

EARTH DAWN

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HIDDEN TALENTS

ILLUSTRATION, LAYOUT UND CONTENT - NICO & CLAUS PENDZIALEK

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TRANSLATION FROM GERMAN TO ENGLISH – CLAUS PENDZIALEK

*GRATITUDE TO MY GOOD FRIENDS AND FELLOW CAMPAIGNERS, TOGETHER WE EXPERIENCE
ADVENTURES IN BARSVAIVE AND BEYOND SINCE OVER 15 YEARS NOW.*

*WE PROTECT THE INNOCENT AND WEAK, FIGHT SLAVERY AND TORTURE, AND CONFRONT
THERANS AND DEMONS ALIKE.*

MAY OUR LEGEND PREVAIL FOR ETERNITY.

LET'S HEAR IT FOR THE STURMKLINGEN!



"DIE STURMKLINGEN" ON OBSIDIAN PORTAL:

[HTTP://WWW.OBSIDIANPORTAL.COM/CAMPAIGNS/STURMKLINGEN](http://www.obsidianportal.com/campaigns/sturmklingen)

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MEMOIRS OF A "STURMKLINGE"

During my years of adventuring with the "Sturmklingen" I met all kinds of namegivers and creatures and each battle was different and unique in its own way. Each warrior I fought had his own style of fighting and his own line of attack. Many swordmasters taunted me, each of them in a different way, before they fell victim to my dear axe Cheysul. I saw rockbrothers who could, by mere touch, change their skin to molten lava and dwarves who executed giant leaps in order to clash into the midst of their enemies like a cannonball.

History has shown that over the centuries long known talents, taught from generation to generation of adepts, time and again transformed or deliberately got honed and refined. This was very often the case when an adept proved to be especially capable and creative in his discipline or sometimes simply as a result of the specific situations adepts find themselves in. Let me give you some examples for this evolution of talents: a thief, convicted and arrested for "redistributing" items, might find it quite useful to know how to trigger the opening mechanism of his cell door, even if this mechanism is on the outer side of the door. - A warrior, who lost an extremity in combat, may adapt his fighting abilities in such a way that his apparent handicap turns out to be an advantage. Even though many adepts follow the same discipline, the diversity of variations of new talent knacks seems countless and differs greatly between the different races of Barsaive. Each talent knack an adept learns becomes one of his trademarks and thus helps the prospective hero to increase his reputation and further build his legend...

Me, being a skyraider, I am very aware of my strengths and have developed the talents of my discipline to my own perfection. It took me years of travelling and many adventures to come to this point in my life, but I still feel the urge to discover and try new things. So each day I keep looking ahead and discover Hidden Talents on the streets of Barsaive.

These memoires give an account of the many talent knacks I encountered during my travels through Barsaive and Thera and to which I owe many a scar on my body...

*TARLON IRONVULTUR IRONMONGER
8TH CIRCLE SKYRAIDER
AND HONORABLE MEMBER OF THE "STURMKLINGEN"*

GENERAL TALENT KNACKS FOR DIFFERENT DISCIPLINES

ASTRAL HABITUALITY

Disciplines: Nethermancer / Wizard

Talent: Astral Sight

Requires Karma: No

Talent Rank: 9 / 10

Strain: -

Action: No

Legendpoints: 100

The adept is so accustomed to seeing into the astral plane using his/her Astral Sight talent that he/she suffers no more strain attempting to do so.



ASTRAL CELERITY

Disciplines: Skyraider / Warrior

Talent: Spirit Strike

Requires Karma: Yes

Talent Rank: 9 / 8

Strain: 2

Action: Yes

Legendpoints: 200

The Skyraider or Warrior is so practiced in using Spirit Strike that he/she has learned to use situative talents such as Momentum Attack, Swift Kick, or the second attack of the Air Dance talent to strike at opponents from astral space, too. The use of each of those talents causes the adept (additional to the one point strain from the original talent use) two points of strain per talent. Furthermore, karma has to be used.

EVASIVE MANEUVER

Disciplines: Thief / Warrior / Troubadour

Talent: Avoid Blow	Strain: 1
Requires Karma: No	Action: Yes
Talent Rank: 4 / 4 / 6	Legendpoints: 100

When the character decides to use Evasive Maneuver it becomes his/her only action for the round. Acting absolutely defensively, the adept focuses on avoiding each and every attack made against him/her. Each time the adept is attacked in this round an Avoid Blow test is made and each of those tests costs one point strain. In case an Evasive Maneuver fails, the adept is automatically knocked down, regardless if the hit was actually hard enough to knock him/her down or not.

MOVING OBSTACLES

Disciplines: Thief / Archer

Talent: Bank Shot	Strain: 2
Requires Karma: Yes	Action: Yes
Talent Rank: 8 / 6	Legendpoints: 200

Armor and shields of other characters can be used as obstacles to ricochet missile and thrown weapons off, even if those characters are in combat. So the archer/thief can for instance use bank shot to hit an enemy standing in the back of a crowd. The adept rolls his/her attack against the highest physical defence of all obstacles adding +1 for each additional ricochet to the target. The adept has to use karma and suffers 1 additional point of strain.

SILENT COMMUNICATION

Disciplines: All

Talent: Threadweaving

Strain: 1

Requires Karma: No

Action: No

Talent Rank: -

Legendpoints: 200

In case a group of adepts is bound by a group pattern, the members of the group can use the Silent Communication talent knack to commune with other members of the group blindly without using actual speech. The range of the nonverbal communication equals the rank of the character in threadweaving x 10 yards, the duration is rank in threadweaving in minutes.



UNTIE THREADS

Disciplines: All

Talent: Threadweaving

Strain: 1 Wound

Requires Karma: Yes

Action: Yes

Talent Rank: 10

Legendpoints: 200

The adepts have reached a level of mastery in threadweaving that enables them to untie threads they have woven to magical items. However, the legend points originally used to weave those threads are lost forever. When untying a thread the adepts automatically inflict a wound and the corresponding strain damage to her-/himself. The damage caused by this wound can only be healed when the adepts has no strain and uses the first recovery test of a new day to roll a extraordinary success against his/her wound threshold.

COLD-SHOULDER

Disciplines: Cavalryman / Troubadour

Talent: Resist Taunt

Strain: 2

Requires Karma: Yes

Action: No

Talent Rank: 8 / 9

Legendpoints: 200

If the adept manages to achieve an excellent success with his Cold-Shoulder roll against the social action of his/her opponent, the enemy realizes that the character is absolutely untouched by his/her taunts. As a result, the enemy cannot undertake any hostile action against the character's social Defence for rank in resist taunt rounds. The talent knack Cold Shoulder may only be used once per fight against an enemy.

LEATHER SKIN

Disciplines: Warrior / Beastmaster

Talent: Wood Skin / Poison Resistance

Strain: -

Requires Karma: No

Action: No

Talent Rank: 8 / 7

Legendpoints: 200

The character can use one of his/her daily recovery tests to cover his/her body with a waterproof leathery layer of skin. The adept can add his/her rank in poison resistance to all resist tests against venom. Additionally, the adept gains +3 steps on all swimming tests while leather skin is active. The duration of the knack is the rank of Wood Skin / Poison Resistance in hours.

MASTER OF VERSATILITY

Race: Humans

Talent: Versatility

Strain: -

Requires Karma: No

Action: No

Talent Rank: 10

Legendpoints: 200

The title "Master of Versatility" is given to those adepts that have managed to learn ten different talents with their Versatility talent. Those masters have gained such a level of understanding of talents they have learned via Versatility that enables them to create talent knacks for those talents.

