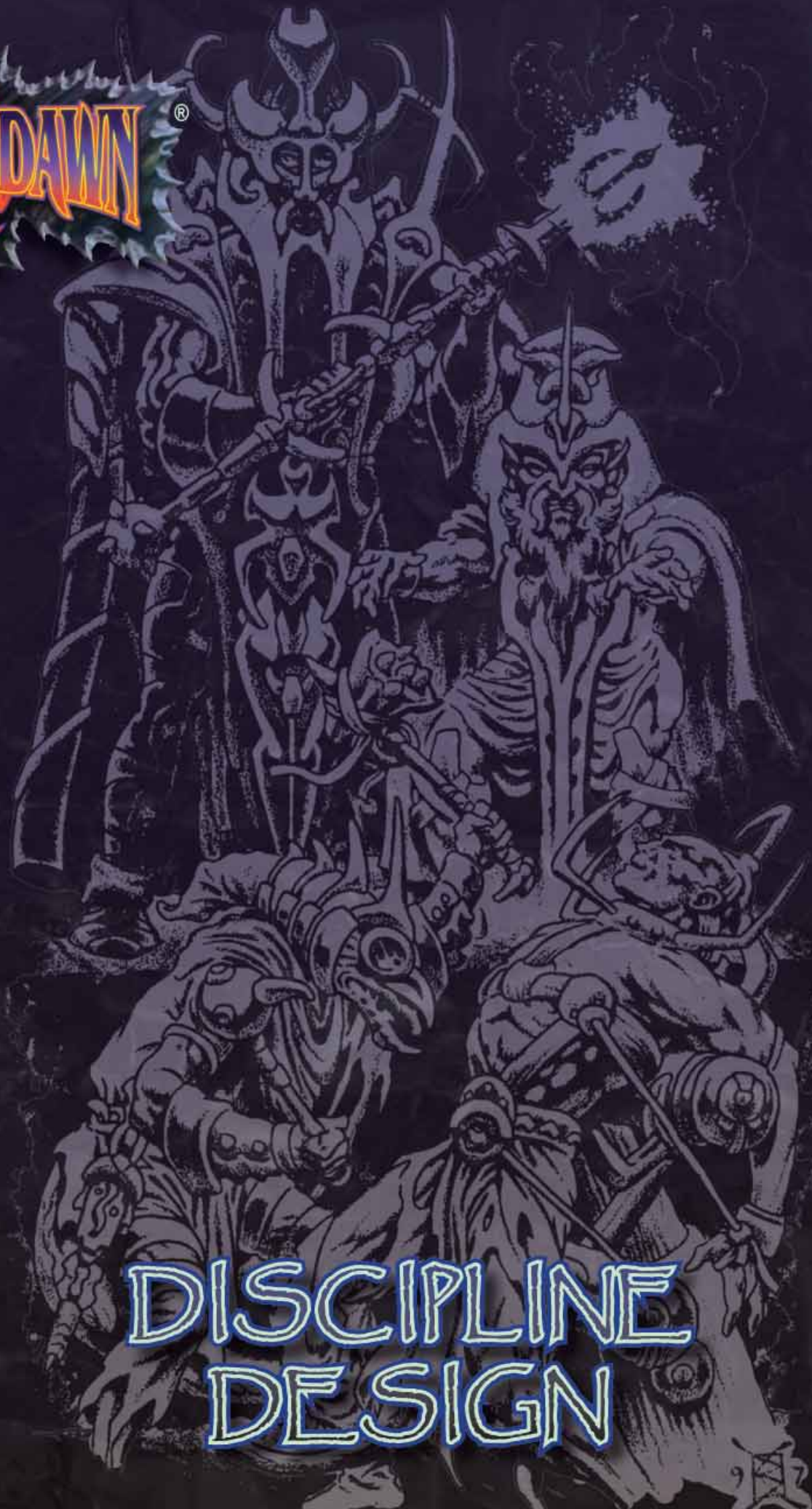




DISCIPLINE
DESIGN

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DISCIPLINE DESIGN

I'm no raider, sir. I follow the Discipline of the Air Sailor—a finer, nobler, and very distant cousin of that barbaric ideal followed by the trolls of the Twilight Peaks!

—Jendar For, Theran Air Sailor

The Disciplines described in the **Player's Compendium** are the fifteen most commonly practiced by the adepts of Barsaive. However, adepts can and sometimes do follow other Disciplines. This chapter provides detailed Discipline design rules, and is intended for gamemasters and players who wish to introduce new Disciplines into their **Earthdawn** campaign. These rules can also be used to create alternate versions of existing Disciplines, including regional and race-specific variants.

NEW DISCIPLINES

Creating new Disciplines can be a fun and rewarding process that adds additional complexity and diversity to an existing **Earthdawn** campaign. However, designing a new Discipline and playing an adept of that Discipline can pose a number of challenges. This section outlines a few of them.

GAME BALANCE

The fifteen common Disciplines were carefully designed to be balanced with regards to one another and to be flexible enough that an adept character can use his Discipline's talents and abilities in a variety of different settings. For this reason, new Disciplines should be added to the game with caution, and generally only when the existing Disciplines (or combinations thereof) do not satisfy the players' or gamemaster's needs. Because no system for creating any new game element is perfect, a new Discipline could potentially be powerful enough to threaten game balance, or come with a focus so narrow that it has little use in most adventures. When designing a new Discipline, it is important to select talents and abilities that give the Discipline a unique focus, while still leaving enough room for player characters to adapt and maintaining game balance.

HISTORY

Disciplines don't just spring into existence overnight. All **Earthdawn** Disciplines have been in existence for several centuries, if not longer. Only the cumulative effects of generations of adepts following

in the footsteps of their predecessors can establish a Discipline's path, defining the talents and abilities available at each Circle. The time required for this process alone explains why new Disciplines are so rare in Barsaive.

PUBLIC ACCEPTANCE

Bear in mind that the fifteen common Disciplines are the ones best known to the people of Barsaive. Adepts of these Disciplines are often the subject of local legend, which frequently describes their strange and wonderful abilities. By contrast, adepts of new Disciplines use magic in a new and unfamiliar way, combining both known and unknown talents. To many Barsaivians, afflicted as they are with an instinctive distrust of the unfamiliar as a result of the Scourge, these often startling new Disciplines may hint at Horror magic or, more likely, Theran magic. The people of Barsaive generally believe that the Therans are masters of magic, and assume that their former overlords have many more Disciplines than those known in Barsaive. Ordinary citizens who encounter an adept that uses magic in an unusual way may reasonably assume the adept is a Theran spy or slaver. Given Barsaive's history of oppression at the hands of the Theran Empire, being mistaken for a Theran will almost certainly have unpleasant consequences for such an unlucky character.

TRAINING

Given that adepts in general are relatively uncommon in the first place and the vast majority of Barsaive's adept population practices one of the fifteen standard Disciplines, tracking down a member of a less well-established Discipline can be difficult at best. Additionally, members of a single race only practice many of the nonstandard Disciplines, or have so few followers that most adventurers will never encounter more than a handful of them. As a result, finding a teacher for training or Circle advancement often proves both costly and time-consuming, as it frequently involves significant travel and/or research.

DESIGNING A DISCIPLINE

This section offers in-depth explanations of the steps for creating a new Discipline from scratch. At each step of the process, players should work with the gamemaster to ensure that their new Discipline fits into the gamemaster's view of the **Earthdawn** world and game. The gamemaster makes the final decision on whether or not a new Discipline may be added to his game. All Disciplines published by **RedBrick Limited** have been designed with this system, so it should be easy to modify them by following the guideline presented below.

Use a copy of the **Discipline Creation Worksheet** (provided at the end of this file) as a guideline to follow the step-by-step process of creating a new Discipline. Creating a new Discipline follows a series of eight steps, each step described in detail further below.

- ❶ Define the Discipline's Purpose
- ❷ Determine Important Attributes
- ❸ Determine Racial Restrictions
- ❹ Determine Artisan Skills
- ❺ Select Talents
- ❻ Select Spells (if applicable)
- ❼ Determine Special Abilities
- ❽ Describe the Discipline in Writing

DEFINE THE DISCIPLINE'S PURPOSE

Start by explaining the new Discipline's intended purpose. What role does the new Discipline play? Is it unique, or simply a variant of an existing Discipline? What is the Discipline's name? All existing Disciplines are built around a central theme that is reflected by the Discipline's name: Swordmaster, Warrior, Weaponsmith, and so on. This approach should be maintained when designing a new Discipline.

A Scholar Discipline might concentrate on the acquisition of knowledge, drawing on the intellectual talents of the Wizard and Troubadour Disciplines. Similarly, a Spiritual Warrior might combine the fighting abilities of the Warrior Discipline with the astral talents of the Nethermancer.

DETERMINE IMPORTANT ATTRIBUTES

Adepts who follow the new Discipline will find certain Attributes more important than others. Each Discipline emphasizes certain Attributes over others. Do adepts of this Discipline need quick reflexes or great physical strength? How about a keen mind, or above-average charisma? Do adepts of this Discipline need quick reflexes and great physical strength? Do

they need extraordinary perception, or above-average charisma?

Important Attributes not only help to define the type of character best suited to become an adept of a Discipline, but they also define on which Attribute-only Tests he may use Karma when advancing in Circles (see **Determine Special Abilities**, below). Each Discipline should have at least two, but no more than three important Attributes.

DETERMINE RACIAL RESTRICTIONS

Though you should consider the reasons for a Discipline's racial restrictions when you decide its purpose, this step requires you to define precisely which races can and cannot follow the new Discipline. Can all races adopt this Discipline? Which ones cannot and why? If a particular race is strongly lacking in the Discipline's important Attributes, that may be sufficient reason to exclude its members. Similarly, if the Discipline's worldview is contrary to that of a particular race, the race in question should probably be restricted from it.

Sometimes, a Discipline is only available for a specific race, excluding all other races from following it. The racial restrictions of these Disciplines only



need to list the name of the allowed race, followed by the word only. For example, if only obsidimen can understand the way of a Discipline, it should be listed as 'Obsidimen only'.

DETERMINE ARTISAN SKILLS

As noted in the Disciplines chapter of the **Player's Compendium**, each Discipline lends itself to certain Artisan skills that relate in some way to the tools or purpose of that Discipline.

Swordmasters often practice the Artisan skill of runic carving by etching runes into their swords. This increases the weapon's value as a work of craftsmanship, and proves that the wielder is free of Horror-taint. Magicians of all Disciplines have a longstanding tradition of practicing the Artisan skill of embroidery. In the days just prior to and just after the Scourge, magicians stored spell matrices in their robes. Though this is no longer true, over time embroidering intricate patterns and designs into the robe came to represent the weaving of the matrices into the fabric.

When creating a new Discipline, try to match its nature and purpose with one or two Artisan skills that somehow relate to the Discipline.

SELECT TALENTS

Once the new Discipline's purpose, racial restrictions, and important Attributes have been determined, it's time to select talents. Talents are an important part of every Discipline, representing the unique way adepts of that Discipline focus their magical abilities. A Discipline's talents should function in a manner consistent with the Discipline's central philosophy, whether it's the pragmatism of the Warrior, the unbridled curiosity of the Troubadour, or the intense intellectualism of the Wizard. A new Discipline should consist of a unique blend of talents, including a number of new talents that help to distinguish it from the existing Disciplines.

Assign a number of talents available to adepts of the new Discipline, as shown on the Talents Per Circle Table. Keep in mind that some of these talents are predetermined (see **Core Talents** and **Support Talents**, below).

Disciplines which allow the Thread Weaving, Spellcasting, and Spell Matrix talents at First Circle are known as **magician Disciplines** and receive an extra talent at First Circle to compensate for the use of Spell Matrices.

Two points need to be considered when selecting talents: first, each talent is keyed to a certain status level (Initiate, Circle 1; Novice, Circles 2–4; Journeyman, Circles 5–8; Warden, Circles 9–12; and Master, Circles 13–15), and should be available to a character within that status level or later (find a table of available talents for each status level at the end of this section). Second, each Circle of a Discipline must be assigned a certain number of talents, as shown in the Talents Per Circle Table.

Of the 13 talents assigned to the Initiate/Novice status level (Circles 1–4) of the new Discipline, 6 must be available at First Circle, 3 at Second Circle, 2 at Third Circle, and 2 must be available at Fourth Circle.

As a rule of thumb, a talent should be available within the Circle range of its status level or higher. One consideration that may affect your decisions is that the higher the Circle a talent is assigned to, the more Legend Points it costs to increase its rank.

The Melee Weapons talent is an Initiate/Novice talent, but possessing it may make the difference between surviving an attack and dying. This talent should be available within Circles 1–4, but you may want to assign it to a higher Circle in your new Discipline for any reason. If that's the case, keep in mind that at Circles 1–4, rank 1 in this talent costs only 100 Legend Points; but costs 200 Legend Points if purchased at Circles 5–8.

When assigning talents, you should find an equal mix of **core** and **support talents** for your Discipline. For example, two talents can be assigned to most Circles, one of which should be a core talent and the other a support talent.

Core Talents

Core talents define a Discipline. Most often core talents are also Discipline talents (see **Determine Special Abilities**, below), and a number of core talents are unique to one Discipline only. There are a number of core talents which have to be assigned to a

TALENTS PER
CIRCLE TABLE

Circle	Number of Talents
1	6 (7; see text)
2	3
3	2
4	2
5	3
6	2
7	2
8	3
9	3
10	2
11	2
12	2
13	3
14	2
15	3

specific Circle: Durability, Karma Ritual, and Thread Weaving talents, as described below.

Durability: All Disciplines must have the Durability talent available at Second Circle. Durability for new Disciplines uses the same rules described for that talent, using the following numbers. If the new Discipline offers the Spellcasting talent at Circles 1–8, add +4 to the character's Death Rating and +3 to his Unconsciousness Rating for each rank in Durability. If the Discipline does not offer the Spellcasting talent, or offers it at Circles 9–15, add +6 to the character's Death Rating and +5 to his Unconsciousness Rating for each rank in Durability. These values can be modified later on (see **Determine Special Abilities**, below). Durability cannot become a Discipline talent.

