

# PLAYING OTHER RACES

*Axes and Anvils* is a game about dwarves, where everyone plays dwarves. Yet, there is usually someone who wants to be different, who wants to play characters that are not available in the game. Also, it can sometimes be fun to have a side game or two where people play the other guys, the background figures, before returning to the main story of the clan.

Tolkien wanted to run a dwarf adventure to kill a dragon. But that one guy always plays wizards, and the new guy insisted on playing a hobbit. That's just how it goes.

This is an optional system to allow for using the basic rules of *Axes and Anvils* to play non-dwarves. At this point only humans and elves, historical sometime allies of the dwarves, are included.

Humans have far more limited and less nuanced combat roles and skills because they are short-lived and lack the patience and dedication to develop like dwarves do.

Elves have far more limited and less nuanced combat roles and skills because they are long-lived and rather lazy, lacking the sheer determination and stubbornness to work at improving their craft the way dwarves do.

*Humans and elves are not like dwarves.* They gain experience differently, they spend it differently, their skills are different; playing these different races is playing creatures that are alien to each other.

## HUMANS

Short lived and mostly selfish, humans burn bright then vanish.

### COMBAT ROLE

*Humans take a Wound if they take 4 Vitality at once, not 6. Healing a Wound takes a week of rest. The human automatically dies upon receiving the fourth Wound. Vitality returns 1 per hour of rest any time, 2 per point of sleep once in a 24 hour period. (If a character naps for x2 Vitality recovery, then that night's sleep will not be x2 Vitality recovery.)*

**1-7. Scoundrel.** *Dirty fighting, opportunistic, savage.*

**Vitality:** 12. **Armor:** d6. **Ranged:** d6. **Melee:** d6.

→ May spend 1 Vitality to dodge 1d6 incoming damage.

→ On rolling 1 to hit, ignore armor and score a critical.

**8-11. Knight.** *Trained, armored combat with discipline and brutality.*

**Vitality:** 16. **Armor:** d8. **Ranged:** d4. **Melee:** d8.

→ May reduce Armor die code by 1 step to boost Melee die code by 1 step or vice versa. The shift affects an entire round.

**12. Wizard.** *Trained in arcane traditions, capable of wielding battle magic.*

**Vitality:** 10. **Armor:** d4. **Ranged:** d6. **Melee:** d6.

→ May cast spells as one or more attack, defend, or move actions, provoking an attack from melee foes as though withdrawing unless spending a defend action to avoid it as part of the casting, in addition to casting action cost.





→ May hurl arcane bolts for ranged or melee attacks, they cost 1 Vitality each. If 4 Vitality are drained before any are rested back, take 1 Wound (but not additional Vitality; check for Incapacitation, d12 rolls are risk tests for further damage, and lower maximum Vitality).

→ Cannot wear heavy armor.

### SKILLS

Each human gets one secondary skill. (Languages, Axes and Anvils p. 114.)

1. **Scholar.** Learn another language, well read on culture, history, science, etc.
2. **Noble.** Learn another language, courtly manners, heraldry, manipulation.
3. **Criminal.** Pick locks, move stealthily, use the black market, identify rogues.
4. **Farmer.** Know the seasons, husbandry, crop management, animal training.
5. **Sailor.** Know the tides and constellations, sailing ships, lore, sea legs.
6. **Crafter.** Can make something; carpenter, mason, blacksmith, weaver.

### HUMAN UPGRADES

Humans gain experience when they do new things and push themselves. They get 1 for a session where they were present, 2 if they were greatly involved, 3 if they were central, and 4 if they pushed themselves past what they thought they could do (and survived.)

