of another PC's Household if he or she wishes.

### **Fief (1-3) (Blooded Only)**

You control a Fief, a grant of land from a powerful noble. The size of the Fief is determined by your Blood Rank – a powerfully Blooded nobleman can control a huge area of a nation, while a simple Knight can hardly manage a group of fields – and by the number of Character Points spent on the Advantage.

A Fief produces a tax income according to its size each year. It also grants the controlling player a number of subjects who can be controlled to a limited degree (made to work farms or mines and so on) and who can be potentially drafted into armies. A Fief Master (i.e. a character with the Administration skill) must control a Fief or it will not be taxed.

Buildings built on the Fief will increase its tax revenue, as will certain Resources.

### **Heirloom (Blooded Only, 1-3)**

You have an unusual and special item that has been handed down in your family for generations. With 1 Rank, this is a rare piece of high-quality equipment such as weaponry or armour; with 2, this is an alchemically-created item such as a White Alloy weapon or a Lathanrium Talisman; and with 3, this is a mystical item with either a Bound Spirit or powers enchanted with True Magic. Heirloom-owning players should indicate the general kind of Heirloom their character owns; the final statistics are up to the Game Team. Players are reminded that powerful magical items quite often bear curses or severe side effects...

### **Influence**

Your character has particular sway in specific circles. You may buy this Advantage multiple times, representing particular areas of influence. Note that this is simply a matter of political influence; actual alliances and such must be roleplayed through.

At the time of writing, the list of Influence areas includes:

Serrat Royalty, Northern Serrat Nobility, Southern Serrat Nobility  
Emperslund Royalty (“Imperial Court”), Emperslund Nobility  
Tribelands: Suner Clan, Tribelands: Meridith Clan  
Ephesian Royalty, Ephesian Nobility, Bladeseeker Clan, Folksvien Elders  
Naranese Royalty, Naranese Nobility, New Naranese Nobility, Naranese Navy  
Lamuis Royalty, Lamuis Nobility, Lamuis Desert Lords  
Mercanti  
The Church of the Celestial Emperor, The Church of the Divine Craftsman  
The Holy Order of the Blade (Church of the Warrior)

### **Trade (1-5)**

You have a Trade, a day-to-day job that produces money for you. In each Downtime, you will gain a small income from side work. In addition, you may decide to spend a Downtime plying your Trade, in which case you will gain a significant income. This income increases along with the level of this Advantage.

*Example: Marie is playing a weaver called Carolin. She has taken “Craft: Clothing” and the description for that skill indicates that it grants the character a free rank in Trade. She gains a small income from side work, and instead of working to produce clothing in Downtime, she can instead sell it and gain extra income.*

### **Mercanti**

You are *Mercanti*, a member of the Kingdoms’ legendary merchant guild. You have taken sacred oaths of loyalty and secrecy to the Guild and must have the Merchant as your Deity. You start with a large amount of money and a number of contacts in your home Kingdom, which can be increased by purchasing the *Influence* Advantage. Characters from Naran, Outlanders and Restricted Races may not purchase this Advantage.

## *Background Advantages*

### **Resources**

A character with the Resources Advantage owns (or otherwise controls) one or more Resources in the game world. There are 3 Ranks of Resource, but Resources may be bought as many times as the player has Character Points for; the player may “mix and match” Resources as they wish.

*Example: Matthew the Chamberlain, has spent 12 Character Points on 4 ranks of Resources. Matthew’s player may choose the Resources he controls; he may take two Silver Mines, or one Farm and one Gold Mine, or even four Iron Mines.*

The following table indicates what Resources are available and how many ranks are required to obtain each Resource.

<b>Resource</b>	<b>Ranks</b>
Farm	1
Quarry	1
Iron Mine	1
Silver Mine	2
Gold Mine	3
Gem Mine	3

If your character owns a Fief then your Resource will be located on or near that land; if your character owes fealty to another character with a Fief then your Resource will be located on or near that land; otherwise it will be in a random appropriate location in your home country.

Mines and Quarries must be worked by a mining crew and a character with the appropriate Work (Material) skill to produce raw materials. Without both of these they will produce nothing of value. Mines will also degrade if they are overused or underused and will eventually collapse if they degrade too far.

Farms work somewhat differently. When a Farm is purchased, you should indicate whether it is Agricultural or Pasture.

Farms can be used in two ways. A character with Work Cloth or Work Hides (respectively) can work the farm to produce Raw Materials.

If it is not used in this way, then surplus food and goods from the farm will be sold to produce a small income. You do not need to spend Downtime working your Farm to gain this income, it is assumed that the farm has a workforce.

## **Buildings**

A character with the Buildings Advantage owns (or otherwise controls) one or more buildings in the game world. All buildings are considered of equal value in Character Points, but you may purchase multiple ranks in Buildings in order to possess multiple buildings.

If your character owns a Fief then your Buildings will be located in a village on that land; if your character owes fealty to another character with a Fief then your Buildings will be located in a village on or near that land; otherwise your Buildings will be located in a random village in your home country. Certain Buildings may be rejected if inappropriate to your character type (eg a Jeweller's Workshop for a Tribelands character).

### **Building : Smithy**

A Smithy greatly increases the speed at which the Iron family of Craft skills can be used. In addition, it will also produce a small income each year from minor work.

### **Building : Sawmill**

A Sawmill can be Worked by a character with the Work Wood skill to produce the raw material Wood. In addition, it will also produce a small income each year from minor work.

### **Building : Carpenter's Workshop**

A Carpenter's Workshop greatly increases the speed at which the Wood family of Craft skills can be used. In addition, it will also produce a small income each year from minor work.

### **Building : Mason's Workshop**

A Mason's Workshop greatly increases the speed at which the Stone family of Craft skills can be used. In addition, it will also produce a small income each year from minor work.