SWAP PLACES

Disciplines: Warrior / Skyraider / Swordmaster

Talent: Melee Weapons

Requires Karma: No

Talent Rank: 4 / 5 / 4

Strain: 2

Action: Yes

Legendpoints: 100



When the character is surrounded by 4+ opponents during a fight he/she is harried. In order to get out of this perilous situation the adept can attempt to swap places with an enemy. Both, the adept and the enemy roll a melee weapons test and the results are compared. If the character wins the comparison, he hits his/her opponent, causes the usual damage and also swaps places with the enemy. If the enemy has the higher melee

weapons result, the character gets hit and receives damage from the enemy; this doesn't affect the enemy's planned action for this round but is counted as a no-action.



CALL OF DISTRESS

Disciplines: Elementalist / Nethermancer

Talent: Summon

Strain: 4

Requires Karma: Yes

Action: Yes

Talent Rank: 8 / 8

Legendpoints: 300

If a character gets into an emergency situation, has to act quickly and has no possibility to prepare the necessary safety measures, he/she can summon an elemental / ghost from a different plane without having to prepare for one hour. After weaving one thread to the true magical structure of the to-be-summoned creature, the adepts makes a summon test against the spell Defence of the creature he/she wishes to summon.



ENDURE PAIN

Disciplines: All

Talent: Durability

Strain: -

Requires Karma: No

Action: No

Talent Rank: 10

Legendpoints: 100

During the life as an adept the character has experienced countless injuries and has learned to deal with the wounds and the pain that goes along with it. Such veterans of suffering have trained their durability in such a way that they can still act without penalty to their talents after having received two wounds. If they receive a third wound they start being impeded by their injuries (-1 on all their talents). Endure Pain only allows adepts to receive one more wound before their talents are impeded, it has no effect on wound threshold, unconscious or death rating.

HEAVY-LEGS

Disciplines: Archer / Swordmaster

Talent: Called Shot

Strain: 2

Requires Karma: Yes

Action: Yes

Talent Rank: 6 / 7

Legendpoints: 200

In case the character managed to use the called shot talent on an enemy with an excellent success in the previous round, the next target he/she picks will be insecure if attacking the character really is the right choice of action. The enemy has to succeed in a willpower test against the rank in Called Shot + charisma step of the character in order to stay unimpressed. If the enemy fails the test he is scared and tries to stay away from the character by all means. This effect lasts for the current combat round or until the enemy receives damage. The talent knack Heavy-Legs can only be used on one enemy at a time, even when multiple enemy are affected by Called Shot.

ENCRYPTION

Disciplines: Wizard / Troubadour

Talent: Read & Write

Requires Karma: Yes

Talent Rank: 5 / 3

Strain: -

Action: Yes

Legendpoints: 100

Very often grimoires or private messages are composed in cipher. In order to make it impossible for unwanted "guests" to read his/her papers, the character has developed his/her own cryptographic technique for his/her own documents. The adept tells the GM in which language he wants to compose his/her message and then makes a test in read & write language to evaluate the complexity of the Encryption. The result is the difficulty number for reading the message.



TALENT KNACKS FOR THIEVES

ASSASSINATION

Talent: Surprise Strike
Karma: Yes
Rank: 6

Strain: 3
Action: Yes
Legend Points: 100

If the thief is not in a combat situation and manages to get close to an enemy unseen, he/she can launch a devastating surprise attack not giving the opponent a chance to immediately react. The thief makes a Surprise Strike test against the physical Defence of the target. Because of the surprise effect the spell and physical Defence of the target is reduced by three. If the surprise strike test is successful, the thief adds his rank in surprise strike to the result of the damage test for this attack.

Example: Vitosh Shadowhand, an Elven thief adept, has been given the contract to pay a "visit" to a jeweler who betrayed his business partners. Vitosh waits till nightfall and sneaks unseen into the bed-chamber of the jeweler. The jeweler is sitting at his desk engrossed in his books and doesn't notice Vitosh. Vitosh uses his Assassination talent knack and makes a test in surprise strike against the physical Defence of the jeweler. The physical Defence is 9 but is reduced by 3 due to the element of surprise. Vitosh rolls a 14 against the physical Defence of 6 and achieves an excellent success. Now the damage is determined: Vitosh attacked with a forged short sword (damage step 6), he adds his strength (step 5) and his rank in surprise strike (7), therefore he makes a damage test with step 18 and rolls a 21. Because he uses his Assassination talent knack he now adds 7 points (having surprise strike on rank 7) to his result. Finally, Vitosh does an armor defeating hit with 28 (21+7) points of damage and honors his name "Shadowhand".

DUPLICATE

Talent: Picking Pockets
Karma: Yes
Rank: 7

Strain: 1
Action: Yes
Legend Points: 100

For a short period of time the character creates an illusionary duplicate of the object he is attempting to steal. After successfully making a Picking pockets test, the adept makes a Duplicate test against the spell Defence of

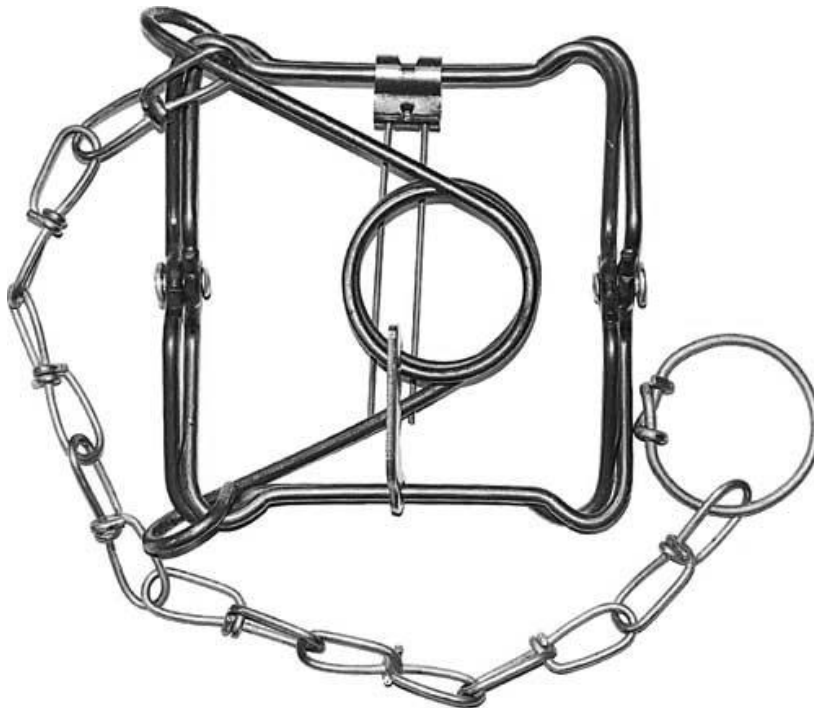
the stolen object. The duplicate and the original resemble each other in appearance, however, the duplicate loses substance after a while and eventually fades away completely. The duration the duplicate exists is rank in Pick Pockets rounds, after that time it starts dissipating and is completely gone after further three rounds. The attempt to create a duplicate causes one point of strain and costs one point of karma.

MANUFACTURE TRAP

Talent: Disarm Mechanical Trap
Karma: Yes
Rank: 6

Strain: 2
Action: Yes
Legend Points: 200

The talent knack "Manufacture Trap" enables the thief to build a trap using a trigger and a detonating agent. The result of the Disarm Mechanical Trap test is the target number to detect the trap. The assembling of the trap takes 30 minutes.