*Humans gain an upgrade every 10 experience.*

### COMBAT UPGRADES

- **Cover Expert.** When you are in cover and attacked with range weapons, roll 2 dice for your armor and keep the higher result.
- **Deadly.** Improve your melee rating by one die step.
- **Flexible.** One of your three actions in combat can be repurposed to be a different type, once a round. Each round you can turn a move, attack, or defend action into a different action.
- **Hardened.** Improve your armor rating by one die step.
- **Ignore Pain.** If Wounded, an untreated Wound counts as a secondary risk test when acting, a treated Wound as a primary risk test, and if a healer bound up the wound, no roll is needed.
- **Leader.** You may assign 1 extra action every round. A group can only have 1 leader at a time.
- **Open Hand.** Expert in unarmed combat; lose 1 step with no weapons or armor. With improvised or minor weapons and light armor, full die codes.
- **Sniper.** Improve your ranged weapon rating by one die step.
- **Sure Attack.** You may choose to do ½ damage automatically instead of rolling on a ranged or melee attack.
- **Tough.** Add 4 Vitality. This upgrade can be taken up to 2 times.

## OTHER CHARACTER UPGRADES

- \* **Family First.** In your home area, you're related to a big family, and in good standing with the family. They will act on your behalf, if the danger is not too great. Roll a challenge, risk, or challenge/risk test to get help.
- \* **Language.** One upgrade is a little of the language: make one challenge/risk test per exchange to understand and be understood. Two upgrades is accented fluency.
- \* **Luck.** Once a day (reset at dawn), you can roll 1d6 and add the result to an attack, armor, melee, range, challenge, or risk test. You can buy this upgrade as often as you want, and it provides an additional roll per day each time you buy it. Only one use of Luck can apply to each roll.
- \* **Promotion.** Your position is elevated by a level, with all the wealth, responsibility, and danger that represents. It costs 5 experience to replace this upgrade with a different one, if circumstances change.

## OTHER UPGRADES

*Crafter (Choose or d4 randomize: carpenter, mason, blacksmith, weaver.)*

- \* **Apprentices.** You are skilled enough to have 1d4 apprentices you can gather on short notice who have to do what you tell them to do. (You name them.)
- \* **Master.** Your work is in high demand, you can charge double, your name may be known in certain circles.

### *Criminal*

- \* **Specialist.** Choose a kind of crime, and treat it as a primary skill. (Choose or randomize with a d10: cat burglary, mugging, forgery, safecracking, confidence games, sharking cards, prostitution, assassination, smuggling, kidnapping.) You can practice crime off-screen to get 1d12 x10 silver with a challenge/risk test.
- \* **Connected.** You know a guy who knows a guy. You can roll as a risk/challenge test to see if you can acquire black market items, a safe house, hired muscle, information, costumes, access, and so on when in a human city or community. You may have environmental advantage or disadvantage. Failing the risk test means complications at best, and falling into the hands of enemies at worst.

### *Farmer*

- \* **All Trades.** On a farm you are self-sufficient and have to do a little bit of everything. If you can justify how farm experience taught you how to do something, you can upgrade untrained tasks to secondary or attempt tasks with untrained odds that you would not normally be able to attempt.
- \* **Gossip.** You can merge into any lower class conversation easily, and either provide distraction or gather information. There is no risk test until after the first unsuccessful roll, and you rarely have to roll.

### *Knight*

- \* **Mounted.** If fighting from horseback, get +1 or a reroll to all melee attacks or armor rolls against foes who are not also mounted.
- \* **Relentless.** Regain 1 Vitality for each foe you drop.





### Noble

- \* **Manipulative.** If your station is higher than a target, count social manipulation (seduction, intimidation, shaming, command, persuasion) as a primary skill instead of a secondary skill. Dealing with peers or more powerful persons is a challenge test, but not a risk test until after the first unsuccessful roll.
- \* **Finer Things.** You can appraise art, horses, clothes, and so on with a practiced eye. You know who is really rich, who is faking it, and who is wearing a costume. You can belong among the truly wealthy.