### **Building : Jeweller's Workshop**

A Jeweller's Workshop greatly increases the speed at which the Jewellery family of Craft skills can be used. In addition, it will also produce a reasonable income each year from minor work.

### **Building : Tannery**

A Tannery greatly increases the speed at which the Hides and Furs families of Craft skills can be used. In addition, it will also produce a small income each year from minor work.

## *Special Advantages*

### **Wizardly Mentor**

Your character grew up near a Mage of considerable skill, whom he befriended. This has several advantages.

If your character has the Talent, it has already been recognised and developed to a small degree. The Game Team will inform you of what happens if this is the case. This Advantage may not be taken by characters from Emperslund, Outlanders, or Restricted Races.

In addition, your Mentor exists as an NPC within the gameworld, and will almost certainly appear IC at some point.

This means your character will always have a teacher for the following skills: Read (Imperial, Old Imperial, Elvish), Scribe (Imperial, Old Imperial, Elvish), Numeracy, Mathematics, Advanced Mathematics, Lore: Magic, Deeper Lore: Magic, Lore: Religion (Magician).

*Example: Jimmy the Blooded knew a wizard when he was a boy, who lived deep in the forests of southern Ephesia. He therefore decided to purchase the Wizardly Mentor Advantage. Unfortunately, he does not possess the Talent. Still, he has other compensations...*

### **Spirit Companion**

You start out with a Spirit whose Name you know. If you are a Spirit Binder, then it could be of any kind that you have dealt with before. If you are not, then it is near-certainly the Ghost of a family member or loved one that is looking after you. The Spirit is inherently well-disposed towards you for whatever reason.

This Advantage costs 4 points if you are a Spirit Binder, and 3 points otherwise.

*Example: Parsule and Jimmy both have Spirit Companions. Parsule is a Spirit Binder and thus decides that her Companion is probably a Seeming. She calls it "Marshenlien" and the Game Team decide that it is a Seeming of Passion.*

*Jimmy, on the other hand, is not a Spirit Binder. His Companion is the Ghost of his grandfather, Lord Brethel of Naran, and is disapproving of Jimmy's life choices. However, he still looks out for his grandson, dropping him hints from time to time.*

### **Eshkal Guardian**

You have an unseen guardian, an Eshkal spirit who has taken a particular interest in your welfare. You may never have seen it or heard it (especially if you are not a Spirit Binder), but time and again an unseen force has saved you, often without you realising.

Your Guardian will be played by an NPC if necessary. Most of the time it will work behind the scenes to aid you. You must name the Guardian when you create it. Once per day you may call upon its aid; doing so will restore all Hurt locations to Normal.

*Example: Larcon the Bloody has a strange but surprisingly noble destiny. As a result, an Eshkal has chosen to watch over him. Things generally go Larcon's way, and he does not realise why. Eventually, a Spirit Binder tells him about his Guardian, and summons it to meet him. It introduces itself as "Ularestin."*

## Combat Rules

Six Pillars combat is intended to achieve two apparently contradictory aims - to provide a quick, simple combat system with a considerable risk of character death, while still allowing for heroic characters in a high-fantasy atmosphere. To do this, we use a combination of different techniques, inspired by various different LRP systems. A full list of influences is included in Appendix IV.

### Wound States

Each character in Six Pillars has a Wound State upon each of his Body Locations, these locations being the Head, Torso, Arms, and Legs.

There are 3 standard Wound States: Normal, Hurt, and Useless. The effect of each of these Wound States is as follows:

**NORMAL:** Nothing unusual.

**HURT:**

<b>Arms:</b>	Cannot use Skills or Gifts with that arm.
<b>Legs:</b>	Cannot run.
<b>Torso:</b>	Bleeding. Cannot use any Gifts.
<b>Head:</b>	Bleeding. Fall unconscious. Cannot use any Gifts.

**USELESS:**

<b>Arm:</b>	Bleeding. Cannot use arm.
<b>Leg:</b>	Bleeding. Cannot stand.
<b>Torso:</b>	Fall unconscious. Bleeding.
<b>Head:</b>	Death.

Some rare characters or creatures have extra Wound States. These extra Wound States have their own rules and are detailed in the appropriate section of this book, the Book of Lore, or the Book of Secrets.

It is not possible for a location to be reduced below Useless; however, see below for the rules on Overkilling.

## Attacking

Six Pillars uses the One Second Rule common to many modern LRP systems. When fighting, you may only call one Combat Call per second, regardless of how many times you strike. This is to represent the need for lengthy strikes and to encourage a more dramatic and enjoyable fighting style.

If you do not possess the Weapons or Complex Weapons skill (depending on the kind of weapon you are using - see *Combat Skills*, page 23) then you can only inflict one Combat Call per 10 seconds and must role-play poor control and difficult movement. It is suggested that all potential combatants purchase at least the Weapons skill.

Missile weapons may only be used if the appropriate Complex Weapons skill is possessed. Throwing weapons may only be used if the Weapons skill is possessed. There is no formal Bow Competency system in Six Pillars, but anyone using a bow or crossbow must demonstrate their ability to use it to a Referee's satisfaction.

## Combat Calls

Combat Calls come in 3 forms: Damage Calls, Battle Calls and Modifiers. Damage Calls indicate the number of wounds caused to the struck location. The vast majority of characters inflict 'Single' damage. Damage calls should be made after the blow has landed.

Zero	no damage
Single	1 point
Double	2 points
Triple	3 points

Battle Calls are used to indicate the use of Combat Skills, which allow a trained fighter to achieve unusual feats.

Critical	Strike ignores Endurance.
Mighty Blow	2 points of damage that ignores Endurance. Fall to the ground.
Through	Strike ignores armour.
Cleave	2 points of damage that ignores armour. Fall to the ground.
Stun	Target location reacts as if "Hurt", except no bleeding. Effects last for 10 minutes. Take no damage.
Strikedown	Fall to the ground. Take no damage.
Disarm	If hit on arms, drop weapon. Take no damage.
Sunder	If hit on wooden shield or weapon (hafts included), item is destroyed. If blow hits a body part, take a Single.
Shatter	If parried, destroys weapon or shield; otherwise same as Critical.