Karma Ritual: All Disciplines have the Karma Ritual talent available at First Circle. This talent is important because it allows adepts to purchase Karma with Legend Points. You should create the new Discipline's specific Karma ritual when you describe the Discipline in writing later on. A Discipline's Karma Ritual helps fleshing out the concept of the Discipline and makes it easier to roleplay. Karma Ritual cannot become a Discipline talent.

Ritual of the Ghost Master: The Ritual of The Ghost Master is a unique option for Circle advancement available to all Disciplines at Fifth Circle. This talent should be a Discipline talent.

Thread Weaving: All Disciplines offer the Thread Weaving talent. The variant of the Thread Weaving talent must be assigned to a school of spells if the Discipline is a magician Discipline, which is defined at a later stage (see **Select Spells**, below). All other Disciplines offer this talent at Fourth Circle. The new Discipline should offer a specific variant of Thread Weaving, as does each existing Discipline. The Discipline can offer other variants of the Thread Weaving talent. This talent is always a Discipline talent.

Support Talents

These talents support a Discipline, allowing you to customize a Discipline to a specific point of view. Support talents cannot be assigned as Discipline talents, that's reserved for core talents. Again, there is no hard and fast way to determine which talents are suitable as support talents, this decision depends on what you have in mind for that Discipline. There are a number of support talents which have to be assigned to a specific Circle: Leadership, Talent Pattern, and Attribute Pattern, as described below. Depending on the concept of a Discipline, these might even serve as core (and thus as Discipline) talents—if that is the case, the Circles assignments given below are not

Talent Options

Optional Rule: When designing a Discipline using the **Alternative Discipline Mechanics** rules (see p.9), each status level offers a number of talent options. These talents can be chosen by a player during Circle advancement and allow him to customize his character to a specific point of view within the boundaries of a given Discipline. The exact number of talent options available at each status level is shown on the Talent Options Table. (Please note that the Number of Talents given on the Talents Per Circle Table need to be reduced by 1 each if this optional rule is used.)

Since the number of support talents is now much higher, finding a suitable selection is much more difficult. There are a number of talent combinations which could create unfair advantages over existing Disciplines; as well as there are a number of useless combinations which would result in an unplayable Discipline. Using these guidelines, finding the right selection it is largely a matter of trial and error. A good rule of thumb is that those core talents that were unique to other Disciplines using the standard system should never be available to other Disciplines at the same status level—if you decide to make one available, it should become available at least one status level later (treat Initiate and Novice as one level for this purpose).

Marco is designing a new Discipline, a Canonier. These adepts are proficient in large-scale weapons, such as fire cannons and catapults. One of the talents Marco has in mind for this Discipline is the Archer's Flame Arrow talent (available to Archers at Initiate level). However, that talent is unique to Archers at that status level, so he assigns it to the first available Circle of the Journeyman status level (Circle 5).

TALENTS OPTIONS TABLE

Status Level (Circles)	Number of Talent Options
Initiate (1)	3
Novice (2–4)	9
Journeyman (5–8)	12
Warden (9–12)	12
Master (13–15)	9

mandatory; although the talent should remain in the same status level.

Leadership: This talent allows a character to lead others and is available to all Disciplines at Eighth Circle.

Talent Pattern: This talent allows a character to temporary boost one of his other talents and is available to all Disciplines at Thirteenth Circle.

Attribute Pattern: This talent allows a character to temporary boost one of his Attributes and is available to all Disciplines at Fifteenth Circle.

New Talents

Since not all existing talents define and support a new Discipline equally well, it might become necessary to develop new talents which were not available before. Refer to the **Designing New Talents** section later in this chapter for more information.

SELECT SPELLS

If the new Discipline has access to the Spellcasting talent, you have to determine which school of spells is available to members of this Discipline. The four common schools are elementalism, illusionism, nethermancy, and wizardry.

If you want to create your own school, you need to create a spell list. There is no need to come up with a list of all-new spells; just choose a number of spells suited to the Discipline from the four spell chapters in the **Player's Compendium**, and assign spell to a Circle. Use the numbers shown on the Spells Per Circle Table as a guideline for how big the spell list should be.

As with talents, there are no hard and fast rules to select and assign spells to Circles. If you want to change the Circle availability of a spell for the new Discipline, you may in- or decrease it by one (or even two Circles in rare cases).

When designing his new Combat Mage Discipline, Steven wants it to have access to the elementalism spell Lighting Bolt. However, this spell is available to Elementalists at Third Circle, which is too late for what Steven has in mind. As a result, he decides that Combat Mages may learn this spell at Second Circle instead.

SPELLS PER CIRCLE TABLE	
Circle	Spells per Circle
1–7	10–15
8–11	5–8
12–15	0–2

DETERMINE SPECIAL ABILITIES

The next step in creating a new Discipline is to determine the special abilities it gives the character. Each Discipline is designed using 40 Build Points, which can be distributed among the Discipline's special abilities. Special abilities consist of Characteristics Bonuses, Discipline Talents, Discipline Abilities, and free spells.

Assigning Special Abilities

Special abilities must each be assigned to a Circle, starting no earlier than Fourth Circle. The following limitations have to be taken into account.

Novice: Only one special ability can be assigned to Fourth Circle. This may be a 1-point Characteristics Bonus, or a Discipline ability. In addition to that, points can be spent to modify the Discipline's Durability bonuses, as shown on the Durability Modifiers Table. Only one modifier can be acquired. The first value applies to the Death Rating, and the second value to the Unconsciousness Rating.

DURABILITY MODIFIERS TABLE	
Modifier	Build Point Cost
+3 / +2	3
+2 / +1	2
+1 / +1	1
–1 / –1	–1

Steven wants the Combat Mage Discipline to be tough. By spending 3 Build Points on Durability, adepts of the new Discipline will end up with a Durability of 7/5 (+3/+2 added to the base of 4/3, since it is a magician Discipline).

Journeyman: Up to 5 points worth of special abilities are available from Circles 5 through 8, and only one special ability can be assigned to each Circle. This may be a 1-point Characteristics Bonus or a Discipline ability. Only one Discipline ability can be assigned within this range of Circles.

Warden: All Disciplines automatically receive the ability to use Karma on Recovery Tests at Ninth Circle at no extra cost. In addition, up to 2 special abilities can be assigned to each Circle. These may be 1- and/or 2-point Characteristics Bonuses, or a 1-point Characteristics Bonus and a Discipline ability. Only one Discipline ability can be assigned within this range of Circles.

Master: All Disciplines automatically increase the character's Maximum Karma Points by 25 at Thirteenth Circle at no extra cost. In addition, up to 3 special abilities can be assigned to each Circle. These may be

made up of either 1-, 2-, and 3-point Characteristics Bonuses, or a 1- or 2-point Characteristics Bonus and one Discipline ability. Only two Discipline abilities can be assigned within this range of Circles.

Characteristics Bonuses

Characteristics Bonuses may be applied to a character's Defense Ratings, Initiative Step, Karma, and Recovery Tests.

Defense Ratings: Bonuses to a character's Defense Ratings are permanent increases to Physical, Spell, or Social Defense. These increases can be made in increments of +1, +2, or +3. A Discipline should have no more than 10 points worth of Defense Rating bonuses, and we suggest that these bonuses are distributed evenly among the different Defense Ratings. In addition, the bonuses should show an emphasis based on the Discipline concept. For example, the fifteen common Disciplines received a total of 5 increases to their primary Defense Rating, a total of 3 increases to their secondary Defense Rating and a total of 2 increases to their tertiary Defense Rating. Each +1 increase costs 1 build point.

Initiative: Bonuses to a character's Initiative are permanent increases to the Initiative Step. These increases can be made in increments of +1 or +2. A Discipline can have a maximum of 3 points worth of Initiative bonuses in total. Each +1 increase costs 1 build point.

Karma: A Karma bonus allows a character to use Karma on Attribute Tests, as determined by the Discipline's Important Attributes. Once all important Attributes have been assigned a Karma bonus, a Discipline may also provide a specialty Karma bonus (usually at Seventh Circle), such as Karma on Damage Tests or Spell Effect Tests. A Discipline should have no more than 5 points worth of Karma bonuses in total. Each Karma bonus costs 1 build point.

Recovery Tests: Recovery Test bonuses increase the number of Recovery Tests a character may make in one day. A Discipline should have no more than 3 points worth of Recovery Test bonuses in total. Each additional Recovery Test costs 1 build point.

Discipline Talents

When choosing talents for the new Discipline, choose a number of Discipline talents. Only core talents can become Discipline talents. Talents that do not involve a test, such as Durability and Karma Ritual, cannot be taken as Discipline talents. The mandatory Thread Weaving talent is always a Discipline talent at no extra cost. Ritual of the Ghost Master should be a Discipline talent, but doesn't have to be. Each Discipline Talent costs 1 point.

Discipline Abilities

Discipline abilities are unique abilities or powers available only to adepts of this Discipline. The effectiveness and power of a Discipline ability is based on the Circle at which it is available. Discipline abilities cause permanent damage when initially used or "activated." While taking that damage, the adept gains additional power, but he must lower his Death and Unconsciousness Ratings by points of permanent damage. In addition to causing permanent damage, Discipline abilities may also cause the same amount of Strain every time they are used.

To create a new Discipline ability, use the following guidelines: Novice abilities cost 1 permanent Damage Point and have a limited effect that either lasts for 10 minutes or increases a test by +2 steps in exchange for Strain damage. Journeyman abilities cost 1 permanent Damage Point and have a limited effect that either lasts for 10 minutes or increases a test by +3 steps in exchange for Strain damage. Warden abilities cost 2 permanent Damage Points and have a limited effect that either lasts for 24 hours or increases a test by +3 steps in exchange for Strain damage. Master abilities cost 3 permanent Damage Points and have a limited effect that either lasts permanently or increases a test by +5 steps in exchange for Strain damage.

A Discipline should have no more than 8 points worth of Discipline abilities. Each Discipline Ability costs 2 build points.

Free Spells

Magician Disciplines provide 1 new spell from the current Circle at Second, Third, Fourth and Fifth Circle at no extra cost.

DESCRIBE THE DISCIPLINE IN WRITING

The final step in creating a new Discipline is to present a written description to the gamemaster for his approval. Ideally, the whole package starts with a **fictional essay** describing an in-game example of how to portray that Discipline. Of course, since there are always a number of ways to portray members of a given Discipline, the fictional essays might be written as if different members of the same Discipline compiled it.

Half-Magic abilities are special abilities that are strongly associated with a Discipline, but which don't constitute talent use. These are typically skill-related, but also include passive, Perception-based abilities, such as the Nethermancer Discipline's ability to sense spirits and other astral entities. When choosing Half-Magic abilities carefully consider the Discipline's role in the game world and select abilities that should characterize all of its members, from the lowliest

apprentice to the most celebrated master. For more information, see **Half-Magic** in the **Disciplines** chapter of the **Player's Compendium**, p. 62).

If applicable, you can provide rules for playing variations or “**specialists**” of the Discipline. With gamemaster approval, players may use these variations for their characters.

A list of possible **Discipline Violations** should be provided for gamemasters who are using the optional **Talent Crisis** rule. These suggestions should be based on the most common viewpoints of the Discipline.

Like Karma Rituals, **Rituals of Advancement** players and gamemasters are encouraged to use them when a character advances in Circle.

Finally, a list of possible **Multi-Discipline Combinations** addresses the common complements and conflicts between different Disciplines. Like the possible Discipline violations, these suggestions should be based on the typical mindset of the Disciplines in question.

DESIGNING NEW TALENTS

The Discipline a character learns determines which talents he may select. Talents are an important part of every Discipline, representing the unique way each adept taps into the magical energies of astral space to produce effects congruent with their Discipline's philosophy—no matter if it is a warrior swinging his sword, a troubadour singing a song, or a magician casting a spell.

Any new Discipline created should be a unique blend of talents from the current talent list, and include a number of new talents unique to the new Discipline to separate the Discipline from the others. A new talent should have a new effect, and not merely be a copy of another talent. Of course, game mechanics and talent effects are two different pairs of shoes—while a talent can have a unique effect, the game mechanics to create and resolve it can be similar to other talents. There are a number of different game mechanic types available for talent design.

These guidelines serve gamemasters to create new talents that are balanced and adhere to the **Earthdawn** rules. Designing a new talent follows a series of four steps. Each step is described in detail below.

- ❶ Determine Status Level
- ❷ Determine Talent Characteristics
- ❸ Determine Game Mechanics
- ❹ Write Talent Description

DETERMINE STATUS LEVEL

All talents of the same status level should be equal in power—so what is appropriate for a certain status level? While it is always useful to compare a new talent with the existing talents of the same status level, we can offer the following guidelines:

Initiate/Novice Talents

Initiate and Novice talents tend to be the weakest talents in terms of power, and usually represent magically enhanced forms of everyday tasks. Talents at this level usually have a mundane skill equivalent or can only be used in very specific situations.

Journeyman Talents

Most Journeyman talents are expansions or extensions of the general Initiate or Novice talents. For example, the Second Weapon talent is an expansion of the Melee Weapons talent, representing the extra training in melee combat. Many Journeyman talents have a mundane skill equivalent and can be used in a limited number of situations.

Warden Talents

Like Journeyman talents, some Warden talents represent further advancements from basic talents only available with extensive training and focus. Other talents at this status level represent a deeper understanding of the Discipline. For example, the Warrior can transform parts of his body into a living weapon using Body Blade. Only a select few Warden talents are available as skills. Warden talents can be used in a wide variety of situations.

Master Talents

Master talents are the strongest talents in **Earthdawn**. Some extend basic talents to the maximum possible. As the name indicates, Master talents represent an Adept's mastery of the Discipline. For example, Master talents allow an Archer can summon a bow made of air, and a Thief to vanish from sight at will. Master talents are almost never available as skills, and can be used in almost any situation.