### Sailor

- \* **Specialist.** Choose an aspect of the sailor's life, and treat it as a primary skill. (Choose or randomize with a d10: lore, cannons, navigation, repairs, rigging, command, small boats, knots, nimble movement, drinking [+4 Vitality for drinking only])
- \* **Captain.** Count social tasks (intimidation, persuasion, command, deception) against other sailors as primary.

### Scholar

- \* **Specialist.** Choose an area of study, and treat it as a primary skill. (Choose or randomize with a d6: healing, history, life sciences, divination, other races [d6: dwarves, orcs, goblins, elves, undead, monsters], mathematics and architecture)
- \* **Linguist.** Gain an extra language, and pick up full fluency in others with 5 experience each and about a month's study.

### Scoundrel

- \* **Disarm.** Combine a defend and attack or move action, and instead of attacking, make a challenge/risk test. If the test succeeds, you've snatched something from the hand or gear of a foe in melee range. If the test does not succeed, you've knocked something out of the target's hand. If the test fails, you are immediately hit by the target, even if it has been defended out of attacks.
- \* **Feint.** Gain an extra defend action each round, OR your defend action automatically succeeds.

### Wizard

A "Lore" is a style of magic. Wizards start with 1 Lore, and can gain others for 20 experience each in addition to access to a teacher and grimoires. In general, paying the Vitality cost for an effect lasts for about 10 minutes or the duration of a fight.

- \* *Minor effects cost 0 Vitality and a move, defend, or attack action to cast.*
- \* *Detecting magic is a minor effect that requires only concentration.*
- \* *Standard effects cost 1 Vitality and 2 actions to cast.*
- \* *Major effects cost 2 vitality and 3 actions to cast.*
- \* *Rituals are negotiable as for time and components and so forth; different books and teachers may have different ways of getting similar results.*

*This is designed to be flexible. If a wizard wants to create an effect, decide if it is minor, standard, or major, or if it is too big and requires a ritual to manage.*

Starting wizards know one ritual, which can be decided in play. Further rituals must be researched or found and studied. The player and GM work together so the ritual does what the player wants, but has the proper costs and checks and balances built in by the GM. Costs can include gems, experience, temporary or permanent Vitality, sacrificed living things, expensive ingredients, time, alignment of heavenly bodies, rare blood, monster organs, and all sorts of things.

Other variables include how reliable the ritual is, how socially acceptable it is (maybe even illegal), how visible and interesting it is to otherworldly powers, how long-lasting the effects are, and how vulnerable the effect is to disruption on a resisting target.

\* **Fire Lore.** Magic involving flames.

- **Minor** effects include lighting or snuffing candles or small cookfires, tiny flames doing no more than 1 Vitality.
- **Standard** effects weaponized fire for (short) range and melee attacks using those die codes. If combined with weapons these spells bump the damage die size up one. (Fire on a weapon lasts the duration of a fight.) Fires can be reduced 2 die sizes a round, or increased 2 die sizes a round. Illusions can be made in flame. The wizard can protect self (and others, one spell each) from smoke inhalation.
- **Major** effects weaponized fire for range and melee x3 values, if combined with weapons they double damage. (Fire on a weapon lasts the duration of a fight.) Fires can be reduced or increased 4 die sizes a round, fire creatures can be created and last while focused upon. The wizard can create or dispel choking smoke in an area.
- Common **rituals** include making fireball amulets that explode like grenades, staves with a reserve of fuel and a lighter on the end for battle blowtorching, scarves that ignite a head when wrapped around the neck, rocks that will glow with gentle warmth for 8 hours when activated, glasses that reflect firelight that isn't there, so you can read in the dark with them, and so on.

\* **Sight Lore.** Magic involving vision.

