

**1. Determine birthday and elemental attunement**

Page 3

2. Choose race and archetype

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3. Assign attribute points

Page 8

- Purchase initial attributes, make racial adjustments, calculate initial hit points.

4. Choose free focus**Profession / Field of Study**

Page 9

5. Spend initial experience

Page 9

- Starting characters get 275 experience to purchase skills, focuses, and upgrades. These count as earned experience, for the sake of leveling.

- At character creation, players can purchase:

- Skills (Page 9)
- Weapon Skills and Weapons (Page 11)
- Foci (Page 16)
- Extra Attributes (50 experience per point, 3 points maximum at character creation)
- Extra Hit Points (1 experience point buys extra hit points equal to a character's Toughness rating. Characters are limited to a total of 60 hit points at character creation)

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- Calculate initiative modifier, manna, tech points, and physical / magical defensive required numbers

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- Determine starting money and assets, purchase equipment

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How The System Works

What the Character Creation Guide is

Welcome to the Silvervine Games Quick Character Creation Guide. This is a very basic walkthrough for making a Silvervine Character in the world of Cyrus. This guide will take you, step by step, through a simplified character creation process. The character that you have created at the end of this guide will be a full character able to play in any Silvervine Game, with Game Master's approval. If you need to know a little more about Silvervine, and the basics of it then read on. If you are ready to get started in making a character, then jump to the next page and get started.

Every rule in Silvervine factors around one easy starting point: the Core Mechanic. The Game Master can use it to resolve almost any conflict that comes up in the game. The Core Mechanic is easy to learn and implement, and holds a great deal of diversity in its use.

Core System Mechanic

- ☞ The Game Master can call for a roll to determine success or failure of an action.
- ☞ The character's relevant and supporting attributes determine the number of 10 sided die (d10) to roll.
- ☞ Any die rolled at 8 or above is considered a success.
- ☞ Any relevant skill the character has lowers the number that has to be rolled on the die. A skill of 1 in a relevant field will make a 7 or above a success.
- ☞ If you get the required number of successes as set by the Game Master or situation, then the action is successful.

Attributes, Skills, Focuses

With that quick description of the basis of the system, you can get a feel for how it all comes together. What are the pieces you put together though? Here is a quick run through.

Attributes – The definitions of a character's physical, mental, and spiritual capacity. The character gets one die to roll for each point he or she has in the two attributes that are most relevant to the situation.

The seven attributes are:

- ☞ **Strength** – Power and force a character can apply.
- ☞ **Reflexes** – Swift actions and fine movements.
- ☞ **Perception** – Ability to pick out detail or react.
- ☞ **Knowledge** – Stored information and recall.
- ☞ **Spirit** – Indefinable essence and magical ability.
- ☞ **Toughness** – Physical stamina and damage resistance.
- ☞ **Presence** – General impact of personality.

Skills – Training and knowledge that a character possesses. Skills lower the number that has to be rolled on the die to consider it a success. (Skills include weapon skills)

Focuses – Focuses are the abilities, trainings, or special powers that your character possesses. Focuses do not work in one single way, but each Focus has individual rules that modify the factors of a roll or situation. Some focuses grant the power of flight, some focuses give an extra die to a roll for the general knowledge from a field of study, some focuses give a character the ability to use magic. Characters have free access to focuses in the same way that they have free access to skills.

About Silvervine

The Silvervine Games system is built around the simple philosophy of allowing the players and the Game Master to bring out the most of what they want from a role-playing game. There are 4 main pillars that make this possible:

Unlimited Character Creation

Silvervine lets the players choose how their characters are built with a complete point buy system that allows incredible customization. Players are given equal access to every skill, ability, power and specialty.

Thematics

Once a player builds their character, they get to decide how it looks, and why it operates. One character's power of flight might thematically work because they are psychic, while another's flight works because of mystical energy or the yellow rays of the sun. They both go off of the same focus, but the player gets to decide the how and execution of it.

Cinematics

As a player, the concept of Thematics lets you say how and with what effects skills, powers, and equipment work. Cinematics is the player saying how an action or a successful roll is pulled off. You roll, you make your attack, now add in your own flair. Is it a quick strike to the gut, a jump off the wall and spiraling attack through the air? Do you block 4 attacks, then feint to the right? So long as the description holds to the effect of the roll or action, you decide the cinematic effect of it in the story.

Shared Narrative

Cinematics relies heavily on the 4th pillar of Silvervine, shared narrative. Shared narrative is when a player tells a part of the story and controls the action. The Game Master usually directs the flow of this, handing off control or asking "How do you do that?" Whenever the GM hat is in your hands you've got control of the action.

Step One

Determine Birthday and Elemental Attunement

In the world setting of Cyrus, every person is born under the auspices of a guardian spirit, called an Archai. These beings of limitless power are the agents of Taeos, the creator of Cyrus and only recognized God, and are tasked with aiding the races in their development. Although they are unseen by the people of Cyrus, these unfathomable beings grant each creature born on Cyrus certain special gifts, provided the creature dedicates a small part of himself to the Archai through a short ritual. If the person undergoes this ritual, called the Rite of the Blessings of The Archai, they unlock the gifts and gain their special blessings.

Roll 1d10 to determine your character's elemental attunement and Archai. Write these down on the character sheet.

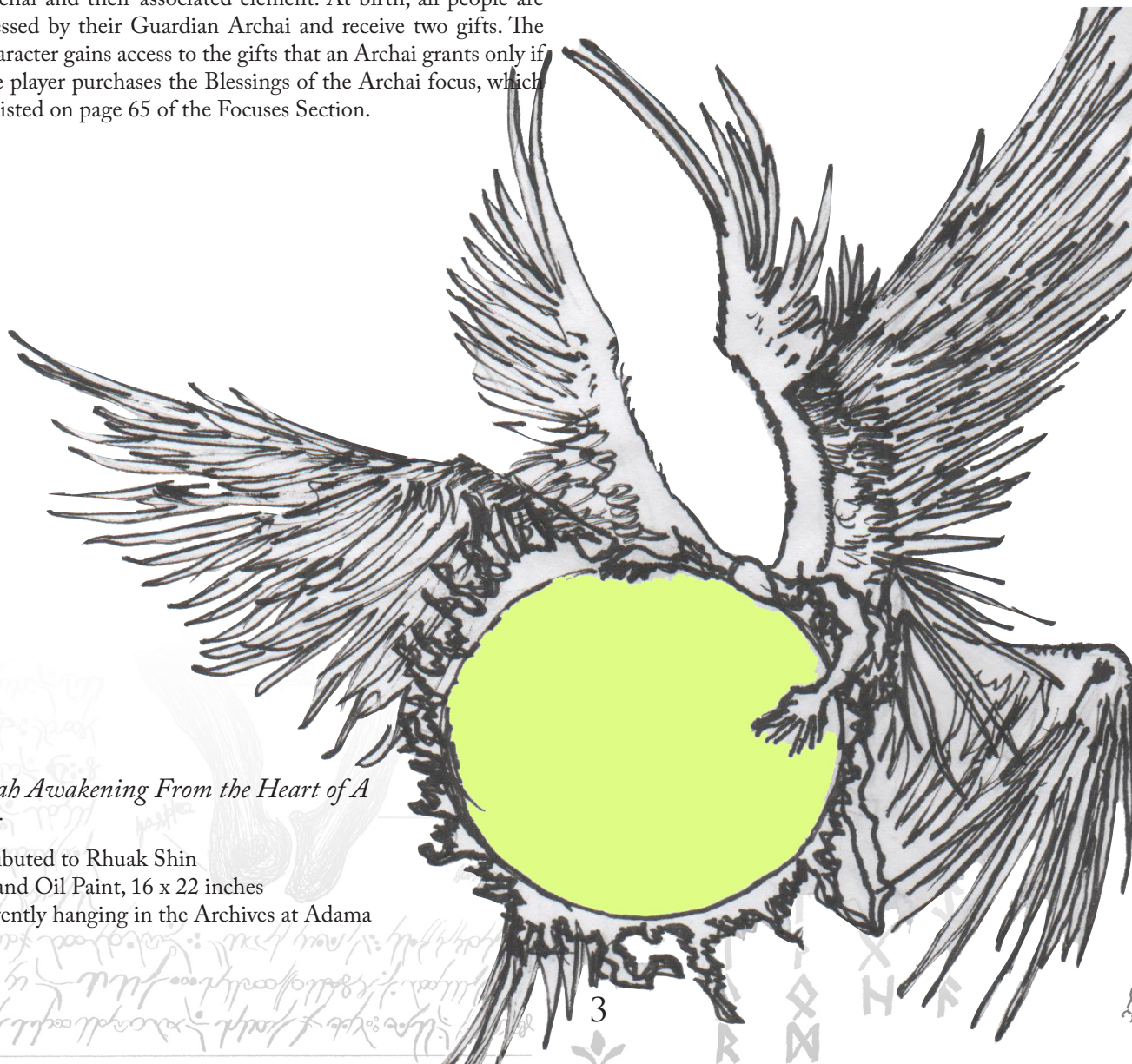
1. January – February / Tanis / Earth
2. March – April / Galen / Water
3. March – April / Galen / Water
4. May – June / Arcadia / Wood
5. May – June / Arcadia / Wood
6. July – August / Uriah / Fire
7. July – August / Uriah / Fire
8. September – October / Gnosis / Wind
9. September – October / Gnosis / Wind
10. November – December / Masamune / Steel

Choose any day out of either of the Archai's months as your character's birthday. Each month in Cyrus has only 30 days.

Determine Your Archai and Elemental Attunement

During character creation, you make a single roll to determine which month you were born in and what element you were born under. The month of your birth determines your character's Archai and their associated element. At birth, all people are blessed by their Guardian Archai and receive two gifts. The character gains access to the gifts that an Archai grants only if the player purchases the Blessings of the Archai focus, which is listed on page 65 of the Focuses Section.

CHARACTER
CREATION



Uriah Awakening From the Heart of A Star

Attributed to Rhuak Shin

Ink and Oil Paint, 16 x 22 inches

Currently hanging in the Archives at Adama



Step Two

Choose Race and Archetype

Archetype

As a player, you have an idea of who or what your character is, a concept that you are aiming to fill with the character. If you had to sum up the concept in a few words, this would be the Archetype. It is the starting ground for determining how you want to build and play your character. The archetype is intended to be a roleplaying cue and a basic description to help you identify who your character is. There are no system benefits from a character's archetype, but there are no limitations from it either. The types of abilities or skills the character can have are NOT limited or enhanced by the archetype, and there is no better or worse archetype to be.

A good format to use for archetype is descriptor, descriptor, title. If you see your character as a gentleman thief, then you would write that down as their archetype, maybe adding a few adjectives to enhance and clarify it: Flippant Gentleman Thief, Uncompromising Austere Gentlemen Thief, Jovial Tricky Gentleman Thief. Your archetype will provide a roadmap to developing your character throughout the game.

Examples of Archetypes:

- ☞ Suave Orcish Spy
- ☞ Uncouth Wandering Ranger
- ☞ Impetuous Trash-Talking Aeromancer
- ☞ Determined Rocklike Whytegaard Warrior
- ☞ High-Jumping Magical Knight
- ☞ Sneaky Stealthy Treasure Hunter
- ☞ Clever and Crafty Mechanist Acrobat
- ☞ Powerful Irate Doom Mage
- ☞ Tough-As-Nails Erratic Misplaced Airship Pilot
- ☞ Fire Breathing Half-Dragon Girl
- ☞ Spell Casting Guardian Rabbit
- ☞ Warrior Poet Raised by Ogres
- ☞ Wandering Absent Minded Scholar
- ☞ Angsty Mercenary With A Big Sword
- ☞ Gluttonous Pigheaded Mystic Sumo

Race

- ☞ Choose your character's race from the races listed.
- ☞ On your character sheet write the race in the race name.
- ☞ Assign the racial attribute bonuses to the Attribute fields on your character sheet (or a piece of scrap paper). (If the race you choose says + 1 Strength, then add 1 strength into your Strength area on the character sheet)
- ☞ Write down your Racial Languages in the language section.

Animos Animalia

Animos are intelligent animals who, through their interactions with the Archai in the twilight dawn of Cyrus, became enlightened and able to communicate with the other races.



Animos Animalia

Attributes: +1 Associated Trait, +1 Other Associated Trait, +2 Knowledge

Starting HP: 3 to 10 x Toughness (Determined by animal type.)

Movement Rating: Determined by animal type. (Determine the appropriate movement rating by the type of animal. An Animos can move in any environment that is natural to them. Birds can fly at their movement rating, fish can swim, etc.)

Racial Affinity Focuses (1/2 Cost):

Priests Shield, or focus appropriate to the race Rolling Study

Creature Tongue (Free)

Racial Language: Common and High Animalia

"Reason is our accountability to creation."

"We are not cute talking pets, but we are pretty damn cute. I'll give you that."

"I know it seems wrong, but tongues are just as valid as showers."

"If I could scratch back there, do you really think we would be talking right now?"

Aruna

At one time the Aruna were only a small tribe of Humans who worked with clay, slaves to the God Elves. The Aruna as a race were born out of their discovery of an alien technology, and their ambition to overthrow their masters.



Aruna

Attributes: +1 Knowledge, +1 Presence, +2 Reflexes

Starting HP: 6 x Toughness

Movement Rating: Fast (65 feet)

Racial Affinity Focuses (1/2 Cost):

Fighting Skill Integration

Minor Levitation

Racial Language: Aruna

The Blooded Animalia are one of the two contenders for the title of most common race on Cyrus. They have gained the appellation of Blooded Animalia because it is said Archai blood runs in their veins and changed them from being regular animals into the bipedal forms which they now bear. This bipedal form is the form which the Archai are said to have adapted when they first came to Cyrus, and thus why Animalia (and most all races) are shaped this way. All Blooded Animalia are referred to by their species type and the suffix of blooded - Rabbitblooded, Dogblooded, Lionblooded, etc. Many however find the term Blooded, when used on its own to describe non Animos Animalia, disturbing and most will just use Animalia to denote a bipedal variety as opposed to an Animos.



Animalia can be found everywhere throughout the world of Cyrus, often integrating into local kingdoms and countries. The biggest concentration of Animalia is within the hidden city of Myrrh, where their ancestral birthplace is said to be. Here they have their own closed-off society which is protected by celestials and incredible magics.

Bearblooded

The Bearblooded are as much in their temperament as they are in physical form. Strong and determined, barely anything can move a Bearblooded once it has set its course.

Catblooded

Long and languid, lithe and lean, lascivious and alliterate, the Catblooded of Cyrus are everything the quintessential cat could be. They pride themselves on their fickle nature and great skills.

Dogblooded

Strong and stout legs, a quick and lithe body, or small in size and incredibly perceptive, the Dogblooded of Cyrus hold many forms. These Canine Animalia have adapted to many situations, and tend to be as genetically diverse as their forebears, with certain breeds being more suited to special tasks.

Foxblooded

"Whatsoever you have heard of foxes, whatever you wish to believe, remember at least this. We are the brushes of the world. We are the paint and the canvas. We are the artists; we are the art."