DETERMINE TALENT CHARACTERISTICS

Each talent has a number of characteristics to resolve its effects using **Earthdawn** game mechanics. A talent's Step Number is used to determine the outcome of a talent's effects, while the Action entry determines how much time the talent requires in combat. Karma and Strain represent the magical and/or physical price an Adept has to pay for using the talent.

Step Number

Usually, a talent's Step Number is based on one of the six Attributes—Dexterity, Strength, Toughness, Perception, Willpower or Charisma. When determining the Attribute, simply chose the one most closely related to the talent's effect.

Alternatively, a talent's Step Number can be based on talent rank alone, either meaning the talent is in effect at all times, or uses its rank instead of rolling Action Dice.

Action

Talents that require a character to focus on using the talent require a Standard Action in combat. Talents requiring a Simple Action do not need a character's full attention, and can be used a number of times during combat.

Karma

Talents that require Karma need an above-average amount of magical energy to work. Talents that require Karma rarely have an additional Strain cost. Karma usually becomes a requirement if the effect of the talent is impossible to achieve using mundane methods. The Body Blade or Claw Shape talents, for example, allow an adept to transform parts of his body into

a weapon—something that is impossible to achieve for non-Adepts.

A Karma requirement can also represent an unusual boost of a mundane action—the Taunt talent, for example, uses magic to make an otherwise harmless insult show a greater effect on the target. As a rule of thumb, talents that don't require a Talent Test to use don't come with a Karma requirement.

Strain

Talents that cause Strain drain small doses of a character's life energy for their power, most often due to physical exertion. The number of Strain points assigned to a talent is low, usually only a single point per use.

Range and Duration

A talent's duration and range are usually determined by the talent's rank or by the test result. Duration is measured in one of the following units: rounds, minutes, hours, or days. A talent's range is measured feet, yards, or miles. Not all talents have a range or duration, so these characteristics appear in the talent's description only where applicable.

DETERMINE GAME MECHANICS

Earthdawn uses a finite number of game mechanics to resolve a talent's effects. Choose one of game mechanic types listed

below, depending on what the new talent does and what its target is.

Use Restrictions

Most talents come with a number of use restrictions, which determine under which circumstances and in which situation a talent may be used. Restrictions should only come into play if the talent effect threatens the balance of the game. For example, the Fireblood talent replaces one of the character's Recovery Tests. Using Fireblood with every Recovery Test would give the Adept an unfair advantage and would make the talent very powerful. As a result, Fireblood can only be used in the heat of combat. A fair restriction, since the character gets an edge in combat—but not afterwards.

Talent Tests

Almost all talents in **Earthdawn** require a Talent Test. The test result is usually used to see if the character succeeds in using the talent, but there are a number of other things that can be done with the test result:

Beat: Talents that affect Name-givers, creatures, or objects in some way use a Defense Rating as Difficulty Number. The adept makes a Talent Test against the target's Physical, Spell, or Social Defense. If the test beats the Difficulty Number, the talent affects the target.

Boost: These talents simply replace an Action Test that cannot be increased using ranks. The adept makes a Talent Test instead of an Attribute, Initiative, Knockdown, or Recovery Test.

Block: These talents generate a Difficulty Number for others to overcome it. The adept makes a Talent Test; the result becomes the Difficulty Number required for others to resist or overcome the talent's effects.

Challenge: Talents using static Difficulty Numbers based on the complexity of the action involved. The adept makes a Talent Test against a Difficulty Number determined by the gamemaster. The talent's description should list the most common Difficulty Numbers for the talent.

Damage: Talents of this type damage a target. The adept makes an Attack Test against the target using a different talent or skill. If the test is successful, he makes a Talent Test to determine the number of Damage Points inflicted on the target. The talent's description should list which type of Armor protects against this damage, or if Armor is ignored.

Replace: These talents generate alternative values for one of the adept's Characteristics. The adept makes a Talent Test; the result becomes the new value for the Characteristic in question. The new value must be used, even if it is lower than the original value.

Soak: Soaker talents reduce Damage Points dealt to the character. The adept makes a Talent Test; the result is the number of Damage Points absorbed by the character.

Additional Talent Effects

Apart from the effects described above, talents can grant other mechanical bonuses as part of their effect. These can be combined with the different talent tests if necessary:

Bonus: Some of these talents offer a bonus to a target, based on the Result Level achieved: on an Average result, the bonus is equal to +1; on a Good result the bonus is equal to +2; on an Excellent result, the bonus is equal to +3; and on an Extraordinary result, the bonus is equal to +4.

Penalty: Some of these talents incur a penalty to a target, based on the Result Level achieved: on an Average result, the penalty is -1; on a Good result the penalty -2; on an Excellent result, the penalty is -3; and on an Extraordinary result, the penalty is -4.

Rank: These talents add or subtract their talent rank to an ability or Characteristic. If the talent is used, the adept either adds or subtracts his talent rank to an ability or Characteristic.

Special: These talents grant an Adept a special ability without requiring a test.

WRITE TALENT DESCRIPTION

All **Earthdawn** talents use a similar notation, and should be written as concise and simple as possible. The description below gives more information on how a talent is described.

TALENT NAME

Step Number: Rank + Attribute

Action: Yes or No

Requires Karma: Yes or No **Strain:** Amount

A talent's description starts with a short explanation of what the talent allows the adept to do, explains the talent's game mechanics, and describes if a Talent Test is required and how it is resolved. The game mechanics also describe if result levels are used and what happens if they are achieved. Likewise, the talent should note what happens on a failed test if that isn't obvious. Lastly, the talent mentions any use restrictions and includes exceptions or alternate uses to the rules given before.

TALENT AVAILABILITY TALENTS TABLE			
Initiate/Novice Talents	Spellcasting	Slough Blame	Memorize Image
Abate Curse	Spirit Mount	Spirit Dodge	Safe Thought
Acrobatic Strike	Spirit Talk	Spirit Hold	Metal Ward
Air Dance	Sprint	Spirit Strike	Mind Wave
Air Sailing	Taunt	Spot Armor Flaw	Missile Twister
Air Speaking		Steely Stare	
Animal Bond		Stopping Aim	
Animal Possession	Journeyman Talents	Summon	Master Talents
Animal Training	Bank Shot	Sure Mount	Astral Web
Anticipate Blow	Battle Bellow	Temper Other	Attribute Pattern
Arcane Mutterings	Call Arrow	Temper Self	Aura Armor
Astral Sight	Claw Frenzy	Temperature	Blood Guilt Weapon
Avoid Blow	Cobra Strike	Trample	Confront Horror
Battle Shout	Cold Purify	True Sight	Detect Influence
Blood Share	Conceal Weapon	Unshakable Earth	Earth Armor
Book Memory	Crushing Blow	Warp Missile	Echo Location
Book Recall	Detect Trap	Wheeling Defense	Effect Pattern
Borrow Sense	Disarm	Willforce	Ethereal Weapon
Cat's Paw	Disarm Trap	Winning Smile	First Ring of Perfection
Charge	Eagle Eye		Gain Surprise
Claw Shape	Earth Skin		Improve Armor
Climbing	Elemental Hold	Warden Talents	Mount Attack
Creature Analysis	Endure Cold	Animal Leadership	Moving Earth
Dead Fall	Engaging Banter	Animate Object	Multi-Charge
Detect Weapon	Enhanced Matrix	Armor Mount	Multi-Shot
Direction Arrow	Fast Hand	Armored Matrix	Multi-Strike
Disguise Self	Fearsome Charge	Astral Pocket	Multi-Weaving
Frighten Animals	Gliding Stride	Bardic Voice	Screaming Arrow
Great Leap	Graceful Exit	Bargain With Summoned Creature	Second Chance
Haggle	Heal Animal Servant	Bestial Resilience	Shared Matrix
Heartening Laugh	Hold Thread	Bestial Toughness	Soul Shatter
Item History	Hypnotize	Blade Juggle	Spell Crystal Lock
Karma Ritual	Impressive Shot	Blind Fire	Stone Skin
Lizard Leap	Improve Blade	Body Blade	Talent Pattern
Lock Picking	Incite Mob	Call Mount	Venom
Lock Sense	Incite Stampede	Casting Pattern	Vital Strike
Maneuver	Lasting Impression	Chameleon	Vitality
Melee Weapons	Leadership	Champion Challenge	Water Dancing
Mimic Voice	Life Check	Create Arrow	Whirlwind
Missile Weapons	Lifesight	Critical Hit	Wind Bow
Mystic Aim	Lion Heart	Defense	
Picking Pockets	Lip Reading	Detect Falsehood	
Read and Write Language	Momentum Attack	Develop Animal Sense	
Read and Write Magic	Mount Durability	Dominate Arrow	
Resist Taunt	Orbiting Spy	Forge Armor	
Riposte	Poison Resistance	Gold Sense	
Shield Charge	Ritual of the Ghost Master	Howl	
Silent Walk	Second Attack	Impressive Strike	
Speak Language	Second Weapon	Lion Spirit	
Spell Matrix	Sense Poison	Matrix Strike	

ALTERNATIVE DISCIPLINE MECHANICS

Flexibility is the key, my son. I have always taught you that. If you want to study under Master Velmond's graces, it is your choice. But don't come back begging.

—Korellan Hur, Thief

The talent progressions of the Disciplines presented in the **Player's Compendium** are static, and do not allow a player to customize his character with a different selection of talents. To learn talents that aren't part of his Discipline, he has either to resort to human versatility or must require a secondary Discipline providing the talent(s) he wants. In addition to that, not all talent choices set down in the **Player's Compendium** suit the tastes of every **Earthdawn** player—tastes differ, so there will always be different opinions about certain choices we made when designing the Disciplines.

The following mechanics provide an alternative to the existing mechanics, increasing the number of choices players have when advancing characters in their Disciplines.

HOW IT WORKS

Each Discipline has a number of talents which form its core—those talents that must be learned to become a recognized member of that Discipline. Core talents form the backbone of any given Discipline and need to be learned by all followers of the Discipline.

Support talents, however, are more versatile. When using these mechanics, a player can choose

which support talents fit his character best. These talent options come from a list keyed to each status level of a Discipline. Each Circle of the Discipline allows the player to choose one support talent. While optional talents can be chosen from lower-status lists, advancing these talents in question will cost the same as if they were purchased at the current Circle.

Flexibility

The number of optional talents gives a player enough flexibility for customization—characters of the same Discipline can now be developed with a different focus. For example, a player could choose to create a stealthy Archer—a sniper. Likewise, he could place his focus to be more close combat-oriented; or make his Archer more socially competent. He could even change this focus slowly as his character advances in Circles. But no matter what his choices are, his character will still remain an Archer at its core since the limitation of one optional talent per Circle ensures that the choices a player faces will be tough but easy to handle.

In addition, the talent options of a single Discipline cover only a fraction of the entire talents list—leaving more than enough room (and sense) for acquiring multiple Disciplines and the use of human versatility. The Versatility talent is not quite as powerful as before, but still serves its purpose because it is the only way to learn core talents of other Disciplines without resorting to a secondary Discipline.

WE WANT YOUR FEEDBACK!

The rules in front of you are designed to make the Disciplines found in **Earthdawn** a lot more flexible. We have put a lot of time into developing these mechanics, but we're sure that they aren't perfect yet. Feel free to provide feedback in our forums!

You can also put your mark on these rules by sharing your experiences with us in detail. All you need to do is run your **Earthdawn** campaign with the rules found in this file and write down any feedback you get from your players, as well as your own thoughts and house rules (if applicable). Please provide some information about the characters in your group (Race, Discipline, and Circle are usually sufficient—don't send us any character sheets or other unrelated material). Once you got everything together, send it to: playtesting@earthdawn.com.

We'll update this file on a regular basis and will also add your name to the playtester's list if your submission proves helpful.

NEW TALENTS

A number of new talents have been developed to make this model work; you can find them at the end of this chapter. Keep in mind that the whole point of this system is that you can modify existing Disciplines to a great degree and still stay true to what the Discipline represents. If you have better ideas for the talent selections provided here, go for it!

OPTIONAL RULES

The **Learning Talents from a Higher Circle** rule (**Player's Compendium**, p.422) becomes redundant if these mechanics are used. Likewise, this model work best when the optional rule of **Independent Talent Knacks** (**Player's Compendium**, p.215) is used.

AIR SAILOR

Air Sailors are the swashbuckling brotherhood of the sky. Air Sailors never leave their fellows behind and embrace the idea of togetherness, working to protect and spread civilization rather than preying upon it.

Important Attributes: Dexterity, Strength

Racial Restrictions: Obsidiman

Karma Ritual: See the **Player's Compendium**, p. 69.

Artisan Skills: Sail Embroidery, Runic Carving

INITIATE ABILITIES

Talent Options: Read and Write Language, Avoid Blow, Unarmed Combat

First Circle

Talents: Air Sailing^D, Deflect Blow^D, Climbing^D, Karma Ritual, Melee Weapons^D

NOVICE ABILITIES

Talent Options: Air Dance, Great Leap, Haggle, Heartening Laugh, Missile Weapons, Navigation, Speak Language, Throwing Weapons, Wind Catcher, Winning Smile

Second Circle

Talents: Durability (6/5), Distract^D

Third Circle

Talents: Empathic Sense^D

Fourth Circle

Karma: The adept may spend 1 Karma Point on Dexterity-only Tests.

Talents: Thread Weaving (Sky Weaving)^D

JOURNEYMAN ABILITIES

Talent Options: Acrobatic Strike, Battle Bellow, Detect Weapon, Disarm, Graceful Exit, Lasting Impression, Lion Heart, Mystic Aim, Riposte, Tactics, Taunt, True Shot

Fifth Circle

Karma: The adept may spend 1 Karma Point on Strength-only Tests.

Talents: Swing Attack^D, Ritual of the Ghost Master^D

Sixth Circle

Defense: The adept adds +1 to his Social Defense.

Talents: Air Speaking^D

Seventh Circle

Karma: The adept may spend 1 Karma Point on melee combat Damage Tests.

Talents: Wound Balance^D

Eighth Circle

Defense: The adept adds +1 to his Physical Defense.