DISSEMBLE TRAP

Talent: Disarm Mechanical Trap
Karma: Yes
Rank: 8

Strain: 2
Action: Yes
Legend Points: 200

The character has honed the talents to disarm mechanical traps to such a degree that he/she can now disassemble traps in its single components. In order to do so the thief needs thieves' picks & tools. Disassembling a trap can be useful for the thief to gain valuable parts for building or repair his/her own traps, it might even be possible to win parts of true elements by disassembling magical traps. The character needs an excellent success in Disarm Mechanical Trap to successfully disassemble a trap. Rolling an average or good success yields no effect, the trap simply is too complex to disassemble it, however, if the thief rolls a poor success the trap is automatically triggered. Usually a trap consists of a trigger and a detonating agent, which of these parts or if maybe parts of true elements are harvested determines the GM with a 6 sided dice. Rolling 1-3 means the thief can successfully extract the trigger, 4 & 5 the detonating agent and 6 means the trap was completely disassembled yielding all parts or even parts of true elements. The average time for using Disassemble Trap is ten minutes.

PIN

Talent: Throwing Weapons	Strain: 2
Karma: Yes	Action: Yes
Rank: 7	Legend Points: 100

The character uses his/her Throwing Weapons talent not to deal damage but instead tries to pin a leg or an arm of the opponent to a wall or the ground. The thief rolls a Throwing Weapons test against the physical Defence of the enemy, if the character achieves a good or better success the throw works as intended. Not hitting the target or just achieving an average success means the weapon is stuck in the wall or ground without pinning the enemy's extremity. The result of the damage test determines the target number the enemy has to achieve with a strength test to free her/his extremity. The use of pin causes two points strain and requires the use of one Karma point.

COME AND GO

Talent: Lock Pick	Strain: No
Karma: Yes	Action: Yes
Rank: 4	Legend Points: 100

The thief has mastered the use of his/her karma to use the talent Lock Pick utterly quiet. This can be a big advantage in order to move unnoticed on inhabited premises without being seen or heard.

LONG ARM

Talent: Lock Pick

Karma: Yes

Rank: 6

Strain: 2

Action: Yes

Legend Points: 100

The talent knack Long Arm enables the thief to use the inherent levitation magic of Lock Pick to open a lock that is several feet away. The character can make his/her magical lock pick appear rank in Lock Pick feet away from his/her current position in order to open a lock at that location. In order to do so the thief has to have exact knowledge of the location of the lock. The use of Long Arm requires the use of karma and strains the thief for 2 points.



SILENT SPRINT

Talent: Silent walk

Karma: No

Rank: 7

Strain: No

Action: No

Legend Points: 100

The thief has mastered Silent Walk and therefore can move from shadow to shadow much faster using his/her full movement speed and still be silent. However, people who try to detect the thief using Silent Sprint get +3 steps bonus to their perception test.

FACIAL EXPRESSION & GESTURE

Talent: Lipreading

Karma: Yes

Rank: 5

Strain: 2

Action: Yes

Legend Points: 100

Instead of just reading the lips of a namegiver, the thief has learned to additionally interpret the mimic and gestures of his/her counterpart. In a room full of people the character can for instance identify if several persons give signals or instructions to each other. Furthermore, the thief can most likely tell if somebody is cheating while gambling or hiding something. The duration of this talent knack equals the character's rank in Lipreading in minutes.

WARNING

Talent: Trap Initiative

Strain: 4

Karma: Yes

Action: No

Rank: 8

Legend Points: 100

The character is a specialist when it comes to avoiding traps and thus can warn characters nearby of the trap. Affected by the warning are all people who speak the character's language and are within earshot of the character, regardless their disposition to the character. Trying to dodge a trap and simultaneously trying to warn people causes four points of strain to the thief. If the thief achieves a normal success in Trap Initiative, then the warning is heard just in time and all people within earshot gain +2 steps on their dodging tests, a good success yields +3 steps and an excellent success yields +5 steps bonus. In case the thief manages to achieve an extraordinary success against the initiative of the trap, he/she can choose to rescue his/her friends by bringing them out of the danger zone; in that case the enemies don't have to be rescued.

TALENT KNACKS FOR ELEMENTALISTS

BURNING WOUNDS

Talent: Fire Heal
Karma: No
Rank: 10

Strain: No
Action: Yes
Legend Points: 100

Burning Wounds can be used by the elementalist to try and heal wounds in the fire even though the character is not fully healed. Each wound that is attempted to be healed requires one recovery test. The target number for the Burning Wounds test is determined by the wound threshold of the character multiplied by the number of wounds that shall be healed. Besides, when the character is injured all not yet recovered points are added to that target number.

*Example: Vaddar the One-eyed, elementalist of the 9th circle, suffered three wounds fighting the Theran elite; he has a wound threshold of 11. In order to not have any deductions on his talents the next day, he decides to use Fire Heal and Burning Wounds in the evening. He attempts to heal two wounds even though he still has seven points of damage. On account of this, the target number for Burning Wounds is **2** (number of wounds he wants to heal) \times **11** (Vaddar's wound threshold) + **7** (points of damage he still has) = **29**.*

If the Fire Heal test is not successful, the character suffers the result of the test as damage. No kind of armor protects against this damage.

MOVING HOLD

Talent: Elemental Hold
Karma: Yes
Rank: 6

Strain: 2
Action: Yes
Legend Points: 200

After a successful test in Elemental Hold the talent knack Moving Hold allows the elementalist to move in combat movement range while holding the elemental. The elementalist is not allowed to do any other actions, otherwise the hold will break. However, it is possible to make preparations and get in position for other spells that are no actions.

EARTH SHACKLE

Talent: Unshakable Earth

Strain: 2

Karma: Yes

Action: No

Rank: 6

Legend Points: 200

Instead of melting his/her own body with the earth to avoid a knockdown, the elementalist has learned to root an enemy in immediate melee range to the ground. The character uses the elemental energy to anchor the feet of the enemy, however, in this combat round the elementalist is also not



allowed to move in order to focus sufficiently on the spell. The character rolls a test in Unshakable Earth against the spell Defence of the target. If the test is successful an effect test is made. The effect test is determined by the elementalists rank in perception + rank in Unshakable Earth + 1 karma dice and yields the target number for the strength test in case the enemy tries to break free. During the duration of Earth Shackle the enemy can't move but can undertake any other action (e.g. attack, cast a spell). The duration of Earth Shackle equals the elementalists rank in Unshakable Earth in rounds or until the elementalist moves.

PLANT- AND BLOOD TONGUE

Talent: Elemental Tongues
Karma: No
Rank: 6 / 8

Strain: No
Action: Yes
Legend Points: 200

Reaching the 6th rank in Elemental Tongues the elementalist obtains the knowledge to communicate with wood- and plant elements. Reaching the 8th rank in Elemental Tongues the elementalist obtains the knowledge to communicate with elementals from the Bloodwood. When trying to communicate with blood elementals the general level of difficulty is raised by one level.



METAMORPHOSIS

Talent: Reshape Object
Karma: Yes
Rank: 9

Strain: 5
Action: Yes
Legend Points: 200

The talent knack Metamorphosis permits the character to reshape his/her own body. The elementalist has to touch the object whose image he wants to shape in and then makes a Reshape Object test against the physical or spell

Defence of the object - whatever is highest. The body of the elementalist will start to reshape and at the end of the round take the shape of the object, however, the mass of the elementalist will not change. For example if the elementalist transform into the form of a dagger, he will look like a dagger but because of his/her mass the dagger will rather have the size of a two-handed sword. The elementalist can't move or take any other actions during the Metamorphosis. The maximum duration of the effect is rank of the elementalist in Reshape Object in rounds but the elementalist can end the Metamorphosis at any time. Transforming back into the original shape of the elementalist takes a complete combat round. Due to the extreme pain when using the talent knack Metamorphosis the character suffers 5 points of strain and has to use one karma point.