## **Endurance**

Characters may possess supernatural Endurance.

Endurance acts as a global buffer of damage. Points of Endurance are removed before Wound States are inflicted, and the character suffers no ill effects from their loss.

If a blow inflicts more damage than the target has Endurance points left, then any leftover damage is applied to the struck location.

All Endurance points return each morning at sunrise, along with all other Heroic Traits.

## **Armour**

Characters wearing crafted Armour will normally be given an Item Card indicating the number of points of Armour it grants. Different types of armour may not be stacked to gain a greater effect.

Points of Armour are taken before Wound States are inflicted, as long as the blow strikes an armoured location. If a blow inflicts more damage than the target has Armour points left, then any leftover damage is applied to the struck location.

Armour does not return naturally but must be repaired by a character with the Work Iron skill. This requires takes 1 minute of roleplaying per point of armour repaired.

## **Modifiers**

Modifiers are few and far between, and are usually used with magic. If a Modifier is used, it is used after the Damage or Battle call. There can only ever be one Modifier used with any given combat call; if you have access two or more Modifiers, you must choose one to call each time.

In most cases, players with access to Modifiers and players with characters affected by Modifiers will be made aware of the precise effects of any Modifiers that affect them. If you are hit with a Modifier that you are unsure of the purpose of, you may safely ignore it (and, of course, take the damage).

The Modifiers whose effects are commonly known include Poison, which indicates that the blow is poisoned, Bane, which causes extra damage to Bloodliners, and Enchanted, which can harm Spirits.

*Example: Lord Paleri is struck by a Faceless assassin, who wields a dagger that inflicts Bane damage. The assassin uses a Gift which allows it to call "Through", so it calls "Through Bane!" Lord Paleri takes 2 points of damage through his armour.*

Normally a strike can only inflict one kind of damage - either a Damage Call, or a Battle Call. Poisons can alter this, however. Any blow from a weapon using the POISON modifier will inflict the full effect of all the Combat Calls used.

*Example: Sergeant Marsh attacks with his envenomed sword. He inflicts Double Critical Poison damage on his first blow, which causes 2 points of normal damage and one through Endurance.*

## *Damage and Healing*

### **Healing Wounds**

The effects of damage remain until the Wound State of the location is restored to Normal. After a week of rest, all Useless locations will heal to Hurt. After a month of rest, all Hurt locations will heal to Normal. These healing times are cumulative, so a Useless location will take a total of 5 weeks to become usable again.

Wound States can be restored more quickly via the use of Alchemical mixtures, magic, or certain Gifts. A character with the Bind Wounds skill may bandage a Hurt location; this removes the effects of the Wound State, but does not actually change it.

*Example: Lord Jornason is wounded in a battle. His sword arm is Hurt, and thus he cannot use his Gift of Lordly Might (a combat gift). His personal surgeon Binds his arm, thus allowing him to use his Gift – but if he is hit there again, it will become Useless.*

### **Bleeding**

In addition to Wound States, characters can suffer Bleeding wounds. Bleeding wounds indicate that the character is bleeding to death and does not have long to live.

When a character is Bleeding, the player must start a slow count from 0. If the character takes more damage that would cause him to Bleed, then he must double his current count. When he reaches 300, the character is dead.

For the purposes of this rule, being struck on an already Useless location will count as more Bleeding. This is known as Overkilling, and will quickly kill a prone character if his opponent is determined to kill him.

Some races have different rules for Bleeding, and these will be described in the race listing. In addition, some Gifts can extend the time for Bleeding.

Bleeding can be slowed using the Bind Wounds skill, and can be stopped using the Chirurgy skill. This does not affect the Wound State in any way. In addition, Alchemical mixtures, Magic and certain Gifts can slow or stop Bleeding.

## Special Rules

Certain characters will inevitably have abilities that do not fall under the basic rules explained so far, so in this section we will cover unusual abilities and special rules.

### Magic

Magic is a very real force in the world of the Pillars and so we have a system of calls for representing the effects magic has upon characters. These calls are divided into Combat Magic and Non-Combat Magic.

Magic is generally divided into different Circles, which use different methods to achieve their aims. However they achieve them, they still use the same calls. Full rules for playing a Spirit Binder, Alchemist or True Mage will be given to those playing them. These rules only cover those elements other players should know.

### Making Magic Calls

All magic is handled using in-game calls. These indicate the exact kind of magic being used and how it should be reacted to. Most are self-explanatory, but they are described below for reference.

It is important when making magic calls to make it as obvious as possible that the words are a game call and not IC exclamations. To do this, it is quite possible to embellish a magic call, as long as the basic elements are included. In particular, a magic call involving a single target should be indicated by a hand pointing at the target, and a Mass call should be indicated by throwing the arms out wide while calling.

### Resisting Magic and Heroic Traits

The Luck Heroic Trait can be used to resist magic. Each magic call requires a single point of Luck to be spent. The use of Luck in this fashion should be indicated by the use of the Magic Call NEGATE. Any Magic Call prefixed with GREAT cannot be resisted using Luck.

Beyond this, Combat Magic and Non-Combat Magic affect Heroic Traits differently. The Endurance Heroic Trait can absorb Combat Magic, while Non-Combat Magic cannot be resisted using Willpower (as the kind of magic involved precludes this).

Some Magical Gifts and other spell effects allow a character to ignore a specific number of spells. In these cases, the NEGATE call is used in the same way as with Luck. These abilities allow a character to resist some calls that cannot be resisted using Luck (such as GREAT calls, for example).

