

BLOOD & BRONZE

A Fantasy Game of High Adventure and Role Playing
Playable with Paper, Pencil and Polyhedral Dice

Adventurous Classes & Character Creation

Concept by
Johan NORDINGE

Artwork
Rich LONGMORE • Interior
Sam PERKINS-HARBIN • Map
Adam MOORE • Cover
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Game design by
Olav NYGÅRD • Johan NORDINGE

With
Gustaf BROWALL • Jocke ANDERSSON • Mike BERGAMOTTE
Christoffer LINDAHL • Emil THUNSTRÖM

Thanks to
Danuta LINDKRANTZ • Johan FAGERLIN
Måns BROMAN • Max RAVEN • Anders HEDSTRÖM MACE

Special Thanks to
Christian MEHRSTAM

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Rules Summary

BLOOD & BRONZE is a fantasy game of high adventure and role-playing. While some may choose to use miniatures and terrain as visual aids, the adventures take place in your imagination and are bound only by them.

One of you will be the referee, describing the world and its inhabitants and adjudicating the rules. The referee also rolls dice for monsters and foes. Everyone else will play as adventurers: speaking their words, describing their actions, rolling dice and employing wits to overcome the threats and challenges the characters face.

Normally, a character is free to do anything as long as she possesses a relevant skill. However, if her actions directly affect another character or involve something that a normal person would find hard or impossible to perform, a skill test is required. To make a skill test, roll a number of six-sided dice equal to the relevant ability rating. You need to roll at least one 5 or 6.

When your character reacts to hazards or acts on instincts, roll a twenty-sided die. If the result is lower than or equal to the relevant ability score she evades the misfortune, otherwise it befalls her. This is called an ability check or saving throw.

A character's starting endurance determines how many items she can carry. Carrying more, the character suffers one point of fatigue per three additional items, rounded up. For each point of fatigue, all ability scores are temporarily lowered by one. When an ability score reaches one in this fashion, the character is weary. Any damage dealt to a weary character will cause her to pass out.

Endurance also determines how much damage a character can withstand. Each time a character suffers damage, her current endurance is lowered equally. The exact amount depends on the source of damage. As an adventurer's endurance reaches zero, she becomes incapacitated. At minus three, she is mortally injured and may perish.

To increase her chances of survival, a character can use shield or armor. Shields offer defense, which slightly reduces all incoming damage. Armor—on the other hand—can completely negate the effect of a would-be fatal attack, but the player must roll a twenty-sided die. If the result is higher than her character's armor rating, it breaks and becomes useless.

A character recovers endurance by resting, one point at a time. Another character may speed up the process by treating wounds. During short rests, a character may recover up to half of the damage she has suffered. Full recovery is only possible during extended rests, where the characters eat, drink and sleep.

In combat or during other dramatic and chaotic events, the game is played in rounds. During a round, every character gets one chance to act. To determine who goes first, roll one die for the adventurers and one for their foes. The side that rolls high gets the initiative.

To keep track of the positions of each character, BLOOD & BRONZE makes use of zones. A zone is an area of similar terrain, light or conditions. Zones scale with the scope of the actions: from entire provinces during travel to alleys and hiding spots when sneaking past palace guards.

If the adventures are successful, your character will gain treasures and wealth. Using the riches so earned, you may equip your character better for her future adventures or pay tribute to deities or powerful patrons in return for new skills and feats.





Chapter III ~ The PLAYER CHARACTERS

THE ADVENTURERS

To start playing, each player must first create an **adventurer**. The adventurer is your alter ego, the fictional person whom you will portray when playing the game.

CREATING YOUR ADVENTURER

1 Roll ability scores. For each ability, roll two six-sided dice. These scores are used for many things, most importantly in saving throws. Reroll all double-ones, so that each ability ranges from 3 to 12. In addition, you may change positions between two scores rolled. Record them on your character sheet.

2 Determine ability ratings. Ability ratings are used in most actions, and are derived from the ability score. To determine your character's ability ratings, consult the table below.

3 Roll a background (optional). Backgrounds describe what the character did before she started adventuring, or perhaps what her family still does. Backgrounds are used by the referee to determine what a character knows and is able to craft. If you want your character to have a background, roll once on the background chart (opposite).

4 Choose a character class. There are six classes in **BLOOD & BRONZE**: Mercenary, Rogue, Mystic, Desert Farer, Courtesan and Seer. Choose whichever appeals to you, based on your fancies or the background rolled.

5 Decide name and appearance. Sample names and appearances are given for each class. Choose one or make up your own.

ABILITY SCORE	ABILITY RATING
3-5:	1
6-8:	2
9-11:	3
12-14:	4
15-17:	5
18:	6

6 Choose a class skill. Each character has an array of special abilities or skills, unique to her class. At the beginning of the game, you get to choose one or more as detailed by your class description.