Name	Attributes	Starting HP	Movement Rating	Racial Affinity Focuses (½ cost)
Bearblooded	+1 Spirit, +1 Strength, +2 Toughness	8 x Toughness	Average (40 feet)	Natural toughness I Wellspring of Vitality
Catblooded (Small Breed)	+1 Presence, +1 Spirit, +2 Reflexes	6 x Toughness	Average (40 feet)	Cat's Grace Darksight
Catblooded (Large Breed)	+1 Presence, +1 Reflexes, +2 Strength	7 x Toughness	Average (40 feet)	Cats Grace Enhanced Sense (Smell)
Dogblooded (Quick Breed)	+2 Strength, +1 Perception, +1 Reflexes	6 x Toughness	Fast (65 feet)	Dog's Scent Quick Action
Dogblooded (Strong Breed)	+2 Strength, +1 Perception, +1 Toughness	7 x Toughness	Average (40 feet)	Dog's Scent Reputation (Tough)
Foxblooded	+1 Perception, +1 Spirit, +2 Reflexes	5 x Toughness	Fast (65 feet)	Distract Magic Sense
Goatblooded	+1 Reflexes, +1 Strength, +2 Toughness	7 x Toughness	Average (40 feet)	Natural Toughness I Weapon Improvisation
Lizardblooded	+2 Reflexes, +1 Toughness, +1 Perception,	6 x Toughness	Fast (65 feet)	Vision Stun Natural Armor I
Monkeyblooded (Small Breed)	+1 Perception, +1 Knowledge, +2 Reflexes	5 x Toughness	Average (40 feet)	Jumping Quick Action
Monkeyblooded (Large Breed)	+1 Reflexes, +1 Toughness, +2 Strength	7 x Toughness	Average (40 feet)	Jumping Toughness
Rabbitblooded	+1 Perception, +1 Reflexes, +2 Spirit	5 x Toughness	Average (40 feet)	Alertness Rolling Study



Goatblooded

For all the Foxblooded are in grace and geniality, the Goatblooded are a pendulum's swing to the other end of the spectrum. Standing slightly taller than a human, the Goatblooded are loners who have found a good trade in shepherding flocks of sheep or driving cattle. Their culture is simple and earthy with little need for complication.

Rabbitblooded

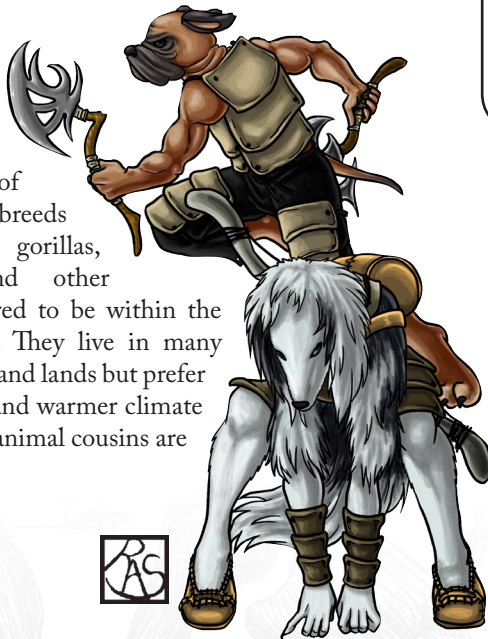
Common rabbits in nature are regarded as the natural prey to many predators. The Hareblooded Animalia are often regarded as such, until their sword is at your throat and they are suggesting you take back that comment you just made or drop the weapon you are so feebly holding.

Lizardblooded

Few enough, including myself, have ever seen a Lizardblooded. They are extreme loners who live deep within the deserts of Pero.

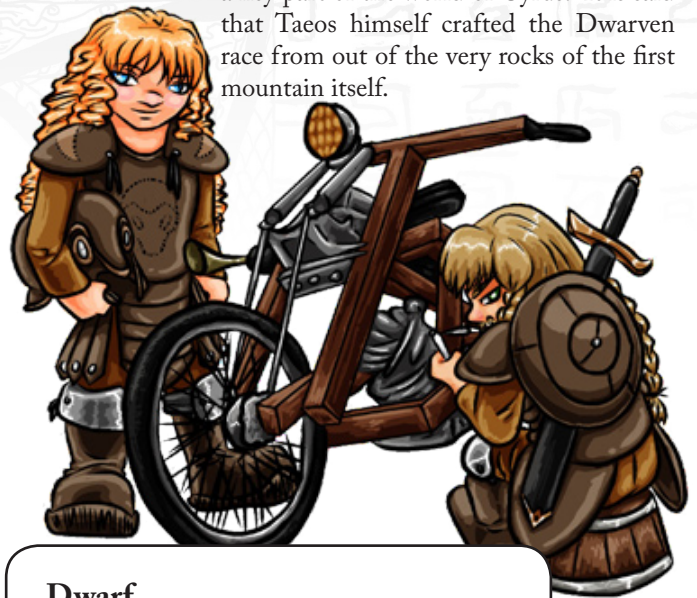
Monkeyblooded

Diversity is a rule of being for the Monkeyblooded. They take on the forms of many different breeds of monkeys, gorillas, chimpanzees and other creatures considered to be within the familiae primitae. They live in many different climates and lands but prefer to live in jungles and warmer climate areas where their animal cousins are found



Dwarves

Slight of build, strong of body and bearing a mind for mechanics that rival the greatest minds of the God Elves, the Dwarves are a key part of the world of Cyrus. It is said that Taeos himself crafted the Dwarven race from out of the very rocks of the first mountain itself.



Dwarf

Attributes: + 1 Strength, + 2 Toughness, + 1 Perception

Starting HP: 7 x Toughness

Movement Rating: Slow (25 feet)

Racial Affinity Focuses (1/2 Cost):

Darksight

Natural Toughness I

Racial Language: Dwarven

"Adamant is only such because of will."

"A good smithy has a long beard."

"Beer is the secret of good diplomacy."

Elves, Dragon Elves

When the Elven clans splintered, after the GodElves enslavement of the world ended, many elven races went into hiding. The fair featured and tall Dragon Elves were one such race of Elves. While most of the God Elves were twisted by their hate and thirst for power (to become Orcs), the Dragon Elves made peace with the guardian dragons of the realms and agreed to carry out their bidding in order to attain salvation.

Dragon Elves

Attributes: +1 Reflexes, +1 Toughness, +2 Strength

Starting HP: 6 x Toughness

Movement Rating: Fast (65 feet)

Racial Affinity Focuses (1/2 Cost):

Creature Tongue

Quick Action

Racial Language: Archaic Elven or Ithisian Elven





Elves, Green Elves

While the Oaken (or Golden) Elves are considered the regal and highest of Elves, the Green elves are considered the muses of Ithis and the race who is most connected with nature.

Green Elves

Attributes: +1 Reflexes,

+1 Toughness, +2 Strength

Starting HP: 6 x Toughness

Movement Rating: Average (40 feet)

Racial Affinity Focuses (1/2 Cost):

Druid Walk

Farsight

Racial Language: Ithisian Elven

"The wind blows where it will."

"Let all trails be alight with friendship."



Elves, Sun Elves

Tan skin and golden haired, tall lean and fair, the Sun Elves glow both night and day, and grin from ear to ear.
– Children's Rhyme

Sun Elves

Attributes: +1 Spirit, +2 Presence,

+1 Knowledge

Starting HP: 6 x Toughness

Movement Rating: Average (40 feet)

Racial Affinity Focuses (1/2 Cost):

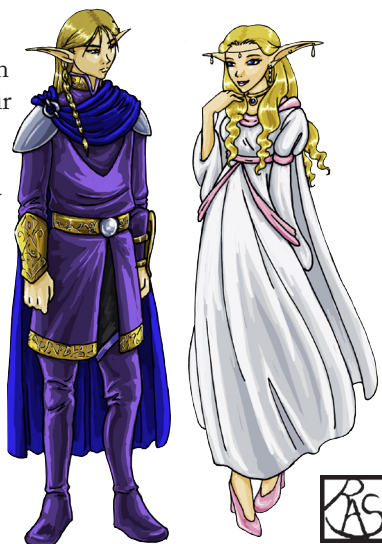
Seimei

Chi Use

Racial Language: Archaic Elven

Elves, Oaken Elves

Like all elves, the Oaken Elves are tall and fair with very long ears and slender yet strong frames. They share many physical traits with their close cousins the Green Elves.



Goblins

Slightly taller than the Feychylren the Goblins are bent and greasy skinned. Their eyes are dark-rimmed and their skin ranges from green to ashen grey. Their oversized hands and feet parody the Feychylren they once were. Their claws and teeth speak of something much more primal.

Goblin

Attributes: +1 Strength, +1 Toughness, +2 Reflexes

Starting HP: 4 x Toughness

Movement Rating: Fast (65 feet)

Racial Affinity Focuses (1/2 Cost):

Quick Action

Jumping

Racial Language: Goblin

"Everybody tastes like chicken."

Oaken Elves

Attributes: +1 Reflexes, +1 Spirit, +2 Presence

Starting HP: 6 x Toughness

Movement Rating: Average (40 feet)

Racial Affinity Focuses (1/2 Cost):

Spell Power Level 1

Farsight

Racial Language: Ithisian Elven

"We protect, we preserve, we adhere."

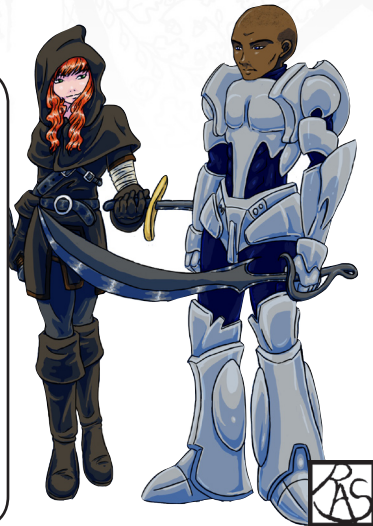
"Taeos's light shines on all, Taeos's light brightens dark corners, Taeos's light heals."

"Make your own light like this."



Humans

While the Animalia are the most common race in all of Cyrus, Humans might be called the most influential. They are not as tall nor graceful as the Elves, nor as strong as the Dwarves, nor as magical as the Feychylren. Humans reside right in the middle of the races as far as their makeup goes and this may be what has enabled them to make such great strides in settling the lands.

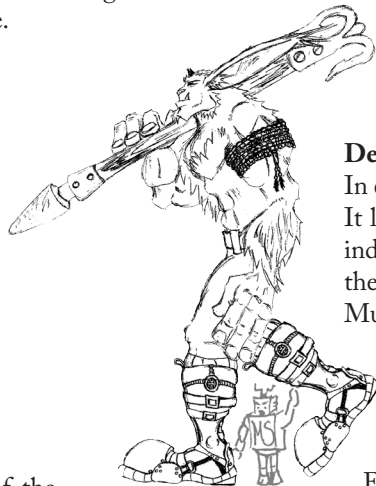


Human

Attributes: + 1 Strength, + 2 Any, + 1 Any Other
Starting HP: 6 x Toughness
Movement Rating: Average (40 feet)
Racial Affinity Focuses (1/2 Cost):
Fighting Skill Integration
Rolling Study
Racial Language:
Ithisian Human (Ithis), or
Clavian (Clave), or
Perosian Desert Speak (Pero)

Ogrendum

The Ogres, despite their intimidating size and fierce look, are considered to be the Philosophers of Cyrus. They bear nothing in common with the dull witted bruisers that legend makes them out to be.



Ogre

Attributes: +2 Strength, +1 Toughness, +1 Knowledge
Starting HP: 9 x Toughness
Movement Rating: Average (40 feet)
Racial Affinity Focuses (1/2 Cost):
Armor/Weapon Break
Rolling Study
Racial Language: Ogre

Orcs

The twisted, cursed remnants of the Godelves, Orcs are cruel, savage and often brain-dead beasts. However, many orcs retreat from their twisted brethren and find a place within the societies of other races.

Orc

Attributes: +2 Toughness, +2 Strength
Starting HP: 7 x Toughness
Movement Rating: Average (40 feet)
Racial Affinity Focuses (1/2 Cost):
Natural Toughness I-IV
Magic Defensive
Racial Language: Orcish

Step Three

Assign Attribute Points

The seven attributes (Strength, Reflexes, Perception, Knowledge, Spirit, Toughness, and Presence) determine the number of dice that a character gets to roll when attempting an action. Two attributes will always be paired together when making rolls. A rating of 2 in an attribute is considered fairly average while a rating of 3 is considered good. A rating of 5 in an attribute is considered the peak of normal for a character, while a 6 or 7 is considered amazing. Remember, all attributes are paired with a complimenting attribute when making a roll, so a low score in one area does not necessarily mean a low dice pool.

Assign Initial Attribute Points

Assign an initial 1 into each of the 7 attributes onto the character sheet.

Make Racial Adjustments

Assign the racial attribute bonuses to the Attribute fields on the character sheet (or a piece of scrap paper). If the racial bonus for the character's race say + 1 Strength, then add 1 point to the character's Strength on the character sheet. This means that a race with a Strength racial bonus of 1 will have a rating of 2 in Strength before spending points on it.

Spend Discretionary Attribute Points

Now, assign 10 discretionary attribute points amongst the attributes.

When assigning attributes at character creation remember this:

- Only one attribute can be raised above 5 at character creation
- No attribute can be raised above 7 by natural means.

Determine Starting Hit Points

In each race's stat block there is a listing for starting hit points. It lists a number multiplied by Toughness. This number is an indication of how tough members of that race generally are—the higher the number, the more durable they are as a people. Multiply the number listed by the character's Toughness rating. The resulting value is the starting hit points for your character. Write this down in the starting hit points section of the character sheet.

Determine Movement Rating

Each race has a movement rating listed in its stat block. This movement rating is the distance that your character can move in a single action round and still perform an action.

Determine Jump Ratings

Another part of movement is jumping distance. A character has a Horizontal and Vertical jumping distance. This is how far they can jump without having to make a roll. A character's Horizontal jump distance is equal to their STR + RFL in feet. A character's Vertical jump distance is equal to half of their STR + RFL in feet.

Step Four

Choose Free Profession / Field of Study

All characters will get a free profession/field of study focus at character creation. This is some job or area of interest the character knows well enough to perform as a profession. It could be something that is tied into their current life or something they did before they became who they are today. This is not the character's class, but merely something that helps them in their travels.

There is a separate section on the character sheet for this Profession/Field of Study. Write your chosen Profession/Field of Study there. Any other Profession/Field of Study focuses purchased should be added to the focuses section.

Step Five

Spend Initial Experience

Initial Experience

At character creation, a new character receives 275 experience points (abbreviated exp) to purchase skills, focuses and other traits with. These experience points can be spent on many different areas to customize and give the character depth and background. Since there are few limitations on what can be purchased, a character can be customized in incredible ways.

Things That Can Be Purchased With Experience Points

- ☞ **Skills** – These are the knowledge and training that a character has. Skills can only be raised up to level 2 at character creation. Each skill has a cost listed with its description. This cost is for one level of the skill.
- ☞ **Weapon Skills** – They function in the same fashion as other skills, but add in one extra factor. Each level in a weapon skill adds +1 to the damage rating for any weapon it works with. A weapon skill of three makes a weapon with a damage of 6 have a damage of 9.
- ☞ **Focuses** – These are special powers that enhance a character's abilities or add new ones. Focuses are wide and varied in the abilities they provide. One focus may provide extra combat abilities while another gives a character the ability to cast magic. Because each focus is different, they each have specific rules listed in their descriptions.
- ☞ **Extra Attribute Points** – At character creation up to 3 more attribute points can be purchased. Each attribute point costs 50 experience, and raises an attribute by 1. Extra attributes can be purchased for the same cost at a later point without limit.
- ☞ **Extra Hit Points** – Damage in Silvervine can get incredibly deadly thanks to good rolls and good skill and power combinations. We advise you to purchase extra hit points. Spending 1 experience point will buy a character their Toughness rating of extra maximum hit points. If a character with Toughness 3 spends 2 experience for extra hit points, they would get 6 extra permanent hit points. A player can raise their character's maximum hit points up to a total of 60 at character creation. Characters can purchase extra hit points at any time after they have reached the next experience tier.