- **Minor** effects include altering appearance, creating a witch light, snipping out a light source, and creating suggestive shadowplay. Tends to last a minute or so.
- **Standard** effects involve blinding a target, going invisible, making a believable illusion for vision only, and wonderful prism displays. Tends to last about 10 minutes.
- **Major** effects include trapping a mind in an illusion while the body falls down, striking supernatural fear into viewers with a horrible vision, and generating a number of illusions of the self to draw attacks (one hit destroys each). Tends to last about an hour.
- Common **rituals** include reshaping a target's memory (which is the first and greatest illusion), creating disguise objects that change the appearance when worn, hiding architectural features like doors and pits and corridors, making collars for pets that make them look far more dangerous or innocent than they are, and creating scrying objects.

\* **Battle Lore.** Designed for combat.

- **Minor** effects: the wizard can give up an action a round to add 1 armor for the rest of the fight, or increase weapon effectiveness to ignore 1 armor for





the rest of the fight. A defend action plus another action allows the wizard to hit the target with a blast, so if the wizard's defend action against the target is effective, the target also flies back up to a dozen feet and takes 1d6 Vitality.

- **Standard effects:** the wizard can pay 2 Vitality to give up an action a round to add 2 armor for the rest of the fight, or about 10 minutes. Giving up one action a round can increase weapon effectiveness to ignore 2 armor for the rest of the fight. Combine an attack action and a defend action and affect 2d6 targets in or adjacent to melee range, driving them back out of melee range and inflicting 2d6 damage; hitting is automatic.
  - **Major effects:** Turn on armor or armor piercing for the whole fight without giving up actions. As a full round action, send out a shockwave affecting 4d6 targets, hitting each of them for 4d6 damage. Heal 1d6 Vitality with a touch.
  - Common **rituals** include runes along crenellation that blast back climbers, life crushing murder holes, magical comets to smash siege engines, zones where no explosive will ignite, and brittle bones tuned to enemy weapons to shatter them magically when the bone snaps.
- \* **Travel Lore.** Moving through the Real with side trips through the Aether.
- **Minor effects** include impossible sleight of hand, calling objects to hand, opening and closing objects up to 30 feet away with ¼ normal strength.
  - **Standard effects** include throwing objects for x2 damage, teleporting up to 30 feet, ignoring damage from a fall (or cushioning someone else's fall, if within 60 feet or so), reducing all incoming damage from flying weapons by 1d8, telekinesis within 30 feet with full strength. Also slipping out of restraints.
  - **Major effects** include teleporting to a familiar place up to 10 miles away, opening a gate in shadow to move through the Aether with a small group and emerge elsewhere through a shadow, crossing ground at x20 speed (but risking dangerous encounters), and creating magical message carrying creatures who will unerringly find their targets and whisper their messages.
  - Common **rituals** include teleportation pools or circles in a connected network, articles of clothing that increase speed or reduce movement restrictions (especially winged helms that allow hovering, tunics that allow free movement in water, and jewelry that allows spider climbing), magical barriers, and dimensional travel.
- \* **Staff Lore.** Designed to bolster the wizard with an arcane tool.
- The wizard can ignore 1 Vitality cost per round.
  - The wizard creates a magical reserve in the staff that can store an amount equal to ½ the wizard's Vitality, to be spent on magic. It can be recharged by the wizard at will, draining the wizard's Vitality into the staff. (Draining 4 Vitality without pausing to heal inflicts a Wound.)
  - Each staff develops a power when it bonds with the user. It could be a spell effect, or a unique ability.
  - If the staff is broken, the wizard loses 4 Vitality permanently and takes a Wound.

*Many other secret lores await the discovery of power-hungry wizards.*

## ELVES

Long-lived artists, the languid warriors of the woods.

### COMBAT ROLE

*Elves take a Wound if they take 3 Vitality at once, not 6. Healing a Wound takes a week of rest. Elves die upon receiving their third Wound. Vitality returns 1 per 3 hours of rest.*

**1–6. Scout.** *Strike from shadow, bring death unseen.*

**Vitality:** 12. **Armor:** d6. **Ranged:** d10.  
**Melee:** d8.

- Never miss when shooting elven arrows from an elven bow.
- Disengage for free, never provoke an attack while withdrawing.
- Gain an extra attack or defend action when using elven weapons.