7 Record endurance thresholds. Your character's endurance shows how many items she can carry without fatigue and much damage she can sustain without serious injuries. Write down her starting endurance on your character sheet.

8 Record starting equipment. A character start her adventures with equipment appropriate to her class. Record it on your character sheet. If you accept all starting equipment, any further burden will cause her one point of fatigue per three items' overweight. Equipment marked (*) are non-encumbring.

D20	BACKGROUNDS
1	Accountant
2	Architect
3	Barber or wig-maker
4	Basket maker
5	Beggar
6	Boatsman / -woman
7	Brewer
8	Bricklayer / canal builder
9	Courier
10	Dancer or Musician
11	Gem cutter
12	Herder
13	Orchardman / -woman
14	Perfume maker
15	Potter / Brick maker
16	Scribe
17	Smuggler
18	Surgeon
19	Weaver
20	Wood-worker

Improving Your Character

During your adventures, your character will acquire wealth and treasures. Offering her wealth to a god, temple or ruler, your character can increase her **rank** and gain new abilities: become stronger and more powerful, learn new skills or gain mastery of old.

Your character's rank is a measure of her standing within her class, culture or community. When you start playing, your character has a **class rank** of one but no other ranks. By offering wealth to the Queen of No Court, your character can increase her class rank to gain new skill as described by her class.

THE QUEEN OF NO COURT

Ninlil is the patron deity of adventurers and caravan-folk, of shipwrecks and graverobbers and runaways. She is the goddess of desert flowers, dead ends and caprice and is known by many names but her own: the Treader, the Queen of no Court or Lady Misfortune.

Of royal blood and fabled beauty, she was stolen from the island paradise of Dilmun as a bride to Enlil. She refused his embrace and was cursed to never find peace before cowing to his will. Since then she wanders endlessly through the wild, aiding or tricking others at her own whims.

Travelers raise cairns at dangerous passages to pay her respect or ward off her bad luck, leaving treasures or offerings inside. If the players choose to do so, any sufficiently large offering will gain them an increase in class rank as per the chart below.

CLASS RANK COST IN MINA / SHEKELS

1	0 (Starting rank)
2	10 / 600
3	12 / 720
4	14 / 840
5	16 / 960
6	18 / 1080

COVENANTS

Some monsters, gods and suzerains can present your character with the opportunity to enter into a **covenant**. A covenant is a bond of allegiance where your character swears fealty to a master, who grants her access to unique abilities and powers in return for loyalty and tithe. You will encounter these masters and their covenants over the course of your adventures, bargain with them and swear allegiance to them—or betray them—when you deem it wise.

When an adventurer enters into a covenant, she must offer wealth or sacrifices to the master of that allegiance. How much—and what—depends on the master, so you should not swear allegiance lightly. In return, your character gets a **covenant rank** which can be increased much like class ranks.

TRIBUTE

If a character serves more than one master, she is expected to pay **tribute** each time she increases her ranks. The amount demanded depends on the jealousy of the master and increases with the character's rank.

If your adventurer refuses to pay tribute, you must check for **wrath**. Roll a six sided die: if the score is lower than or equal to the corresponding rank, the master forgives the trespass; otherwise the master will smite you character for her infidelity. On a six, you always provoke its anger.

When your character has provoked the wrath of her master, cross out that rank but don't erase it: the number will indicate the magnitude of the master's wrath.

The Mercenary

A wanderer, with war as her trade

WEAPONS: Two feathered bronze javelins: damage d6, thrown, weight. 1 each. A khopesh: dmg d6; versatile (d8). Stiffened hide helmet: armor 2, wt 2. Great wicker shield: defense 3, wt 4.

OR: A tall bronze battle axe: damage 1d10, 2-handed, wt 4; Partial bronze scale: armor 5, wt 5.

EQUIPMENT: sturdy clothes*, a bronze token (choose who gave it to you)*, six day’s worth of dried meat (wt 3), a water-skin (3 uses; wt 3), snail grease*, a grindstone*, a fire glass

ENDURANCE: 16 (15+1)

STARTING ENCUMBRANCE: 16/16

SKILLS AND RANKS: Characters begin at rank 1. When creating a Mercenary, you get **hardened** and **tackle** as free class skills. In addition, you may choose any two specializations from the list below. Each specialization can be chosen up to three times for increased honing, as detailed under each entry.

When your character increases her Mercenary class rank, choose two additional specializations.

MERCENARY CLASS SKILLS

HARDENED: you may add your class rank to your maximum endurance. For a starting character, this extra point of endurance is already included.

TACKLE: you can tackle, throw or thrust-kick someone out of the zone you are currently in. Test Vigor: on a 5+ your target must make a saving throw against Might or be moved into an adjacent zone of your choice. Each additional 5+ increases the distance you tackle, throw or kick her by 1 zone and adjusts her save by -1.