TALENT KNACKS FOR NETHERMANCERS

SIGHT OF CLARITY

Talent: Lifesight
Karma: No
Rank: 6

Strain: 2
Action: Yes
Legend Points: 200

When the nethermancer uses Sight of Clarity he/she can see more details of the person in range of Lifesight. If the result of the Lifesight test against the spell Defence of the target is good, the character can see if the target is an adept or not. Achieving an excellent success in Lifesight enables the character to identify which discipline the target belongs to and an extraordinary success makes it possible to discover the circle that the target has reached in a discipline.

SPIRIT ANALYSIS

Talent: Spirit Hold
Karma: No
Rank: 6

Strain: 2
Action: Yes
Legend Points: 200

By using Spirit Analysis the character can get further information about a spirit while the talent Spirit Hold is active. Achieving a good success in the Spirit Hold test means that the character knows if the spirit is commanded by somebody or acts voluntarily. An excellent success further uncovers strengths and weaknesses of the spirit and reveals information about its typical talents. An extraordinary success additionally exposes the name and discipline of whoever is commanding the spirit. The talent knack Spirit Analysis can only be used once on a target.





MODRAK COLLECTOR OF BONES – HUMAN NETHERMANCER FROM IOPOS

SPIRIT INTERROGATION

Talent: Spirit Talk

Karma: Yes

Rank: 8

Strain: 1

Action: No

Legend Points: 200

By using the talent knack Spirit Interrogation the nethermancer can force spirits to answer truthfully. For each question the nethermancer asks the spirit he/she suffers one point of strain. The spirit has to answer truthfully, however, considering the situation the spirit might choose to be short-spoken and answer simply with Yes or No. Spirit Interrogation may also be used while Spirit Hold is active.



OFFERING

Talent: Spirit Dodge

Strain: 3

Karma: Yes

Action: No

Rank: 11

Legend Points: 200

While Spirit Dodge is active the nethermancer can use the Offering talent to knock and sacrifice the spirit in order to mitigate an attack or spell that is cast against him/her. The nethermancer sort of pushes the spirit in between the attack and himself/herself. The character rolls a Spirit Dodge test and subtracts the result from the damage he/she received from an enemy attack or spell. After having sacrificed a spirit, the nethermancer can't summon another Spirit Dodge for the next 24 hours. The use of Offering strains the nethermancer for 3 points of damage and requires the use of karma.

GUARDIAN ANGEL

Talent: Spirit Dodge

Strain: 2

Karma: No

Action: No

Rank: 7

Legend Points: 200

The nethermancer can call his/her Spirit Dodge for help when he/she is in an especially perilous situation, e.g. standing on a trap that just triggered or standing on an precipice that suddenly breaks away. In such a case the nethermancer receives two points of strain each time he/she uses Guardian Angel and makes a Spirit Dodge test against the target number provided by the GM in order to dodge the danger.

TALENT KNACKS FOR ILLUSIONISTS

ASTRAL CORPSE

Talent: Deadfall	Strain: 1
Karma: Yes	Action: No
Rank: 7	Legend Points: 100

In case the illusionist gets into the awkward situation having to fake his/her death, he/she can use the talent knack Astral Corpse to also make his/her pattern fade in astral space and thus make the illusion perfect. The pattern stays disguised as long as the effect of Deathfall lasts or somebody achieves a higher result in astral sight than the illusionist's result in the Deadfall test. The use of Astral Corpse requires karma and causes one point of strain.

CHAMELEON

Talent: Disguise Self	Strain: No
Karma: Yes	Action: Yes
Rank: 6	Legend Points: 100

Using his/her inherent illusionary magic, the adept can adapt to his/her surroundings perfectly, much like a chameleon. The adaptation to the illusionist's surroundings takes about 30 seconds during which the adept has to stand still. When the character leaves his position he/she keeps the color until he/she cancels the Chameleon effect or until he/she attunes to a new environment. In order to be able to successfully use Chameleon, the adept may only carry his/her clothes and no backpack or weapons bigger than size 3. When standing still with the Chameleon talent knack active, the target number to detect the illusionist is the result of the effect test of the character's Disguise Self talent. The target number is halved when the illusionist moves - until he stops and adapts to the new environment again.

MANIPULATION

Talent: Mind Wave	Strain: 2
Karma: Yes	Action: Yes
Rank: 8	Legend Points: 200

The illusionist generates an extremely positive aura and focuses it on the target. A good success in Mind Wave allows him to let the target do a simple task. An excellent success permits the illusionist to let his/her target do a complex task and an extraordinary success enables him to force the target to complete a very complex task. The duration of Manipulation is the illusionists rank in Mind Wave in rounds. After Manipulation ends, the target can't recall the time when he/she was under the influence of the illusionist.

TRUE REVELATION

Talent: True Sight
Karma: No
Rank: 5

Strain: 2
Action: No
Legend Points: 200

True Revelation, this talent knack represents the adepts mastery of True Sight, he/she can now also detect living beings that are lying in an ambush. The illusionist makes a True Sight test in order to detect hidden living beings such as adepts using Cat's Paw or Silent Walk or Earth Blend. The effect of True Sight is compared with the effect of the talent/spell that is used to hide the enemies. If the True Sight test effect is higher the illusionist successfully detects the hidden enemies and can pinpoint their location.



DISGUISE PATTERN

Talent: Disguise Self

Karma: Yes

Rank: 5

Strain: 2

Action: Yes

Legend Points: 100

For the costs of two points of strain the illusionist can use his Disguise Self talent to Disguise his Pattern, too. As a result his/her magical structure in astral space is disguised and appears differently. For example the pattern could look like the pattern of an adept of another discipline. The rules for seeing through the illusion are the same as for the talent Disguise Self.



TALENT KNACKS FOR WARRIORS

FAIR BALANCE

Talent: Aura Armor
Karma: No
Rank: 8

Strain: 3
Action: Yes
Legend Points: 300

The warrior adept has learned to divide the armor bonus granted by the talent Aura Armor between his physical and mystical armor. The splitting of the bonuses causes an additional point of strain.

GROUND COMBAT

Talent: Unarmed Combat
Karma: No
Rank: 4

Strain: 1
Action: Yes
Legend Points: 100

If faced with an enemy that is under normal circumstances superior to oneself, it is often helpful to change the initial situation for both fighters. When fighting unarmed the warrior focuses to drag the enemy to the ground and apply a choke-hold so that the enemy can't use his/her weapon and/or shield. The character rolls an Unarmed Combat test against the physical Defence of the enemy, if successful, the result of the damage roll is the target number for the enemy to try to keep standing and avoid the stranglehold. The talent knack Ground Combat doesn't afflict damage and the enemy doesn't count as knocked down, however, as long as the enemy is held in the choke-hold he/she can't use weapon and/or shield. Additionally, in each subsequent round in the choke-hold, the enemy suffers damage according to the warrior's rank in Unarmed Combat (rank 8 = 8 points of damage); this damage can't be mitigated by any armor since it is choke damage. Each round the enemy can try to break free by making a strength test against the effect test of the warrior. The warrior can take no other actions while choking his/her opponent, each round a new test in Unarmed Combat has to be made in order to uphold the choke-hold. Upholding the choke-hold causes 1 point of strain damage per round.

SMART AVOID

Talent: Avoid Blow

Strain: 1

Karma: No

Action: No

Rank: 3

Legend Points: 100

If the warrior is in fight and about to expect a wound, he/she can decide to use Smart Avoid and thereby go with the blow to the ground but avoid damage. The character suffers 1 point of strain and rolls his Avoid Blow test against the attack of the enemy. If the test is successful the warrior doesn't get any damage but is nevertheless knocked down. Because the warrior expected the blow and is "voluntarily" knocked down, he/she doesn't lose any actions in this round. In case the Avoid Blow test fails when using Smart Avoid, the warrior's rank in Avoid Blow is subtracted from the incoming damage. Smart Avoid may not be used when the warrior is already in ground combat.