Talents: Leadership, Resist Taunt^D

WARDEN ABILITIES

Talent Options: Cold Purify, Critical Hit, Defense, Down Strike, Eagle Eye, Elemental Tongues, Missile Twister, Second Attack, Shield Beater, Steely Stare, Tiger Spring, Weapon Breaker

Ninth Circle

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Defense: The adept adds +1 to his Spell Defense.

Talents: Endure Cold, Thought Link^D

Tenth Circle

Defense: The adept adds +1 to his Social Defense.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Sense Danger^D

Eleventh Circle

Defense: The adept adds +1 to his Physical Defense.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Life Check^D

Twelfth Circle

Defense: The adept adds +1 to his Spell Defense.

Initiative: The adept adds +1 step to his Initiative step.

Talents: Rally^D

MASTER ABILITIES

Talent Options: Aura Armor, Champion Challenge, Echo Location, Ethereal Weapon, First Ring of Perfection, Lion Spirit, Missile Twister, Spirit Strike, Multi Tongue

Thirteenth Circle

Defense: The adept adds +1 to his Social Defense.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Second Chance^D, Talent Pattern

Fourteenth Circle

Ability: By taking 3 permanent Damage Points, the adept gains the **Safe Passage** ability. See the **Player's Compendium**, p. 69.

Initiative: The adept adds +1 step to his Initiative step.

Talents: Wound Transfer

Fifteenth Circle

Defense: The adept adds +1 to his Physical Defense and +2 to his Social Defense.

Talents: Attribute Pattern, Vitality^D



ARCHER

The Archer learns the art of the bow and crossbow, and by extension, all types of ranged attacks. This Discipline stresses accuracy and, to a lesser extent, speed. Most Archers show greatly enhanced perceptive powers, often noticing things that others miss.

Important Attributes: Dexterity, Perception

Racial Restrictions: Obsidiman

Karma Ritual: See the **Player's Compendium**, p. 75.

Artisan Skills: Arrow Fletching, Runic Carving, Sculpting

INITIATE ABILITIES

Talent Options: Avoid Blow, Climbing, Melee Weapons

First Circle

Talents: Karma Ritual, Missile Weapons^D, Mystic Aim^D, True Shot, Throwing Weapons^D

NOVICE ABILITIES

Talent Options: Detect Weapon, First Impression, Flame Arrow, Long Shot, Silent Walk, Speak Language, Sprint, Tracking, Wound Balance

Second Circle

Talents: Durability (6/5), Direction Arrow^D

Third Circle

Talents: Anticipate Blow^D

Fourth Circle

Karma: The adept may spend 1 Karma Point on Dexterity-only Tests.

Talents: Thread Weaving (Arrow Weaving)^D

JOURNEYMAN ABILITIES

Talent Options: Air Speaking, Creature Analysis, Dead Fall, Empathic Sense, Endure Cold, Heartening Laugh, Great Leap, Lion Heart, Lip Reading, Resist Taunt, Second Attack, Steel Thought

Fifth Circle

Karma: The adept may spend 1 Karma Point on Perception-only Tests.

Talents: Stopping Aim^D, Ritual of the Ghost Master^D

Sixth Circle

Defense: The adept adds +1 to his Physical Defense.

Talents: Bank Shot^D

Seventh Circle

Karma: The adept may spend 1 Karma Point on missile weapon Damage Tests.

Talents: Call Arrow^D

Eighth Circle

Defense: The adept adds +1 to his Spell Defense.

Talents: Eagle Eye^D, Leadership

WARDEN ABILITIES

Talent Options: Blade Juggle, Critical Hit, Life Check, Defense, Lifesight, Lizard Leap, Rushing Attack, Steely Stare, Sense Poison, Tiger Spring, Trace Missile, Warp Missile

Ninth Circle

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Warning Shot^D, Impressive Shot^D

Tenth Circle

Defense: The adept adds +1 to his Social Defense.

Initiative: The adept adds +1 step to his Initiative step.

Talents: Dominate Arrow^D

Eleventh Circle

Defense: The adept adds +1 to his Physical Defense.

Initiative: The adept adds +1 step to his Initiative step.

Talents: Blind Fire^D

Twelfth Circle

Defense: The adept adds +2 to his Social Defense.

Talents: Quick Shot^D

MASTER ABILITIES

Talent Options: Aura Armor, Chameleon, Create Arrow, True Sight, Ethereal Weapon, Lion Spirit, Safe Thought, Second Chance, Vitality

Thirteenth Circle

Defense: The adept adds +1 to his Physical Defense.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Screaming Arrow^D, Talent Pattern

Fourteenth Circle

Defense: The adept adds +1 to his Physical and Spell Defense.

Recovery: The adept adds +1 Recovery Test per day.

Initiative: The adept adds +1 step to his Initiative step.

Talents: Multi-Shot^D

Fifteenth Circle

Defense: The adept adds +1 to his Spell Defense.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Attribute Pattern, Wind Bow^D



BEASTMASTER

Beastmasters have an innate affinity for working with animals. Many Beastmasters feel uncomfortable in large cities or towns, and prefer to live in the wild, away from other people.

Important Attributes: Charisma, Toughness, Willpower

Racial Restrictions: Obsidiman, T'skrang

Karma Ritual: See the **Player's Compendium**, p. 82.

Artisan Skills: Body Painting, Sculpting, Wood Carving

INITIATE ABILITIES

Talent Options: Avoid Blow, Climbing, Tracking

First Circle

Talents: Animal Bond^D, Claw Shape^D, Dominate Beast^D, Karma Ritual, Unarmed Combat

NOVICE ABILITIES

Talent Options: Acrobatic Strike, Cat's Paw, Creature Analysis, Frighten Animals, Haggle, Lizard Leap, Speak Language, Sprint, Wound Balance, Wilderness Survival

Second Circle

Talents: Animal Training^D, Durability (7/6)

Third Circle

Talents: Borrow Sense^D

Fourth Circle

Karma: The adept may spend 1 Karma Point on Charisma-only Tests.

Talents: Thread Weaving (Beast Weaving)^D

JOURNEYMAN ABILITIES

Talent Options: Aid Animal Companion, Blood Share, Dead Fall, Empathic Sense, Endure Cold, Enduring Art, Frighten, Incite Stampede, Lion Heart, Picking Pockets, Poison Resistance

Fifth Circle

Karma: The adept may spend 1 Karma Point on Willpower-only Tests.

Talents: Heal Animal Servant^D, Ritual of the Ghost Master^D

Sixth Circle

Karma: The adept may spend 1 Karma Point on Toughness-only Tests.

Talents: Animal Talk^D

Seventh Circle

Defense: The adept adds +1 to his Physical Defense.

Talents: Animal Possession^D

Eighth Circle

Defense: The adept adds 1 point to his Spell Defense.

Talents: Claw Frenzy^D, Leadership

WARDEN ABILITIES

Talent Options: Bestial Toughness, Call Animal Companion, Cobra Strike, Down Strike, Life Check, Lifesight, Lion Spirit, Safe Path, Search, Sense Danger, Sense Poison, Tiger Spring

Ninth Circle

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Talents: Howl^D, Chameleon^D

Tenth Circle

Defense: The adept adds +1 to his Social Defense.

Talents: Animal Leadership^D

Eleventh Circle

Defense: The adept adds +1 to his Physical Defense.

Talents: Develop Animal Sense^D

Twelfth Circle

Ability: By taking 2 permanent Damage Points, the adept gains the **Death Claw** ability. See the **Player's Compendium**, p. XX.

Talents: Bestial Resilience^D

MASTER ABILITIES

Talent Options: Defense, Echo Location, First Ring of Perfection, Plant Shelter, Second Chance, Rally, Spirit Strike, Trample, Vitality

Thirteenth Circle

Defense: The adept adds +1 to his Social and Spell Defense.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Bestial Hide^D, Talent Pattern

Fourteenth Circle

Defense: The adept adds +1 to his Physical and Spell Defense.

Initiative: The adept adds +2 steps to his Initiative step.

Talents: Venom^D

Fifteenth Circle

Defense: The adept adds +2 to his Physical Defense.

Recovery: The adept adds +2 Recovery Tests per day.

Talents: Astral Web^D, Attribute Pattern



CAVALRYMAN

Members of the Cavalryman Discipline are fierce, mounted Warriors. They train with their mounts and form a close empathic bond with them. In fact, a Cavalryman respects his mount more than any Name-giver, with the possible exception of other Cavalrymen. This Discipline emphasizes motion and empathy for one's mount.

Important Attributes: Charisma, Strength, Toughness

Racial Restrictions: Obsidiman

Karma Ritual: See the **Player's Compendium**, p. 89.

Artisan Skills: Runic Carving, Wood Carving

INITIATE ABILITIES

Talent Options: Avoid Blow, Speak Language, Haggle

First Circle

Talents: Animal Bond^D, Charge^D, Karma Ritual, Melee Weapons, Trick Riding^D

NOVICE ABILITIES

Talent Options: Animal Training, Blood Share, Detect Weapon, Dominate Beast, First Impression, Frighten Animals, Missile Weapons, Tactics, Tracking

Second Circle

Talents: Durability (7/6), Empathic Command^D

Third Circle

Talents: Sure Mount^D

Fourth Circle

Karma: The adept may spend 1 Karma Point on Strength-only Tests.

Talents: Thread Weaving (Rider Weaving)^D

JOURNEYMAN ABILITIES

Talent Options: Borrow Sense, Creature Analysis, Fearsome Charge, Frighten, Graceful Exit, Heartening Laugh, Lasting Impression, Lion Heart, Mount Durability (6/5), Taunt, Wheeling Defense, Wind Catcher

Fifth Circle

Karma: The adept may spend 1 Karma Point on Toughness-only Tests.

Talents: Heal Mount^D, Ritual of the Ghost Master^D

Sixth Circle

Karma: The adept may spend 1 Karma Point on Charisma-only Tests.

Talents: Wheeling Attack^D

Seventh Circle

Karma: The adept may spend 1 Karma Point on his mount's Damage Tests.

Talents: Spirit Mount^D

Eighth Circle

Defense: The adept adds +1 to his Physical Defense.

Talents: Leadership, Mount Attack^D

WARDEN ABILITIES

Talent Options: Battle Shout, Down Strike, Champion Challenge, Cobra Strike, Endure Cold, Incite Stampede, Life Check, Safe Path, Spirit Strike, Rally, Spot Armor Flaw, True Shot

Ninth Circle

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Talents: Call Mount^D, Armor Mount^D

Tenth Circle

Defense: The adept adds +1 to his Social and Spell Defense.

Talents: Tame Mount^D

Eleventh Circle

Defense: The adept adds +1 to his Physical and Spell Defense.

Talents: Unmount^D

Twelfth Circle

Defense: The adept adds +1 to his Physical and Social Defense.

Talents: Momentum Attack^D

MASTER ABILITIES

Talent Options: Battle Bellow, Critical Hit, Detect Falsehood, Develop Animal Sense, Ethereal Weapon, First Ring of Perfection, Lion Spirit, Missile Twister, Second Chance

Thirteenth Circle

Ability: By taking 3 permanent Damage Points, the adept gains the **Resurrect Mount** ability. See the **Player's Compendium**, p. 89.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Shield Beater^D, Talent Pattern

Fourteenth Circle

Defense: The adept adds +1 to his Physical and Spell Defense.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Trample^D

Fifteenth Circle

Defense: The adept adds +1 to his Physical Defense.

Initiative: The adept adds +1 step to his Initiative step.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Attribute Pattern, Multi-Charge^D



ELEMENTALIST

An Elementalist is a spellcaster who focuses on learning about, and gaining power over, the five magical elements: air, earth, fire, water, and wood.

Important Attributes: Perception, Willpower

Racial Restrictions: None

Karma Ritual: See the **Player's Compendium**, p. 96.

Artisan Skills: Robe Embroidery

INITIATE ABILITIES

Talent Options: Read and Write Language, Speak Language, Spell Matrix

First Circle

Talents: Air Speaking^D, Karma Ritual, Read And Write Magic^D, Spellcasting^D, Spell Matrix, Thread Weaving (Elementalism)^D

NOVICE ABILITIES

Talent Options: Astral Sight, Arcane Mutterings, Avoid Blow, Climbing, First Impression, Haggle, Heartening Laugh, Spell Matrix, Spell Matrix

Second Circle

Spell: The adept learns one new spell from the current Circle.

Talents: Durability (4/3), Fire Heal^D

Third Circle

Spell: The adept learns one new spell from the current Circle.

Talents: Elemental Tongues^D

Fourth Circle

Karma: The adept may spend 1 Karma Point on Perception-only Tests.

Spell: The adept learns one new spell from the current Circle.

Talents: Elemental Hold^D

JOURNEYMAN ABILITIES

Talent Options: Detect Trap, Enhanced Matrix, Enhanced Matrix, Gliding Stride, Item History, Navigation, Spirit Talk, Steel Thought, Tracking, Willforce, Wood Skin, Wind Catcher

Fifth Circle

Karma: The adept may spend 1 Karma Point on Willpower-only Tests.

Spell: The adept learns one new spell from the current Circle.

Talents: Ritual of the Ghost Master^D, Summon^D

Sixth Circle

Ability: By taking 1 permanent Damage Point, the adept learns the **Fire and Ice** ability. See the **Player's Compendium**, p. 96.

Talents: Cold Purify^D

Seventh Circle

Defense: The adept adds +1 to his Spell Defense.

Talents: Leadership, Unshakable Earth^D

Eighth Circle

Karma: The adept may spend 1 Karma Point on spell Effect Tests.

Talents: Temperature^D

WARDEN ABILITIES

Talent Options: Animate Object, Armored Matrix, Armored Matrix, Bargain With Summoned Creature, Disarm Trap, Earth Skin, Lock Sense, Plant Shelter, Spirit Strike, Spot Armor Flaw, True Sight, Warp Missile

Ninth Circle

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Talents: Metal Ward^D, Safe Path^D

Tenth Circle

Defense: The adept adds +1 to his Social Defense.