#	NAME	
1	Malicar	Matho
2	Iptar	Resin
3	Blasius	Bar Hadad
4	Otho	Hasael
5	Kato	Zuru
6	Salmanassar	Rimmon
7	Aelia	Tibur
8	Nero	Mon-Utut
9	Haman	Chimal
10	Samalat	Nour

#	GUISE	
1	Bony	Jaded eyes
2	Scarred	Alert eyes
3	Strong	Missing eye
4	Disfigured	Narrow eyes
5	Handsome	Cold eyes
6	Angular	Blood-shot eyes
7	Squat	Bitter eyes
8	Proud	Burning eyes
9	Famished	Anguished eyes
10	Majestic	Sad eyes

MERCENARY SPECIALIZATIONS

WEAPON TRAINING: You get a +1 damage bonus when fighting with a weapon of your choice: small, basic, large, legendary, unarmed, bows or thrown. The bonus is added to any one damage die, making you more likely to score a critical hit. If your attack deals more than one die damage, the bonus applies only once.

2nd. You may choose an additional weapon category or increase the bonus to +2.

3rd. You may choose an additional weapon category or add +1 to the bonus for one already specialized in.

REBOUND: You recover two points of endurance instead of one when resting.

2nd. Your recovery speed increases to three points.

3rd. You recover at a speed of four points per rest.

SKILLED NEGOTIATOR: Loot and payrolls have made your character skilled in bargaining. When resupplying, she gets 1 shekels discount per ten shekels paid. This equals 1 shekel discount for articles costing 10 to 19 shekels, 2 for articles costing 20 to 29 and so on.

2nd. The discount increases to 2 per ten shekels—2 shekels for items priced 10 to 19; 4 for items priced 20 to 29 and so on.

3rd. The discount increases to 3 per ten shekels paid.

FIELD MEDIC: When the character treats someone's wounds during a short rest, add 1 to any one of their recovery dice. If this makes the result exceed the die's natural limit, as would a seven on a six-sided die, treat the surplus as a separate die.

2nd. As above, but the treated may instead add 2 to her recovery die, or 1 to two different dice—whichever she prefers.

3rd. As above, but the treated instead add 3 to any one recovery die or 1 to all.

TOUGH: Your character is harder to kill than others, only becoming injured at -4 endurance instead of the usual -3.

2nd. As above, but she can drop to -5 endurance before becoming injured.

3rd. As above, but she only becomes injured at -6 endurance.

STRATAGEM: By spending your turn issuing orders and commands, both sides must roll initiative anew. In addition, you may modify the roll for your side by +/-1.

2nd. As above, but you may modify your roll by up to +/-2.

3rd. As above, but you may modify your roll by up to +/-3.

CLEAVE: Whenever your character cut down a foe in close combat, you may make a second attack (with use force or similar skill) provided that there are any other opponents within reach.

2nd. As above, but if she fells the second character as well she may make a third attack.

3rd. As above, but your character may now make a fourth attack if she has already slain three in her round.

ARMOR PROFICIENCY: Your character knows how to make best use of her armor. When using armor to negate damage, you may subtract one from the die roll. However, rolling a 20 is still considered a failure and piercing blow.

2nd. As above, you may subtract two.

3rd. As above, but may subtract three.

The Rogue

A scoundrel, scraping along by theft and lies

ABILITIES: You may reroll one ability score, using three dice and keeping the two best. If necessary, recalculate the ability rating using the table on p. 18.

WEAPONS: Short bow: dmg 1d6; missile: reach 2 + 12 arrows (wt 2). A small club: dmg 1d6. An obsidian awl*: damage 1d4 (backstab +d8). Leather cap: armor 2, wt 2.

OR: A stone adze: dmg 1d6, versatile (d8), wt 2. A bronze shield: armor 1, defense 3, wt 4.

EQUIPMENT: undersized or oversized garments (choose)*, a wicker beggar’s bowl, a length of rope made from sinews, a stolen copper bracelet*, cedar wood harts*, basic trade tools (as per background), a vagrant’s purse* (makes two items count as one).

ENDURANCE: 8.

STARTING ENCUMBRANCE: 8/8

SKILLS AND RANKS: Characters begin at rank 1. When creating a Rogue, you get as free class skills **preternatural fortune** and **vocational proficiency**. In addition, you may choose an additional rogue skill from the list below.

When your character increases her Rogue class rank, choose an additional skill.

ROGUE CLASS SKILLS

PRETERNATURAL FORTUNE: A peculiar resilience, pre-human instinct, luck or warding spirit aids you in the most unlikely moments. Whenever you suffer chance effects from philters, drugs, charms, magical devices or similar, you may roll twice and choose the least harmful outcome.