BODY SHIELD

Talent: Body Blade

Strain: 2

Karma: Yes

Action: No

Rank: 1

Legend Points: 300

One of the warrior's body parts magically changes in such a way that it can be used as shield. The physical and mystical armor of this shield equals the warrior's rank in Body Blade. Because the shield is part of the warrior's body it has no initiative penalty. Size and form of the shield depends on the adept's rank in Body Blade, rank 1 & 2 it will look like a buckler, at rank 3 the shield will resemble a Footman's and from rank 5 on it will resemble a Knight's shield. The Body Shield exists until the character receives the first damage that is mitigated by the shield. The talent knack Body Shield is simultaneously usable with the talent Body Blade but obviously not with the same extremity.



RAL STEINKNACKER – TROLL WARRIOR OF THE STONECLAWS

UNCONSCIOUS VETO

Talent: Life Check	Strain: No
Karma: Yes	Action: No
Rank: 7	Legend Points: 200

In case the warrior gets injured so badly during a fight that he/she would be unconscious, he/she can use Unconscious Veto to avoid unconsciousness. The character defies unconsciousness by making a Life Check test. If the result is high enough to keep the adept over the unconscious rating he/she can continue to fight. While using Unconscious Veto the adept has to use the recovery test needed for Life Check and Unconscious Veto can only be used once in a fight, so one should think careful when to use this knack.

AIR SHIELD

Talent: Gliding Stride	Strain: 1+
Karma: No	Action: No
Rank: 6	Legend Points: 200

The natural levitation magic of the warrior's talent Gliding Stride creates an invisible Air Shield in front of the warrior's body. The Air Shield deflects oncoming projectiles away from the warrior. The warrior can control how the strong the shield is, he/she may add up to a maximum of his rank in Gliding Strike to his physical Defence against projectiles (representing the strength of the shield). Each point increasing the adept's physical Defence causes 1 point of strain damage.

SHIFT IN DIRECTION

Talent: Cobra Strike	Strain: 2
Karma: No	Action: No
Rank: 8	Legend Points: 200

In the first combat round the warrior moves with incredible speed towards the target and attacks his/her opponent. The character has to use the attack bonus granted by his/her Cobra Strike talent for the first attack. If the warrior has a higher initiative result than his/her opponent, the warrior can choose to swap targets for his/her 2nd attack without getting penalized for changing an action. The use of Shift in Direction causes an additional points of strain damage.

REBOUND

Talent: Swift Kick	Strain: 3
Karma: No	Action: No
Rank: 8	Legend Points: 200

If the warrior fulfills the prerequisites for using Swift Kick in combat, he/she can decide not inflict any physical damage to the enemy but instead use the force of the movement to push the enemy away. If the Swift Kick attack is successful the warrior makes a damage roll using Strength, the result is the distance in feet that the enemy is pushed away from the warrior. The opponent doesn't receive any damage and thus no wounds, however, if the result of the damage test is higher than the target's wound threshold, the target has to do a knockback test. Since no damage is inflicted, armor does not count when considering a potential knockdown test caused by the Rebound talent knock.

ANTICIPATE MAGIC

Talent: Anticipate Blow	Strain: 2
Karma: Yes	Action: No
Rank: 9	Legend Points: 100

The character has specialized in anticipating magical attacks. He/she can use the Anticipate Magic talent knack and if successful receives the talent rank as bonus to the spell instead of the physical Defence. When using Anticipate Magic the character has to use karma and suffers one point of strain damage.

INCONSPICUOUS

Talent: Wood Skin	Strain: No
Karma: No	Action: Yes
Rank: 4	Legend Points: 100

When using Wood Skin the skin of the warrior doesn't look like wood or tree bark but just makes the warrior look tougher and wiry. Some warriors use this talent knack when travelling in order to avoid being immediately recognized as adepts.

TALENT KNACKS FOR SKYRAIDERS

ASTRAL BLOCK

Talent: Shield Charge
Karma: Yes
Rank:9

Strain: 2
Action: No
Legend Points: 100

The skyraider can use the talent knack Astral Block instead of his common Shield Charge against an enemy in melee range. Astral Block represents an defensive alternative of Shield Charge against a single opponent. The skyraider focuses the magical energy of the talent in his/her shield and lifts the shield perfectly timed between the opponent and him-

/herself in order to block an oncoming spell. Due to the fact that the skyraider must be able to see the spell coming, Astral Block only works against visible spells. Astral Block can only be used against one opponent in one round. However, if the enemy casts more than one spell in a combat round, the character gets a chance to block each incoming spell in this round. Each attempt at blocking a spell causes two points of strain damage. In contrast to the swordmaster's Spell Riposte or the warrior's Avoid Spell, the skyraider has to announce the Astral Block before the beginning of the combat round and thus loses the chance to attack with his/her shield in this round. The character has to take a test in Shield Charge using karma to bundle the magical energy in the shield. If the result is higher than the spellcasting test of the enemy, the spell is successfully blocked. In case the difference between the Astral Block test result and the spellcasting test is so high that the skyraider achieves an excellent success, then the spell is counted as bodger and the GM decides what happens.



BLOOD REVENGE

Talent: Fireblood

Strain: 3

Karma: Yes

Action: No

Rank:8

Legend Points: 100

If the skyraider is wounded in combat but succeeds in staying on his/her feet, he/she can use the flowing blood to burn his/her enemy. The skyraider sacrifices one recovery test and makes a test in Fireblood. The result of the test is the damage inflicted to the enemy by the boiling blood, physical armor protects against it. Additionally to the compulsory use of one karma point, the use of Blood Revenge inflicts three points of strain damage to the skyraider.

THUNDER BLADE

Talent: Thunder Axe

Strain: 1

Karma: No

Action: No

Rank:6

Legend Points: 300

The character has adapted his fighting technique in such a way that he/she can also use Thunder Axe with swords now. However, there is a minimum weight needed to generate the necessary force thus Thunder Blade only works with weapons size 3 or bigger.

DAUNTING APPEARANCE

Talent: Steely Stare

Strain: 4/round

Karma: No

Action: No

Rank:11

Legend Points: 200

The appearance and penetrating look of the skyraider intimidates the people in proximity. The skyraider seems stalwart in his/her purpose and is fixating his/her enemies with a punishing look. Each opponent who wants to engage in a hostile action against the skyraider must make a willpower test against the skyraider's rank in Steely Stare. If the test fails, the enemy can't overcome his/her awe of the skyraider and looks for a different target. The use of Daunting Appearance is no action but causes four points of strain damage each round it is used. The skyraider can't use any other social talents or skills (e.g. Battle Shout or Steely Stare) while Daunting Appearance is active.

CANNONBALL

Talent: Great Leap

Strain: 2+

Karma: Yes

Action: Yes

Rank:8

Legend Points: 100

At the beginning of a fight the character has the possibility to take a Great Leap and plunge like a Cannonball in the middle of his/her enemies. The Great Leap replaces all other actions of the skyraider in this round. The skyraider makes a Great Leap test against the physical defences of all opponents surrounding his/her impact spot. The compulsory karma point for this talent knack is added to the skyraider's strength test determining the power of the impact and representing the target number for the knockdown tests. All enemies affected by the Cannonball have to take a knockdown test against the result of the skyraider's strength test in order to keep standing. Using Cannonball causes two points of strain damage and one additional point of strain for each enemy in range of the impact spot. The range of the Cannonball's impact effect is the skyraider's rank in Great Leap in yards.