Talents: Endure Cold^D

Eleventh Circle

Defense: The adept adds +1 to his Physical and Spell Defense.

Talents: Reshape Object^D

Twelfth Circle

Ability: By taking 2 permanent Damage Points, the adept learns the **Earth and Wind** ability. See the **Player's Compendium**, p. 96.

Talents: Summoning Circle^D

MASTER ABILITIES

Talent Options: First Ring of Perfection, Gold Sense, Hold Thread, Netherwalk, Second Chance, Sense Magic Weapon, Shared Matrix, Shared Matrix, Soften Blade

Thirteenth Circle

Defense: The adept adds +1 to his Social and Spell Defense.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Moving Earth^D, Talent Pattern

Fourteenth Circle

Defense: The adept adds +1 to his Physical Defense and +2 to his Spell Defense.

Recovery: The adept gains an additional Recovery Test per day.

Talents: Elemental Walk^D

Fifteenth Circle

Ability: By taking 3 permanent Damage Points, the adept gains the **Element Matrix** ability. See the **Player's Compendium**, p. 96.

Defense: The adept adds +1 to his Social Defense.

Talents: Attribute Pattern, Earth Armor^D



ILLUSIONIST

Illusionists cast spells that work through deception. However, some Illusionist spells do have real effects; Illusionists learned long ago that if everything they did was an illusion, people quickly caught on and their magic became less effective. Now they balance real magic, illusions, trickery, and sleight of hand.

Important Attributes: Perception, Willpower

Racial Restrictions: None

Karma Ritual: See the **Player's Compendium**, p. 103.

Artisan Skills: Robe Embroidery

INITIATE ABILITIES

Talent Options: Astral Sight, Read and Write Language, Spell Matrix

First Circle

Talents: Speak Language^D, Karma Ritual, Read And Write Magic^D, Spellcasting^D, Spell Matrix, Thread Weaving (Illusionism)^D

NOVICE ABILITIES

Talent Options: Arcane Mutterings, First Impression, Frighten, Frighten Animals, Haggle, Silent Walk, Spell Matrix, Spell Matrix, Winning Smile

Second Circle

Spell: The adept learns one new spell from the current Circle.

Talents: Disguise Self^D, Durability (4/3)

Third Circle

Spell: The adept learns one new spell from the current Circle.

Talents: Dead Fall^D

Fourth Circle

Ability: By taking 1 permanent Damage Point, the adept gains the **Glamour** ability. See the **Player's Compendium**, p. 103.

Spell: The adept learns one new spell from the current Circle.

Talents: False Sight^D

JOURNEYMAN ABILITIES

Talent Options: Detect Trap, Enhanced Matrix, Enhanced Matrix, Enhanced Matrix, Graceful Exit, Lasting Impression, Lip Reading, Mimic Voice, Resist Taunt, Steel Thought, Taunt, Willforce

Fifth Circle

Karma: The adept may spend 1 Karma Point on Dexterity-only Tests.

Spell: The adept learns one new spell from the current Circle.

Talents: Ritual of the Ghost Master^D, True Sight^D

Sixth Circle

Karma: The adept may spend 1 Karma Point on Willpower-only Tests.

Talents: Engaging Banter^D

Seventh Circle

Karma: The adept may spend 1 Karma Point on spell Effect Tests.

Talents: Fast Hand^D

Eighth Circle

Defense: The adept adds +1 to his Spell Defense.

Talents: Leadership, Slough Blame^D

WARDEN ABILITIES

Talent Options: Armored Matrix, Armored Matrix, Blade Juggle, Conceal Weapon, Detect Weapon, Hold Thread, Incite Mob, Incite Stampede, Lifesight, Memorize Image, Sense Poison, Steely Stare

Ninth Circle

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Talents: Safe Thought^D, Detect Falsehood^D

Tenth Circle

Defense: The adept adds +1 to his Physical and Social Defense.

Talents: Mind Wave^D

Eleventh Circle

Defense: The adept adds +1 to his Social and Spell Defense.

Talents: Hypnotize^D

Twelfth Circle

Ability: By taking 2 permanent Damage Points, the adept gains the **Hide Matrix** ability. See the **Player's Compendium**, p. 103.

Talents: Thoughtful Expression^D

MASTER ABILITIES

Talent Options: Animate Object, Casting Pattern, Chameleon, First Ring of Perfection, Lion Spirit, Matrix Strike, Multi Tongue, Shared Matrix, Shared Matrix

Thirteenth Circle

Defense: The adept adds +1 to his Physical Defense.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Multi-Weaving^D, Talent Pattern

Fourteenth Circle

Defense: The adept adds +1 to his Social Defense and +2 to his Spell Defense.

Talents: Second Chance^D

Fifteenth Circle

Defense: The adept adds +1 to his Spell Defense.

Initiative: The adept adds +1 step to his Initiative step.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Attribute Pattern, Range Pattern^D



NETHERMANCER

Nethermancers are spellcasters who specialize in the magic of the netherworlds. Their interests focus on other planes, and the spirits and creatures that inhabit those planes. Most people consider Nethermancers to be a little “off” in an eerie sort of way, and consequently most followers of this Discipline are unlikely to win many popularity contests.

Important Attributes: Perception, Willpower

Racial Restrictions: Windling

Karma Ritual: See the **Player's Compendium**, p. 110.

Artisan Skills: Robe Embroidery

INITIATE ABILITIES

Talent Options: Read and Write Language, Speak Language, Spell Matrix

First Circle

Talents: Astral Sight^D, Karma Ritual, Read And Write Magic^D, Spellcasting^D, Spell Matrix, Thread Weaving (Nethermancy)^D

NOVICE ABILITIES

Talent Options: Arcane Mutterings, Animal Possession, Dominate Beast, First Impression, Frighten Animals, Haggle, Silent Walk, Spell Matrix, Spell Matrix

Second Circle

Spell: The adept learns one new spell from the current Circle.

Talents: Durability (4/3), Frighten^D

Third Circle

Spell: The adept learns one new spell from the current Circle.

Talents: Spirit Talk^D

Fourth Circle

Karma: The adept may spend 1 Karma Point on Perception-only Tests.

Spell: The adept learns one new spell from the current Circle.

Talents: Spirit Hold^D

JOURNEYMAN ABILITIES

Talent Options: Abate Curse, Blood Share, Creature Analysis, Disguise Self, Elemental Tongues, Enhanced Matrix, Enhanced Matrix, Item History, Lion Heart, Resist Taunt, Steel Thought, Willforce

Fifth Circle

Karma: The adept may spend 1 Karma Point on Willpower-only Tests.

Spell: The adept learns one new spell from the current Circle.

Talents: Ritual of the Ghost Master^D, Summon^D

Sixth Circle

Defense: The adept adds +1 to his Spell Defense.

Talents: Lifesight^D

Seventh Circle

Defense: The adept adds +1 to his Social Defense.

Talents: Spirit Dodge^D

Eighth Circle

Karma: The adept may spend 1 Karma Point on Action Tests made by a spirit or creature under his control.

Talents: Leadership, Orbiting Spy^D

WARDEN ABILITIES

Talent Options: Armored Matrix, Armored Matrix, Animate Object, Cold Purify, Endure Cold, Heal Animal Servant, Hold Thread, Life Check, Steely Stare, Temper Other, Temper Self, Temperature

Ninth Circle

Karma: The adept may spend 1 Karma Point on Recovery Tests. He may also spend 1 Karma Point on spell Effect Tests.

Talents: Astral Pocket^D, Summoning Circle^D

Tenth Circle

Defense: The adept adds +1 to his Physical and Social Defense.

Talents: Bargain With Summoned Creature^D

Eleventh Circle

Ability: By taking 2 permanent Damage Points, the adept gains the **Otherworldly Control** ability. See the **Player's Compendium**, p. 110.

Talents: Netherwalk^D

Twelfth Circle

Defense: The adept adds +1 to his Social and Spell Defense.

Talents: Matrix Strike^D

MASTER ABILITIES

Talent Options: Develop Animal Sense, Ethereal Weapon, First Ring of Perfection, Shared Matrix, Shared Matrix, Second Chance, Shared Matrix, Vitality, Wound Transfer

Thirteenth Circle

Defense: The adept adds +1 to his Physical Defense.

Initiative: The adept adds +1 step to his Initiative step.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Spell Crystal Lock, Talent Pattern

Fourteenth Circle

Defense: The adept adds +2 to his Spell Defense.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Multi-Weaving^D

Fifteenth Circle

Ability: By taking 3 permanent Damage Points, the adept gains the **Astral Face** ability. See the **Player's Compendium**, p. 110.

Defense: The adept adds +1 to his Spell Defense.

Talents: Attribute Pattern, Soul Shatter^D



SCOUT

Scouts are the vanguard, the tracker, and the brave rangers who go where others cannot. Scouts are masters of becoming one with their environment—be that the wildest primeval forest or the heart of the largest city.

Important Attributes: Dexterity, Perception

Racial Restrictions: Obsidian, Troll

Karma Ritual: See the **Player's Compendium**, p. 116.

Artisan Skills: Runic Carving, Wood Carving

INITIATE ABILITIES

Talent Options: Avoid Blow, Melee Weapons, Missile Weapons

First Circle

Talents: Climbing^D, Karma Ritual, Silent Walk^D, Tracking^D, Wilderness Survival^D

NOVICE ABILITIES

Talent Options: Creature Analysis, Detect Weapon, Detect Trap, Disguise Self, Maneuver, Read and Write Language, Throwing Weapons, Search, Sprint

Second Circle

Talents: Durability (6/5), Speak Language^D

Third Circle

Talents: Evidence Analysis^D

Fourth Circle

Ability: By taking 1 permanent Damage Point, the adept gains the **Enhance Senses** ability. See the **Player's Compendium**, p. 116.

Talents: Thread Weaving (Scout Weaving)^D

JOURNEYMAN ABILITIES

Talent Options: Anticipate Blow, Air Speaking, Conceal Weapon, Dead Fall, Direction Arrow, Disarm Trap, Gliding Stride, Lizard Leap, Lip Reading, Lock Picking, Trick Riding, Wound Balance

Fifth Circle

Karma: The adept may spend 1 Karma Point on Perception-only Tests.

Talents: Navigation^D, Ritual of the Ghost Master^D

Sixth Circle

Karma: The adept may spend 1 Karma Point on Dexterity-only Tests.

Talents: Astral Sight^D

Seventh Circle

Defense: The adept adds +1 to his Physical Defense.

Talents: Empathic Sense^D

Eighth Circle

Defense: The adept adds +1 to his Spell Defense.

Talents: Leadership, Safe Path^D

WARDEN ABILITIES

Talent Options: Disarm, Detect Influence, Eagle Eye, Fast Hand, Life Check, Lifesight, Poison Resistance, Sense Danger, Sense Poison, Temper Self, Tiger Spring, Warp Missile

Ninth Circle

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Initiative: The adept adds +1 step to his Initiative step.

Talents: Trace Missile^D, Endure Cold^D

Tenth Circle

Ability: By taking 2 permanent Damage Points, the adept gains the **Blend** ability. See the **Player's Compendium**, p. 116.

Talents: True Sight^D

Eleventh Circle

Defense: The adept adds +1 to his Physical and Social Defense.

Talents: Defense^D

Twelfth Circle

Defense: The adept adds +1 to his Social and Spell Defense.

Talents: Detect Falsehood^D

MASTER ABILITIES

Talent Options: Body Blade, Cobra Strike, Ethereal Weapon, Lion Spirit, Multi-Tongue, Netherwalk, Safe Thought, Shelter, Spot Armor Flaw

Thirteenth Circle

Defense: The adept adds +1 to his Physical Defense.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Echo Location^D, Talent Pattern

Fourteenth Circle

Defense: The adept adds +1 to his Physical and Spell Defense.

Initiative: The adept adds +1 step to his Initiative step.

Talents: Chameleon^D

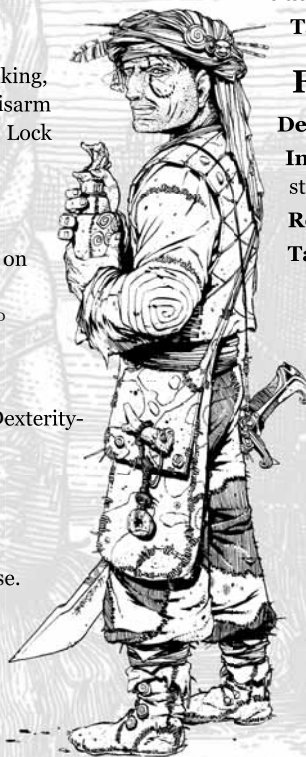
Fifteenth Circle

Defense: The adept adds +1 to his Physical Defense.

Initiative: The adept adds +1 step to his Initiative step.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Attribute Pattern, Second Chance^D



SKY RAIDER

Sky Raiders are ruthless pirates forming a potent force in Barsaive. Their drakkars raid all over the province, most frequently targeting Therans or their vassals. Sky Raiders are proud, and show great loyalty to other Sky Raiders—unless that raider belongs to an enemy clan or moot.

Important Attributes: Dexterity, Strength, Toughness

Racial Restrictions: Elf, Obsidiman, Windling

Karma Ritual: See the **Player's Compendium**, p. 122.

Artisan Skills: Bone Carving, Runic Carving, Wood Carving

INITIATE ABILITIES

Talent Options: Deflect Blow, Throwing Weapons, Unarmed Combat

First Circle

Talents: Air Sailing^D, Battle Shout^D, Fireblood^D, Karma Ritual, Melee Weapons^D

NOVICE ABILITIES

Talent Options: Climbing, Detect Weapon, Fence, Missile Weapons, Navigation, Silent Walk, Swift Kick, Wind Catcher, Wound Balance

Second Circle

Talents: Durability (8/6), Great Leap^D

Third Circle

Talents: Shield Charge^D

Fourth Circle

Karma: The adept may spend 1 Karma Point on Strength-only Tests.