#	NAME	
1	Adak	The Rat
2	Fili	Bugeye
3	Khermud	The Hyena
4	Ilud	Crawler
5	Zedum	Flinch
6	Cyrax	Scum
7	Iddo	Gestas
8	Zilpund	Disma
9	Edal	Barabba
10	Bik	Weasel

#	GUISE	
1	Bony	Anxious eyes
2	Bulky	Keen eyes
3	Ugly	Alert eyes
4	Nimble	Young eyes
5	Graceful	Dark eyes
6	Hefty	Lost an eye
7	Creepy	Sad eyes
8	Girlish	Calculating eyes
9	Boyish	Suspicious eyes
10	Majestic	Sad eyes

VOCATIONAL PROFICIENCY: Your character gains a proficiency from her background: whenever your character does something where her background would reasonably be an asset, as agreed upon between the player and GM on a per-situation basis, you may add or subtract one from a single die during your skill test or ability check.

ADDITIONAL ROGUE SKILLS

THIEVERY: The character can steal things straight from the person, bag or purse of another, given some distraction and brief body contact. When doing so, specify what you are after and test Guile. On a 5+, the rogue takes it, and the target and any vigilant onlookers must check Senses: on a hit they notice the theft within 1d4 rounds; on a miss they are oblivious until the item is needed. For each additional 5+, the rogue may steal another item or gain another 1d4 rounds of head start as per the player's choice.

MIMIC: The character can imitate the voice and manners of others so well, that even their closest kin have difficulties to tell them apart. When spending a day studying someone, check Guile. On a hit, the rogue can make a flawless imitation of her voice and mannerisms. On a miss, the imitation will pass as an excellent caricature, but won't fool anyone. For each additional day spent studying the target, modify your roll by +/-1.

The rogue can mimic one person per class rank. Beyond that, once this ability is used mimicking someone else, a previously flawless imitation is reduced to a cunning caricature, while any previous caricature(s) are lost and must be relearned.

DIRTY TRICK: Whenever initiative rolls are tied, you may perform a dirty trick before initiative is rerolled. This trick can be any action other than the most obvious for the situation. For example, a Rogue wielding an adze may not attack with it as a dirty trick but hurling her shield as a discus would qualify.

DUAL WIELDER: If your character is fighting with one weapon in each hand, you may reroll any damage die showing one using instead the damage die corresponding to her alternate weapon. For example, a dual wielder attacking with a club and an awl would roll damage using six-sided dice for her club, but reroll all ones using the awls four-sided. Should the second die also show 1, you must accept the result.

REPTILIAN REFLEXES: As long as the rogue has no fatigue, you may add her Senses rating to her defense.

NIGHT VISION: Allowing a moment for her eyes to adapt, you character can see in the dark albeit in black-and-white. Torches or lamplight negates this ability, and the character will be blinded by them until her eyes have adjusted back.

THIEVES POISON: The rogue can make a quick and dirty poison out of almost anything bitter, unsavory or unpleasant. When doing so, test Craft. For each 5+ you get one dose. If the poison is ingested or enters the blood, the target must reduce a randomly determined skill rating by one (recovers on a 5+).

If the ingredients used are in themselves harmful (such as an adder's venom) the poison deals 1 damage per round to the target for a d10 rounds, neither shields nor armor applies.

SLY: whenever someone follows your recommendations (as per the advise skill), each success also grants you a reroll on any action that exploits your knowledge of their intended course of action. Should the character stop following your advice or your advice become obsolete before you get a chance to capitalize on your suggestions, all unused rerolls are forfeited.

The Mystic

A diviner, using the narcotic reveries of lotus flowers to conjure up shades and apparitions.

WEAPONS: A bronze axe: damage 1d6, versatile (d8), wt 2; Bull’s head helmet: armor 2, wt 2.

EQUIPMENT: Fine garments*, 3 doses lotus powder (special: abstinence as below), cedar perfume*, a necklace made from pink glass beads*, a small ceramic lamp, two bone needles*, a pouch of ocher dye, rations for a day.

ENDURANCE: 10

STARTING ENCUMBRANCE: 10/10

LOTUS ABSTINENCE: It is said that the lotus burdens as much in absence as when held. However few doses of lotus powder you have left, they still count as three items for encumbrance purposes. Should you at any time carry more than three doses, the blooms’ permanent weight is adjusted accordingly: four doses counts permanently as four, five as five and so on.

SKILLS AND RANKS: All characters begin as rank 1. When creating a Mystic, you get **lotus trance**, **increasing powers** and **tolerance** as free class skills. In addition, you may choose an lotus spell from the list below.

When your character increases her Mystic class rank, choose an additional lotus spell. Each spell can be chosen more than once for more powerful effects.

MYSTIC CLASS SKILLS

LOTUS TRANCE: Using the powder of the dream-inducing lotus bloom, you may cause shades and apparitions to enter the minds of others. To cast a lotus spell, expend one dose of lotus powder. Your target must immediately make a saving throw as prescribed by the spell. On a miss, she suffers its effect; on a hit the dark powers **recoil** on you, reverting the spell. Make the same saving throw or suffer the effects of the recoil, as interpreted by the referee.