CATAPULT

Talent: Great Leap

Strain: 2

Karma: No

Action: Yes

Rank:6

Legend Points: 100

Using his Great Leap talent the character may catapult other people over obstacles, gaps or up on a cliff etc. The skyraider embraces the target and makes a test in Great Leap. The result of the test is halved and represents the horizontal distance that the skyraider and his/her passenger can travel horizontally. Again half of that result is the vertical height the skyraider can travel with his/her burden. The result of the Great Leap test also replaces the physical Defence of the skyraider and the passenger in this round, even if the Defence is lower than the passenger's physical Defence.

CONTROLLED RAGE

Talent: Crushing Blow

Karma: Yes

Rank:7

Strain: 1

Action: No

Legend Points: 200

By using Controlled Rage the skyraider can use the Crushing Blow talent without Battle Shout or in combination with Battle Bellow. However, the skyraider doesn't receive the three steps damage bonus he/she would receive from Battle Shout when successfully using Battle Bellow. Suppressing the skyraider's natural rage causes one point of strain damage.

PROVOCATIVE SHOUT

Talent: Battle Shout

Karma: No

Rank:6

Strain: 1

Action: No

Legend Points: 100



The skyraider uses his/her Battle Shout talent to focus attacks on him-/herself. The skyraider tries to anger the surrounding enemies by gesticulating provocatively and boastfully while using Battle Shout at the same time in order to anger them, leave their original targets and attack the skyraider instead. The skyraider needs a normal success

against the social Defence of the target, if Provocative Shout is used against multiple targets the skyraider rolls against the highest social Defence and adds +1 for each additional target. If the skyraider is successful and quicker than the target(s), the opponent(s) change their actions (thus suffering -2 on their actions) and attack the skyraider in this round. In case the opponent(s) already did what they wanted to do in this round, they will attack the skyraider in the following round. The range of Provocative Shout is a radius determined by the skyraider's rank in Battle Shout in yards. Provocative Shout may only be used once in a fight and only lasts for one combat round.



BELLOW OF CONFIDENCE

Talent: Battle Bellow

Karma: Yes

Rank: 7

Strain: 2

Action: No

Legend Points: 200



At a time when the situation looks forlorn and hopeless and the skyraider and his/her companions are on the brink of defeat, the character can use Bellow of Confidence in order to inspire the group and encourage them to renew their efforts to defeat the enemies. The adept makes a Battle Bellow test against the social Defence of the enemy, if successful the skyraider and his/her allies gain + rank in Battle Bellow steps for all willpower tests against fear or anxiety. The range of Bellow of Confidence is a radius determined by the skyraider's rank in Battle Bellow x 10 in yards.

SHIELDBOMB

Talent: Shield Charge

Strain: 2

Karma: Yes

Action: No

Rank:8

Legend Points: 100

The talent knack Shieldbomb can be used by the skyraider instead of Shield Charge and causes an additional point of strain damage. The skyraider attempts to hit the target's head with the upper edge of his/her shield. If the character only achieves an average success in Shieldbomb then an accurate strike to the head wasn't possible but the enemy still receives normal damage from the attack. A good success means that the target receives normal damage and is dazed by the attack for one round, an excellent success dazes the target for two and an extraordinary success for three rounds. A dazed target is treated like a harried target and suffers a -2 penalty on all actions. If attacking a spellcaster and achieving a good or better success in Shield Bomb, the caster has to make a threadweaving test against the damage result of Shield Bomb in order to maintain casting his/her spell. In case the target suffers a wound from the damage caused by Shieldbomb, the knockdown test is not modified by +7 because the character focused the momentum on the target's head and not the body. The talent knack Shield Bomb may only be used once against each enemy per fight.

SIDE BLOW

Talent: Momentum Attack

Strain: 2

Karma: No

Action: No

Rank:6

Legend Points: 200

If the character achieves an extraordinary success while using Momentum Attack, he/she gets the opportunity for a Side Blow - the skyraider can attack an enemy close by the original target. For the Side Blow a test in Momentum Attack is made, the damage effect is unmodified even if the character used talents such as Crushing Blow or combat options like aggressive attack for the first attack. The use of Side Blow causes an additional point of strain damage. Which enemy is in range of Side Blow rests with the decision of the GM.

SHIELD DEFENCE

Talent: Shield Charge

Karma: Yes

Rank:6

Strain: 2

Action: No

Legend Points: 100



The character chooses not to attack with his/her shield in this round but instead focuses on using the shield for a better defence. At the beginning of the round the skyraider makes a Shield Charge test against the target's spell Defence, if successful the character gains his rank in Shield Charge as bonus on his/her physical Defence against attacks from just that enemy. When using Shield Defence the use of karma is mandatory and the skyraider suffers an additional point of strain damage.

TROLL BLOOD

Talent: Fireblood

Karma: Yes

Rank: 11

Strain: No

Action: Yes

Legend Points: 100

Some skyraiders perfected the use of Fireblood and have found a way to stir up their blood before the beginning of a battle. They attune to the upcoming battle by humming deeply and heating their blood up in anticipation of the battle or e.g. the boarding of an enemy airship. The uses of Troll Blood takes one minute and consumes one recovery test just like Fireblood. If the skyraider is attacked or wounded while concentrating on Troll Blood, he/she has to start over again and the recovery test is lost anyway. As soon as Troll Blood is active the skyraider gains an additional action each round a recovery test equal to his rank in Fireblood. The duration of Troll Blood is the skyraider's circle in rounds. The mandatory karma point has to be used with each recovery test.



TARLON IRONVULTUR – TROLL SKYRAIDER OF THE IRONMONGER CLAN

TALENT KNACKS FOR MAGES

IRON THREAD

Talent: Hold Thread
Karma: Yes
Rank: 8

Strain: 2
Action: No
Legend Points: 200

„Iron Thread“ enables the mage to extend the duration of the talent Hold Thread to rank in Hold Thread minutes. That way the magician can hold a thread for a longer period of time without constantly having to make talent tests.

PROVOCATIVE MUTTERINGS

Talent: Arcane Mutterings
Karma: Yes
Rank: 6

Strain: 1
Action: Yes
Legend Points: 100



The talent knack Provocative Mutterings is used by the mage to provoke targets into undertaking an action (against him/her) even though they were planning to hold back. This leads in most cases to an attack of the target, at the least there will be a considerable action against the mage. Good examples for the use of this talent knack are luring a guard away from duty or letting diplomatic talks escalate. The mage needs a good or better success in Arcane Mutterings against the social Defence of the target. If used against more than one person the target number is determined by the highest social Defence of the targets +1 per additional person to be provoked.

RUNE MEMORY

Talent: Book Memory
Karma: Yes
Rank: 4

Strain: No
Action: Yes
Legend Points: 100

The talent knack Rune Memory can be used to memorize runes, drawings and charts etc. The to be memorized surface is converted into the size of book pages thus determining the amount of time the mage needs for the complete memorize. The mage makes a Book Memory test against the spell Defence of the runes or drawings he/she wants to memorize. Normal runes with an average difficulty are represented by a target number of 7 (just to illustrate the difficulty compared to a book).

CORPUS DELICTI

Talent: Evidence Analysis
Karma: No
Rank: 2

Strain: 1
Action: Yes
Legend Points: 100

When using the talent knack Corpus Delicti the mage internalizes the "crime scene" and in consequence can recall every detail of it at a later point in time. The maximum of crime scenes the mage can take in and remember is equal to his/her rank in Evidence Analysis. If all ranks of Evidence Analysis are occupied by crime scenes and the mage internalizes a new one, the oldest scene fades away thus making space for the new crime scene.