*Example: John the Mage throws a particularly powerful Fire Bolt at Jimmy the Hand. He calls "GREAT Single Fire Bolt to the Head!"*

*Although Jimmy has Luck, he cannot use it to resist the spell. If he had a Magical Gift like Wizard's Protection Dweomer, he could still call "NEGATE!" Instead he takes a single to the head and falls unconscious, bleeding.*

## *Combat Magic*

Combat Magic covers damaging spells such as bolts of lightning or fire or freezing cold. A Combat Magic call takes the following form:

<Target>, <Damage> <Modifier> <Class> [to the <Location>]!

1. The caster must indicate the Target of the spell, either by character name, or if that is not known then by description.
2. All Combat Magic includes Damage. This can be a Damage Call (such as ‘Single’), or alternatively a Battle Call (such as ‘Through’).
3. There is usually a Modifier in a magic call to identify the kind of attack being made IC.

Finally, all Combat Magic must have a Class, which is either a Bolt or a Blast.

- A Bolt affects a single location. If the Location is not specified, then the target should take the spell to the Torso. Armour and Endurance both work normally.
- A Blast is a powerful spell that affects all locations. If a Blast hits a character with Endurance, then the character must immediately take a single point of damage to the Torso and fall backwards (as if hit by both a Critical and a Strikedown). Armour protects normally, however.

### *Example of Combat Magic:*

*John the Mage is throwing around some spells he stored in his Phylactery earlier. He has an Ice Bolt and a Fire Blast ready. He first throws his Ice Bolt at the evil wizard Forzannus. He calls “Forzannus, Single Ice Bolt to the Head!” Forzannus has no Endurance, so he becomes Hurt in the head and falls unconscious. John must now worry about Forzannus’s guard. John does not know the guard’s name, so he calls “Guard in plate, Double Fire Blast!” There is no Location as Blasts hit all locations at once, however the guard is wearing armour. He loses two points of protection, grunts and hefts his axe. John had better think quickly.*

## *Non-Combat Magic*

Non-combat magic is handled differently. Since non-combat magic has no need for damage calls and Modifiers, there is usually only a single word call. These are listed below.

### **DETECT**

Detect is used to locate objects and people. The Detect call should be followed by a descriptor. If you match that descriptor, you should give a loud “Here!” immediately. This spell call may not be resisted with Luck.

*Example:*

*Lord Jameson has a Gift that allows him to detect the presence of Marcus Bloodliners in the vicinity. He calls “Detect Marcus Bloodline!”*

*Chief Manslicer steps out behind him, calls “Here!” and draws his sword. Looks like Lord Jameson may have bitten off more than he can chew...*

### **FEAR**

Fear causes the target to flee from the caster until he is no longer visible. Once out of line-of-sight, those afflicted with fear must count slowly to 10 before emerging. Once used, the power has no further effect.

*Example:*

*Elder Stenson has a Shadow following him around. He’s immune to its tricks, but his children are not. When he goes home, it calls “Mass Fear!” His children scatter, terrified, and Stenson realises it’s time for a Binding.*

### **GREAT**

The ‘Great’ call is added as a prefix to any other Magic Call. The call may then not be resisted using Luck. Other forms of protection (Endurance, armour, magic, and so on) are not affected.

### **MASS**

The “Mass” call is added as a prefix to any Magic Call. The call then affects everyone within the stated range. If no range is stated, then “Near” is assumed.

*Example: The Shadow tries to prevent its Binding by triggering a “Mass Rage!” effect. Since it does not indicate a range, then Near (30ft) is assumed. Stenson’s children are out of range (having fled) so they are fine.*

### **MUTE**

Mute causes the target to be completely silent. He cannot produce any sound, and thus cannot use any magical abilities or any Gifts that rely on speech to work (such as all Voice Powers). He also cannot use any magical item that requires a call to operate (so, for example, potions would be unaffected). This effect lasts for 30 seconds.

## **NEGATE**

The “Negate” call is a special Magic call used to indicate when a character is not affected by a magical effect. It *must* be used immediately when the effect is resisted.

*Example: Stenson’s wife is using the Folk Racial Gift ‘Song of Night’ and is immune to Rage, so she calls “Negate!” Stenson himself, however, is not so lucky. Feeling his anger rise, he spends a point of Luck and then calls “Negate!” The spirit is very unhappy.*

## **PARALYSE**

Paralyse causes the target to be completely frozen in place. He cannot talk, cannot use magic of any form, and cannot attack or parry. The effect lasts for 30 seconds.

## **RAGE**

Rage sends the target into a blind, unreasoning rage in which they must continuously attack any available targets using their most powerful abilities until none remain. This state lasts for 30 seconds.

Special Note: If this call and the Sorrow call are used on the same target, then the target will begin to attack itself according to the above rules.

## **REPEL**

Repel causes the target to be forced away from the caster for 30 seconds, up to Near Range (30 feet). The target must remain at least 30 feet away by any means possible until the duration ends.

## **SHOCK**

Shock causes the target to become suddenly and momentarily terrified. Unlike Fear, this is not long-lasting enough to cause the target to run; instead, the target must remain frozen in shock for 5 full seconds. If the target has Endurance, then he/she may choose to lose 1 point of Endurance to Negate this call.

## **SORROW**

Sorrow causes the target to be overwhelmed with negative emotions. Everything seems hopeless, and all causes seem lost. Most characters respond by curling into a ball and either weeping or staring aimlessly into the distance. This state lasts for 30 seconds.

Special Note: If this call and the Rage call are used on the same target, then the target will begin to attack itself according to the rules for Rage.

## **STRIKEDOWN**

Strikedown causes the target to immediately fall to the floor. No damage is inflicted; in fact, this works the same way as the Battle Call. We include it here due to its occasional use with the Mass modifier.

## Bloodline Voice Powers

Bloodliners possess immensely powerful charisma, granted to them by their deity the Immortal Emperor. As a result of this they can learn Gifts that channel their magnetism into specific aims, called Voice Powers. These Voice Powers are used without any of the fuss and theatricals of Magic; they are often quite subtle and even unnoticeable.