#	NAME	
1	Xalath	Amun
2	Uri	Meccion
3	Zara	Zimurg
4	Barak	Yuval
5	Enoch	Hazmu
6	Balibar	Nair
7	Yaslan	Ninnih
8	Xolani	Koth-Haba
9	Yoon-Ibar	Vomba
10	Ayse	Homa

#	GUISE	
1	Graceful	Bright eyes
2	Lanky	Veiled eyes
3	Strange	Dead eyes
4	Nimble	Fiery eyes
5	Hypnotic	Deep eyes
6	Handsome	Wise eyes
7	Creepy	Enchanting eyes
8	Voluptuous	Starry eyes
9	Boyish	Different colored eyes
10	Majestic	Sad eyes

INCREASING POWERS: By spending additional doses of lotus powder, you can modify your target’s saving throw by adding or subtracting your Mystic class rank. This equals +/-1 for a starting character, +/-2 for a second-rank mystic, +/-3 for a third-rank and so on.

In addition, for each additional rank the maximum number of targets for a spell increases. A second-rank mystic can target two characters with the same spell, a third-rank three and so on. If you do, the spell can only be recoiled by the main or most powerful target, as determined by the referee.

TOLERANCE: You need not roll for random effects when you consume lotus powder, unless you choose to.

LOTUS SPELLS

DANCING SHADOWS (LOTUS SPELL): Expend 1 lotus powder to distort the vision of a character or creature in your zone. Your target must check Senses: on a miss, all her actions have a 1-in-2 chance of being misdirected, targeting the shadows instead of you; on a hit, the spell recoils. The effect lasts as long as you remain within eyesight of your target, whether she looks at you or not.

Choosing this spell again increases the number of shadows, leaving only a 1-in-3 chance of targeting you the second time chosen, a 1-in-4 the third and so on.

SHOCK (LOTUS SPELL): Expend 1 lotus powder to fill a character or creature in your zone with waking dreams of terror and awe. Your target must check Lore: on a miss, she temporarily suffer 1d12 points of exhaustion; on a hit, it recoils. This counts as items for encumbrance purposes, but recovers at a rate of Vigor points per turn. If this exhaustion reduces any ability rating to one, the character is weary; if reduced to zero the character passes out as if incapacitated.

Choosing this spell again increases the number of damage dice to two the second time chosen, three the third and so on.

DEMONIC TOUCH (LOTUS SPELL): Expend 1 lotus powder to target any creature or character within reach. Your target must check Vigor: on a miss, you may trade any one of your conditions for any one of hers, or all the damage you have currently suffered for all the damage she's currently suffered; on a hit, the spell recoils at you.

Choosing this spell again lets you give more than you take or vice versa. The second time you chose this spell you may trade conditions, including damage, on a two-for-one basis, a three-for-one the third and so on.

ILLUSION (LOTUS SPELL): Expend 1 lotus powder to twist the perception of a creature or character into believing the unreal. Your target must check Lore: on a miss, she perceives the illusion exactly as you describe it and act accordingly for as long as you are within shouting distance of your target. On a hit, the spell recoils.

Choosing this spell again allows you to create two illusions the second time chosen, three the third and so on.

UNBEARABLE PRESENCE (LOTUS SPELL): Expend 1 lotus powder to make it impossible for a character or creature in your zone to gaze upon you without suffering. Your target must check Senses: on a miss, she must look away or suffer 1d8 damage each round; on a hit, it recoils. The effect lasts as long as you are within eyesight of your target.

Choosing this spell again increases the number of damage dice to two the second time, three the third and so on.

MIND-SPEAK (LOTUS SPELL): Expend 1 lotus powder to project your thoughts resonate in the mind of another, or have hers projected unto yours. Target must check Guile: on a miss, she hears any thought you direct at her as if you were speaking it out, and in addition you may spy on hers. The targeted character will not mistake projected thoughts for her own, and will normally recognize the sender's voice in them. You have no more power over her—or her own thoughts—than your words would normally have, meaning that you can only spy on thoughts that currently preoccupy her. The spell lasts as long as you are within shouting distance of your target, whether or not you speak to her. On a hit, the spell recoils on you.

Choosing this spell again increases its effective distance. The second time the spell is still effective at twice your shouting distance, the third time at thrice and so on. This increased reach only affects spells already woven—the target must still be in your zone to come under the spell.

The Desert Farer

A nomad, braving the sands at the edge of the world.

WEAPONS: A bone waraxe: dmg 1d10, 2-handed, wt 4. A leather slingshot*: dmg 1d4, missile: reach 1. A Leather cap: armor 2, wt 2.