Talents: Thread Weaving (Sky Weaving)^D

JOURNEYMAN ABILITIES

Talent Options: Air Speaking, Blood Share, Conceal Weapon, Gliding Stride, Haggle, Lasting Impression, Lion Heart, Resist Taunt, Surprise Strike, Tactics, Tiger Spring, True Shot

Fifth Circle

Karma: The adept may spend 1 Karma Point on Dexterity-only Tests.

Talents: Battle Bellow^D, Ritual of the Ghost Master^D

Sixth Circle

Karma: The adept may spend 1 Karma Point on Toughness-only Tests.

Talents: Steely Stare^D

Seventh Circle

Karma: The adept may spend 1 Karma Point on melee weapon Damage Tests.

Talents: Momentum Attack^D

Eighth Circle

Defense: The adept adds +1 to his Spell Defense.

Talents: Down Strike^D, Leadership

WARDEN ABILITIES

Talent Options: Cold Purify, Defense, Disarm, Eagle Eye, Endure Cold, Second Weapon, Shield Beater, Spirit Strike, Steel Thought, Swing Attack, Warp Missile

Ninth Circle

Defense: The adept adds +1 to his Physical Defense.

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Talents: Thunder Axe^D, Second Attack

Tenth Circle

Defense: The adept adds +1 to his Social Defense.

Talents: Storm Shield^D

Eleventh Circle

Defense: The adept adds +1 to his Physical and Spell Defense.

Talents: Vitality^D

Twelfth Circle

Defense: The adept adds +1 to his Social and Spell Defense.

Talents: Weapon Breaker^D

MASTER ABILITIES

Talent Options: Blade Juggle, Body Blade, Champion Challenge, First Ring of Perfection, Howl, Lion Spirit, Metal Ward, Missile Twister, Second Chance

Thirteenth Circle

Defense: The adept adds +1 to his Physical Defense.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Ethereal Weapon^D, Talent Pattern

Fourteenth Circle

Ability: By taking 3 permanent Damage Points, the adept gains the **Strength of the Sky** ability. See the **Player's Compendium**, p. 122.

Defense: The adept adds +1 to his Spell Defense.

Talents: Critical Hit^D

Fifteenth Circle

Ability: By taking 3 permanent Damage Points, the adept gains the **Lightning Song** ability. See the **Player's Compendium**, p. 122.

Defense: The adept adds +1 to his Spell Defense.

Talents: Attribute Pattern, Aura Armor^D



SWORDMASTER

Swordmasters are fighters who learn the value of a well-handled weapon, training to demonstrate quickness, flash and panache in a fight. Swordmasters often swagger when they walk.

Important Attributes: Charisma, Dexterity

Racial Restrictions: Obsidian

Karma Ritual: See the **Player's Compendium**, p. 129.

Artisan Skills: Acting, Dancing, Sculpting, Runic Carving

INITIATE ABILITIES

Talent Options: Avoid Blow, First Impression, Speak Language

First Circle

Talents: Deflect Blow^D, Karma Ritual, Maneuver^D, Melee Weapons^D, Taunt^D

NOVICE ABILITIES

Talent Options: Acrobatic Strike, Anticipate Blow, Detect Weapon, Haggle, Sprint, Throwing Weapons, Unarmed Combat, Winning Smile, Wound Balance

Second Circle

Talents: Durability (7/6), Heartening Laugh^D

Third Circle

Talents: Riposte^D

Fourth Circle

Karma: The adept may spend 1 Karma Point on Dexterity-only Tests.

Talents: Thread Weaving (Blade Weaving)^D

JOURNEYMAN ABILITIES

Talent Options: Battle Shout, Conceal Weapon, Dead Fall, Engaging Banter, Graceful Exit, Great Leap, Lasting Impression, Lion Heart, Shield Charge, Surprise Strike, Swift Kick, Tiger Spring

Fifth Circle

Karma: The adept may spend 1 Karma Point on Charisma-only Tests.

Talents: Ritual of the Ghost Master^D, Second Weapon^D

Sixth Circle

Defense: The adept adds +1 to his Social Defense.

Talents: Disarm^D

Seventh Circle

Karma: The adept may spend 1 Karma Point on melee weapon Damage Tests.

Talents: Resist Taunt^D

Eighth Circle

Defense: The adept adds +1 to his Spell Defense.

Talents: Leadership, Second Attack^D

WARDEN ABILITIES

Talent Options: Cobra Strike, Critical Hit, Life Check, Lizard Leap, Mind Blade, Shield Beater, Spirit Strike, Steely Stare, Temper Self, Unshakable Earth, Vitality, Weapon Breaker

Ninth Circle

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Talents: Impressive Strike^D, Pin^D

Tenth Circle

Defense: The adept adds +1 to his Physical Defense.

Talents: Whirlwind^D

Eleventh Circle

Initiative: The adept adds +1 step to his Initiative step.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Spot Armor Flaw^D

Twelfth Circle

Ability: By taking 2 permanent Damage Points, the adept gains the **Keen Blade** ability. See the **Player's Compendium**, p. 129.

Talents: Defense^D

MASTER ABILITIES

Talent Options: Blade Juggle, First Ring of Perfection, Improve Weapon, Lion Spirit, Matrix Strike, Metal Ward, Multi-Tongue, Second Chance, Vital Strike

Thirteenth Circle

Defense: The adept adds +1 to his Social and Spell Defense.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Champion Challenge^D, Talent Pattern

Fourteenth Circle

Defense: The adept adds +1 to his Physical and Social Defense.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Multi-Strike^D

Fifteenth Circle

Defense: The adept adds +2 to his Social Defense and +1 to his Spell Defense.

Talents: Attribute Pattern, Ethereal Weapon^D



THIEF

Thieves learn early to be self-reliant and how to steal. They draw power from their self-confidence and the knowledge that they depend only on themselves. The abundance of rumors governing Thief guilds means such groups may, in fact, exist, but the proof or disproof of their reality remains a secret.

Important Attributes: Dexterity, Perception

Racial Restrictions: Obsidiman, Troll

Karma Ritual: See the **Player's Compendium**, p. 135.

Artisan Skills: Acting, Dancing, Poetry, Sculpting

INITIATE ABILITIES

Talent Options: Avoid Blow, Climbing, Melee Weapons

First Circle

Talents: Karma Ritual, Lock Picking^D, Picking Pockets^D, Silent Walk^D, Search^D

NOVICE ABILITIES

Talent Options: Detect Weapon, Disguise Self, Fence, Haggle, Missile Weapons, Sprint, Surprise Strike, Throwing Weapons, Winning Smile

Second Circle

Talents: Durability (5/4), Trap Initiative^D

Third Circle

Talents: Detect Trap^D

Fourth Circle

Ability: By taking 1 permanent Damage Point, the adept gains the **Thieves' Tongue** ability. See the **Player's Compendium**, p. 135.

Talents: Thread Weaving (Thief Weaving)^D

JOURNEYMAN ABILITIES

Talent Options: Conceal Weapon, Dead Fall, Direction Arrow, Engaging Banter, Evidence Analysis, First Impression, Graceful Exit, Great Leap, Item History, Mimic Voice, Mystic Aim, Tiger Spring

Fifth Circle

Karma: The adept may spend 1 Karma Point on Perception-only Tests.

Talents: Disarm Trap^D, Ritual of the Ghost Master^D

Sixth Circle

Karma: The adept may spend 1 Karma Point on Dexterity-only Tests.

Talents: Slough Blame^D

Seventh Circle

Defense: The adept adds +1 to his Physical Defense.

Talents: Fast Hand^D



Eighth Circle

Ability: By taking 2 permanent Damage Points, the adept gains the **Evaluate Item** ability. See the **Player's Compendium**, p. 135.

Talents: Leadership, True Sight^D

WARDEN ABILITIES

Talent Options: Bank Shot, Call Arrow, Cobra Strike, Eagle Eye, Endure Cold, Incite Mob, Life Check, Lizard Leap, Poison Resistance, Sense Danger, Second Weapon, Spot Armor Flaw

Ninth Circle

Defense: The adept adds +1 to his Spell Defense.

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Talents: Gold Sense^D, Astral Pocket

Tenth Circle

Defense: The adept adds +1 to his Social Defense.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Lip Reading^D

Eleventh Circle

Defense: The adept adds +1 to his Physical and Spell Defense.

Talents: Sense Poison^D

Twelfth Circle

Ability: By taking 2 permanent Damage Points, the adept gains the **Shadowcloak** ability. See the **Player's Compendium**, p. 135.

Defense: The adept adds +1 to his Social Defense.

Talents: Chameleon^D

MASTER ABILITIES

Talent Options: Critical Hit, Defense, Detect Falsehood, First Ring of Perfection, Mind Wave, Safe Thought, Sense Magic Weapon, Warning Shot, Warp Missile

Thirteenth Circle

Initiative: The adept adds +1 step to his Initiative step.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Gain Surprise^D, Talent Pattern

Fourteenth Circle

Defense: The adept adds +2 to his Physical Defense and +1 to his Spell Defense.

Talents: Second Chance^D

Fifteenth Circle

Ability: By taking 3 permanent Damage Points, the adept gains the **Shadow Heal** ability. See the **Player's Compendium**, p. 136.

Defense: The adept adds +1 to his Physical Defense.

Talents: Attribute Pattern, Aura Armor^D

TROUBADOUR

Troubadours serve as entertainers, storytellers, actors, and songsmiths. As such, they represent the closest thing to a historian or scholar that common people usually see.

Important Attributes: Charisma, Dexterity, Perception

Racial Restrictions: None

Karma Ritual: See the **Player's Compendium**, p. 141.

Artisan Skills: Juggling, Sculpture, Storytelling

INITIATE ABILITIES

Talent Options: Item History, Impress, Melee Weapons

First Circle

Talents: First Impression^D, Emotion Song^D, Speak Language^D, Karma Ritual, Mimic Voice^D

NOVICE ABILITIES

Talent Options: Avoid Blow, Diplomacy, Frighten, Haggle, Heartening Laugh, Lasting Impression, Read and Write Language, Taunt, Winning Smile

Second Circle

Talents: Durability (6/5), Disguise Self^D

Third Circle

Talents: Empathic Sense^D

Fourth Circle

Karma: The adept may spend 1 Karma Point on Dexterity-only Tests.

Talents: Thread Weaving (Story Weaving)^D

JOURNEYMAN ABILITIES

Talent Options: Book Memory, Distract, Elemental Tongues, Fast Hand, Frighten Animals, Graceful Exit, Lip Reading, Lion Heart, Research, Spirit Talk, Slough Blame, Throwing Weapons

Fifth Circle

Karma: The adept may spend 1 Karma Point on Perception-only Tests.

Talents: Inspire Others^D, Ritual of the Ghost Master^D

Sixth Circle

Karma: The adept may spend 1 Karma Point on Charisma-only Tests.

Talents: Engaging Banter^D

Seventh Circle

Karma: The adept may spend 1 Karma Point on another person's social action test. Using Karma in this way counts as the adept's standard action that round. The adept must speak on behalf of the other party or take some other action that justifies spending the Karma Point.

Talents: Resist Taunt^D

Eighth Circle

Ability: By taking 1 permanent Damage Point the adept gains the **Kiss** ability. See the **Player's Compendium**, p. 142.

Talents: Blade Juggle^D, Leadership

WARDEN ABILITIES

Talent Options: Battle Shout, Blood Guilt Weapon, Detect Falsehood, Disarm, Incite Stampede, Truth Skit, Lion Spirit, Multi-Tongue, Rally, Safe Thought, Thought Link, Warning Shot

Ninth Circle

Defense: The adept adds +1 to his Spell Defense.

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Talents: Bardic Voice^D, Incite Mob^D

Tenth Circle

Ability: By taking 2 permanent Damage Points, the adept gains the **Tale** ability. See the **Player's Compendium**, p. 142.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Songs of Deflection^D

Eleventh Circle

Defense: The adept adds +1 to his Physical and Social Defense.

Talents: Mind Wave

Twelfth Circle

Defense: The adept adds +1 to his Social and Spell Defense.

Talents: Detect Influence^D

MASTER ABILITIES

Talent Options: Aura Armor, Animate Object, Battle Bellow, Champion Challenge, Defense, Life Check, Safe Path, Second Chance, Vitality

Thirteenth Circle

Ability: By taking 3 permanent Damage Points, the adept gains the **Ghost Song** ability. See the **Player's Compendium**, p. 142.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Hypnotize^D, Talent Pattern

Fourteenth Circle

Defense: The adept adds +1 to his Physical and Spell Defense.

Talents: First Ring of Perfection

Fifteenth Circle

Defense: The adept adds +1 to his Social Defense and +2 to his Spell Defense.

Talents: Attribute Pattern, Confront Horror^D



WARRIOR

Warriors are fighters and soldiers trained to use magic to enhance their combat techniques. They often join other Warriors in groups called orders, living in seclusion in self-sufficient settlements similar to monastic orders.

Important Attributes: Dexterity, Strength, Willpower

Racial Restrictions: None

Karma Ritual: See the **Player's Compendium**, p. 149.

Artisan Skills: Sculpting, Runic Carving, Wood Carving

INITIATE ABILITIES

Talent Options: Air Dance, Acrobatic Strike, Deflect Blow

First Circle

Talents: Avoid Blow^D, Karma Ritual, Melee Weapons^D, Unarmed Combat^D, Wood Skin^D

NOVICE ABILITIES

Talent Options: Climbing, Fireblood, Heartening Laugh, Missile Weapons, Sprint, Throwing Weapons, Maneuver, Swift Kick, Tiger Spring

Second Circle

Talents: Durability (9/7), Anticipate Blow^D

Third Circle

Talents: Wound Balance^D

Fourth Circle

Karma: The adept may spend 1 Karma Point on Willpower-only Tests.

Talents: Thread Weaving (War Weaving)^D

JOURNEYMAN ABILITIES

Talent Options: Battle Shout, Cobra Strike, Disarm, Lizard Leap, Second Weapon, Shield Charge, Lion Heart, Resist Taunt, Steely Stare, Surprise Strike, Tactics, Momentum Attack

Fifth Circle

Karma: The adept may spend 1 Karma Point on Dexterity-only Tests.