When a Bloodliner uses a Voice Power, he/she must raise his primary hand into the air, palm forward, and indicate his/her Blood Rank with the number of fingers held up. Anyone able to see and hear the Bloodliner must expend that many points of Willpower or be affected.

Bloodliners of equal or higher rank are not affected. Any Bloodliner of lesser rank must spend a number of points of Willpower equal to the difference between their Blood Rank and that indicated by the character using the Voice Power.

The following is a quick summary of the major Voice Powers in the game. Note that most of these are not available to starting characters, and that some are so powerful that they may only ever be gained after years of play and lots and lots of Glory.

### **Voice of Command**

The Bloodliner's already formidable presence increases to almost irresistible levels. If a Bloodliner indicates he/she is using Voice of Command, then obeying becomes almost instinctive, at a degree depending on the Blood Rank of the user.

Rank I: Anyone listening feels a mild urge to obey.

Rank II: Anyone listening feels a strong urge to obey and will normally do so unless they have a good reason not to.

Rank III: Anyone listening will obey and will not question the order for a few seconds.

Rank IV: Anyone listening will obey immediately and will not question the order until it is actually in progress.

Rank V: Anyone listening will obey immediately and will not question the order until after it is complete.

It is said that when the Emperors spoke, hordes of Outlanders leapt over cliffs at their whim without even a pause.

### **Voice of Inspiration**

Voice of Inspiration only works on characters with Endurance. If Voice of Inspiration affects such characters, they regain a number of points of Endurance equal to the indicated Blood Rank of the user. A target's Endurance cannot go above its normal maximum level.

Voice of Inspiration must be used in conjunction with a speech lasting at least 1 minute per Blood Rank, and a Ref must be present.

**Voice of Fortitude**

Voice of Fortitude grants all affected characters a single point of Willpower, which lasts for 10 minutes per indicated Blood Rank of the user. If the Willpower point is not used in this time, then it is lost.

**Voice of Reverence**

Voice of Reverence forces all affected to be silent until the caster stops speaking. If the caster pauses in speech for more than a few seconds, then the power is broken.

**Voice of Truth**

This power is used while asking a question. The target is unable to knowingly lie when answering, although he is not forced to answer.

**Voice of Mastery**

The target must obey and serve the caster to the best of his ability for a number of minutes equal to the Blood Rank of the caster. The only things a character under the influence of Voice of Mastery will not do are:

Harm themselves directly;

Harm a loved one such as a sibling, parent, spouse or child;

Harm their Liege Lord.

If the caster tries to make the target do any of the above, then the power is broken.

## Other Special Rules

This section contains topics not mentioned in the rest of the rulebook.

### *Divine and Magical Gifts*

These kinds of Gift are temporary, unlike Racial, Bloodline and Professional Gifts (which are permanent unless revoked by their patron deity). Divine Gifts are provided by the Gods to their chosen priests, who can use them a set number of times before they are spent. Once spent, the priest must pray for it again.

Magical Gifts are produced using supernatural means, and have a limited duration before they disappear.

Neither of these kinds of Gifts can be purchased at character creation.

*Example: Queen Serana is a powerful True Mage. She uses the Rite of Stone Skin, which allows her to ignore the effects of the “Critical” Battle Call. This ability is considered a Magical Gift and lasts until the spell ends.*

### *Magical and Alchemical Items and Components*

Magical Items possess an appropriate Item Card, and also a Power Card. If the item is given or stolen, then both cards should be transferred to the new owner. The Power Card contains extra Lore Codes and information on the nature of the enchantment, if any.

The physrep for a Magical or Alchemical Item should be appropriate to the kind of item, although there is no requirement for it to exactly match the described item.

*Example: Master Ganges has an Alchemical Item, a refined Crystal he uses in Spirit Binding rituals. The card describes it as a “Mottled Moonstone” but any appropriate stone would do in it’s place, or even a paste or plastic replacement.*

Alchemists can create many items from various components found either in nature or on quests. Most of these items work in the same manner as normal items or Magical Items (as above), but some are slightly different. Potions and Philtres, in particular, are both one-use items which are represented by tear-open laminated cards. When the item is used, the card is torn open and the results read from inside.

Anyone with Basic Alchemy or Lore: Alchemy can identify appropriate components upon examination.

*Example: Lord James has a mighty enchanted sword made from Adamantium, a strong metal. The item has 2 cards, one marked “Adamantium Blade” and the other containing details of the item’s enchantment.*

### *OOO and Invisibility*

It is possible for people to be in the game area while not actually playing the game. However, sometimes this can be confusing in a game where it is potentially possible for a character to be invisible.

To prevent this possible confusion, wherever possible those who are invisible should raise their left hand, those who are OOC their right. This is particularly important for people playing spirits, who are invisible and intangible to those without Lore: Spirit.

*Example: Johnny the Player is moving through the Play Area in order to find his goblet, which he left on a table the night before. He holds his right hand in the air (along with 1 finger) to indicate that he is not actually there.*

*Example: At the same time, Parsule the Spirit Binder has a Pacted spirit following him around. It has its left hand in the air to indicate that it cannot be seen. If a character has Lore: Spirit and wishes to challenge him, he will reveal that he is in fact present.*

### *Poisons*

Some characters in this system can use Poisons. Poisons come in two forms - Ingested and Venom. Ingested poisons must be eaten or drunk to have an effect, while Venoms have an immediate effect upon striking an enemy. The effects of Venoms will be explained on their Item Cards and generally cause a particularly powerful damage call.