OR: Two obsidian spears: dmg 1d6, (thrown: reach 1). An elliptic hide shield: armor 1, defense 2, wt 4.

EQUIPMENT: a colored cloak*, a waterskin (3 uses; wt 3), a small pouch of myrrh*, a necklace with wooden beads*, dates and bread for five days (wt 5), two fowls tied to a stick (wt 2), a tortoise-shell lute, a small urn of olive oil, a lodestone*, a leather wanderer’s sack (makes four items count as one)

ENDURANCE: 14

STARTING ENCUMBRANCE: 15/15 (see below)

SKILLS AND RANKS: Characters begin at rank 1. When creating a Desert Farer, you get **swift** and **curious constitution** as free class skills. In addition you may choose a class skill from the list below.

When your character increases her Desert Farer class rank, choose an additional class skill.

DESERT FARER CLASS SKILLS

SWIFT: Increase your Vigor score by 2. If appropriate, adjust your ability rating accordingly.

CURIOUS CONSTITUTION: for encumbrance purposes, you may add your class rank to your maximum endurance. As a starting character you add 1, enabling you to carry up to 15 items without fatigue. However, the Desert Farer suffers more from overload than other characters, gaining one point of fatigue per two excess items carried (rounded up) instead of the normal three.

#	NAME	
1	Kabiti	Zeri
2	Ahheshu	Sumakin
3	Loth	Jasher
4	Nadin	Zerex
5	Yourian	Tukul
6	Melucc	Job
7	Ezra	Awan
8	Randh	Nodius
9	Shi-Ulgi	Azul
10	Tzannata	Malim

#	GUISE	
1	Hazy	Burning eyes
2	Weathered	Pale eyes
3	Dreamlike	Glaring eyes
4	Ghostly	Small eyes
5	Tanned	Squinting eyes
6	Furrowed	Beautiful eyes
7	Thin	Smiling eyes
8	Skewed	Wide eyes
9	Eerie	Piercing eyes
10	Majestic	Sad eyes

ADDITIONAL CLASS SKILLS

MIRAGE: Under the midday sun, the Desert Farer begins to diffuse as if she wasn't really there. During these hours, the character is as hard to discern as common folks are in twilight and may hide just as easily using the normal Conceal/Disguise skill. The effect lasts until you step out of the light or until you make yourself known.

TONGUES: You have a keen ear for languages. When spending a day listening to people speaking a language that you don't understand, check Lore. On a hit, you learn enough to communicate with them. For each additional day you spend studying this tongue, you may modify your roll by +/-1.

The desert farer can keep this spontaneous fluency in a number of languages equal her Lore rating or Class rank, whichever is higher. Beyond that, once this ability is used to learn a new language, the previous language is lost and must be relearned.

EXPERT TRAVELER: When using the haste/traverse move to travel, you may forfeit your skill test and instead gain an automatic success.

SPECIALIST: When examining an old or strange object, test Craft. For each 5+, choose one:

- + You know who last possessed the object
- + You know who created the object
- + You know what is wrong with the object and how it can be mended
- + You know what it was used for or where it was used
- + You know a place where you can sell it for great profit.

SURVIVAL INSTINCTS: Chose a favored terrain type: desert, hills, mountains, swamps, rivers, forests or another. In this terrain, your experience and instincts grants you a reroll to all saving throws. In addition, you are never surprised by monsters or foes common to these landscapes.

PATHFINDER: You know paths and passages unknown to most. If you choose to use these trails when travelling through a zone, test Sense at the beginning of your journey. For each 5+, choose one:

- + You may travel one hexagon more per day than the terrain would normally allow
- + You may travel without leaving a trace
- + You may negate the effects of a failed travel test for you or a companion.

If you fail the test, the trail you sought has been washed away by wind or floods, or has been compromised and is no longer safe for travel.

SLEEPWALKER: You can rest while performing monotonous tasks. During an uneventful day or night, you may perform a number of actions requiring skill tests, ability checks or similar equal to your class rank while recovering as if taking an extended rest. However, you still cannot treat your own wounds.

STRANGE CUNNING: You have seen so many things it is like you lived a hundred lives in a thousand different places. Once per month you can draw upon these bits of knowledge to perform actions that are normally reserved for another class. Roll a four-sided die: 1) Mercenary, 2) Rogue, 3) Mystic, 4) Seer.

Choose any one elective skill, spell or sorcery from that class, or any two specialisations if a Mercenary. For as long as you like, you may use this ability as would a first-rank character of that class. However, you must still obey other restrictions, such as the use of bone salt for sorceries or lotus powder for spells.

Once you use a Desert Farer skill, this temporary knowledge begins to fade and is completely lost at nightfall. Only after a full month has passed, can it be regained—or another ability gained—as per the procedure above.