Talents: Ritual of the Ghost Master^D, Temper Self^D

Sixth Circle

Karma: The adept may spend 1 Karma Point on Strength-only Tests.

Talents: Life Check^D

Seventh Circle

Karma: The adept may spend 1 Karma Point on melee weapon Damage Tests.

Talents: Crushing Blow^D

Eighth Circle

Karma: The adept may spend 1 Karma Point on unarmed Damage Tests.

Talents: Leadership, Second Attack^D

WARDEN ABILITIES

Talent Options: Critical Hit, Down Strike, Metal Ward, Missile Twister, Pin, Resist Pain, Shield Beater, Steel Thought, Temper Other, Unshakeable Earth, Warp Missile, Whirlwind

Ninth Circle

Defense: The adept adds +1 to his Physical Defense.

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Talents: Earth Skin^D, Vitality

Tenth Circle

Defense: The adept adds +1 to his Spell Defense.

Talents: Body Blade^D

Eleventh Circle

Defense: The adept adds +1 to his Physical and Social Defense.

Talents: Matrix Strike^D

Twelfth Circle

Defense: The adept adds +1 to his Spell Defense.

Initiative: The adept adds +1 step to his Initiative step.

Talents: Unmount^D

MASTER ABILITIES

Talent Options: Chameleon, Ethereal Weapon, Defense, Mind Blade, Multi-Strike, Poison Resistance, Vital Strike, Weapon Breaker, Wound Transfer

Thirteenth Circle

Ability: By taking 3 permanent Damage Points, the adept gains the **Resurrect Self** ability. See the **Player's Compendium**, p. 149.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Stone Skin^D, Talent Pattern

Fourteenth Circle

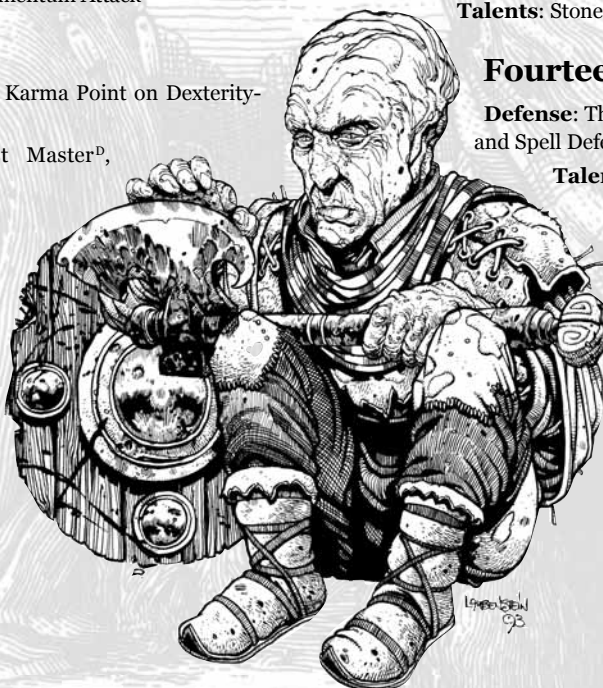
Defense: The adept adds +1 to his Physical, Social and Spell Defense.

Talents: Second Chance

Fifteenth Circle

Defense: The adept adds +2 to his Physical Defense.

Talents: Attribute Pattern, Aura Armor^D



WEAPONSMITH

A Weaponsmith trains to gain an iron will and a highly critical eye. Weaponsmiths help identify and create legendary weapons. To this end, the Discipline borrows abilities from both Elementalism and Wizardry. Nearly every community places great value on their Weaponsmiths.

Important Attributes: Dexterity, Perception, Willpower

Racial Restrictions: None

Karma Ritual: See the **Player's Compendium**, p. 155.

Artisan Skills: Runic Carving, Wood Carving

INITIATE ABILITIES

Talent Options: Deflect Blow, Speak Language, Throwing Weapons

First Circle

Talents: Forge Blade^D, Karma Ritual, Melee Weapons, Steel Thought^D, Haggle^D

NOVICE ABILITIES

Talent Options: Detect Weapon, Fence, First Impression, Heartening Laugh, Missile Weapons, Read and Write Language, Resist Taunt, Silent Walk, Wound Balance

Second Circle

Talents: Durability (6/5), Weapon History^D

Third Circle

Talents: Abate Curse^D

Fourth Circle

Ability: By taking 1 permanent Damage Point, the adept gains the **Evaluate Weapon** ability. See the **Player's Compendium**, p. 155.

Talents: Thread Weaving (Thread Smithing)^D

JOURNEYMAN ABILITIES

Talent Options: Conceal Weapon, Detect Trap, Elemental Tongues, Fire Heal, Flame Arrow, Lasting Impression, Lion Heart, Maneuver, Read and Write Magic, Shield Charge, Taunt, Temper Other

Fifth Circle

Karma: The adept may spend 1 Karma Point on Dexterity-only Tests.

Talents: Ritual of the Ghost Master^D, Temper Self^D

Sixth Circle

Karma: The adept may spend 1 Karma Point on Perception-only Tests.

Talents: Warp Missile^D

Seventh Circle

Karma: The adept may spend 1 Karma Point on Willpower-only Tests.

Talents: Spot Armor Flaw^D



Eighth Circle

Defense: The adept adds +1 to his Spell Defense.

Talents: Improve Blade^D, Leadership

WARDEN ABILITIES

Talent Options: Disarm, Disarm Trap, Armored Matrix, Fireblood, Life Check, Momentum Attack, Second Weapon, Show Armor Flaw, Spellcasting, Steely Stare, Temperature, Willforce

Ninth Circle

Ability: By taking 2 permanent Damage Points, the adept gains the **Elementalism** ability. This damage can never be healed. By taking this ability, the Weaponsmith can use his Thread Weaving Talent for weaving Elementalism spells. If he learns the Read and Write Magic and Spellcasting talents, he becomes able to cast Elementalism spells. Until the Weaponsmith learns the Armored Matrix talent, he has to use Talismans (see the **Goods and Services** chapter, p. 432) or Spell Matrix Objects (see the **Enchanting** chapter, p. 273) to cast spells without resorting to raw magic. See the **Spell Magic** chapter for details on how to cast spells and the use of Spell Matrix Objects.

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Talents: Forge Armor^D, Sense Magic Weapon^D

Tenth Circle

Defense: The adept adds +1 to his Physical Defense.

Talents: Metal Ward

Eleventh Circle

Ability: By taking 2 permanent Damage Points, the adept gains the **Blood Edge** ability. See the **Player's Compendium**, p. 156.

Talents: Soften Blade^D

Twelfth Circle

Defense: The adept adds +1 to his Spell and Social Defense.

Talents: Improve Armor^D

MASTER ABILITIES

Talent Options: Armored Matrix, Blade Juggle, Create Arrow, Ethereal Weapon, First Ring of Perfection, Second Chance, Shared Matrix, Weapon Breaker

Thirteenth Circle

Defense: The adept adds +1 to his Physical Defense.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Mind Blade^D, Talent Pattern

Fourteenth Circle

Ability: By taking 3 permanent Damage Points, the adept gains the **Create Orichalcum** ability. See the **Player's Compendium**, p. 156.

Defense: The adept adds +1 to his Spell Defense.

Talents: Critical Hit

Fifteenth Circle

Defense: The adept adds +1 to his Social Defense and +1 to his Spell Defense.

Talents: Attribute Pattern, Reshape Object^D

WIZARD

Wizards are spellcasters well-trained in the theoretical aspects of magic. Those who follow other spellcasting Disciplines sometimes disparage Wizards as being simple “book magicians,” but it is interesting to note that very few have the guts to call a Wizard that to his face.

Important Attributes: Perception, Willpower

Racial Restrictions: None

Karma Ritual: See the **Player’s Compendium**, p. 163.

Artisan Skills: Robe Embroidery

INITIATE ABILITIES

Talent Options: Arcane Mutterings, Spell Matrix, Evidence Analysis

First Circle

Talents: Astral Sight^D, Karma Ritual, Read And Write Magic^D, Spellcasting^D, Spell Matrix, Thread Weaving (Wizardry)^D

NOVICE ABILITIES

Talent Options: Abate Curse, Climbing, Detect Weapon, First Impression, Haggle, Item History, Speak Language, Spell Matrix, Spell Matrix

Second Circle

Spell: The adept learns one new spell from the current Circle.

Talents: Durability (4/3), Read And Write Language^D

Third Circle

Spell: The adept learns one new spell from the current Circle.

Talents: Book Memory^D

Fourth Circle

Karma: The adept may spend 1 Karma Point on Perception-only Tests.

Spell: The adept learns one new spell from the current Circle.

Talents: Research^D

JOURNEYMAN ABILITIES

Talent Options: Book Recall, Borrow Sense, Creature Analysis, Detect Trap, Direction Arrow, Enhanced Matrix, Enhanced Matrix, Lip Reading, Search, Taunt, Willforce, Winning Smile

Fifth Circle

Karma: The adept may spend 1 Karma Point on Willpower-only Tests.

Spell: The adept learns one new spell from the current Circle.

Talents: Ritual of the Ghost Master^D, Steel Thought^D

Sixth Circle

Defense: The adept adds +1 to his Spell Defense.

Talents: Lifesight^D

Seventh Circle

Karma: The adept may spend 1 Karma Point on spell Effect Tests.

Talents: Resist Taunt^D

Eighth Circle

Defense: The adept adds +1 to his Social Defense.

Talents: Hold Thread^D, Leadership

WARDEN ABILITIES

Talent Options: Armored Matrix, Armored Matrix, Armored Matrix, Cold Purify, Disarm Trap, Endure Cold, Fast Hand, Life Check, Safe Path, Sense Poison, Spirit Strike, Temperature

Ninth Circle

Defense: The adept adds +1 to his Physical Defense.

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Talents: Matrix Strike^D, Range Pattern^D

Tenth Circle

Ability: By taking 2 permanent Damage Points, the adept gains the **Matrix Split** ability. See the **Player’s Compendium**, p. 163.

Talents: True Sight^D

Eleventh Circle

Defense: The adept adds +1 to his Social and Spell Defense.

Talents: Casting Pattern^D

Twelfth Circle

Defense: The adept adds +1 to his Physical and Spell Defense.

Talents: Wound Transfer^D

MASTER ABILITIES

Talent Options: Astral Pocket, Detect Falsehood, First Ring of Perfection, Multi-Tongue, Safe Thought, Second Chance, Shared Matrix, Shared Matrix, Shared Matrix

Thirteenth Circle

Defense: The adept adds +1 to his Social and Spell Defense.

Karma: The adept adds +25 to his Maximum Karma Points.

Talents: Effect Pattern^D, Talent Pattern

Fourteenth Circle

Ability: By taking 3 permanent Damage Points, the adept gains the **Casting Triangle** ability. See the **Player’s Compendium**, p. 163.

Recovery: The adept adds +1 Recovery Test per day.

Talents: Orbiting Spy

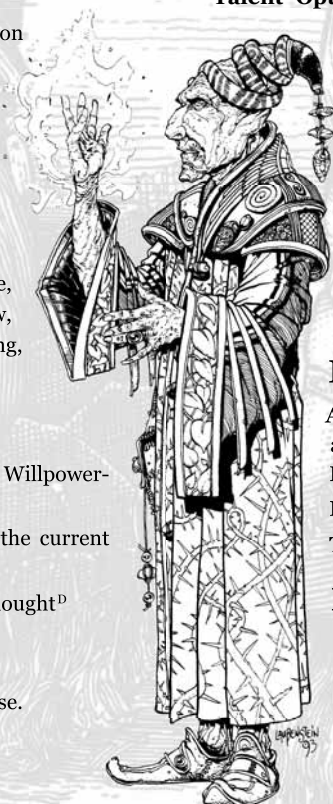
Fifteenth Circle

Defense: The adept adds +1 to his Spell Defense.

Recovery: The adept adds +1 Recovery Test per day.

Initiative: The adept adds +1 step to his Initiative step.

Talents: Attribute Pattern, Detect Influence^D



NEW TALENTS

The following section introduces a number of new talents for use with the alternative Discipline mechanics introduced above. These talents appear in the same format as those provided in the **Talents** chapter of the **Player's Compendium**.

ANIMAL TALK

Step Number: Rank + Perception

Action: Yes

Requires Karma: Yes **Strain:** 0

The Animal Talk talent allows an adept to better understand animals and creatures and talk with them by imitating their own form of communication. The adept makes an Animal Talk Test against the Spell Defense of the creature or animal. If the test is successful, the adept may talk to and understand the target for a number of minutes equal to his Animal Talk rank. The Animal Talk talent does not compel the animal or creature to communicate with the adept, it merely makes communication easier.

CALL ANIMAL COMPANION

Step Number: Rank + Willpower

Action: Yes

Requires Karma: No **Strain:** 1

The Call Animal Companion talent allows an adept to magically call one of his animal companions to him. The adept makes a Call Animal Companion Test against the target's Spell Defense. If the test succeeds, the animal companion senses the adept's call and attempts to make its way to him at its fastest Movement rate. The talent's range is equal to the Call Animal Companion Test result $\times$ 50 yards.

DEFLECT BLOW

Step Number: Rank + Dexterity

Action: No

Requires Karma: No **Strain:** 1

The Deflect Blow talent allows an adept to defend himself against blows directed at him in close combat. The adept can use this talent a number of times per round equal to his Deflect Blow rank, but only once

against each Attack Test. An adept cannot use Deflect Blow if he is Surprised or his attacker has Blindsided him (see **Situation Modifiers** in the **Combat** chapter of the **Player's Compendium**, p. 407).

When targeted by a close combat attack, the adept can make a Deflect Blow Test against his opponent's Attack Test result to parry the blow before it causes him injury. Due to the dangers inherent in deflecting melee attacks without a weapon or shield, an unarmed character using this talent to defend against a melee attack must achieve a Good or better result on the Deflect Blow Test in order to avoid injury. If the character achieves an Average result, he still takes damage from the blow as normal.