Skills

Acrobatics Cost: 25 exp

Acting

Cost: 15 exp

Agriculture

Cost: 10 exp

Airship Piloting

Cost: 25 exp

Alchemy

Cost: 25 exp

Animal Care/Taming/Training

Cost: 20 exp

Architecture

Cost: 15 exp

Archival Skills

Cost: 10 exp

Armor Use

Cost: 20 exp

Artistic Ability

Cost: 10 exp

Astrology

Cost: 10 exp

Astronomy

Cost: 10 exp

Bartending

Cost: 10 exp

Biological Sciences

Cost: 30 exp

Body Language

Cost: 15 exp

Breath Control

Cost: 15 exp

Business Skills

Cost: 15 exp

Calligraphic Skills

Cost: 15 exp

Cartography

Cost: 15 exp

Climbing

Cost: 20 exp

Cooking

Cost: 10 exp

Court Practices

Cost: 20 exp

Cryptography

Cost: 30 exp

Culture Knowledge ()

Cost: 10 exp

Dancing

Cost: 10 exp

Deduction

Cost: 30 exp

Demolition/Explosive Skills

Cost: 30 exp

Disguise

Cost: 25 exp

Eldritch Lore

Cost: 20 exp

Escape Artist Skills

Cost: 30 exp

First Aid

Cost: 30 exp

Fishing

Cost: 10 exp

Flight (Self-propelled)

Cost: 20 exp

Forage

Cost: 10 exp

Gaming

Cost: 10 exp

Herbalism

Cost: 25 exp

History ()**Cost:** 10 exp**Hunting****Cost:** 25 exp**Jumping Skill****Cost:** 20 exp**Knowledge ()****Skill Name – Cost**

- ☞ Mundane Skill – 10 exp
- ☞ Requires Formalized Training – 15 to 20 exp
- ☞ Requires Heavy Training – 25 exp
- ☞ Requires Specialized Training – 30 exp
- ☞ Requires Highly Specialized Training or has some great effect – 35 exp

Large Unit Command**Cost:** 20 exp**Law****Cost:** 25 exp**Leadership Skills****Cost:** 25 exp**Leathercraft****Cost:** 10 exp**Listening****Cost:** 15 exp**Massage****Cost:** 10 exp**Mathematics****Cost:** 20 exp**Mechanist Skill****Cost:** 20 exp**Mediation Skills****Cost:** 20 exp**Meditation****Cost:** 10 exp**Metallurgy****Cost:** 20 exp**Military Knowledge****Cost:** 15 exp**Monstrous Creature Knowledge****Cost:** 15 exp**Musical Talent ()****Cost:** 10 exp**Opening Skills****Cost:** 25 exp**Orienteering Skills****Cost:** 10 exp**Piloting ()****Cost:** 15 exp**Poetry****Cost:** 10 exp**Politics****Cost:** 20 exp**Prophecy****Cost:** 15 exp**Region Knowledge ()****Cost:** 10 exp**Religious Knowledge ()****Cost:** 10 exp**Riding****Cost:** 15 exp**Rope Use****Cost:** 15 exp**Seafaring****Cost:** 25 exp**Sewing****Cost:** 10 exp**Shepherding****Cost:** 10 exp**Skiing Skills****Cost:** 10 exp**Sleight of Hand****Cost:** 25 exp**Smithing****Cost:** 10 exp**Speaking Skills****Cost:** 25 exp**Spell Skills****Spell Skill****Cost**

- ☞ Change 15 exp
- ☞ Creation 15 exp
- ☞ Defense and Containment 15 exp
- ☞ Direct Damage 15 exp
- ☞ Mental And Communication 15 exp
- ☞ Spiritual Forces 15 exp

Sports ()**Cost:** 10 exp**Stealth Tactics****Cost:** 25 exp**Stewardship****Cost:** 10 exp**Street Smarts****Cost:** 25 exp**Summoning****Cost:** 25 exp**Surfing****Cost:** 10 exp**Swimming****Cost:** 10 exp**Teaching****Cost:** 10 exp**Throwing/Catching****Cost:** 20 exp**Tracking****Cost:** 15 exp**Visual Acuity****Cost:** 25 exp**Vocal Skills****Cost:** 15 exp**Weapon/Armor Care****Cost:** 10 exp**Woodworking****Cost:** 10 exp**Writing****Cost:** 15 exp

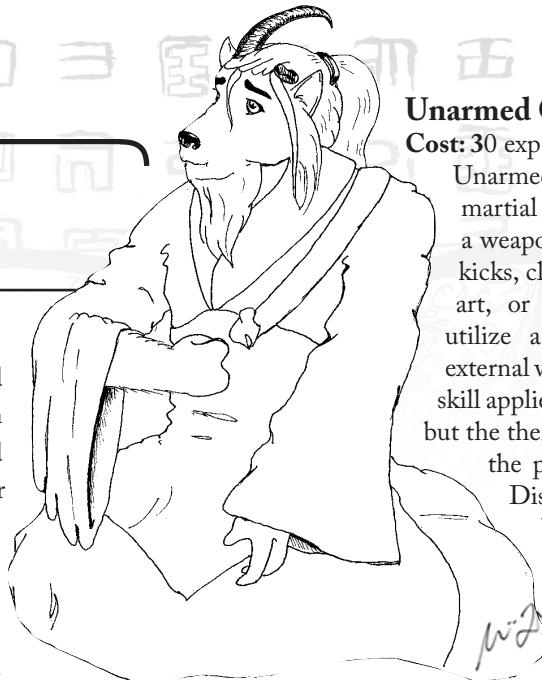
Weapon Skills and Weapons

Weapon Skills

Weapon skills are separated into broad categories that cover general weapon proficiencies. A skill in hafted weapons could apply to using a mace, axe, wrench, or other weapon that would work in the same way. The thematics of the individual weapon are up to the player. Purchasing a skill in medium blade means that the player can describe any type of blade that they want.

Do you want your medium blade to be a jet of steam that erupts from your mechanical gauntlet? Then that is how it works. Beneath the listing of the weapon skills and their descriptions are general damage ratings, range, and cost information for weapons of that type.

Purchase the skill to use the weapon, then purchase the actual weapon (in step 8 page 35 with asset points, or with Saren at the average price listed for the damage rating and stats).



Unarmed Combat

Cost: 30 exp

Unarmed combat covers all forms of martial combat that uses the body as a weapon. Punches, blocks and strikes, kicks, claw attacks, any type of martial art, or other unnamed attacks that utilize a character's body instead of external weapons. The Unarmed Combat skill applies to all of these types of attacks, but the thematics should be decided on by the player at the time of purchase.

Distinction should be made between natural attacks that fit the Unarmed Combat skill or would be better represented by another skill. Damage for attacks using the Unarmed Combat skill are rated off of the characters' strength or, in the

case of clawed creatures or other natural attacks, the type of claw or natural weapon being used determines the damage.

Damage Rating	Range	Found On	Examples
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Hand and Leg Fighting

STR + 1	Adjacent	Bipedal Creatures	Hands, Feet, Martial Arts Styles
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Claw Attacks

2	Adjacent	Squirrels	Very Small Animal Claws
4	Adjacent	Cats	Small Animal Claws
5	Adjacent	Wolves, Dogs	Animal Claws
6	Adjacent	Lions	Large Animal Claws
10	Adjacent	Big Monsters	Huge Claws
12	Adjacent	Very Big Monsters	Gigantic Claws
15	Adjacent	Dragons	Dragon Claws

Various Unarmed Attacks

5	Adjacent	Various Creatures	Medium Damage Natural Attack *
6	Adjacent	Various Creatures	Medium Damage Natural Attack*
8	Adjacent	Various Creatures	Large Damage Natural Attack*

* These attacks should be natural to the creature or character race. A Goatblooded Animalia with horns might have a 6 damage horn attack while a Bull with horns might have an 8 damage natural attack. A character who buys the unique physical feature focus to add a bone blade might fit better as an armlade with thematic description as a natural weapon.

Unarmed Attacks

Biting Attacks

Cost: 20 exp

Biting Attacks are primarily used by creatures that do not have access to other sorts of weapons. The damage from biting attacks is based on the type of teeth a creature has. The sharper and larger the teeth, the more devastating it will be when tearing into flesh.

Damage Rating	Range	Found On	Examples
2	Adjacent	Humans	Omnivore Teeth
3	Adjacent	Mice	Very Small Teeth
4	Adjacent	Cats	Small Sharp Teeth
6	Adjacent	Wolves	Sharp Animal Teeth
4	Adjacent	Cows	Herbivore Teeth
8	Adjacent	Lions	Large Sharp Animal Teeth
10	Adjacent	Big Monsters	Very Large Sharp Animal Teeth
15	Adjacent	Dragons	Dragon Teeth

Physical Weapon Attacks

Armblade

Cost: 25 exp

Armblades, sword blades, or spikes attached to leather bracers or metal gauntlets are the favored weapon of summoners due to their ability to keep the wielder's hands free for other uses. Armblades are often incorporated into other pieces of armor. A popular variety of armblade is the double-claw arm blade, which has 2 curved blades that extend like claws off of the bracer.

Damage Rating	Range	Average Price	Examples
4	Adjacent	50 Saren	Dagger Armblade, Short Spike Armblade
5	Adjacent	150 Saren	Short Sword Armblade
6	Adjacent	300 Saren	Double-Claw Arm Blade, Broadsword Armblade

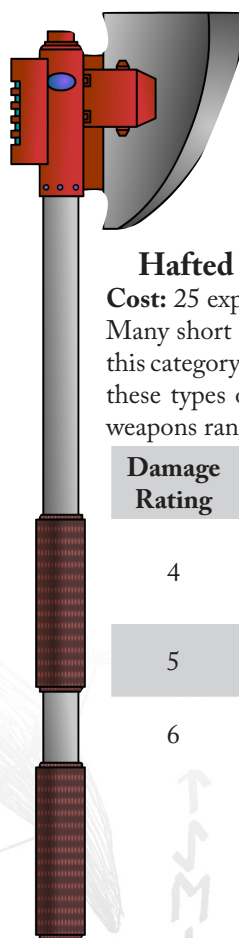
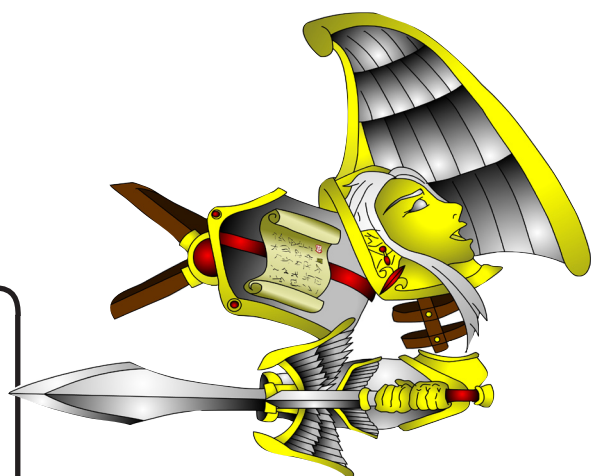
Controlled Rope Weapons

Cost: 30 exp

Controlled rope weapons are any type of rope, leather, or chain length that is swung about. These types of weapons might have an attachment on the end (such as a knife or metal head), or might be the more traditional whip-style weapons. True masters of controlled ropes can use them to bind and hold others.

Damage Rating	Range	Average Price	Examples
4	By length of rope (Approximately 10 feet per skill level can be accurately controlled.)	50 Saren	Weighted Rope
5	By length of rope (Approximately 10 feet per skill level can be accurately controlled.)	150 Saren	Leather Whip, Metal Edged Scarves

SILVERVINE



Hafted Weapons

Cost: 25 exp

Many short hafted weapons with a damaging head fall under this category. Generally based off of the same design principles, these types of weapons are quick and easy to swing. Hafted weapons range between 2 and 4 feet in length.

Damage Rating	Range	Average Price	Examples
4	Adjacent	50 Saren	Club, Small Throwing Axe, Wrench
5	Adjacent	150 Saren	Flail, Hammer, Kama, Pick
6	Adjacent	300 Saren	Heavy Handaxe, Large Flail, Mace

Katana/Daito

Cost: 30 exp

Katana are angled, curved, or sometimes straight blades which are made through a specialized and grueling forging process. Katana/Daito swords are swung with great speed and precision and are favored by fast and agile warriors.

Damage Rating	Range	Average Price	Examples
5	Adjacent	150 Saren	Wakizashi
6	Adjacent	300 Saren	Katana, Daito
8 (-1 RFL due to size)	Adjacent	700 Saren	Nodachi



Long Blades

Cost: 30 exp

Truly massive and unwieldy blades can deal great damage. However, a character must possess great strength or skill to use them effectively. Special training (Large Weapon Skill Focus, page 79) exists that will allow a warrior to wield extremely oversized weapons that cause a penalty.

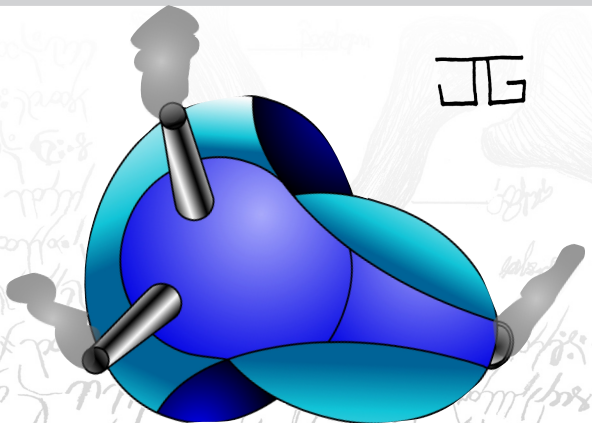
Damage Rating	Range	Average Price	Examples
7	Adjacent	500 Saren	Claymore, Longsword
8 (-1 RFL due to size)	Adjacent	700 Saren	Oversized Anime-style Sword, Zweihänder (two hander), Zانبato (Horsebreaker)

Medium Blades

Cost: 25 exp

Medium blade weapons are swords of varying lengths that are designed to be used with one hand. There are many varieties of swords and bladed weapons that can be considered medium blades.

Damage Rating	Range	Average Price	Examples
5	Adjacent	150 Saren	Gladius, Short Sword
6	Adjacent	300 Saren	Arming Sword, Broadsword, Cutlass, Saber, Scimitar, Tai Chi Sword



Shields

Cost: 25 exp

While primarily a defensive weapon, shields can be used to attack with shield bashes and attachments that are made to inflict extra damage. The art of shield fighting has, in fact, been mastered in some areas of Cyrus, and many fighters use it to complement their own fighting styles.

Damage Rating	Range	Average Price	Examples
3	Adjacent	Shield Cost	Regular Shield with no Attachments
4	Adjacent	Shield Cost +50 Saren	Shield with Attachment (Spikes/Piercing or Blades/Swing)
4/by bullet (Renma)	Adjacent / Immediate Area (a20)	Shield Cost +150 Saren	Shield with Gunworks Attached (Ranged)

Small Blades

Cost: 20 exp

A small blade is any bladed weapon that is usually less than a foot in length, handle to blade. They are used by those who wish to have easily concealable weapons capable of defending at close quarters, being surreptitiously snuck into someone's vulnerable areas or thrown from a distance to inflict a small amount of damage.

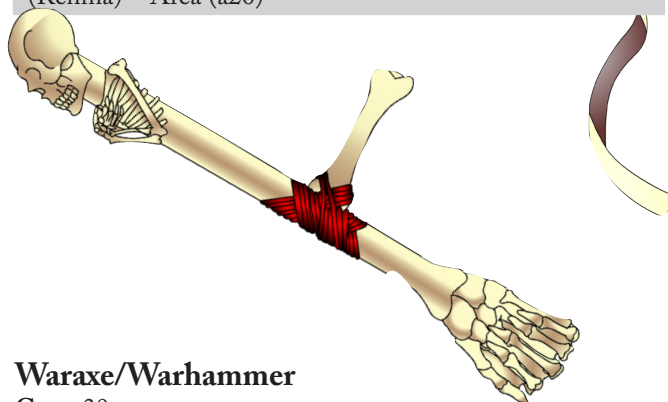
Damage Rating	Range	Average Price	Examples
3	Stone's Throw (a90)	25 Saren	Small Climbing Spike, Knife
4	Stone's Throw (a90)	50 Saren	Butterfly Sword, Dagger, Jittei, Tanto

Tonfa

Cost: 25 exp

The tonfa is a basic weapon consisting of a stick with a perpendicular handle. Tonfa have been used by militia forces and martial artists who adapted it from a rice and grain mashing tool. Some tonfa are made like Boomtubes with hollow chambers and are able to fire a single bullet.