SPELL ANALYSIS

Talent: Evidence Analysis
Karma: No
Rank: 4

Strain: 1
Action: Yes
Legend Points: 100

When a mage uses the talent knack Spell Analysis he/she can identify residues in astral space deducing what spell was cast at a specific location. The mage makes an Evidence Analysis test against the spell Defence of whoever cast a spell at the location. If successful the mage can tell which discipline the caster belongs to and roughly what kind of spell was cast, e.g. if it was an offensive or defensive spell. If the mage achieves a good success he/she can additionally determine which circle the spell had and how long the effect lasted. An excellent success yields in addition the detailed structure of the spell in astral space thus enabling the mage to determine the name and the function of the cast spell.

TALENT KNACKS FOR ARCHERS

BLOOD COMPASS

Talent: Direction Arrow
Karma: Yes
Rank: 6

Strain: 4
Action: Yes
Legend Points: 100

If the archer suffers a wound in combat he/she can use Blood Compass to locate the enemy who caused the wound. Blood Compass only works if the person responsible is still alive. Before firing a Direction Arrow the adept has to touch his/her wound with the tip of the arrow applying sufficient blood to find the astral trace of the target. The archer then makes a Direction Arrow test against the spell Defence of the target, each success level above average reduces the strain of Blood Compass by one point. In order to be detectable, the target has to be in a radius of the archer's rank in Direction Arrow in miles. Blood Compass can be used until the archer heals the respective wound.

STOPPING LANE

Talent: Stopping Aim
Karma: Yes
Rank: 8

Strain: 2
Action: Yes
Legend Points: 200



The talent knack Stopping line allows the archer to force several enemies along his/her line of sight to stand still. At the end of the combat round the archer makes a Stopping Aim test against the highest social Defence of the targets +1 for each additional target. In case the adept is successful the respective aims appear on the targeted enemies and they stop moving. The effect lasts for a number of rounds equal to the result of the Stopping Aim test or until the target makes a successful willpower test against the archer's Stopping Aim test result. In case the archer uses Stopping

Lane on several targets simultaneously, the willpower tests of the targets are accumulated; this represents the difficulty for the archer to keep an eye on all his/her targets and intimidate them.

LOOKTHROUGH

Talent: Eagle Eye

Karma: Yes

Rank:6

Strain: 1

Action: Yes

Legend Points: 200

The archer spends the whole combat round utilizing his/her Eagle Eye talent to focus on his/her surroundings. In case something appears strange or odd to the character he/she can use the Lookthrough talent knack in order to discover hidden enemies or see-through illusions. The archer has to use karma and can't undertake any other action in this round. If the Lookthrough test is higher than the result of the hiding result of an enemy or the spellcasting test of an illusion, the archer discovers the target or sees through the illusion. The range of Lookthrough is the archer's rank in Eagle Eye in yards.



EXPOSE

Talent: Trace Missile

Strain: 2

Karma: Yes

Rank:6

Action: No

Legend Points: 300

If the archer achieves an excellent or better success using Trace Missile against the spell Defence of the target, he/she may choose to suffer one more point of strain damage and by doing so reveal the target to his/her allies, too. The effect of Expose ends after the archer's rank in Trace Missile rounds or when the archer loses consciousness.



ROB THE BEAUTIFUL, HUMAN ARCHER FROM KAER NUBUK

FIRE HAIL

Talent: Quick Shot	Strain: 2 per arrow
Karma: Yes	Action: Yes
Rank: 9	Legend Points: 300

The archer transforms the projectiles launched by using his/her Quick Shot talent into Flame Arrows giving the impression that a Fire Hail is descending on the enemy. The attack roll for each projectile is made using the Quick Shot talent, however, the damage tests are substituted and the damage from Flame Arrow is applied instead. The character suffers two points of strain damage per projectile and one point of karma has to be used for each damage test.

SCREAMING LANE

Talent: Screaming Arrow	Strain: 2+
Karma: Yes	Action: Yes
Rank: 9	Legend Points: 300

The archer shoots a screaming arrow that flies in a wide spiral between his/her enemies, therefore several enemies can be afflicted by the eerie screech of the arrow. The character makes a Screaming Arrow test against the highest social Defence of the targets +1 per each additional target. The effect of this talent knack is a Screaming Lane along the flight path of the projectile with a radius of the adept's rank in Screaming Arrow in yards. Every person in this area is afflicted by the Screaming Arrow and the archer can't exclude anybody - not even his friends or allies. The archer suffers two points of strain damage for the general use of Screaming Lane and additionally one point of strain per each additional target in the lane (count starts with target number two).

MARK OF THE HUNTER

Talent: Mystic Aim	Strain: 1 / 3
Karma: Yes	Action: Yes
Rank: 5	Legend Points: 100

The archer can use the talent knack Mark of the Hunter and strain him-/herself for three points of damage per combat round in order to sustain Mystic Aim on a target for as long as that target stays in long-combat range.

Mark of the Hunter stays active until either the target is unconscious or dead, out of range, in close-combat range or the archer doesn't shoot his/her projectile weapon in a combat round. For as long as Mark of the Hunter is active, the character will suffer three point strain damage per round.

STEAL ARROW

Talent: Call Arrow	Strain: 1
Karma: Yes	Action: Yes
Rank: 8	Legend Points: 200

The talent knack Steal Arrow allows the archer not only to call arrows back from fallen enemies but also to steal arrows from hostile archer's quivers. The character makes a test in Call Arrow against the spell Defence of the target. If successful, an amount of arrows equivalent to the test result in Call Arrow fly from the enemy quiver and land in the character's own quiver. The use of Steal Arrow requires the use of one karma point and causes one point of strain damage.

PRIMARY TARGET

Talent: Mystic Aim	Strain: 2+
Karma: Yes	Action: Yes
Rank: 9	Legend Points: 100

Primary Target makes the archer's Mystic Aim on a target visible for everyone. The archer's allies benefit from the visible aim and each ally attacking the archer's marked target with a throwing or projectile weapon in the following round gains an attack bonus of +3 steps. The archer suffers two point of strain for each ally attacking his marked target. As GM please take under consideration that the Primary Target is aware of the situation and might wants to consider taking cover or take protective measures.

GROUND ARROW

Talent: Flame Arrow	Strain: 2
Karma: Yes	Action: Yes
Rank: 8	Legend Points: 100



Instead of inflicting damage with the Flame Arrow, the archer uses the talent knack Ground Arrow to pull parts of true earth out of astral space and utilizes it to root his/her enemy on the spot. If the attack test is successful the archer's arrow flies towards the feet of the target and bursts shortly before the impact into a cloud

of dark earth-colored dust. As the dust sinks down, an enormous burden descends on the target's feet increasing the target's weight by result of the effect test x 10 pounds. If the new weight of the target exceeds the target's maximum carrying capability then it can't move anymore. However, an enemy afflicted by Ground Arrow may still execute an action that doesn't require moving his/her feet. The effect of Ground Arrow lasts the archer's rank in Flame Arrow in rounds or until the target successfully makes a strength test against the result of the effect test. The target can try once each combat round to break free, this is counted as no action.

SPEARHEAD

Talent: Missile Weapons

Karma: No

Rank:7

Strain: 1

Action: Yes

Legend Points: 100

If the archer becomes unexpectedly entangled in close combat and can't use his/her bow anymore due to the short distance, the talent knack Spearhead enables the adept to use his/her bow like a spear. By doing so the archer tries to get some distance between his/her and the enemy without having to drop the bow and switch to a melee weapon. The base damage step for a bow used in such a situation is 4 (plus any magical properties the bow might have and bonuses gained if the Forge Blade talent was used on the bow). The archer has to make an attack test in Spearhead against the physical Defence of the target, if successful he pushes the target so far away that the minimum shooting distance is reestablished. Spearhead may only be used once per enemy and fight.