DIPLOMACY

Step Number: Rank + Charisma

Action: Yes

Requires Karma: No **Strain:** 0

The Diplomacy talent allows a character resolve disputes and influence the development of mutual interests. The adept makes a Diplomacy test against the highest Social Defense among the spokesmen of all parties involved, +1 point for every spokesman beyond the first. If the test succeeds, all parties will seriously consider the proposal for the moment. While this might not necessarily settle a dispute or makes everyone sign a contract; it usually helps to get the parties back on the ground and approach the matter from a different perspective.

DISTRACT

Step Number: Rank + Charisma

Action: Yes

Requires Karma: No **Strain:** 0

The Distract talent allows an adept to distract an opponent from other attackers. The target must be able to see the adept. The adept makes a Distract Test against the target's Social Defense. If the test succeeds, the target is distracted from any other opponents in his vicinity, who may attack the target as if it was Blindsided (see **Situation Modifiers** in the **Combat** chapter of the **Player's Compendium**, p. 407). However, instead of the normal penalties, the target reduces each of his Defense Ratings by a number of points equal to the adept's rank in Distract for the remainder of the round. Each successful use of the Distract talent against an opponent increases





the difficulty of subsequent attempts during the same encounter. Increase the required result level for any additional Distract Tests made against that target by one level for the remainder of the encounter.

ELEMENTAL WALK

Step Number: Rank + Willpower

Action: Yes

Requires Karma: Yes **Strain:** 2

The Elemental Walk talent allows an adept to become resistant to the effects of a single element for a short duration. This talent is used infrequently, and might be used to take a swim in Death's Sea or survive on an elemental plane for a few minutes. Like an elemental spirit, the character can exist within a single element and be sustained by it. For example, a character using this talent under water would not drown for the duration of the talent as he would not need any air to breathe. The adept makes an Elemental Walk Test, the result of which is the number of minutes he remains protected. The adept may extend the talent's duration at any time by making further Elemental Walk Tests. When the talent expires, he risks being exposed to the element. For more information on the elemental planes, refer to the **Astral Space** chapter on p. 73 of the **Gamemaster's Compendium**.

IMPRESS

Step Number: Rank + Charisma

Action: Yes

Requires Karma: No **Strain:** 1

The Impress talent allows an adept to impress a target character with a performance of his choice. The performance can be of any kind, as long as the target character observes it. After his performance, the character makes an Impress Test against the target's Social Defense. If the test succeeds, the target becomes impressed by the adept's actions. While affected by this talent, the adept adds his Impress rank to any Interaction Test made against that character. The talent's effects last for a number of minutes equal to the adept's Impress rank.

IMPROVE WEAPON

Step Number: Rank + Perception

Action: Yes

Requires Karma: Yes **Strain:** 0

The Improve Weapon talent temporarily increases the Damage step of a weapon. Apart from the fact that it only work on melee weapons and doesn't require the knowledge of the Forge Blade talent, it is used as described for the **Improve Blade** talent in the **Talents** chapter of the **Player's Compendium** on p. 189.

INSPIRE OTHERS

Step Number: Rank + Charisma

Action: Yes

Requires Karma: Yes **Strain:** 0

The Inspire Others talent allows an adept to inspire his companions, raising spirits and boosting morale. The adept speaks inspirational words to the target group, then makes an Inspire Others Test against the highest Social Defense among the target group, +1 for each additional character, targeting friendly characters only. If the test succeeds, all affected characters add 1 point to their Social Defense and get a +1 bonus to all Action Tests made during the duration of this talent for each result level achieved on the Inspire Others Test. The effects of Inspire Others last for a number of rounds equal to the adept's Inspire Others rank.

LONG SHOT

Step Number: Rank + Perception

Action: No

Requires Karma: Yes **Strain:** 0

The Long Shot talent allows an adept to hit targets usually beyond the range of the ranged weapon he is using. The adept must be able to see the target.

The adept makes a Long Shot test against the Spell Defense of the target—which must be out of the weapon's range, but within twice the weapon's maximum range (see **Ranged Combat** in the **Combat** chapter of the **Player's Compendium**, p. 412). If the test

succeeds, the adept can make a ranged combat Attack Test, at a penalty of -4.

A throwing axe has a maximum range of 40 yards. An adept can use Long Shot to hit a target beyond that range, up to a maximum of 80 yards (40×2). If the adept passes his Long Shot test, he can use his Throwing Weapons talent for an attack; however, the extreme range incurs a -4 penalty on the Attack Test.

MIND BLADE

Step Number: Rank

Action: Yes

Requires Karma: No **Strain:** 1

The Mind Blade talent allows an adept to create a weapon out of willpower and thin air. The weapon appears as a distortion of air (similar to the way air shimmers above a heat source) shaped like a melee weapon of the adept's choice. The precise size and shape of the weapon corresponds to the adept's rank in Mind Blade: at rank 1, the blade resembles a small knife; at rank 2, a dagger; at rank 5, a broadsword.

To strike with a Mind Blade, the character makes a melee Attack Test as normal; no Strength minimum applies. The blade's Damage Step equals the character's talent rank. The weapon lasts for a number of rounds equal to the character's talent rank.

NAVIGATION

Step Number: Rank + Perception

Action: Yes

Requires Karma: No **Strain:** 0

Navigators know how to read maps, chart courses, and even guide an airship safely through the skies; circumventing storms and turbulences, flying creatures, and other hazards. Apart from the game statistics above, it is used as described for the **Navigation** skill in the **Skills** chapter of the **Player's Compendium** on p. 243.

RESEARCH

Step Number: Rank + Perception

Action: Yes

Requires Karma: No **Strain:** 0

The Research skill allows a character to find information through study and investigation. This includes research at libraries and following up on rumors and legends. Apart from the game statistics above, it is used as described for the **Research** skill in the **Skills** chapter of the **Player's Compendium** on p. 245.

RESIST PAIN

Step Number: Rank

Action: No

Requires Karma: No **Strain:** 0

The Resist Pain Talent makes an adept more resistant to the effects of injury and other sources

of pain. Each rank in the talent counters one point of a penalty incurred on the character. For example, a character with rank 1 in Resist Pain would ignore the -1 penalty when suffering from two Wounds (see **Effects of Injury** in the **Combat** chapter of the **Player's Compendium**, p. 402). The character also receives a bonus equal to his Resist Pain rank for any Test required to ignore intense feelings of pain that cause no damage, but immobilization (such as the effects of the Nethermancy spell Pain).

SEARCH

Step Number: Rank + Perception

Action: Yes

Requires Karma: No **Strain:** 1

The Search talent allows an adept to detect hidden vaults, secret doors, or disguised characters trying to avoid attention. The adept may make a Search Test instead of a Perception test when trying to intentionally spot someone or something within short range of Visibility. If the test succeeds, the adept notices what he is searching for. See the **Adventuring** chapter on p. 117 of the **Gamemaster's Compendium** for more information on Visibility ranges. The Search talent does not enable a character to find traps or wards.

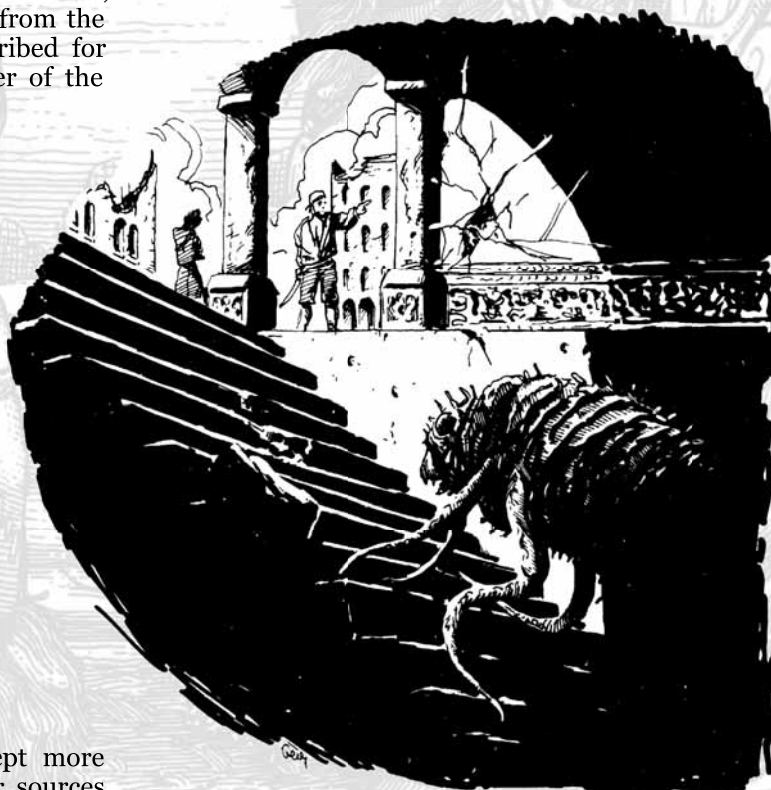
SENSE DANGER

Step Number: Rank + Perception

Action: Yes

Requires Karma: No **Strain:** 1

The Sense Danger talent allows an adept to sense if a particular Name-giver or creature has hostile intentions towards the character or those directly around



him. The character makes a Sense Danger Test against the Social Defense of the target. If the test succeeds, the adept knows whether or not the target is hostile. No other information is provided regarding the feelings of the target, other than it is hostile.

STORM SHIELD

Step Number: Rank + Willpower

Action: Yes

Requires Karma: No **Strain:** 2

The Storm Shield Talent allows an adept to create a shield from sheer willpower at a moment's notice. On a successful Storm Shield (6) Test, the shield manifests as a fog-like disk of air, which hisses and pops, coruscating with blue-white electricity. The size of the shield corresponds to the result level achieved: an Average result creates a buckler shield; a Good result creates a footman's shield; and an Excellent result creates a crystal raider shield (for more information on the different shield types, refer to the **Shield Descriptions** section of the **Goods and Services** chapter of the **Player's Compendium**, p. 441).

The shield lasts for a number of rounds equal to the character's talent rank. During this time, anyone striking it takes damage from electrical lightning. If the shield is struck, the adept makes a Storm Shield Test to determine how much damage is inflicted on the attacker. Mystic Armor protects against this damage. An attacker can use the Going Inside a Shield combat option to bypass the shield (see **Combat Options** in the **Combat** chapter, p. 405). A character with a Storm Shield using the Shield Charge talent or skill to attack an opponent, makes a separate Storm Shield Test to determine the electrical damage inflicted on his opponent from a successful Attack Test. This damage is not added to the Damage Test result from

the physical shield attack, but is resolved separately. Knockdown Test bonuses from a successful Shield Charge attack, also apply to any Knockdown Tests made as a result of damage received from the effect of the Storm Shield. See **Shield Charge** in the **Talents** (p. 201) and **Skills** (p. 246) chapters of the **Player's Compendium** for more information.

TACTICS

Step Number: Rank + Perception

Action: Yes

Requires Karma: No **Strain:** 0

The Tactics Talent enables a character to direct combat to the advantage of his soldiers. In order for the "commanding" character to effectively use Tactics Skill, his troops must be at least Loyal to him (see the **Gamemastering** chapter on p. 90 of the **Gamemaster's Compendium**). Apart from the game statistics above, it is used as described for the **Tactics** skill in the **Skills** chapter of the **Player's Compendium** on p. 248.

WILDERNESS SURVIVAL

Step Number: Rank + Perception

Action: Yes

Requires Karma: No **Strain:** 0

The Wilderness Survival talent allows a character to survive in the wild. The character is able to locate or build shelter, start a fire, find water, or forage for edible vegetation such as berries, roots, fruits, mushrooms and other plants. Apart from the game statistics above, it is used as described for the **Wilderness Survival** skill in the **Skills** chapter of the **Player's Compendium** on p. 250.

HALF-MAGIC ABILITIES:

SPECIALISTS.

DISCIPLINE BONUSES

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ROLE-PLAYING HINTS:

POSSIBLE DISCIPLINE VIOLATIONS:

POSSIBLE DISCIPLINE COMBINATIONS:

RITUALS OF ADVANCEMENT:

RECRUITMENT:

NOVICE:

JOURNEYMAN:

WARDEN:

INITIATE TALENT OPTIONS:

NOVICE TALENT OPTIONS:

JOURNEYMAN TALENT OPTIONS:

WARDEN TALENT OPTIONS:

MASTER TALENT OPTIONS:

BUILD POINT TOTALS

DISCIPLINE TALENTS (1)	KARMA BONUSES (1)
DEFENSE BONUSES (1)	DISCIPLINE ABILITIES (2)
TOTAL (40)	

THE AGE OF LEGEND

RBL-504

Before science, before history, an era of magic existed in our world's dim past. Magic flowed freely, touching every aspect of the lives of men and women of the Name-giver races. It was an age of heroes, an age of fantastical deeds and mythical stories. It was the Age of Legend.

As the levels of magic rose, so did the dangers in the world. The rise of magic lured the Horrors from the depths of astral space—nightmarish creatures that devoured all life in their path. For four centuries, entire nations hid underground as the Horrors devastated their lands during the dark time that came to be called the Scourge.

A century ago, the people of Barsaive emerged from their sealed kaers and citadels. Trolls, dwarfs, elves, orks, and humans live side by side with exotic races: the lizard-like t'skrang, the small, winged windlings, and the earthen obsidimen. Fantastical creatures dwell once more in the forests and jungles. Arcane energies offer power to those willing to learn the ways of magic.

In the Age of Legend, bold heroes from all across Barsaive band together—ready to fight for life and freedom against the remaining Horrors and the oppressive Theran Empire, which seeks to bend the rebellious province again to their yoke. Through noble deeds and sacrifice, the heroes of the world forge Barsaive's future, arming themselves for their daunting task with powerful magical spells and treasures.

This file contains rules and guidelines allowing you and your friends to design new Disciplines and talents for your Earthdawn campaign. Also included is a set of alternative Discipline mechanics, taking the possibilities of character development to a whole new level. Requires the **Player's Compendium** to use.

For more information about the Earthdawn roleplaying game, visit us on the Internet:

www.earthdawn.com



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