Damage Rating	Range	Average Price	Examples
6	Adjacent	300 Saren	Steel Tonfa, Wood Tonfa, Bone Tonfa
6/by bullet (Renma)	Adjacent/ Immediate Area (a20)	500 Saren	Tonfa Gun



Waraxe/Warhammer

Cost: 30 exp

Large axes and maces are called Waraxes and Warhammers and, despite the occasionally exaggerated numbers sometimes associated with them, they are definitely large damage dealers. They are the punishers of the blunt and edged style swinging weapons, and their large size leads them to being unwieldy to use.

Damage Rating	Range	Average Price	Examples
8 (-1 RFL due to size)	Adjacent	700 Saren	Longhanded Warhammer, Double Bladed Waraxe



Stave/Spear

Cost: 25 exp

Staves/Spears are long pieces of wood or metal that sometimes have bladed or weighted ends. Attacks are made with the head or with the long haft. In Cyrus, there are also special versions, called Boomtubes, that have bullet chambers inside and can fire a single shot.

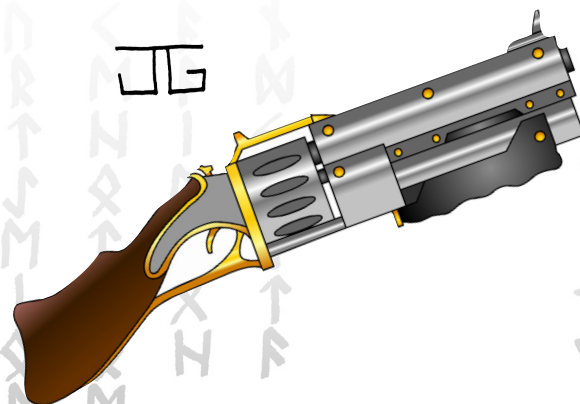
Damage Rating	Range	Average Price	Examples
5	Adjacent/ Stone's Throw (a90)	150 Saren	Thrown Spear, Pilum
5	Adjacent	150 Saren	Wooden Staff, Stave
6	Adjacent	300 Saren	Pole, Yari
6	Adjacent/ Stone's Throw (a90)	300 Saren	Thrown Spear
6/by bullet	Adjacent/ Immediate Area (a20)	500 Saren	Boomtube Halberd, Renma Bullets
7	Adjacent	500 Saren	Naginata
8 (-1 RFL due to size)	Adjacent	700 Saren	Long Halberd

War Fan

Cost: 20 exp

The war fan is a Clavian weapon consisting of a sharp metal folding fan or semicircle of any of a variety of sizes. It is used as a wide-bladed weapon.

Damage Rating	Range	Average Price	Examples
5	20 Yds	150 Saren	War Fan
2	20 Yds	15 Saren	Paper Fan



Ranged Weapons

Bow

Cost: 30 exp

Bow weapons are curved and reflexive pieces of wood or other material with a taut string connecting both ends. They are made to launch arrows considerable distances. Bow weapons excel when used in great numbers by armies, but are also useful for hunting and getting the drop on a far-off enemy.

Damage Rating	Range	Average Price	Examples
By bolt	Stone's Throw (a90)	150 Saren	Crossbow
By arrow	Long Arrow Flight (a600)	300 Saren	Shortbow, Longbow

Handheld Guns

Cost: 30 exp

Handheld guns provide good damage at relatively close ranges. The larger the bullet, the less accurate the gun is from farther away. However, special designs and attachments can make guns more lethal at greater ranges.

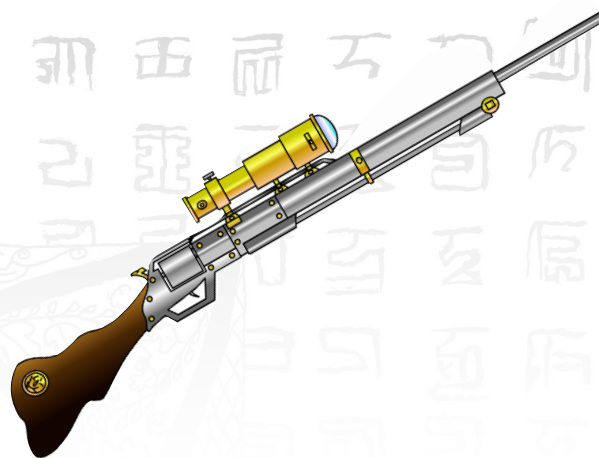
Damage Rating	Range	Average Price	Examples
By bullet	Immediate Area (a20)	400 Saren	Whytegaard Acolyte Special Kremdig C.L., S&W 22
By bullet	Stone's Throw (a90)	600 Saren	Whytegaard Colbert, Perdon Fire Mouth,

Long Barrel Guns

Cost: 30 exp

Long barrel guns are more accurate at longer ranges. They are made with a longer barrel to control shots better, but they must be held with both hands. The cost of a gun is determined by the size of the bullets it takes and at what range it can fire accurately.

Damage Rating	Range	Average Price	Examples
By bullet	Stone's Throw (a90)	800 Saren + Cost of other weapon	Boomtube built into another weapon
By bullet	Immediate Area (a20)	400 Saren	Strohl "Orc Stopper" Shotgun
By bullet	Stone's Throw (a90)	600 Saren	Nadama Enfield Sporting Rifle
By bullet	Long Arrow Flight (a600)	1,000 Saren	Alteus Falcon-Sight Sniper Rifle



Ammunition – Realism or John Woo?

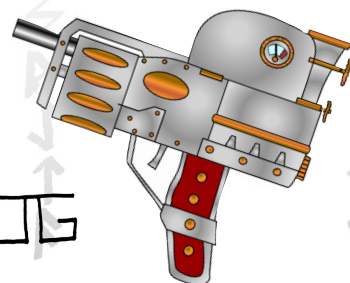
Most types of ranged weapons use some form of ammunition. The expenditure of this ammunition can be tracked with detailed lists and tallies, or it can be left more abstract. This is a matter of personal play style. Here are some options you might want to consider for your game:

- Detailed** – The most realistic option. Characters buy ammunition beforehand and keep track of how much they have. Once they run out, they are out.
- John Woo** – The most unrealistic option. Nobody keeps track of ammunition, even if the expenditure of it flies in the face of reality. Characters are considered to have as much as is needed.
- Pool** – Characters have a pool of ammunition that they can pull from (e.g., 75 pcs). No detailed record is kept of ammunition use, but if the Game Master feels that a character has reached the limit without having had an opportunity to refresh his pool, he is considered out of ammunition.

Whatever style you prefer, or whichever options you go with, the important thing to remember is to make it mesh with your group's play style. Whether you prefer realism or incredible cinematics, the important aspect is that the game remains fun for those playing and running it.

Ammunition - Arrows, Bullets, Bolts

Damage Rating	Range	Average Price
4 Damage Arrow, Bolt, or Bullet	By gun/bow	1 Saren
5 Damage Arrow, Bolt, or Bullet	By gun/bow	2 Saren
6 Damage Arrow, Bolt, or Bullet	By gun/bow	3 Saren
7 Damage Arrow, Bolt, or Bullet	By gun/bow	4 Saren
8 Damage Arrow, Bolt, or Bullet (-1 Die on attack roll)	By gun/bow	6 Saren



Focuses

Accuracy

Cost: 25 exp

Activation: Always On

The character gains +1 die when making attacks. This focus can only be taken once.

Added Attack

Cost: 20 exp

Activation: 1 Tech Point

The character can make an extra attack roll in a round by paying the tech point cost. The character must pay for each extra attack made, and is limited to the # of attacks allowed for the experience tier.

Novice Tier: Can make up to 1 extra attack at 1 TP for each attack.

Adventurer Tier: Can make up to 2 extra attacks at 1 TP for each attack

Hero Tier: Can make up to 3 extra attacks at 1 TP for each attack.

Air Control

Cost: 25 exp

Activation: Always On

The character has some control over their movement while in the air and not touching the ground. The character can weave about, push off the air or move 1 foot per Spirit point in any direction while not touching the ground. A roll of RFL + SPR might be called for with more complex maneuvers. The character does not gain any kind of flight ability from this, but if they possess some means of personal flight (i.e., psychic, magical, personal wings, etc.), they gain one extra die on any rolls made to control the flight.

Alertness

Cost: 40 exp

Activation: Always On

The character has a preternatural sense of danger that enables them to act, even when surprised. The character can always roll initiative and act during a surprise round.

Animal Totem

Cost: 25 exp

Activation: 1 Manna

Duration: 1 Use per Spirit point/1 Hour per Spirit point

The character dedicates themselves to an animal totem, and can call upon the animal to gain a +1 die bonus when making a roll that uses the animal totem's strongest trait (i.e., the most well-represented attribute, such as Strength for a bear, Reflexes for a fox, etc.). This trait is chosen when the Animal Totem focus is purchased. After the character has activated the ability (by paying 1 manna), the character can trigger uses of the ability at will, as a simple action. The character has a total number of uses equal to their Spirit rating. The uses must be used within a time frame of 1 hour per Spirit point, at the end of which all uses run out.

Animos Expertise

Cost: 10 exp

REQ: Animos or Intelligent Animal

Activation: Always On

Small creatures with reasoning capacity need not be limited by their size or lack of thumbs. Thinking creatures can indeed function in environments built for larger bodies and different features if they are able to analyze and use their own unique abilities. Any Animos or intelligent animal who has this focus can ignore a size penalty of up to +2 R# in non-combat situations, and is able to find ways around not having opposable thumbs.

Animos Fury

Cost: 10 exp

REQ: Animos or Intelligent Animal

Activation: Always On

Small creatures with reasoning capacity need not be limited by their size or lack of thumbs when in combat. Thinking creatures can indeed function in environments built for larger bodies and different features if they are able to analyze and use their own unique abilities. Any Animos or intelligent animal who has this focus can ignore a size penalty of up to +2 R# in combat situations, and is able to find ways around not having opposable thumbs.



Armor Break

Cost: 30 exp

Activation: 3 Tech Points

Roll: Strength + Reflexes

When making an attack, the character can declare a called shot against the opponent's armor. If the attack does any damage, the character can make a separate roll of STR + RFL to cut the armor's damage absorption cap in half (round down). The character's weapon skill will apply on this roll. The R# for this roll is based on the level of the armor.

- ☞ 4/16 – R#1
- ☞ 5/25 – R#2
- ☞ 6/30 – R#3
- ☞ 7/35 – R#4
- ☞ 8/48 – R#5
- ☞ 9/63 – R#6
- ☞ 10/70 – R#7

A successful attack against a 6/30 armor will turn it into a 6/15 armor. The armor remains like this until it is repaired. It costs 10 Saren per point restored to repair the armor. To repair a damaged armor from 6/15 to its regular 06/30 would cost 150 Saren.

Armor Hole

Cost: 25 exp

Activation: 2 Tech Points

The character makes an attack against a weak point in the defender's armor. The defender only gets to roll ½ armor dice.

Armor Mobility

Cost: 30 exp

Activation: Always On

The Armor Mobility focus represents training in how to wear heavy and cumbersome armor while still moving comfortably. The character is able to remove any armor's Reflexes penalty.

Artful Dodge

Cost: 10 exp

Activation: 1 Tech Point

The character can declare a dodge, and can still attack in that round. The character must spend 1 tech point for each dodge declared in this way. The character can make as many dodges as they have tech points to use in a round.

Attack Charge

Cost: 40 exp

Activation: 1 Manna

Duration: 1 Attack

For each full action round spent charging (not making any other complex or simple actions), the character can add +1 die to an attack roll and +1 point to the damage rating of an attack. The character can only add up to their Spirit rating of dice and damage in this way. If a character charges for 5 rounds and has a spirit of 4, they will get +4 dice to roll on the attack and +4 to the damage rating on an attack made in the next attack round. The character must make the attack in the action round after they stop charging, or they lose the bonus.

Blade Stop

Cost: 15 exp

Activation: 2 Tech Points

A character can make a rolloff of STR + RFL vs. opponent's STR + RFL to block an attack. If successful, no damage is assigned, as the defender catches the attacker's weapon between their hands.

Blight

Cost: 50 exp

Type: Change

Activation: 3 Manna

Duration: 1 Day per success

Range: Touch

Effect Radius: Target Organic Creature or Plant

Roll: Spirit + Knowledge vs. Spirit + Toughness

Blight is the natural enemy of anything that is full of life. It is a spiritual drain on the very life force of any living thing. The character makes a rolloff of SPR + KNL vs. SPR + TGH roll against an opponent character or NPC (or a SPR + KNL roll against a R# set by the GM for a non player character or NPC). If the character is successful, the opponent develops a palsy, disease, or decomposition of some sort. The opponent will suffer a -1 to Strength, Reflexes, Toughness, and Presence for 1 day per success that the blighting character got on their roll. A focus such as Bloom will cancel out the effects until the bloom runs out.

Blind Sight

Cost: 30 exp

Activation: Always On

The character has trained in the ability to use their senses, other than sight, in such a way that they are able to function almost perfectly when without sight. The character does not suffer a Perception impairment penalty when they have other unhindered senses available to them. Alternatively, a character might receive a +1 die bonus to perception rolls when their other senses might help them. Hindrances to other senses still incur Perception penalties. Blind characters with this focus can function normally.

Bloom

Cost: 30 exp

Type: Change

Activation: 1 Manna

Duration: 2 Hours per success

Range: Touch

Effect Radius: Target Organic Creature or Plant

Roll: Spirit + Knowledge

When a character uses bloom, they imbue a target living thing with a boost of energy and life. To use this focus, the character makes a SPR + KNL roll to determine the extent of its effects. The target loses any negative effects caused by fatigue or sickness and will require no sleep for the next 2 hours per success. The effects wear off at the end of the duration, and if the target is still under the effect of sickness or fatigue, the negative effects resume. If the character targets a plant, it will experience a growth burst.

Break Hold**Cost:** 10 exp**Activation:** 1 Tech Point

If the character is grabbed by an opponent, they can attempt to make a rolloff of STR + RFL vs. the holder's STR + RFL and break free from the hold at any time by paying 1 tech point.

Bodyguard**Cost:** 30 exp**Activation:** 2 Tech Points**Range:** Stone's Throw (a90)

When a character using Bodyguard triggers the ability, they jump in front of another character to deflect damage off of that character. The character using bodyguard does not need to make a roll, but the character to be protected must be in the range. The character takes the full damage intended for the person being protected. This can be triggered at any time, but only once per action.

Cat's Grace**Cost:** 30 exp**Activation:** Always On

A character who possesses the Cat's Grace focus always has a chance of landing gracefully. The character lands gracefully from any jump or fall of less than 30 feet and can still make an action within that round. For a fall over 30 feet damage is assigned normally, per falling rules, but the character can roll RFL + TGH to negate damage dice. The character negates one falling damage die for each success achieved on the roll, as opposed to every 2 successes achieved.

Chi Use**Cost:** 30 exp

Activation: 2 Manna total if used beforehand; 1 Manna per die added if used afterwards

Duration: 1 Roll**Range:** Self**Effect Radius:** Self

Through extensive training and self cultivation the character is able to use their spiritual power to push that little extra bit and go beyond their normal limits. The character can choose to spend 2 manna before committing to an action and add a number of dice equal to their Spirit rating to the roll. Alternatively, they can choose to trigger this focus after they have made a roll to add 1 extra die per manna spent.

If the character wants special abilities or effects from spells to be applied to the companion (such as the spell Mental Acuity to make a regular animal intelligent), they can pay for the spell and the focus Permanent Ability to get these effects. Any other special factors, such as movement rating, or any other naturally inherent factors, will be decided on by the Game Master, based on the most relevant factors of the companion.

Counter**Cost:** 15 exp**Activation:** 2 Tech Points

The character declares they are using counter when they are attacked and receives a bonus of +1 R# per level of the weapon skill they are using and can then make their own attack immediately once the opponent's attack has been resolved.