**7–11. Warrior.** *Blades and armor for facing the foe.*

**Vitality:** 16. **Armor:** d8. **Ranged:** d8.  
**Melee:** d8.

- Upon generating an even result for armor, dodge all damage from that attack.
- Gain an extra attack or defend action when using elven weapons.

**12. Spellwitch.** *Eerie and eldritch wielder of Aetheric energies. They have horns.*

**Vitality:** 10. **Armor:** d6. **Ranged:** d6. **Melee:** d6.

- Disengage for free, never provoke an attack while withdrawing.
- Gain an extra attack or defend action when using elven weapons.
- Spend a full round touching a target and take 1d4 Vitality. The target returns to maximum Vitality currently possible. This can be used on self.
- Cannot wear armor. (Good at dodging and rolling with blows.)

### SKILLS

Each elf gets one primary skill.

1. **Woodcraft.** Move through woods, know plants and animals, stealth.
2. **Shaping.** Focus is on (choose or roll 1d4) metal, wood, flesh, cloth.
3. **Performing.** Focus is on (choose or roll 1d4) sound, sight, motion, touch.
4. **Seeing.** Focus is on (choose or roll 1d4) scrying, oracle, travel, history.





## UNCANNY

Elves start with 4 points of Uncanny. This combination of impossibly honed and meshed instinct, reflex, and sensory awareness allows great feats. Spend 1 Uncanny to:

- \* Dodge an attack. This can be in combat, from a boobytrap, or a landslide; whatever the source, dodge it. This must be done before an armor roll, not after.
- \* Spend a round open to the environment, and see any hidden thing, even if it is magically concealed.
- \* Succeed on a roll to cross a space, even if it is highly improbable.
- \* Detect a lie or deception.

Uncanny points return 1 per full hour spent exposed to moonlight.

## DETAILS

- \* Pick a visible age, how old you look. As a default, mid-twenties. (With GM permission you can take a secondary skill, but will look 10 years older.)
- \* Pick a moon phase that overshadows your life.
  - Waxing: **Shaper**. Always growing, working towards goals.
  - Full: **Swimmer**. Full of light and cheer and energy.
  - Waning: **Hunter**. Pursuing what drains away.
  - New: **Watcher**. Guardian of hidden things.

## ELVEN UPGRADES

Elves gain experience when they are changed.

They get 1 experience for something minor, like making a new friend they will care about from now on, or discovering something has entered or left the world. They get 2 when something they are invested in changes, like losing a familiar glade or a good friend, or forming a romantic relationship out of a friendship, or witnessing the devastation of war. They get 3 when something changes them forever in a way they will experience daily, like intense personal trauma or joy, significant change to their home, facing exile, or having a child.

Every point of experience gained by an elf changes the elf's visible "age" by a year. Elves generally start out looking like they are in their mid-twenties. Ten experience later, they appear to be in their mid-thirties. After 60 or so visible experience, an elf is vulnerable to age-related causes of death.

*Elves gain an upgrade every 5 experience.*

## COMBAT UPGRADES

- **Deadly**. Improve your melee weapon rating by one die step.
- **Dodgy**. Even results on an Armor roll are doubled by dodging or rolling with the blow.
- **Flexible**. One of your three actions in combat can be repurposed to be a different type, once a round. Each round you can turn a move, attack, or defend action into a different action.