*Example: Sergeant Marsh venoms his blade with an especially vile concoction. When he next hits with his sword, it will inflict Triple damage against lightly armoured opponents (the lammie for the poison specifically states that it may not be used against opponents wearing metal armour). He should use the modifier "Poison!" to indicate the source of his Triple damage.*

*Example: Harry the Knife also venoms his blade, but with a nastier poison which inflicts Double Stun. He uses the call "Double Stun Poison!" in battle, and his target takes 2 points of damage and is Stunned on the location.*

Ingested poisons work differently. All Ingested poisons are represented by a sticker which must be placed on an eating or drinking vessel. If you find a poison sticker and have eaten or drunk from the vessel it is on then you must consult a Ref immediately to find out what has happened. Typically an Ingested poison will drain points of Endurance and cause damage if the character does not have enough.

*Example: Harry then decides to make sure Sergeant Marsh can't stab him back. He poisons Marsh's drink with a Major poison which drains 3 points of Endurance and causes a Critical to the torso and head of the target if he does not have enough. Sergeant Marsh drinks his ale and then notices the sticker. The Ref tells him what happened, and Marsh falls unconscious and begins to die.*

## Appendices

### Appendix I: The World of the Pillars

*Note: This Appendix is only a summary. The game-world is described in much greater detail in the Book of Ways.*

The World in which the game is set is centred around the Six Kingdoms, the remnants of a powerful nation which once dominated the continent. Though much reduced from their former glory, the Kingdoms continue to be the only bastion of civilisation left in a world gradually falling into barbarism.

#### **The Blood of the Kingdoms**

The Kingdoms are ruled by the Bloodlines, ancient families with ties of heredity leading all the way back to the six sons of the last Emperor that survived the destruction of the Empire. This ancient and powerful Blood grants them many abilities, and as they prove themselves to their patron deity the Immortal Emperor, the Bloodliners (as they are called) can gain greater and greater power.

The common people are not without their own prodigies, of course. A Commoner may never scale the same heights of political, temporal and personal power that a Bloodliner can... but some Commoners are also chosen by their patron deities, and this manifests in ways that range from supernatural toughness and agility to the ability to forge metal into weapons of extraordinary power.

Most Commoners of this sort have a Bloodliner as a patron, and many swear oaths of Fealty, exchanging uncertain freedoms for certain servitude. A Bloodliner with Gifted servants would be a fool to mistreat them, and they are invariably well rewarded.

#### **Outsiders**

Beyond this simple Lord - Servant relationship, there are others who do not or will not fit the pattern of life in the Kingdoms. The Folk skirt the edges of society, exchanging charms and services for food and goods. Many consider them thieves and witches, but it cannot be denied that their charms are effective. Nor can it be denied that their “witches” can sometimes be your only hope if a ghost or other spirit takes against you.

Outlanders sometimes roam the Kingdoms, looking for trade, adventure and new experiences. Most are of the curly-haired Catalan sort, stocky and well mannered. In ages past they invaded the Kingdoms, only leaving when the Nomads destroyed them. Now they are accepted in most Kingdom settlements, albeit with considerable distrust. It is a rare Kingdomer who will not watch her purse and her person more when an Outlander is in town.

## **The Other Peoples**

The Nomads sometimes come south from their homes in the Yellow Lands. They are generous with their strange (but valuable) money and the gems they find in the sands, and this buys them many friends; but they wear veils and masks covering their faces at all times, and not one man has ever seen one while he let lived. Many wonder what expression is hidden within that black mask.

And then there are the others, the non-humans. Better than demons, but less than men. To the south, there lies the Great Waste, the endless stinking festering disease-ridden swamp that consumes the entirety of the southern continent for hundreds of miles. Within this endless murk, there lives a race of scaled, lizard-like reptile men, who rumour says eat humans alive and use their teeth as decoration. Sometimes more “human” ones come north to trade, but only the crazy Tribelands and the occasional less scrupulous Ephesian will even deal with them. Still, there is a story which claims a curse falls upon any who harm them, so they tend to remain unmolested.

And somewhere deep within the woodlands of Ephesia lies Mournheart. Ah, poor, beleaguered country - to border the Waste, and the Tribelands, and to have both Mournheart and Folksheim within its borders!

In Mournheart live the Elves, the Ancient race that lived here even before we did. It is said they possess many secrets, but gaining access to the city is not easy. The Elves like their privacy and have set a great many magical wards about the city that confound the traveller and turn him about upon himself. Many have ventured for Mournheart and found only a long journey, lost in the forest.

## **Enemies and Adventure**

Of course, those are the Peoples. The Races of this world. But we are not including the Others. The Things. The Great Enemy.

Somewhere to the south, so far south that even the Great Waste gives way to new dry ground, lies the place from which came the Great Enemy. These demons have plagued us for hundreds upon hundreds of years, and their hatred of us knows no bounds. Some can assume the forms of men and sneak into gatherings unseen, only to transform into their true horror when the victim is alone. Others must be brought into this world, but once brought may never be stopped.

There are also the Corrupted Ones, the power-crazed users of magic who bring plague and death and madness. These must be destroyed as soon as they appear, lest they relearn the lessons of old and the Black Tide of the Dead rises once more.

But magic is not all insanity and death. A few of the old Towers still hold those who keep the secrets of the Seeds alive, and across the Kingdoms Alchemists ply their trade for their masters. The Spirit Binding of the Folk is also a powerful magical art, when used properly. And to the chosen few, the Gods grant Divine Gifts, the ability to channel the Gods’ grace directly.

Beyond politicking and fighting the Enemy and the Corrupted, those seeking adventure will discover many ancient ruins and underground tombs just waiting to be explored. The Empire left many secrets behind, and only a few have been rediscovered. There are bandits to pacify, new lore to learn, alchemical ingredients to gather, and even beasts to hunt. There is no end of possibilities for Glory for an aspiring Bloodliner.

## **The Six Kingdoms**

Each of the Kingdoms has its own qualities and peculiarities. Hundreds of years of independence from each other has led to them changing in ways that would be unimaginable to the people of the Empire.