Thematics

Remember that the thematic shells of these focuses can be changed to suit a character concept or Archetype. Animal Totem may work to facilitate the type of power that the player would like, but that does not mean the ability needs to come from an animal totem. Maybe the ability comes from a magic sword or the spirit of an ancestor. The Dodge focus could stem from a character's preternatural danger senses, or it could be the result of incredible training. Figure out why a character has the focus, but do not feel limited in setting out why it works. So long as a player does not change how a focus works mechanically -why and how it works in the game is in the player's hands. You might also find instances where a focus is nearly perfect for representing a power you want the character to have, one small thing just needs changed. Rule #1 states that you can make these changes since it is your game. The Game Master and the player should think about the change carefully, then do it if it feels right for your game and your character.

Creature Charm**Cost:** 30 exp**Activation:** Always On

Creatures do not shy away from – and in fact seem to like – the character. Any regularly passive animal is not frightened or spooked by the character's presence. Hostile animals will ignore the character unless actively provoked. This ability has no affect on Animus Animalia, intelligent animals or monstrous creatures. If a roll is required for interaction with an animal, the character gets +2 dice to the roll.

Creature Tongue**Cost:** 40 exp**Activation:** Always On

The character is able to understand and speak the language of animals. This extends to all sorts of creatures that are not considered sapient, though some may think in ways so alien that understanding them is near impossible. This ability is used like any other language and conveys no favor or dislike from an animal, who react as they would normally.

Dark Sight**Cost:** 30 exp**Activation:** Always On

The character's vision is able to penetrate all forms of darkness. The character suffers no Perception impairments due to darkness, and can see their full visual range as if in daylight.

Demon Banishing Weapon**Cost:** 45 exp**Type:** Spiritual Forces**Activation:** 3 Manna**Duration:** 1 Hour per Spirit point**Range:** Touch**Effect Radius:** One Weapon**Damage:** +4 Damage Rating to unholy creatures

The character has the ability to cause an attack or weapon to do extra damage to demons or things listed as unholy, such as undead. Until the end of the duration, the weapon will do

+4 damage rating to creatures that are considered unholy or undead. The damage can be healed, but scars will be left (i.e., a gun might leave a cross-shaped hole, or the scar from a sword might heal in the shape of some holy symbol).

Direction Sense

Cost: 15 exp **Activation:** Always On

The character has an incredible sense of direction, and is always aware of which direction they are pointing or how to backtrack over ground they have passed over. The character gets +1 die to all rolls that involve direction or determining their location.

Disarm

Cost: 15 exp

Activation: 2 Tech Points

The character can declare a Disarm as an attack and make a roll of STR + RFL vs. opponent's STR + RFL. If successful, the opponent drops their weapon and is unable to use it for a round.

Distract

Cost: 30 exp

Activation: 2 Tech Points

The character can distract an opponent and remove dice from any one roll of the opponent's. The character makes a roll of PRS + RFL and, for every 2 successes the character gets on the roll, the opponent loses 1 die from the targeted roll. If the character gets at least 1 success, the opponent loses 1 die.

Dodge

Cost: 40 exp

Activation: Always On

The character has a great ability to dodge attacks through whatever thematic element the player chooses. The character gets +1 DR#. This focus cannot be taken more than once.

Dog's Scent

Cost: 30 exp

Activation: Always On

The character's nose is sensitive like a dog's. The character can follow strong scents to their source, can pick one scent out of many, might be able to recognize someone in disguise (if the character had previously smelled the person and was adequately familiar with their scent), or might detect that someone is hiding in the dark (but not necessarily where). To use this, the player must state that they are specifically trying to smell something out, and then make an appropriate roll as determined by the Game Master. The Game Master would set a R# based on what the character is trying to achieve. Perception impairment factors might come into play from particularly strong distracting scents, multiple scents in an area, or steps taken to cover up or wash off scent.

Druid Walk

Cost: 30 exp

Activation: Always On

Druid Walk allows a character to move through forest or undergrowth unimpeded at normal walking rates and without making additional noise. The character can not move instantly through foliage created by spells, but gains +1 die on rolls to remove themselves or to pass through such barriers.

The character also gains +1 die when trying to be stealthy in foliage or wilderness.

Enhanced Sense ()

Cost: 30 exp

Activation: Always On

The character has a sense which they gain more information from than normal. The character gets +1 die to rolls involving that sense, but only when they particularly involve that sense. This can be taken for multiple senses, but each Enhanced Sense must be paid for separately.

Entangle

Cost: 10 exp **REQ:** Controlled Rope Weapon

Activation: 1 Tech Point

The character can make a rolloff of RFL + STR vs. the opponent's RFL + STR to entangle the opponent's arm, leg or other body part with a controlled rope weapon. If the opponent fails they receive -2 dice to any action involving the entangled part. Each round, the opponent may try to make a rolloff of RFL + STR vs. the entangler's RFL + STR to get out.



Extra Limb**Cost:** 30 exp**Activation:** N/A

The character has another limb, set of limbs or appendage (such as a tail) that is prehensile and which they can use as well as their hands. If the character's hands were inaccessible, they could use this limb in place of them. If the character is not hindered in any way, the extra limb might give a +1 die benefit in certain situations in which the limb comes into play. An extra set of arms might not help with a lock picking attempt, but it might help when trying to climb a wall. A prehensile tail on a Monkeyblooded might be able to hold a torch or other object, but might not help when trying to apply more strength against an opponent. A pair of wings might allow for flight movement at a limited speed. These factors are all at the Game Master's discretion and are contingent on what the limb is and how it works.

Farsight**Cost:** 30 exp**Activation:** Always On

The character has double visual range and is able to pick out details from farther away. The character is also able to accurately fire ranged weapons at double their listed range.

Fearful Aura/Incredible Aura**Cost:** 45 exp **REQ:** Game Master's approval**Activation:** Always On

The character radiates an essence of fear or awe that causes all those around them to be hindered when making actions against the character. Anyone who comes within 20 feet of the character, or attempts a direct attack against the character at any range, has to make a roll of SPR + TGH with the R# being the character's presence rating. If the opponent fails the rolloff, they take -2 dice to any action attempted within the vicinity of the character. Opponents can reattempt the roll when performing another action.

Fearful Aura/Incredible Aura Control**Cost:** 20 exp **REQ:** Fearful Aura/Incredible Aura**Activation:** At Will

A character who has the focus Fearful Aura/Incredible Aura can turn the aura on and off at will. They can also change the focus of the aura from wide to narrow, focusing it on a single opponent. If focused on a single opponent, that opponent must make a roll against the character's presence, but gets -3 dice to any subsequent rolls that might be made.

Fighting Skill Integration ()**Cost:** 30 exp **REQ:** Focus, Skill, or Other Weapon Skill.

It must be allowed by, and discussed with, the Game Master.

Activation: At Will

This focus allows a character to integrate one of their other skills or focuses into their attacks. This gives the character +1 die to their attacks when using the integrated skill or focus. The focus or skill to be integrated is chosen when Fighting Skill Integration is purchased. If the character purchases this with the Jumping focus, they get an extra die when jumping and attacking.

Flight, Magical**Cost:** 40 exp**Activation:** 1 Manna**Duration:** 10 Minutes per Spirit point**Range:** Self**Effect Radius:** Self

The character can take to the air and fly by triggering a mystical ability. This focus confers flight movement with a movement rating of Very Fast (90 feet). When required to make rolls to control the flight, such as when pulling off acrobatic moves, making dodges, or doing more than basic flight functions, the character will use SPR + RFL for their rolls. After the character has activated the ability (by paying 1 manna), they have use of it for 10 minutes per Spirit point.

Flight, Natural**Cost:** 60 exp**Activation:** At Will

The character can take to the air and fly because of some natural ability. This focus confers flight movement with a movement rating of Very Fast (90 feet). When required to make rolls to control the flight, such as when pulling off acrobatic moves, making dodges, or doing more than basic flight functions, the character will use STR + RFL for their rolls.



Flip Dodge

Cost: 15 exp

Activation: 1 Tech Point

The character can jump in a huge arc away from an attack. The player rolls a regular full-dodge roll in order to dodge the attack. If successful, the character dodges and moves twice their jumping distance away from the attack in any direction.

Good Beginnings

Cost: 20 exp **REQ:** Can only be purchased during character creation.

Activation: N/A

Purchasing this focus gives the character 3 extra asset points at character creation. This can only be done once and should be explained in the backstory of the character.



Homebase I

Cost: 15 exp

Activation: N/A

The character owns or has access to a small homebase of some sort. This could be a permanent room in an inn, a small hut, a hidden cave, or a personal allotment of space in the halls of some organization. The homebase is not very large, but is big enough to support one character. The character does not need to pay upkeep costs or work to maintain the homebase; it is always available. The experience cost for the homebase can be refunded if some circumstance should occur that permanently nullifies use of the homebase. The player and the Game Master should work together to determine the necessary details of the homebase.

Homebase II

Cost: 45 exp

Activation: N/A

The character owns or has access to a medium-sized homebase of some sort. This could be ownership of an inn, a decent-sized house or compound or a spacious apartment with multiple rooms. The homebase is of medium size, large enough to support 3 or 4 characters comfortably. The character does not need to pay upkeep costs or work to maintain the homebase; it is always available. The experience cost for the homebase can be refunded if some circumstance should occur that permanently nullifies use of the homebase. At this level, players can share the experience point cost of a homebase. The cost should be divided equally amongst all participating players. If 3 players share the cost of the homebase, they should each pay 15 experience and would each have equal share in the base. The player and the Game Master should work together to determine the necessary details of the homebase.

Improved Grab

Cost: 20 exp

Activation: 2 Tech Points

The character gains +2 dice when attempting to grab someone using a called shot.

Increased Damage 1 ()

Cost: 5 exp

Activation: 1 Tech Point

The character is able to deal more damage with a specific type of weapon, chosen when purchasing the focus. Using this technique gives +2 to the damage rating of an attack made using that type of weapon.

Increased Damage 2 ()

Cost: 10 exp **REQ:** Journeyman Experience Tier, Increased Damage 1 (Same Weapon Type)

Activation: 2 Tech Points

The character is able to deal more damage with a specific type of weapon, chosen when purchasing the focus. Using this technique gives +4 to the damage rating of an attack made using that type of weapon. This focus and Increased Damage 1 may not be used on the same attack.



Infinite Block/Parry/Dodge

Cost: 25 exp

Activation: 3 Tech Points

The character can declare Infinite Block, and make a block/parry/dodge roll against any attack made against them until their turn in the next action round. If the character is not attacked that round and chooses to make no action in the next round, they can have the Infinite Block/Parry/Dodge carry over. The Infinite Block does not carry over in any round if the character performs some other action.

Interrupt

Cost: 20 exp

Activation: 3 Tech Points

The character makes, at any time in the round, a normal attack roll intending to interrupt an opponent's actions and, if successful, deals no damage but prevents the opponent from taking any action in that turn. The opponent does not get to act in the action round but takes no penalty to their R# during the round.

Jumping

Cost: 30 exp

Activation: At Will

The character's horizontal jumping length is doubled, and their vertical jumping height is set to match the horizontal jumping length. If a character could normally jump 6 feet horizontally and 3 feet vertically, they can now jump 12 feet horizontally and 12 feet vertically with this focus.

Language ()

Cost: 10 exp

Activation: Always On

Purchasing the language focus gives a character one additional language. The character chooses the specific language at the time of purchase. This focus can be taken multiple times.

Large Weapon Skill

Cost: 15 exp

Activation: Always On

The character has no issues with using a large weapon and does not suffer the Reflexes penalty that usually accompanies one. The character can ignore reflex penalties up to -2 when the penalties come from oversized weapons.

Levitation

Cost: 30 exp

Type: Change

Activation: 1 Manna

Duration: 10 Minutes per Spirit point

Range: Self

Effect Radius: Self

Roll: Spirit + Reflexes

This focus allows a character to float above the ground as if weightless. The character cannot move through the air as if flying, but must push off objects and propel themselves in a direction. The character can move at movement rating Slow (25 feet) this way. The character remains floating unless willing otherwise. The character can touch the ground and move, but applying force against something moves them in the opposite direction of the application of the force.

Limited Vulnerability

Cost: 100 exp **REQ:** Game Master Approval

Activation: Always On

The character takes $\frac{1}{2}$ damage from all sources of damage, save a few (at least 3) set elements, types of weapons, symbols or other factors, as determined by the Game Master. The $\frac{1}{2}$ damage is always taken after a character has already made any appropriate armor rolls. Whatever subset of factors are listed as the character's vulnerabilities will do double damage to them. This focus is made to simulate supernatural invulnerabilities and toughness. The Game Master and the player taking this focus would have to discuss the parameters of the ability, why the character has it, what subsets the character is vulnerable to, or other factors as necessary. If a vulnerability is very minor (i.e., it comes into play very little, or has a small chance of coming up), the Game Master could decide that it does quadruple damage. The Game Master may decide that the character takes normal damage from unexpected, but logically damaging, situations. A character that is vulnerable to loud sound and fire might take normal damage from being

submersed in water and exposed to large jolts of electricity. The player should write any listed vulnerabilities down on the character sheet as:

Limited Vulnerability (_____, _____, _____), listing the vulnerabilities behind the name of the focus.

Sample areas that a character could be vulnerable to:

- ⚡ Electricity
- ⚡ Holy Items, Objects and Energy
- ⚡ The light of sunrise
- ⚡ Magical Energies
- ⚡ Magical Weapons
- ⚡ Particular Element (Earth, Wind, Water, Fire, Spirit, Steel, Wood)
- ⚡ Poisons
- ⚡ Silver (or a particular metal or element)
- ⚡ Wooden Weapons

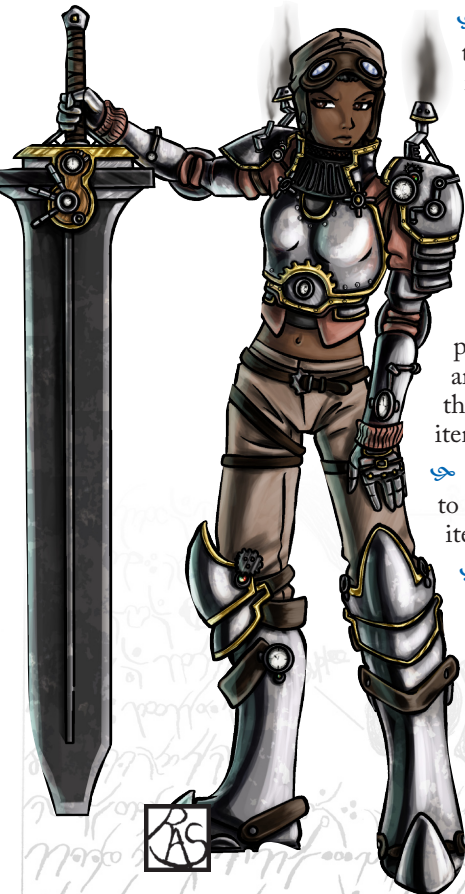
Magic Anathema

Cost: 55 exp **REQ:** Game Master Approval

Activation: Always On

The unique energies surrounding the character absorb and distort magical power, such that the power might break and dissipate.

- ⚡ Spells of a lower level than the character's Spirit rating have a chance of shutting off when the character is in the effect radius. The character must make a SPR + KNL roll, with the R# being the number of manna spent on the spell, for any spell which touches or affects them. If successful, the spell has no effect. The Game Master may want to make these rolls if the character is unaware of the magic that is affecting them.



- ⚡ If the character touches a magic item, they might nullify the powers of the item. The character would make a SPR + KNL roll and drain 1 manna from the item's manna pool for each success. If the item does not have a manna pool, or has powers that are permanently on, its powers are unable to be used while the character is touching the item.

- ⚡ The character is unable to cast magic or use magical items at all.

- ⚡ The character does not get any manna pool of their own, but can use focuses that do not require a manna trigger.