### ELVEN EXPERIENCE

*Players running elves should keep track of how they got every experience point, for reference and to evaluate when they get more. If they got an experience point by caring about someone, and that person dies, they get 2 experience when they find out.*

*Players should focus on what the character CARES about. Elves understand that humans and dwarves age and die, forests wax and wane, animals blink through their lifespans, and there is peace in that understanding. They can be sympathetic to those who suffer, angry at injustice, and interested in the outcome of struggles without any deep feeling. Experience points come from what changes them — attachments that pull them out of balance, investing them in a transient moment, so when the world changes it hurts them by underscoring their disconnection from the turbulence everyone else endures.*

*A character need not take an experience point for every traveling companion or romantic partner. There's an amicable aloofness and curiosity that doesn't add experience but makes friendship possible. An elven war leader may send troops in to die, and spar with another army, with victories and losses, but emotionally experience it like a game. Then there may be a child in a village under attack that makes eye contact, and somehow that connects with the elf, granting 1 experience. And when the child is run over by a horse, that's 2 more. Or if the child is adopted, grows up, becomes a scholar and diplomat, brokers peace, has many grandchildren, and dies after a full life, THAT's when the 2 more may land. That child may have become a symbol of the whole conflict.*

*The only thing that has the power to change the serenity of elven complacency, to truly develop them, is connecting them to the change of the world around them. Those experiences bear a cost — the taste of mortality.*

*It can be painful for elves to travel and experience the world, then return and appear to be middle aged as they greet their winsome twenty-something grandparents. Easier to age too slowly in the world than too fast at home.*

- **Hardened.** Improve your armor rating by one die step.
- **Leader.** You may assign 1 extra action every round. A group can only have 1 leader at a time.
- **Resilient.** Take a Wound upon getting 4 Vitality damage at once, not 3.
- **Sniper.** Improve your ranged weapon rating by one die step.
- **Sure Attack.** You may choose to do ½ damage automatically instead of rolling on a ranged or melee attack.
- **Tough.** Add 4 Vitality. This upgrade can be taken up to 3 times.
- **Uncannier.** Add 1 to maximum Uncanny. Can be taken up to 5 times.

### OTHER CHARACTER UPGRADES

- \* **Jettison Memory.** Spend a month in a place of natural power and decrease visible aging by 10 years. Strip your emotional investment out of swathes of your history, maybe a targeted time period full of joy or pain. Note which 10 experience points of connection you give up, losing those feelings. In addition, this upgrade



does not visibly age you (so effectively strip 15 years of aging from your appearance and health.)

- \* **Language.** One upgrade is accented fluency.
- \* **Curious.** Spend 10 experience and gain a secondary skill. (Maximum 2.)

### OTHER UPGRADES

*Performing.* Sound (singing, instruments), sight (paint, decorations, friezes), motion (dancing, mobiles), touch (sculpture, massage).

- \* **Combinations.** Combine two sensory types. These artists are sought after among elves, who love the stimulation.
- \* **Hidden Power.** If you succeed in a challenge roll sharing your art, elves who experience it regain 1 Uncanny point.

### Scout

- \* **Impossible Aim.** Treat everything as 1 range band closer for ranged attacks.
- \* **Improvisational.** You can treat any weapons as elven weapons for purposes of ranged attacks and gaining an extra attack.
- \* **Pinning.** You can use elven weapons for ranged attacks to pin foes, using Defend actions at range.

*Seeing.* Each of these is supernatural.

- \* **Scrying** allows seeing over distances; usually keyed in to places the seer is responsible for monitoring, but it is possible to see new places by keying your pool, smoke, or crystal to a bird and having the bird fly somewhere else, and your senses follow the bird. Other guides can be used, like people. Scrying takes an hour to accomplish.
  - **Independent Movement.** You can guide the scry as though it was a bird, and need no anchor to move it around.
  - **Bookmarks.** You can save up to five anchor points to immediately home in on when scrying.
  - **Half-Awake.** You can drop into a scrying mindset immediately and be aware of both the scry vision and your surroundings at the same time. This costs 1 Vitality per minute, and 3 Vitality inflicts a Wound.
- \* **Oracle** allows getting cryptic visions or messages from the future. Usually special smoke is used with meditation techniques to become open; time reverberates in elven blood, and it's a matter of listening to the vibes from the future. It is seen as more of an art and hobby than power-grabbing move in elven culture.
  - **Guide.** You have recruited a dead ancestor's ghost, who monitors the vibrations from the future and sends you dreams when there are things you might want to see. The ghost can also assist, offering +1 or a reroll.
  - **Otherblood.** You have discovered techniques for using non-elven blood in an oracle. Humans are useless, but dwarves and dragons and powerful ancient creatures give access to whole other future whispers than elven blood.