### *Serrat*

The people of Serrat have been fighting a ceaseless (if low-key) war against the Demons that infest their country for hundreds of years, and this has moulded them into a nation with not much left in the way of frivolity. The Serrati are a serious and sometimes cold people, led by their Sorceress Queen Serana.

To the north of Serrat the ancient Silk Roads stretch endlessly across the desert to the distant nation of Viscetain. The rivers and streams of Serrat feed the farms so well that in many ways the nation passes from fertile fields into arid desert without much between.

The Serrati have an ancient enmity with their neighbours in Lamuis, and more recently relations have cooled with their former allies in Emperslund. All 3 of their major borders are marked with large forts, and another similar fort sits at the entrance to the Alserrat Valley.

### *Emperslund*

In many ways Emperslund is the last remaining remnant of the Old Empire. Based around the lands of the Nameless City, Emperslund is a land of fertile farms and considerable richness. However, the inbred nobility of the nation have been wasting the riches of their nation for centuries, and their purity of Blood masks a growing madness. The peasantry are typically oppressed and overtaxed, and huge follies to the pride of dead Bloodliners dot the landscape.

The people of Emperslund display a considerable degree of distrust for outsiders, often disliking any from outside their own village. Even greater is their dislike for magic users of whatever sort; spellcasters are not welcome in Emperslund, and those with the Talent often find themselves on a fire or drowned. A few rare Alchemists ply their trade, but they too must be careful lest they anger the wrong man and be branded witches.

### *Tribelands*

Once the gallant and noble kingdom of Ambergant, the Blooded of the Tribelands embarked on the foolish (some might say insane) Wasteland Wars many centuries ago. The Wars claimed most of their purer Bloodliners, and the nation fell apart into smaller warring principalities. In time the constant conflict between the Blooded drove their numbers lower and lower, until there were no true Lords left.

The present Tribelands are an anarchic mess of warbands led by thinly-Blooded chieftains. These are a constant source of raids and other trouble for the neighbouring Kingdoms, which also see the Tribelands as a source for indentured servants and natural resources (in particular, Ambergant had iron in abundance).

The Tribelands are a constant reminder of the importance of the Blood to the Kingdoms, and what fate awaits a nation whose Bloodlines fail.

### *Ephesia*

The Blooded of Ephesia consider themselves absolute rulers, despite the almost endemic banditry and ethnic violence that infests their country. The King of Ephesia rules only his own demesne by right; the rest of the country is a patchwork of dukedoms and powerful earls, each constantly contesting each others' borders and keeping up an ever-shifting array of alliances, feuds and minor wars.

The people of Ephesia themselves consider this the natural state of affairs, having lived in this fashion for centuries. Matters of honour are incredibly important to Ephesians, even the common men; bar brawls often turn extremely ugly and those who lose in contests of honour are often either outlawed or killed. Outlaws, of course, add further to the bandits and raiders who dot the countryside.

Ephesia also features more of the Folk than any other Kingdom, and (perhaps because of this) more magicians, alchemists and Spirit Binders than anywhere else. Because of the comparative lack of ruins and other mysterious sites in their nation, many Ephesian Blooded and Chosen find their way into other countries in search of Glory and treasure.

### *Naran*

The Naranese are, without doubt, the greatest sailors in the Kingdoms. It has always been and perhaps will always be so. Their infertile land produces little food, and is covered with fast-growing trees that the Naranese long ago learned to craft into mighty ships with which they have ruled the oceans for centuries upon centuries. The people have come to rely upon the sea for food, and for riches; Naranese divers have discovered pearls, and ancient wrecks beneath the oceans. In addition to this Narahel, the capital (and only) city of Naran, is a nexus for trade between the Western Kingdoms and the far-away Empire of Catalan. The Naranese know perhaps more of the world than any other people.

The greatest upheaval the Kingdoms has seen in recent history has been the discovery of the large island to the southwest, named New Naran. This new land has led to a massive cultural change in Naran, as suddenly plentiful food and the possibility of lands to rule send shockwaves through Naran's economy and nobility. The future of the Western Kingdoms suddenly looks uncertain.

The Mercanti have an ancient enmity with the Naranese nobility, and refuse to work with them. In return the Mercanti are not welcome within the borders of Naran.

### *Lamuis*

Lamuis is a country of opulence and education. Although smaller than most of the Kingdoms, the stretch of the mountains that lies within Lamuis' borders is blessed with huge quantities of gold and gems. The nation has an understanding with the Nomads which brings them silks and other fine goods from the North. The health of the people is generally good, although the education that is often lacking (even unfashionable) in other nations is usually not extended to those who toil in this land. The Blood of Lamal is one of considered valour; a Lamuis Bloodliner is expected to be both scholar and warrior in equal measure.

Lamuis does not have as much fertile farmland as other nations, and as a result it mostly trades for food with its vast wealth. This has forged many links between the Lamusians and Ephesians, although the Blood consider the Naranese hapless and uncouth. Despite the general lack of the magic in the nation, those few with the Talent are well taught and powerful. Even some of the Blooded practice Alchemy.

## Appendix II: Crafting And Trading

There are two kinds of item in the Six Pillars game. These are Crafted items, and Uncrafted items. We assume that an Uncrafted item has been made from very basic materials with little skill. A character can possess any number of Uncrafted items, within reason.

A Crafted item, on the other hand, has been made with some talent in its construction. These items have an inherent value in the Kingdoms. For example, many skills require a Crafted item in order to work (combat skills being the most common examples). In addition, they can be bought and sold during sessions and in Downtime.

### Making Items

A player character with the appropriate skills may create a Crafted item in Downtime. There are 3 main stages in the crafting process.

1. A source of the raw materials must be found. Typically this will be via an Advantage such as Iron Mine.
2. A character with the Work skill for the type of raw material must oversee its collection and refine it into a usable form. The raw materials may also be bought and sold in their refined form.
3. A character with the Craft skill (or a more advanced version) must actually create the item.