Magic Block

Cost: 30 exp

Type: Defense and Containment

Activation: 1 Manna

Duration: Instant

Range: Immediate Area (a20)

Effect Radius: 1 Target spell which has the character in the effect radius

Roll: Spirit + Toughness

The character can pay 1 manna and make a roll of SPR + TGH to block the effects of magic targeted at them, or which they are in the area of effect of. The character makes a SPR + TGH roll and, for every 2 successes, adds +1 to their Magic Defensive Required Number. If this would not be appropriate for the effects of the spell, then for every 2 successes the character got on their roll, they can subtract 1 success from the number of successes the caster of the original spell achieved on their roll, but only in relation to the character. The spell still affects others in the effect radius as normal. The character cannot use this on things created by magic or on passive effects of magic. If a caster casts ice wall, and the character then tries to use Magic Block on it, nothing will happen.

Magic Defensive

Cost: 40 exp

Activation: Always On

The character has a unique spiritual pattern which allows them to cast magic and makes them more resistant to its harmful effects. The character gets +1 Magic Defensive R# at all times. The character also gets +1 extra die when making rollofs to resist magical effects. If the character is ritualized with the Arcanist magic path, they takes 5 less damage from feedback if a spell misfires.

Magic Sense

Cost: 30 exp

Activation: 1 Manna

Range: Immediate Area (a20)

Roll: Spirit and Perception

The character is able to sense magical essences in areas or objects. The character can concentrate and make a roll of SPR + PER in order to sense magical essences. The character does not see magical energy, but gets a sense that something magical is occurring. The amount of detail the character senses is determined by how many successes they get.

1 Success = Character knows that there is magic in the area.

- ⚡ 2 Successes = Character can pick out the direction of the magical essence.

- ⚡ 3 Successes = Character knows the strength (spell level or approximate strength) of the magical essence.

- ⚡ 4 Successes = Character knows exactly what is giving off an aura.

- ⚡ 5+ Successes = Character knows the spell types of the auras.

Magic Technique: Multiple Targets

Cost: 15 exp

REQ: Magic Casting Ability Focus

Activation: 1 Manna

When casting a spell that lists a target or a number of targets as the effect radius, the character can pay an extra manna and affect one additional target per point of spirit.

Magic Technique: Trigger

Cost: 25 exp **REQ:** Magic Casting Ability Focus, Adventurer Experience Tier

Activation: 1 Manna

When casting a spell, the character can pay an extra manna to hold the spell in stasis until a certain trigger sets the spell off. The character has to word the trigger in a particular way. "Let this spell be released when the castle rises above the clouds."

- ☞ The character must be fairly specific with the wording, or else face the consequences of an ironic fate.
- ☞ "Let this spell be released when _____." The phrase used to set the trigger factor must be fairly short – less than 15 words.
- ☞ Once triggered, the spell is no longer be held in stasis.
- ☞ The trigger cannot be placed onto a living thing.
- ☞ The trigger only contains 1 "use" of a spell. The other uses of the spell are available to the character when the spell is cast, but are not placed in the trigger.
- ☞ A character can only have 1 trigger active at a time.
- ☞ A spell can be held in stasis for 2 hours per point of spirit that the character has, and will fizzle without effect if left un-triggered.
- ☞ If the character spends 2 manna on the trigger, they can extend the time frame that the trigger is held to 1 day per Spirit point.
- ☞ If the character spends 3 manna on the trigger, they can extend the time frame that the trigger is held to 1 week per Spirit point.
- ☞ If the character spends 6 manna on the trigger, they can extend the time frame that the trigger is held to 1 year per Spirit point.

**Manna Draw**

Cost: 40 exp

Activation: 1 Manna; 5 Hit Points per Manna

Duration: Instant

Range: Self

Effect Radius: Self

Damage: 5 Hit Points per Manna generated

Roll: N/A

The character can funnel 5 of their own hit points into one manna point. They lose the hit points and feel a loss of vitality. The character must spend 1 manna to spark this effect.

Manna Increase

Cost: 10 exp

Activation: N/A

This focus allows a character who does not have a magic acquisition focus to increase their maximum manna by one point. The focus can be taken multiple times, but only once for each point of spirit the character has.

Manna Siege

Cost: 60 exp

Type: Spiritual Forces

Activation: 1 Manna

Duration: Instant

Range: Touch

Effect Radius: Target

Damage: 1 manna from target per success

Roll: Spirit + Knowledge vs. Spirit + Toughness

The character can touch another person or creature and make a rolloff of SPR + KNL vs. an opponent's SPR + TGH. If successful, the caster can funnel 1 manna from the opponent per success achieved on the roll. The character must spend 1 manna to spark this effect.

Manna Siege, Cursed

Cost: 30 exp

Type: Spiritual Forces

Activation: Special

Duration: Instant

Range: Touch

Effect Radius: Target

Damage: 1 Manna from target per success

Roll: Spirit + Knowledge vs. Spirit + Toughness

This focus operates same as Manna Siege, but is taken for 30 total experience and confers penalties.

No manna is required to spark the focus, but the character must consume something of the victim (e.g., blood, flesh or brains, or the manna may be sapped away through life force). The player chooses the specific thematic element the character must take.

The character cannot regain manna in the normal way and must siege it from something else. If the character ever finds themselves at 0 manna, they suffer a -1 die penalty to every roll. Each day the character is without manna, they lose an extra 1 die from every roll.

Minor Levitation

Cost: 25 exp

Type: Change

Activation: 1 manna

Duration: 2 Uses per Spirit point/10 Minutes per Spirit point

Range: Self

Effect Radius: Self

Damage: 0

Roll: N/A

By triggering a use of this focus, the character can triple the vertical or horizontal length of a jump, can slow down a fall to a gentle float, or can add +1 die to their Reflexes when performing some kind of a movement action. The extra die does not come into play with actions that use Reflexes but not movement. A ranged attack would not benefit from the die, but a dodge could. After the character has activated the ability, by paying 1 manna, they can then trigger uses of the ability at will, as a simple action. The character has a total number of uses of the focus equal to double their Spirit rating. The uses must be used within a time frame of 10 minutes per Spirit point, at the end of which all uses run out.

Mounted Use

Cost: 10 exp

Activation: Always On

The character can use a weapon to their full ability while mounted, taking no penalty from being on a mount. The type of mount the character rides does not matter. The character has adjusted for the movement and shaking that is inherent to all mounted use.

Movement Ease ()

Cost: 20 exp

Activation: Always On

The character takes no movement penalties when moving in a different type of environment than is natural to them. The character can move freely in one type of environment, as determined by the player and Game Master. Examples of environment types could include:

- ☞ Water
- ☞ Low or High Gravity
- ☞ Rocky Terrain
- ☞ Swampland
- ☞ Treetop Canopy



Natural Armor

Cost: 30 exp

Activation: Always On

By special training, a unique body style, such as scales or rocklike skin, or some other factor, the character has a greater ability to absorb damage. The character's skin is equivalent to armor level 5/25. If a character wears armor overtop of this, their armor rating will be the armor level of the worn armor. In such a case, the natural armor will give +1 total to the absorption rating of the worn armor. The armor rating for the Natural Armor is always in effect, even if the character is vulnerable to attack, or has some other penalty. Penalties to armor dice still apply. If the character is wearing armor overtop their Natural Armor and something causes $\frac{1}{2}$ armor dice or some other armor penalty, the worn armor is bypassed completely and the armor roll is taken with only the natural armor rating but with full armor dice.

Natural Armor II

Cost: 30 exp **REQ:** Natural Armor

Activation: Always On

By special training, a unique body style, or some other factor the character has a greater ability to absorb damage. The character's skin is equivalent to armor level 6/30. If a character wears armor overtop of this, their armor rating will be the armor level of the worn armor. In such a case, the natural toughness will give +2 total to the absorption rating of the worn armor. The armor rating for the Natural Armor is always in effect, even if the character is vulnerable to attack, or has some other penalty. Penalties to armor dice still apply. If the character is wearing armor overtop their Natural Armor and something causes ½ armor dice or some other armor penalty, the worn armor is bypassed completely and the armor roll is taken with only the natural armor rating but with full armor dice.

Natural Toughness I

Cost: 30 exp

Activation: Always On

The character has a Natural Toughness that comes into play with their ability to absorb damage. The character has +1 armor dice.

Non Organic

Cost: 10 exp

REQ: Game Master Approval of Concept

Activation: Always On

This very cheap focus helps to reflect the non-organic status of some races, such as magically animated mechanist devices, G'lem, undead creatures, stone-like gargoyles, spiritual beings, elementals or other non-organic types of beings. The approval of a character concept by the Game Master is absolutely necessary for taking this focus. At the base level, it conveys the following abilities:

- ☞ (NOBREATHE) The character has no need to breathe and is not affected by gases.
- ☞ (SENSELIMIT) The character has limited organic senses, such as smell or taste.
- ☞ (1/2HERB) The character gets ½ effect from poisons or from herb-based healing items/first aid.

For 5 additional experience points, the character can choose one of the following:

- ☞ (NOFOOD) The character has no need to eat or consume food, but special consumables (e.g., oil for mechanical beings or brains for undead zombies) may be thematically required.
- ☞ (NOSLEEP) The character has no need to sleep or engage in any manner of rest to recharge
- ☞ (NOHERB) The character gets no effect from poisons or from herb-based healing items/first aid.

Write Non-Organic on a character sheet as: Non-Organic (NOBREATHE, SENSELIMIT, 1/2HERB, NOFOOD), with whatever options are taken in the parentheses.

Permanent Ability

The Permanent Ability focus is a great tool to enable incredible options for characters. Having the flight focus makes a character special. Having Permanent Ability: Flight makes the character a superhero. Sometimes a player just wants to have access to something without worrying about metering their uses. Maybe this is for a thematic reason.

While the inclusion of a Permanent Ability might change the balance of the game, look at the reasoning behind it. Will it cause balance issues, or will it just provide a new dynamic for the character to operate in.

A great source of unique powers to merge with Permanent Ability is from the Spell Power focus and spells in the magic section. Combining Permanent Ability and a Spell Power with a particular spell can open up a huge number of character options. When doing this, you may want to write the focus on your sheet as PA (SP2:Telekenesis) and save space by abbreviating Permanent Ability, Spell Power and the level it is at.

Opponent Study

Cost: 30 exp

Activation: At Will

The character can spend one action round studying a single opponent, as a full-concentration action. If the character attacks that opponent in the next action round, the opponent's R# is one lower for the character's attack.

Permanent Ability ()

Cost: 35 exp + cost of other focus/spell power/etc

Activation: At Will

One ability that comes from focuses or spell powers can be used by the character at will or with a specific roll to activate, instead of with manna or tech points. The focus/spell power/ability that this affects is named at the taking of the Permanent Ability focus, and the exp cost for both Permanent Ability and the modified focus is paid. A focus or spell power that grants a # of uses only grants one use when activated as a Permanent Ability if it is an active ability (such as Shadow Walk), or is considered permanently on if it is more of a passive ability. Activating a more active Permanent Ability can only be done once per action round and is considered a complex action. The Game Master has full discretion as to what focuses/abilities this will affect, as well the final say in how the focuses/abilities will be used as Permanent Abilities.

Examples:

- ☞ **Permanent Ability (Spider Climb)**
Cost: 65 exp (35 base cost + 30 [Spider Climb])
- ☞ **Permanent Ability (Flight, Magical)**
Cost: 70 exp (35 base cost + 40 [Flight, Magical])

Piercing Shriek

Cost: 60 exp

Type: Direct Damage, Mental And Communication

Activation: 1 Manna or 8 Tech Points (Decided when the focus is purchased)

Duration: Instant

Range: Self

Effect Radius: Stone's Throw (A90)

Damage: Those who fail a rolloff take ½ their current HP in damage.

Roll: Spirit + Presence to set R#, Perception and Toughness against the set R# to resist.

The character can scream and cause incredible damage to all those who fail a resistance roll. The character makes a roll of SPR + PRS to determine the R# for all those who are able to hear the scream within the effect radius. Anyone who can hear the scream must make a PER + TGH roll, with the R# being the number of successes the character got on their roll. If the opponents fail this roll, they take ½ their current hp in damage. Those who are deaf or who would be unable to hear the shriek are unaffected. **Poison Attack, Natural**

Cost: 25 exp

Activation: 2 Tech Points

Duration: 2 Rounds after initial attack

Damage: 2d10 with no armor roll

The character has a natural attack that can poison their enemies. When a regular attack deals damage, the character can trigger the effect. For the next 2 rounds, the opponent is dealt 2d10 damage that does not provoke an armor roll.

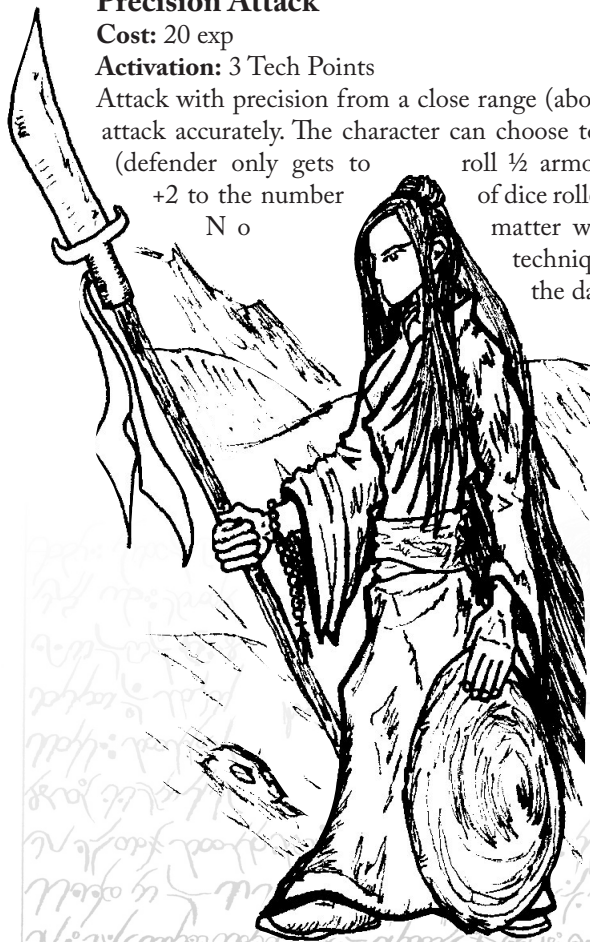
The character can purchase this focus for an extra 20 experience and the poison is dealt for 4 rounds after the attack.

Precision Attack

Cost: 20 exp

Activation: 3 Tech Points

Attack with precision from a close range (about 10 paces) to attack accurately. The character can choose to ignore armor (defender only gets to roll ½ armor dice) or add +2 to the number of dice rolled on an attack. No matter what, using this technique gives +2 to the damage rating.



Prehensile Control

Cost: 20 exp

REQ: Controlled Rope Weapon

Activation: 1 Tech Point

When using a controlled rope weapon, the character can control objects with the rope as if it were an extra limb. If they have an opponent entangled, they can whip, pull, try to throw the opponent, or perform some other relevant action. The character can use their rope to grab a pole and swing from it, grab a lever and pull it or grab an opponent's weapon and pull it away from them. They must declare what they are going to try to do with the rope. Then they must roll STR + RFL vs. a R# set by the Game Master to perform the action.

Press The Attack

Cost: 20 exp

REQ: Journeyman Experience Tier

Activation: 2 Tech Points

The character can make multiple quick hits to a single area. If the character succeeds in the attack roll, they can add their weapon skill # of dice onto the roll to add bonus damage.

Profession / Field of Study ()

Cost: 30 exp

Activation: Always On

Character gets to use one extra die on all rolls that would bring the training from the Profession/Field of Study into play. The Profession or Field of Study is named at the purchase of the focus, and the player should work with the Game Master to determine exactly what the Profession/Field of Study contains. A character can have multiple Professions/Fields of Study. A Profession/Field of Study does not give extra dice in regards to making attacks in combat situations.