- \* **Travel.** *This focus allows an elf to age 1 less year each time experience is gained, potentially allowing for an elf to appear deceptively young even with wide experience. The elf is uniquely spiritually prepared to see the world.*
  - **Gifted.** If a friend or enemy gives you a keepsake (military medals count), you can gain an experience from it (even if nothing changes). If the keepsake is lost, you appear to age a year.
- \* **History.** *The elf becomes so immersed in available information and impossible instinct that the elf dreams in the past, and discovers things by talking to inhabitants of the past as though a ghost from the future. These elves do not choose their time and place to study, it chooses them through dreams and fascination when they are exposed to stories and relics of that time.*
  - **Lost in Time.** You can spend 3 experience to physically travel back to the time you studied, while you are asleep. You must spend another 3 experience to return to your time, and you can only do that if certain key change points do not change. (This is a way to survive certain death in some situations.)
  - **Consultation.** You have developed friendships with echoes of people, so you can consult with them sometimes in your dreams. They can initiate a consultation when you are distressed, or you can seek their advice. If nothing else, they can keep you company.

### Shaping

- \* **Metal.** *Sometimes with fire, sometimes with moonlight, metal is shaped and given strength, flexibility, and edge.*
  - **Magic Metals.** You know how to work with moonsilver and other magical metals.
  - **Moongems.** You can make a gem into a moongem. A perfect diamond can hold up to 6 hours of moonlight. Other gems or imperfect samples can hold some, but fewer hours. It costs 1 permanent Uncanny point per gem created. Each one costs a month of effort with the right tools to make.
- \* **Wood.** *Sometimes live wood, sometimes its abandoned shell, you shape wood into structures, weapons, and tools.*
  - **Ironwood.** You know how to shape wood that is functionally as effective as metal.
  - **Fletcher.** Any woodshaper can make arrows fast, maybe 1 every 30 minutes, but a fletcher can double that speed with the right tools.
- \* **Flesh.** *This is about healing elves, and breeding animals for a purpose.*
  - **Energy Touch.** You can touch a resting living thing and spend 1 Vitality to give it 2d6 Vitality. Without tools, you can halve recover time needed for Wounds in those you tend. With tools, you can heal 1 an hour.
  - **Extraction.** You can conduct surgery and handle esoteric injuries of a physical or magical nature as a challenge test, with no risk until after not succeeding once.
- \* **Cloth.** *Weaving, tanning, and manipulating fabrics of all kinds.*
  - **Steelwrap.** You can make cloth that serves as light armor but looks like normal (elven) cloth in a long wrap.



- **Reserve.** You can make cloth that can be charged with up to 6 Vitality that a spellwitch can extract to use magic.

### Spellwitch

A spellwitch starts with stubby horns, only about 3 inches long, and one spell. Every spell the witch learns adds 6 inches of horns (usually 3 to a side), to the main sweep or points on a rack. Some witches have ram horns, others have deer horns. **Learning a new spell does not cost experience — it GRANTS 3 experience.** However, the spellwitch is now connected to an appropriate place of power or other spellwitch. Learning a new spell is intimate and creates a connection, so if something happens to the source of learning, that change affects the spellwitch. This transmittal of knowledge requires an intimate experience of some kind. **If you take 3 Vitality from casting spells without regaining any, take 1 Wound.**