*Example:*

*Lord Johnson has ordered Master Ramiles, an Artisan Builder, to create for him a new Manse. Ramiles can build a Manse, but it requires Stone, unlike most buildings, and he does not possess Work Stone himself. He has two choices – to purchase the Stone he requires (an expensive prospect) or to hire the services of a stonemason (an NPC hireling with the Work Stone skill) and use the Quarry that belongs to his lord's family. He decides to hire the NPC. 1 Downtime later, he has his Stone, and can begin producing the Building Materials for the Manse. Building truly is a long process...*

### Tools

Many types of item (generally those of Artisan level or higher) require the crafter to possess Tools in order to be completed. You will need to either purchase these Tools with starting money or obtain them in-game. Some items, particularly mastercrafted items, may require unusual or rare Tools.

## *The Crafting Table*

The craft skills that can be taken for each raw material are:

### **Work Wood**

Craft: Bows, Wooden Weapons, Wooden Building Materials, Ship Building Materials

Artisan: Bows, Wooden Weapons, Wooden Building Materials, Ship Building Materials

### **Work Stone**

Craft: Stone Building Materials

Artisan: Stone Building Materials

### **Work Iron**

Craft: Steel Weapons, Metal Armour, Tools

Artisan: Steel Weapons, Chain Armour, Tools

### **Work Gold**

Craft: Gold Jewellery

Artisan: Gold Jewellery

### **Work Silver**

Craft: Silver Jewellery, Silver Household Goods

Artisan: Silver Jewellery, Silver Weapons, Alchemist's Kit

### **Work Gems**

Used with Gold or Silver for higher-quality goods

### **Work Cloth**

Craft: Clothing, Padded Armour

Artisan: Clothing

### **Work Hides**

Craft: Clothing, Leather Armour

Artisan: Leather Armour

### **Work Fur**

Craft: Fur Armour, Fine Furs

Artisan: Fur Armour

### ***Example:***

*Jimson the Bowyer lives in the woods. He has his shack, and the Work Wood skill, as well as the Craft Bow skill. He can produce and refine the wood himself, and craft it into bows for sale. He cannot, however, produce a crafted cudgel – such accuracy is beyond him. He will have to settle for a crude, uncrafted cudgel.*

## Appendix III: Equipment

Equipment in the world of the Pillars is often as much a matter of knowing the right people as cash and trading. While the Imperial Shallon is still the official trading currency of the Kingdoms, in practice each king mints his own currency. The Mercanti underpin the value of these currencies, ensuring they cannot grow too high lest some local traders attempt to overcome the Mercanti monopoly on inter-Kingdom trade. Most of these national currencies are known by the generic name of “Groats.”

In general, 1 Shallon = 10 Groats.

### *Starting Money*

All characters begin with a supply of money, which can be spent on starting equipment or kept as the character wishes.

The starting money depends upon character Race, and is as follows:

- Commoners: 1 Shallon
- Bloodliners: 2 Shallon per Blood Rank
- Folk: 1 Shallon
- Outlanders: 2 Shallon

In addition to this, certain Advantages can provide an extra income, and thus extra starting money:

- Fief: 2 Shallon per rank
- Trade: 1 Shallon per rank
- Building (any): 1 Shallon
- Mercanti: 3 Shallon

Resources do not provide extra starting money, but do provide raw materials. Any character with access to Resources will be given some free Resources at their first event.

All equipment purchased with Starting Money is considered Crafted. You will be issued with an Item Card for every item you purchase with Starting Money. You may, of course, have as many uncrafted items as you wish (as long as Rule 7 is observed).

## *The Equipment Table*

The following table indicates all of the items that can be bought for a starting character in Six Pillars.

(Please bear in mind that not all items can be purchased normally, and that these prices do not reflect the actual current price of the item, but more an average accrued value. Purchasing from in-game merchants may produce much more favourable prices, or may not. In a world where communications is awful at best, market forces take on a whole new meaning.)

### **Weaponry**

Sword	8	Great Sword	15
Axe	4	Great Axe	12
Steel Axe	7	Great Hammer/Club/Mace	10
Hammer/Club/Mace	3		
Steel Hammer/Club/Mace	5	Bow	5
Spear	4	Long Bow	12
Staff	3		

### **Armour**

Padded Armour	3
Light Leather Armour	4
Fur Armour	4
Reinforced Leather Armour	5
Scale Mail	8
Chain Mail	10
Wooden Shield	2
Steel Shield	7

### **Equipment**

Craftsman's Tools*	6
Chirurgeon's Bag	8
Alchemist's Kit	10
Sextant	11
Telescope	9

### **Luxuries**

Quality Clothing	6
Superior Clothing	11
Silver Jewellery	16
Gold Jewellery	22

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\* Choose from: Ironworking, Carpentry, Jeweller's, Masonry, and Tailor's Tools.

## Appendix IV : Acknowledgements and Thanks

This rulebook (and all of the others) could not have existed without the help and inspiration of a whole shedload of people and games. Thus I decided it'd be best to credit them all here.

The following games and systems were all instrumental:

- Maelstrom (Profound Decisions LRP).

The One Second Rule, the concept of Crafted Items, the Bleeding rules and the “few calls, many spells” approach to magic all came from this stonkingly cool fest system. Play It Now.

- Birthright (TSR)

The entire concept of Bloodliners comes from here. The Six Kingdoms are in effect a different approach to the concept of the Blood in this game, and Six Pillars would not exist without it. WotC are idiots not to produce a new version for D&D.

- Grand Design (Grand Design LRP)

The ingredients-led approach to alchemy, and much of the trading ideas come from this system. GD run small-ish events with very big ideas, and I thoroughly recommend them.

- Exalted (White Wolf)

The Chosen of the Gods were the only sensible match for Birthright-style Bloodliners, and although I didn't actually encounter Exalted until *way* into the writing, Exalted does the whole “Chosen by the Gods” thing *brilliantly*.

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