Prophetic Vision**Cost:** 50 exp**Type:** Mental And Communication**Activation:** 3 Manna**Duration:** 1 week**Range:** Self**Effect Radius:** Self**Damage:** 0**Roll:** Spirit + Knowledge

Through the use of magic, divine intervention or some other incredible factor, the character is capable of predicting events through a riddled and enigmatic vision. The character makes a roll of SPR + KNL to determine how detailed and accurate the vision is. For each success on this roll, the character gets +1 die that they can add to a roll at a later time, based on their knowledge of the future. A character can make a Prophetic Vision roll only once a day. The extra dice expire at the end of one week. A character may see much farther into the future than that, but the results are always much less precise and harder to gain benefit from.

Game Masters can describe murky details about things which may occur to the character, or can let the character describe what they saw in the vision at the time that they use the extra dice.

A great King once consulted the oracle of Landfell. They asked her a simple question: "Should I go to war with my neighbor?"

The Oracle replied, "If you go to war, a great country will be destroyed."

The King, knowing his armies to be mighty, thought the Oracle referred to his neighbor. A year later the King's country lay in ruins, crushed by the sickness spread from the neighboring country.

Quick Action**Cost:** 20 exp**Activation:** Always On

The character is incredibly good at performing their actions quickly. The character gets +3 to their initiative modifier.

Quick Draw**Cost:** 20 exp**Activation:** 1 Tech Point

The character can initiate combat, and make a free attack, before their opponent can act. This only applies when the character initiates combat from a non-combat situation. If two characters use Quick Draw at the same time, a rolloff of RFL + PER vs. RFL + PER is required to determine who goes first.

If a character with Quick Draw sees someone else begin a Quick Draw, they can attempt to intercept it. In order to do so, a rolloff, as above, must be made. If the character attempting to intercept gets at least 2 more successes on their roll than the character they are trying to intercept, their attack goes first and the other character merely goes in the regular initiative order.

Quicker Action**Cost:** 30 exp**REQ:** Adventurer Experience Tier, Quick Action**Activation:** Always On

The character is incredibly good at performing their actions quickly. The character gets another +3 to their initiative modifier, for a total of +6 from Quick Action and Quicker Action.

Raptor Kick**Cost:** 20 exp**REQ:** Journeyman Experience Tier**Activation:** 3 Tech Points

After jumping at the opponent, the attacker punches into the opponent's torso with each hand and then kicks off with their feet. If the character succeeds in the attack roll, they can roll one die for each point of their relevant weapon skill. The total rolled on these dice is added onto the damage for the weapon.

Reputation ()**Cost:** 30 exp**Activation:** Always On

The character has a Reputation, either good or bad, that gives them some weight to throw around. The character gets +1 die to rolls that involve their Presence, but only when their Reputation would be known and come into play. A Reputation is worthless if no one knows about it. A Reputation can also be bad or hindering in some circumstances. If a Reputation would be hindering, the character would make rolls with +1 R#. The type of Reputation must be decided when the focus is taken. Benefit or hindrance of the Reputation is decided by the Game Master.

Return Magic**Cost:** 45 exp**Type:** Defense and Containment**Activation:** 1 Manna**Duration:** Immediate**Range:** By Spell**Effect Radius:** Self**Damage:** 0**Roll:** Spirit + Toughness

The character can make a SPR + TGH roll with a R# to recast a spell that was cast on them in the previous round. The R# of the roll is equal to the manna spent on the original spell. A spell that cost 4 manna is R# 4 and 1 manna for the character to recast. If any extra manna was spent on magic techniques, this is factored in. The character makes relevant rolls for the spell with their own dice pool, but any techniques which were applied by the original caster are applied to the recast spell. The recasting character can only do this in the action round after they are affected by the spell, but can control the recast spell in regards to the target, etc.

Ridiculous Attribute ()

Cost: 60 exp

Activation: Always On

The character is incredible in one way, and can surpass normal boundaries for one of their attributes. The character always gets +1 extra die when making any roll with the chosen attribute. The attribute must be named at the purchase of this focus. The character can also purchase the chosen attribute up to 9, instead of the limit of 7 normally imposed. The character cannot raise any other attributes above 5.

Rolling Study

Cost: 40 exp

Activation: Always On

A character with this ability constantly absorbs knowledge from everything they see. The character states one skill or focus to study. At the end of every session, the Game Master determines if the character has done something to further their study of that skill. Merely using a skill in the session does not count towards learning more about the skill. If the character has done something to further their knowledge of the skill, they make a roll of KNL + PER, with no skills affecting the roll, at the end of the session. Each success on this roll is an experience point towards the study of the stated skill. The character cannot choose the same skill to study twice in a row. If a character chooses Meditation as a skill and then gains their level in it, they cannot state it again. They must choose a different skill (or take a break from using Rolling Study for a session) and, after learning the different skill, can go back and use Rolling Study to help them learn Meditation again. The character cannot raise a skill above the level cap from their experience tier.

Seimeii

Cost: 100 exp **REQ:** Game Master's Approval

Activation: Always On

All magic spells or abilities that are activated with manna cost ½ the listed manna to cast. A manna cost of 1 would be reduced to ½.

Shadow Walk

Cost: 30 exp

Activation: 1 Manna

Duration: 1 Use per Spirit point/1 Hour per Spirit point

Range: Stone's Throw (a90)

Effect Radius: Self

The caster can walk into an existing shadow and reappear in a shadow anywhere within the actual line of sight of the original shadow, so long as it is within Stone's Throw Range (a90). By paying an extra manna, the character can take 1 person along with them. After the character has activated the ability (by paying 1 manna), the character can trigger uses of the ability at will, as a simple action. The character has a total number of uses equal to their Spirit rating. The uses must be used within a time frame of 1 hour per Spirit point, at the end of which all uses run out.

Short Throw

Cost: 15 exp

Activation: 2 Tech Points

If the character has successfully grabbed a person, they can make a roll of STR+RFL to throw the opponent. The damage is not assessed with a R# because the opponent has already been grabbed. The opponent receives the attacker's STR + 1d10 as the damage rating for each success rolled on the throw, as well as being thrown 1 foot for each success. The opponent being thrown only gets ½ armor dice to roll on their armor roll.

Silver Tongue/Sharp Wit

Cost: 30 exp

Activation: Always On

The character, when speaking, has such a way with words that they can accurately convey their message, be it true or not. The character gains +1 die to rolls using their Presence, but only when the outcome is dependent on their voice or words. If a character were trying to look trustworthy, the bonus would not be added, but if they were speaking, it would.



Slice Through**Cost:** 25 exp **REQ:** Journeyman Experience Tier**Activation:** 3 Tech Points

The character can slice through an object with a roll of STR + RFL. For each success, the character can slice through 5 feet of the object. This only works against inanimate objects, and not armors worn by characters. If performed against an opponent in combat, this gives +4 to the damage rating, and the opponent gets ½ armor dice to roll. The Game Master can declare that some objects are immune to this technique - special materials, magical fields, specially enhanced normal materials, etc.

Sorcerous Strike**Cost:** 30 exp**Activation:** At Will**Req:** Magic Casting Ability Level 1**Range:** Adjacent (5ft) or Stone's throw (a90)

The character has honed their innate magical ability to the point that they can manifest a minor elemental weapon without the use of manna. The character summons up a magical weapon of their attuned element that does 3+ their magic casting level as melee attack damage, or 2 + their magic casting level as a ranged attack damage useable at stone's throw distance. This weapon can be suppressed by a Magic Cleanse or other magic dampening effect, but can be reformed at will once the cause of the suppression is eliminated. It can also be disarmed or broken, but can be renewed at the "caster's" initiative. It functions in all other ways as a normal weapon, using the relevant melee or ranged attributes for the rolls, however the weapon makes use of the direct damage spell skill as its weapon skill. An appropriate weapon skill can be applied as a minor use if the elemental energy is formed in the shape of particular weapon.

Specialization ()**Cost:** 15 exp**Activation:** Always On

The character can lower the tech point cost of any one focus that uses tech points by 1 tech point. The character cannot lower the tech point cost of anything below 1. This can be only be taken once per technique.

Speed 1 ()**Cost:** 5 exp**Activation:** Always On

The character adds +1 to their initiative rating when using a weapon of the type chosen when the focus is purchased. This only works for one type of weapon and can be purchased multiple times for different weapon types.

Speed 2 ()**Cost:** 10 exp **REQ:** () Speed 1**Activation:** Always On

The character adds +1 (+2 total) to their initiative rating when using a weapon of the type chosen when the focus is purchased. This only works for one type of weapon and can be purchased multiple times for different weapon types.

Speed 3 ()**Cost:** 10 exp **REQ:** () Speed 2**Activation:** Always On

The character adds +1 (+3 total) to their initiative rating when using a weapon of the type chosen when the focus is purchased. This only works for one type of weapon and can be purchased multiple times for different weapon types.

Speedy Movement**Cost:** 25 exp**Activation:** Always On

The character has a movement rating that is one level higher than their regular movement rating. If a character had a movement rating of Average (40ft), they now have a movement rating of Fast (65ft).

Spell Power Level 1 ()**Cost:** 10 exp**Type:** by spell**Activation:** 1 Manna**Duration:** by spell**Range:** by spell**Effect Radius:** by spell**Damage:** by spell**Roll:** by spell

The character has the ability to cast one spell of the 1st level without having a Magic Acquisition focus. It is considered a power - and acts exactly like magic - but is a focus for all intents and purposes. The player MUST consult with the Game Master and get their permission, as well as have a good reason why the character would have this power. The character can level the spell power up by paying the experience difference to the next level of spell power. Casting the spell is considered a Full Concentration Action.

Spell Power Level 2 ()**Cost:** 15 exp**Type:** by spell**Activation:** 2 Manna**Duration:** by spell**Range:** by spell**Effect Radius:** by spell**Damage:** by spell**Roll:** by spell

The character has the ability to cast one spell of 2nd level without having a Magic Acquisition focus. It is considered a power - and acts exactly like magic - but is a focus for all intents and purposes. The player MUST consult with the Game Master and get their permission, as well as have a good reason why the character would have this power. The character can level the spell power up by paying the experience difference to the next level of spell power. Casting the spell is considered a Full Concentration Action.

Spell Power Level 3 ()

Cost: 20 exp

Type: by spell

Activation: 3 Manna

Duration: by spell

Range: by spell

Effect Radius: by spell

Damage: by spell

Roll: by spell

The character has the ability to cast one spell of 3rd level without having a Magic Acquisition focus. It is considered a power – and acts exactly like magic – but is a focus for all intents and purposes. The player **MUST** consult with the Game Master and get their permission, as well as have a good reason why the character would have this power. The character can level the spell power up by paying the experience difference to the next level of spell power. Casting the spell is considered a Full Concentration Action.

Spell Power Level 4 ()

Cost: 40 exp

Type: by spell

Activation: 4 Manna

Duration: by spell

Range: by spell

Effect Radius: by spell

Damage: by spell

Roll: by spell

The character has the ability to cast one spell of 4th level without having a Magic Acquisition focus. It is considered a power – and acts exactly like magic – but is a focus for all intents and purposes. The player **MUST** consult with the Game Master and get their permission, as well as have a good reason why the character would have this power. The character can level the spell power up by paying the experience difference to the next level of spell power. Casting the spell is considered a Full Concentration Action.

Spider Climb

Cost: 30 exp

Type: Change

Activation: 1 Manna

Duration: 5 Minutes per Spirit point

The character can grip and move on a surface almost effortlessly. The character can move around without a climbing roll on any surface that is not greased or slippery. If a roll is required on any surface, the character gets +2 dice on the roll.

Spirit Abundance

Cost: 20 exp

Activation: Always On

The character gains extra permanent manna equal to their knowledge rating. The character regains their Spirit rating in manna at sunrise as usual, but has a greater storehouse of manna to fill.

Step-Jump

Cost: 25 exp

Activation: At Will

When already jumping, the character can step against anything they come in contact with and jump off of it, making another jump of their jumping distance. The character can do this as long as there is something for them to Step-Jump against within the range of their jump. The character can Step-Jump up to their Reflex number of times in one action.

Strong Block/Parry

Cost: 10 exp

Activation: 1 Tech Point

The character can declare a block/parry and still attack in that round. The character must spend 1 tech point for each block they declare in this way. The character can make as many blocks as they have tech points to use in a round.

Sword Mage

Cost: 45 exp

Activation: 1 Manna

Duration: Instant

Range: Stone's Throw (a90)

Damage: Damage rating of the weapon

Roll: RFL + PER

The character can cause a bolt of elemental energy to fly from their weapon and strike an opponent within the listed range. The character makes a normal ranged attack roll and deals damage as normal for the weapon. The damage is not considered magical but is considered to be of the elemental type of the wielder's attunement.

Tank

Cost: 15 exp

The character is better at absorbing damage than avoiding it. Their defensive R# is calculated from their STR + TGH, instead of from their RFL + PER.

Tech Point Reflexes Increase

Cost: 25 exp

The character gets 2 tech points for each point of Reflexes they have instead of the 1 that they would normally get.

Tech Point Regeneration

Cost: 25 exp

Activation: Always On

The character can take 2 full rounds out of combat, with no other action, to gain back all their tech points. During these rounds the character is unable to dodge but they get full armor dice on their armor rolls.

Telepathic Communicator

Cost: 35 exp

Activation: At Will

The character cannot read minds in any fashion, but can transmit words and images mentally to others. The character normally transmits their “spoken” thoughts to everyone within regular hearing range, but can exert a negligible amount of will to choose who “hears” their mental communications. The character can only communicate in languages they know. If the character is not an intelligent creature capable of communication in a language, they can transmit images or rudimentary concepts and can glean basic information and concepts from those who speak to them.

Temperature Resistance

Cost: 30 exp

Activation: Always On

The character has a natural resistance to heat and cold. Their body regulates itself for all “regular” temperatures or conditions. In extreme conditions, they will still be required to make a roll against a R# set by the Game Master for the environmental harshness, but they make this roll with +1 die.

Time Sense

Cost: 20 exp

Activation: At Will

The character has an uncannily accurate sense of time. The character always knows the approximate time, and can make a roll of PER + KNL with R#2 to tell the EXACT time. If the roll turns up 5 successes, they know the exact second. Even if the character does not make the R#2 on the roll, they have a general feeling, accurate to a quarter of an hour. The character is also incredible with timing and are extremely accurate when counting down numbers.

Two-Weapon Attack

Cost: 15 exp

Activation: 1 Tech Point

A character can attack effectively with two weapons. The character makes an attack roll like normal with the first weapon. They then add 1 level of the second weapon’s damage rating for each level of skill they have in the second weapon. The first weapon’s skill rating is used to affect the die roll.

Unique Physical Feature

Cost: 1 exp/15 exp

Activation: Always On

The character has some unique feature that helps them stand out in situations. This could be a set of horns, oddly colored skin, a third eye, a large body-covering tattoo, cat ears, or some other unique feature. A Unique Physical Feature can be bought at 1 exp or 15 exp. At 1 exp, the feature does not convey any mechanical benefit. At 15 exp, the feature might grant a +1 circumstance modifier, at the Game Master’s discretion. Horns might cause awe or fear in the right crowd, mouse ears might help one when talking to animalia, a tail might be a sign of godhood to a primitive tribe. At 1 exp these benefits are not granted and the physical feature is merely thematic.

Vision Stun

Cost: 40 exp

Type: Defense and Containment

Activation: 1 Manna or 6 Tech Points

Duration: 1 Action per success

Range: Immediate Area (a20)

Effect Radius: Self

Roll: Spirit + Knowledge vs. Spirit + Toughness

When a character locks eyes with an opponent, the character can make a SPR + KNL vs. the opponent’s SPR + TGH. If successful, the opponent is stunned and unable to act for 1 action round per success of the character using the Vision Stun.