The Courtesan

An vagrant entertainer, using beauty and wits to go where others cannot

ABILITIES: You may reroll one ability score, using three dice and keeping the two best. If necessary, recalculate the ability rating using the table on p. 18.

WEAPONS: A thin bronze rapier: dmg 1d6. A thick saffron-colored robe: armor 1.

EQUIPMENT: Fine garments*, cedar perfume*, a theater mask, a marrowbone flute, a jade necklace*, a small ceramic lamp, incense*, a bronze mirror, a pouch of ocher dye, a jar of wine (2 uses, wt 2) and three drinking straws, honey cakes.

ENDURANCE: 10

STARTING ENCUMBRANCE: 10/10

SKILLS AND RANKS: Characters begin at rank 1. When creating a Courtesan, you get **favours** as a free class skill. In addition, you may choose a class skill from the list below.

When your character increases her Courtesan class rank, choose an additional class skill.

COURTESAN CLASS SKILLS

FAVORS: You start with 3d100 shekels worth in favours to collect. The favours are non-transferrable and cannot be used to increase class ranks, but can otherwise be used for anything you and the referee agree upon.

#	NAME	
1	Yalcin	the Pale Flame
2	Eitan	Stars' Beloved
3	Tara	the Summer's Cry
4	Amanak	Lamenter of Duzum
5	Eli	Enlil's Glory
6	Erduann	of the Dusk
7	Sashanna	the Manifold
8	Yana	Ninlil's leman
9	Delia	of the Firstborn Sun
10	Nehuru	the Spirit whistler

#	GUISE	
1	Noble	Emerald eyes
2	Lanky	Almond eyes
3	Pleasant	Diamond eyes
4	Queer	Amber eyes
5	Corpulent	Amethyst eyes
6	Handsome	Jet eyes
7	Dream-like	Jade eyes
8	Voluptuous	Opalescent eyes
9	Boyish	Zircon eyes
10	Proud	Olivine eyes

ADDITIONAL COURTESAN CLASS SKILLS

ALLURE: Exposing your true and unchecked beauty—by shedding your clothes, baring your soul, performing an act of sad desperation or undiluted joy—you are considered proficient in all actions relying on charm or charisma and may add or subtract one to any one die in skill tests and saving throws. In addition, all characters and creatures seeing you must check Lore or be unable to harm you until you cover, they revert their eyes or until you do something violent or aggressive against them.

REMINISCENCE: Your presence carries the specter of yesteryears, bringing memories to the bereft and sentimentality to the nostalgic. When you exercise your power over someone yearning, test Guile. On a 5+, you remind her of someone she knew. For each additional 5+, you may convince her of a “memory” that you share.

DREAM SPEAKER: At midnight, you can inquire people in their sleep. When you whisper to someone sleeping, test Guile. For each 5+, she must give you the truthful answer to a question. The person remembers the conversation only vaguely, like one would a dream.

AURA: Your actions are infectious; your company feels your sadness when you weep, your joy when you smile; your terror when you tremble. When you focus your feelings, whether sincere or not, test Might. For each 5+, you may alter the mood of a character or creature in your presence. The target won’t necessarily associate the mood with you, but it lasts only as long as she is with or around you.

LIP READING: If you can see a person moving her lips, you can hear what she says no matter how low her voice. This ability doesn’t give you the ability to understand foreign tongues; it does, however, allow you to understand any cues that the tone of a voice would normally give off, such as being upset, fearful or excited.

SOOTHING TOUCH: When you treat someone’s wounds during a rest, they recover an additional d4 endurance with each of your successes.

BEAST CALL: You can give perfect imitations of the call, cries, songs and croaking of animals. When imitating an animal or beast you have seen and heard, test Guile. For each 5+, you may give a perfect imitation of a single beast. All animals and characters unaware of its true origins will respond to it as if real. A lions roar, for example, will unsettle cattle and scare quarries and children, attract other lions to mate or fight for territory as well as vultures hoping for spoils, but leave monsters unaffected.

THEATRICKS: You are a master of schemes and tricks. When you willfully expose yourself to harm, check Guile twice. If either is successful, you suffer only half the harm, if both are you suffer none. Regardless of your rolls, the harm seems real to everyone watching.

For your theatrics to work, you must exert some control over the damage, for example by quaffing the poison yourself or instructing what cup to be used, instructing your executioner from which angle to strike or what weapon to use, choosing what cliff to jump from or similar.

The Seer

A sage, wise in the ways of the stars.