- \* **Bark Encasement.** Spend 1 Uncanny, and touch a target, who begins to turn to wood and root as a tree. The process takes 6 rounds. If you lose consciousness before the spell ends, the target is released from the spell. Any spellwitch with this spell can automatically sense the treeformed, and release them in 6 minutes.
- \* **Borrow Life.** Touch up to 2 elves, and spend 1 action; each elf can contribute 1 Vitality willingly. This cannot be used offensively. If this is done to an elf 3 times before the elf regains a point of Vitality, the donor takes a Wound.
- \* **Burst.** Pay 1 Vitality. All non-elves within 10 feet take 4 Vitality they cannot soak.
- \* **Crittersight.** Touch some kind of animal, and if it consents, see through its eyes and control its movements for up to 6 hours. The animal can be a backseat driver, and take over sometimes if allowed, without breaking the connection. If the animal takes any Vitality damage, the connection ends.
- \* **Motive Drain.** Pay 1 Vitality. All targets within 30 feet (friends and enemies) are hit with an automatically successful defend action, unable to move or act until they spend 1 action to clear the stiffness. This spell can be cast multiple times in a round.
- \* **Vermin Collapse.** As a single action, collapse into a mass of mice, insects, worms, spiders, or some appropriate vermin (choose a type when you take the spell.) If so much as one survives, you can rebuild yourself from it when you choose to, with as many Wounds as you had when you collapsed.

*There are other eldritch spells, these are just a sample.*

### Warrior

- \* **Healing Meditation.** Spend a day in meditation to heal a Wound.
- \* **Strike Weak Point.** Spend a Move action and an Attack action and do some fancy acrobatics, then strike the foe ignoring all armor.

### Woodcraft

*An elf with a screen of greenery between a searcher and the elf can roll Woodcraft to avoid detection. An elf with Woodcraft deliberately hiding in the woods is invisible, even to animals, no roll required unless there are supernatural circumstances.*

- \* **Beastlord.** Beyond identifying animals and befriending them, you are an authority to them. If you treat them respectfully and ask them to do things they don't mind, no roll is needed. If you command them to do things they do not want to do, you do not have a risk test until after a challenge test does not succeed.

- \* **Forager.** You can find food and water for 1 person per 30 minutes of hunting in woodlands automatically. It is up to the GM how this works outside the woods — the upgrade likely allows foraging where it would otherwise not be possible because of hostile terrain.
- \* **Movement.** You can either move through woodlands and leave no trace, or move at +½ speed.
- \* **Whispering Woods.** When you use Uncanny to move or sense things in the woods, make a Woodcraft challenge test. If you pass, keep the Uncanny point; the energy of the woods refuels you as you spend it.







# CHARACTER RECORD SHEET

NAME: \_\_\_\_\_  
 CLAN: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



AGE: \_\_\_\_\_ BIRTHDATE: \_\_\_\_\_ PLAYER: \_\_\_\_\_  
 GUIDING SAYING: \_\_\_\_\_  
 LANGUAGES KNOWN: Dirit (Dwarven)

<b>COMBAT ROLE:</b>		Page Ref.:	<b>RESOLVE: 6</b>		Current:
Armor:	Combat Role Traits:		<b>DIE STEPS</b>	<b>NAME WEAPON:</b>	
Ranged:			1		
Melee:			1d2		
Vitality:			1d4		
Current Wounds:			1d6		
(Each Wound -3 Max Vitality)			1d8		
			1d10		
			1d12		
			1d12+1		

<b>PRIMARY SKILL:</b>  Service/Craft      Page Ref.:	<b>SECONDARY SKILL:</b>  Service/Craft      Page Ref.:
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Untrained: Fail on 1-5, No Success on 6-7, Pass on 8-12

UPGRADE	TYPE	PAGE	DESCRIPTION

CURRENT LEDGER: \_\_\_\_\_ Upgrades cost 5 Ledger each. "Type" is Service, Craft, Combat, or Other.