Weakest Point

Cost: 20 exp

REQ: Journeyman Experience Tier

Activation: 2 Tech Points

Like lightning moving through the path of least resistance, the Weakest Point attack is made against the place where defenses are the least. The attacker can choose to ignore armor (defender only gets to roll ½ armor dice) or get +2 to the number of dice rolled on an attack. No matter what, using this technique gives +2 to the damage rating.

Weapon Improvisation

Cost: 45 exp

Activation: At Will

The character is able to use almost anything as a weapon. The character makes a KNL + PER roll to turn an object into a usable weapon. The character would have an effective weapon skill of 1 in the improvised weapon. The Game Master determines what weapon type the weapon is considered and what its exact damage is. The Game Master should take into account how well the object will function as a weapon, and compare it to weapons which are of a similar sort. Once the character stops using the object as a weapon (i.e., when they are no longer in the same combat sequence), they must make another roll to re-weaponize the object. If the improvised weapon falls into a weapon type that the character knows, they would use their own skill and not the skill from their roll.

Weapon Master

Cost: 100 exp

REQ: Adventurer Experience Tier

Activation: Always On

The character has trained in many combat styles and has knowledge of how to use almost all weapons. The character has an effective skill of 1 in all weapons for combat rolls. The character does not actually have a skill of 1 in all weapons, and must purchase level 1 in a particular weapon skill before level 2 in that weapon skill can be purchased.

Weapon Specialization ()

Cost: 30 exp

REQ: Adventurer Experience Tier

Activation: Always On

The character has trained and is especially good with one particular weapon. The character gets +1 die to use when attacking with a particular type of weapon. The character might purchase Weapon Specialization Axe/Mace and gain the bonus when using a flail or an axe, which are both in the category.

Wellspring of Vitality

Cost: 20 exp

Activation: Always On

The character has a great vitality, with a greater capacity for taking a beating. The character's hit point limit is higher than the regular limit caps.

- 🌀 **Novice** – Character has an HP limit of 80 hp
- 🌀 **Journeyman** – Character has an HP limit of 120 hp
- 🌀 **Adventurer** – Character has an HP limit of 180 hp
- 🌀 **Hero** – Character has an HP limit of 240 hp
- 🌀 **Epic** – Character has an HP limit of 300 hp
- 🌀 **Legendary** – Character has an HP limit of 410 hp

Very Dodgy

Cost: 25 exp

REQ: Hero Experience Tier, Artful Dodge

Activation: 2 Tech Points

The character makes a dodge roll and gets +1 added to their R# for each success, instead of for every 2 successes as in a normal dodge roll.



Step Six

Determine Combat Ratings

Calculate Initiative Bonus

The initiative bonus is a rating that helps to determine how quickly a character can act in an action sequence. The higher the bonus, the more likely it is the character will move first in a combat or action scenario. To figure out the initiative bonus, add the character's Reflexes and Perception scores together. This is the initiative bonus. It is added onto the roll of a single d10 when determining the order in an action round.

Calculate Tech Points

Tech points are used to activate certain focuses that deal primarily with combat or action scenes.

- ☞ A character receives one tech point for every point they have in Reflexes.
- ☞ A character receives one tech point for every level they have in any weapon skill.
- ☞ Tech points regenerate after a short rest. Being able to take a minute or so rest after a combat regenerates all of a character's tech points.

Calculate Manna

Manna is the rating that is used to activate some focuses or spells that are supernatural or spiritual in nature.

- ☞ A character has manna equal to their Spirit rating.
- ☞ A character will regenerate their Spirit rating in manna every day at sunrise.
- ☞ If a character has purchased a Magic Casting Ability Focus, then they get extra manna as determined by that focus. Check chapter 6, Magic in Cyrus (page 146) for further details.

Calculate Physical Defensive R# and Magic Defensive R#

The Physical Defensive R# and the Magical Defensive R# are the two ratings which determine a character's natural ability to dodge or block physical attacks or absorb the effects of magical ones, respectively.

- ☞ To calculate the Physical Defensive R#, add the character's Reflexes and Perception scores together. Divide this number by 3 and round up.
- ☞ To calculate the Magic Defensive R#, add the character's Spirit and Toughness together. Divide this number by 3 and round up.

Calculate Armor Dice and Armor Level

A character who has not purchased any armor has a natural armor dice and armor level. If additional armor is purchased, or a focus modifies the character's natural armor, then the armor dice and level will change.

- ☞ Armor Dice for an unarmored, unmodified character is equal to the character's toughness.
- ☞ Armor level for an unarmored, unmodified character is 4/16.

Step Seven

Determine Starting Languages

A character gets the language of their race as a free language, as well as getting one free language for each point of Knowledge that they have. The character can speak, read, and write in all languages known.

Languages in Cyrus are divided into racial and regional categories. Depending on a character's starting race or region they may have more of a chance to learn some languages and less of a chance to learn others. Final rulings on languages will be up to the Game Master.

Some Common Languages of Cyrus

Anacandran – Spoken in the city of Anacandra.

Archaic Elven – Ancient language of the Elves.

Aruna – Language of the Aruna people

Clavian – Spoken by the Asian-like continent of Clave.

Common Animalia – The public language of the Animalia.

Dwarven – The hard yet fluid language of the Dwarven race.

Feychylde – The lilting language of the Feychylde.

Icelander Human – The hard and strong language of the Humans who live in the Iceclands.

Ithisian Elven – Spoken by the Oaken and Golden elves as well as most other common elves.

Ithis Human – Ithis human is spoken by most humans on the continent of Ithis.

Goblin – The language of the goblins is a mix of Ithisian human and Orc.

High Animalia – The secret language of the Animalia is spoken by none but the Animalia. (Must be Animalia to learn.)

Ogre – The language that is spoken by ogres bears a striking resemblance to God Elven, though many of the words have been changed in meaning to reflect their independence from the god elves.

Orcish – The language of the Orcs is a guttural and horrid misappropriation of Ithisian Human and Ithisian Elven.

Perosian Desert Speak – A flowing language that descends from God Elven, the desert speak of Pero is the native language of those born in the sandy southern regions. (Can be substituted for the racial language if character is from Pero.)

Perosian Elven – Though it is called Perosian Elven, the language is shared by all those who live in the northern areas of the Perosian continent. (Can be substituted for the racial language if character is from Pero.)

Traveler's Tongue – The common traders language of Cyrus, Travelers tongue is a half language adapted from common Animalia. Any who know common Animalia can easily speak travelers tongue.

Step Eight

Starting Money and Equipment

In the world of Cyrus, prices are measured in Saren. The term Saren denotes the value of a particular coin. A small silver coin might be worth 1 Saren, while a larger gold coin might be worth 90 Saren, based on its size and material.

Starting characters are given a certain amount of starting assets based on their free Profession/Field of Study focus and the relevant attributes associated with it. This wealth is measured in Asset Points. A character can trade in, at character creation only, these Asset Points for equipment packages that group together common types of items. This helps to streamline the outfitting a character. An Asset point can also be exchanged for 300 Saren, and players can use the detailed item list to pick and choose equipment.

To determine Asset Points:

- ☞ The character gets one Asset Point for each point in the two attributes that would be most relevant to their free Profession/Field of Study focus. The Game Master and player determine what two attributes are most relevant to the Profession/Field of Study.
- ☞ Any extra Profession/Field of Study focuses the character has purchased grant one extra asset point each.
- ☞ A character who has a profession of actor might get 1 asset point for each point in perception and presence. A character with a profession of merchant might get 1 asset point for each point of knowledge and presence.
- ☞ An asset point can be used to purchase any of the following equipment packages, or can be traded in for 300 Saren.

A full and itemized equipment list is available on page 98.

Traveler's Pack – 1 Asset Point

- ☞ Traveler's pack
- ☞ Two sets of clothing
- ☞ Bedroll
- ☞ Warm cloak that can serve as a blanket
- ☞ Food for 3 weeks
- ☞ Bottle of wine
- ☞ Eating utensils and bowl
- ☞ Clay mug
- ☞ Soap
- ☞ Two water skins
- ☞ Flint and tinder
- ☞ 25 feet of coarse rope
- ☞ Four thick candles
- ☞ Two torches or Core Powered light

Workshop () – 2 Asset Points

An area with tools sufficient for advanced crafting, such as a smithy, mechanist's garage, alchemist's study, luthier's hut, or other workshop appropriate to a crafting skill.

Tool Set () – 1 Asset Point

An appropriate portable set of tools for a craft, such as one of the following:

- ☞ Painter's brushes and canvas
- ☞ Sculptor's chisels
- ☞ Carpenter's tools
- ☞ Thieves' picks or locksmith tools
- ☞ Musical instrument and care equipment

Military Pack – 1 Asset Point

- ☞ Soldier's pack
- ☞ Two uniforms
- ☞ Water-resistant bedroll
- ☞ Tent cloth, stakes and tent rope
- ☞ Rations for four weeks
- ☞ Eating utensils, canteen and a metal cup
- ☞ Three torches
- ☞ 25 feet of coarse rope
- ☞ Shovel and pick
- ☞ Soap and razor
- ☞ Flint and tinder
- ☞ Polishing kit
- ☞ Signal mirrors
- ☞ Paper and charcoal stub

Mount/Vehicle – 2 Asset Points

A very basic mount or vehicle. The mount or vehicle is merely a mode of transportation and conveyance on land and has no real stats of its own. The mount or vehicle can have ONE of the following speeds:

- ☞ **Speed:** Very Slow (15 feet)
- ☞ **Speed:** Slow (25 feet)
- ☞ **Speed:** Average (40 feet)
- ☞ **Speed:** Fast (65 feet)
- ☞ **Speed:** Very Fast (90 feet)

Mount/Vehicle: Exotic Feature Add-on – 2 Asset Points

A mount must be purchased before purchasing this Mount Add-on. The mount has some exotic feature or is of a type that makes it more than an average riding animal. The exotic feature can be ONE of the following:

- ☞ Additional movement type – such as flight, natural swimmer, arboreal, or some other appropriate movement type. The mount moves at regular speed while using the second movement type.
- ☞ Increased speed – moves as if it had the Speedy Movement focus (page 88)
- ☞ Jumping – jumps as if it had the Jumping focus (page 75)
- ☞ Climbing – climbs as if it had the Permanent Ability: Spider Climb focus. (page 89)
- ☞ All terrain vehicle – moves without difficulty over rough terrain, as if it had the Druid Walk focus (page 72) for any terrain.

Rider's Pack – 1 Asset Point

- ☞ Saddle/Saddle blanket or Seat
- ☞ Two large saddle bags
- ☞ Bit And bridle (or equivalent)
- ☞ Control reigns (or equivalent)
- ☞ Feed for two weeks
- ☞ Grooming or Cleaning kit

Melee Weapon – 1 Asset Point

- ☞ One basic regular-sized melee weapon.
- ☞ Basic leather sheath and matching belt

Small Weapon Combo – 1 Asset Points

- ☞ Four very small weapons, such as daggers or shuriken
- ☞ Basic leather sheaths and matching belt(s)

Large Melee Weapon – 1 Asset Points

- ☞ One very large melee weapon (usually conveying a -1 Reflexes penalty) such as a heavy warhammer, nodachi or claymore
- ☞ Basic leather sheath and matching belt(s)

Basic Ranged Weapon – 1 Asset Points

- ☞ One basic ranged weapon (bow, crossbow or the like)
- ☞ 50 pieces of appropriate ammunition
- ☞ Leather quiver or case

Gunslinger – 1 Asset Points

- ☞ One handheld or long-barrel gun of choice (pistol, rifle, etc)
- ☞ 50 pieces of ammunition
- ☞ Gun maintenance kit
- ☞ Basic leather holster or sling

Accurate Weapon Add-On – 2 Asset Points

A weapon must be purchased before purchasing this weapon add-on. Choose one weapon that this feature applies to.

- ☞ The selected weapon grants +1 extra die when the player uses it to attack. The player and Game Master determine the thematic reason for this accuracy, be it a longer barrel, greater craftsmanship, magical enchantment or something else.

Extra Damage Weapon Add-On – 2 Asset Points

A weapon must be purchased before purchasing this weapon add-on. Choose one weapon that this feature applies to.

- ☞ The selected weapon gains a +1 base damage rating from some extraordinary or magical source. The player and Game Master determines the thematic reason for this extra damage, be it a priest's blessing, supernatural materials, a possessing spirit or something else.

Innocuous Weapon Add-On – 1 Asset Point

A weapon must be purchased before purchasing this weapon add-on. Choose one weapon that this feature applies to.

- ☞ The selected weapon does not necessarily appear as a weapon. How this actually works is up to the player and the Game Master. The thematic elements of the weapon must support this in some way, but the reasons are entirely up to the player.

Combined Tech Weapon Add-on – 2 Asset Points

At least two weapons must be purchased before purchasing this weapon add-on.

- ☞ The selected weapon is actually comprised of two different weapons (gun/sword, kama/controlled rope, halberd/gun). For whatever reason, the two weapons have been built into one device; the sword's hilt has a hold-out pistol in it, the kama has the chain embedded at one end, etc. The character who purchases this and has skill in at least one of the weapons which comprises the combined tech weapon has full use of their skill for the other weapon.

Basic Armor – 1 Asset Point

- ☞ 5/25 Armor

Good Armor – 2 Asset Points

- ☞ 6/30 Armor

Great Armor – 3 Asset Points

- ☞ 7/35 Armor

Good Coverage Armor Add-On – 1 Asset Point

Armor must be purchased before purchasing this armor add-on.

- ☞ +1 Armor Dice (Total)

Extra Coverage Armor Add-On – 2 Asset Points

Armor must be purchased before purchasing this armor add-on.

- ☞ +2 Armor Dice (Total)

Increased Movement Armor Add-On – 1 Asset Point

Armor must be purchased before purchasing this armor add-on.

- ☞ Removes -1 Reflexes penalty from wearing an armor

Clothing-Incorporated Armor Add-On – 1 Asset Point

Armor must be purchased before purchasing this armor add-on.

- ☞ The armor is designed to be concealed and doesn't readily appear as armor except when closely inspected.

Experience Earned

Name

Sex

Age

Height

Weight

Vertical Jump

Horizontal Jump

Languages

Race

Experience Tier

Birthday

Archai

Archai Gift

Archai Gift

Elemental Attunement

Fire | Water | Wind | Earth | Spirit | Steel | Wood

Archetype

Critical HP

Max HP

Starting HP

Exp spent on HP

Move

Current HP

Initiative

Profession/FoS

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Skills

Focuses

Experience Available

Strength

Reflexes

Perception

Knowledge

Spirit

Toughness

Presence

Combat

Ranged Combat

Search

Magic

Magic Defense

Bearing

Skill

Page

Level

Cost

Cost

Focus

Page

Magic Path

Current Manna

Max Manna

Tech Points

Max Tech Points

Defense Required #

Armor Dice

Magic Defense Required #

Armor Level

Weapon

Skill

Damage
Skill Level

Total
()

Weapon

Skill

Damage
Skill Level

Total
()

Weapon

Skill

Damage
Skill Level

Total
()

Items/Spells/Miscellaneous

Saren

CHARACTER WORKSHEET

Archetype

Descriptor	Descriptor	Title

Attribute Scrap Area

Attribute	Racial Bonus	Beginning 1 in each	Discretionary Points (10)	Purchased with EXP (50 exp each)	Final
Strength		1			
Reflexes		1			
Perception		1			
Knowledge		1			
Spirit		1			
Toughness		1			
Presence		1			

Write down your character's racial bonuses in the appropriate attribute in the racial bonus column.

Write down the discretionary points that you spend put in the appropriate field in the Discretionary points column.

Write down any points you purchase with experience in the Purchased with experience for the appropriate attribute.

Add up the numbers in each row, and place the total in the Final column. This will give your characters starting attribute points.

Experience Scrap Area

275

Write down the total starting experience in the first square. As you purchase a new skill, ability or hit points then write down the new total experience after you have purchased the skill, focus, attribute, or hit points.

Scrap Area for Skills and Focuses You Are Considering for Your Character