WEAPONS: A crooked meteorite dagger: dmg 1d6. Special: You can choose to roll an additional d6 for damage. If you do, the dagger shatters on a 1. Ceremonial bronze helmet *or* thick rawhide cap: armor 2, wt 2

EQUIPMENT: ragged or fine garments (choose)*, an obsidian mirror, 1 clay tablet, bread and dates for three days (wt 3), a jug of water, dried herbs*, a reed stylus*, 3 doses bone salt*, a turquoise bird in a wooden cage

ENDURANCE: 10

STARTING ENCUMBRANCE: 10/10

SPIRIT COMBUSTION: Should you become incapacitated due to damage, you must immediately roll a ten-sided die. If the result is lower than or equal to the amount of bone salt you carry, it will disappear in a hissing ghost flame. If you carry 10 or more doses, the spirits released will seize control of your lifeless body on the roll of a 10, pursuing their own strange ends until you have successfully recovered.

SKILLS AND RANKS: Characters begin at rank 1. When creating a Seer, you get **scholarly knowledge**, **immunity**, **bone sorcery** and **ceremonial casting**. In addition, you may choose a sorcery from the list below.

When your character increases her Seer class rank, choose an additional sorcery.

SEER CLASS SKILLS

SCHOLARLY KNOWLEDGE: Your area of expertise is broader than mosts. Roll twice on the background chart and note the extra results—in these matters you have great scholarly knowledge but little practical experience.

IMMUNITY: If you consume bone salt, you need not roll for random effects unless you choose to.

#	NAME	
1	Nimbubul	Hamuriban
2	Samara	Sanubi
3	Tidri	Dutu
4	Khaliman	Sin-Kamusin
5	Nabu-Sin	The Blind
6	Jannes	Karsuda
7	Tharbis	Hyrid
8	Sherah	Jhir
9	Hor	Jayasur
10	Ban Casban	Tarmun

#	GUISE	
1	Sickly	Cloudy eyes
2	Thin	Empty eyes
3	Dusky	Old eyes
4	Haughty	Crazy eyes
5	Pallid	Cold eyes
6	Obese	Large eyes
7	Leathery	Judgmental eyes
8	Crooked	Dead eyes
9	Imposing	Glowing eyes
10	Tormented	Wicked eyes

BONE SORCERY: By mixing bone salt with blood—from you or another creature—you can cast terrible sorceries (see below). Expending an additional dose of bone salt allows you to reroll all dice of your sorcery test.

CEREMONIAL CASTING: Magic works on a tit-for-tat: by prolonging the casting time, your sorceries can be made to last longer or target greater areas as detailed in each entry. However, your influence over the spirits increases with your class rank. On rank two, the effect is doubled in duration or scope, on rank three it is tripled and so on. This means that for a rank-three Seer, a sorcery that took a minute to cast may last three minutes before dissolving.

BONE SORCERIES

SPIRIT WARD (SORCERY): You can create a sorcerous barrier to keep yourself safe. When you draw a line on the ground to keep others out, expend 1 bone salt and test Lore. On a 5+, you create a powerful ward, long as the line you drew. Anyone crossing it immediately suffers 1d8 damage per Seer Rank. For each additional 5+, you may allow passage to someone, or may pass the barrier yourself without destroying it.

The effect lasts until the powder is swept away by wind or rain or by deliberate action on your part.

DEAD MEMORIES (SORCERY): You may see through the eyes of the dead, to learn the secrets they held in life and the fate that befell them. When you draw your mark on a skeleton or corpse, expend 1 bone salt and test Senses. On a 5+, you get a vision of her last moments in life, equal in length to your preparations. For each additional 5+, you may glimpse a useful detail from their life at GMs discretion.

The skeleton must be intact, lest the visions be fragmented.

FAR SIGHT (SORCERY): You may experience things connected to a place, person or object you have placed your mark on. When placing your farseer's mark, expend 1 bone salt and test Lore. For each 5+, you get an influence. Spend your influence to see, hear or speak through your mark for a period equal in length to your preparations.

Once you have spent all your influence, your mark wears off.

PREMONITION (SORCERY): You can scry into things yet to come. When reading the future in the skies or in blood, expend 1 bone salt and test Senses. On a 5+, you gain a vision equal in length to your preparations. Once during this period, you may nullify everything that happens during a single round by declaring that you foresaw it. During the next round, none of your allies may attempt to recreate the nullified actions.

For each additional 5+, you may nullify another round of actions within that period of time.

WITCH FLAME (SORCERY): Mixing bone salt and phosphor, you can create a powder that burns with a sorcerous blaze when exposed to fire. When concocting your Witch Flame, expend 1 bone salt and test Craft. On a 5+, the Witch Flame will burn for a period equal to your preparations, filling an entire combat zone and dealing 1d8 damage per round to everyone there. In addition, all neighboring zones become bright as if lit by mid-day sun. For each additional 5+, the fire increases in size or damage (your choice).

EVIL EYE (SORCERY): You can draw a powerful glyph of misfortune, instilling bad luck in all who see it. When shaping your mark of misfortune, expend 1 bone salt and test Lore. For each 5+, you get one influence. Spend your influence to have someone gazing at the symbol suffer a -1 penalty to any skill of your choice for a period of time equal to your preparations.