WIND SHIELD

Talent: Wind Bow

Strain: 1

Karma: No

Action: No

Rank:8

Legend Points: 300

For one round the character manipulates the elemental powers of the wind in such a way that a protective shield made out of whirling glistening energy forms in front of him/her. The test in Wind Bow determines how strong the Wind Shield is, the effect of the test replaces the physical Defence of the archer in this round. The adept can't execute melee or range attacks in this round because his/her weapons and arrows would also bounce off the Wind Shield.

TALENT KNACKS FOR SWORDMASTERS

AMBIDEXTER

Talent: Second Weapon	Strain: 1
Karma: No	Action: Yes
Rank: 9	Legend Points: 200

Endless hours of hard training and countless battles taught the swordmaster how to use both of his/her hands with the same deadly precision and strength. The talent knack Ambidexter allows the swordmaster to use two weapons of the same size in his main and offhand, however, he/she must be able to bear each weapon with one hand.

STULTIFY

Talent: Maneuver	Strain: 2
Karma: Yes	Action: Yes
Rank: 7	Legend Points: 200

The swordmaster uses his/her Maneuver talent and focuses on naming, shaming and humiliating the enemy. If the swordmaster manages to avoid all attacks in this round, he/she will gain the rank in Maneuver as a bonus on the result of any Taunt or Disarm test in the following round.

YOURS IS MINE

Talent: Disarm	Strain: 2
Karma: Yes	Action: Yes
Rank: 6	Legend Points: 200

Instead of using the Disarm talent to dash the enemy's weapon away, the swordmaster uses levitation magic to take possession of the weapon. In order to do so the swordmaster needs an excellent success in Disarm and of course a free hand to catch the enemy's weapon.

CRITICAL KNOCKBACK

Talent: Critical Hit

Strain: 1

Karma: No

Action: No

Rank: 7

Legend Points: 300

Instead of using Critical Hit to cause more damage with an excellent hit, the swordmaster has found a way to use this talent to increase the chance to knock the target down. If the swordmaster scores an excellent hit and the target suffers a wound, the adept adds the rank in Critical Hit to the target number of the enemy's knockdown test. Using this talent knock causes one point of strain damage.

INVIOABILITY

Talent: Riposte

Strain: 3+

Karma: Yes

Action: Yes

Rank: 10

Legend Points: 100

If the adept decides to use Inviolability, he/she forgoes all actions in this round and solely uses the Riposte talent to counter all incoming attacks. Inviolability may only be used when the swordmaster is being attacked by three or more opponents in one round. The adept may use the Riposte talent against each of those attacks but he/she suffers three points of strain damage per Riposte attempt and the use of karma is mandatory.

TALENT KNACKS FOR CAVALRYMEN

PROTECT

Talent: Trick Riding

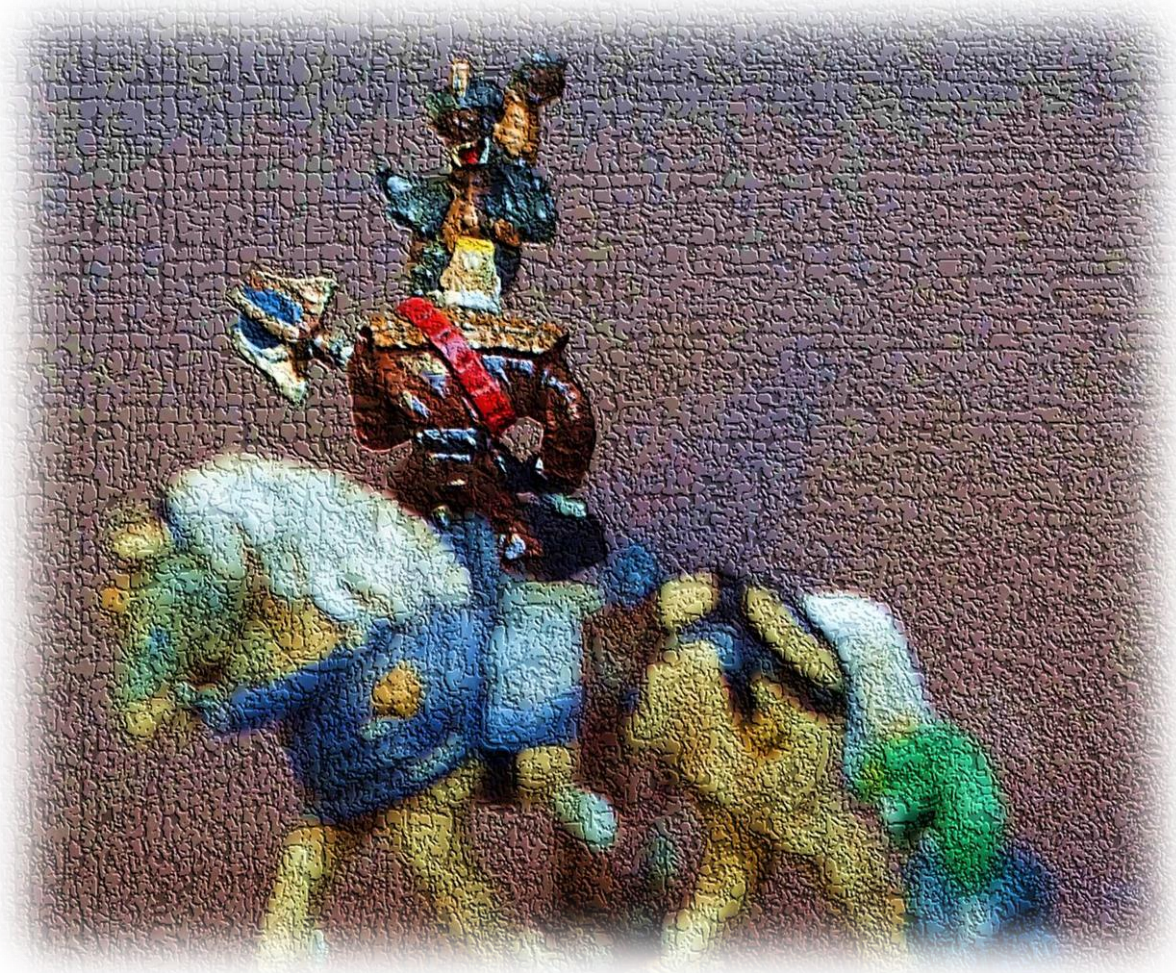
Karma: No

Rank: 6

Strain: 2

Action: Yes

Legend Points: 100



In case an ally is in distress in battle, the Cavalryman can use Trick Riding and maneuver his/her mount between the ally and the enemy thereby making it impossible for the enemy to attack the ally. For the Cavalryman Protect is the only viable action in this round. The character makes a test in Trick Riding against the result of each attack that is attempted on the ally, if successful the Cavalryman blocks the attack. If the Trick Riding test fails, the enemy manages to bypass the character and hits the ally. Each use of Protect causes two additional points of strain damage.

DEFENSIVE FORMATION

Talent: Wheeling Defence	Strain: 2
Karma: No	Action: No
Rank: 4	Legend Points: 200

The Cavalryman and his/her mount may use Wheeling Defence even when the adept is not mounted but the mount is in his/her close proximity. In order to be able to use Defensive Formation the character has to be in range so that he/she could mount during the combat round at all times. If that is the case, Cavalryman and mount can start the whirling circle separately but in unison thereby confusing the attackers with the moving, shifting targets.

BLIND UNDERSTANDING

Talent: Empathic Command	Strain: 1
Karma: No	Action: No
Rank:6	Legend Points: 100

The talent Empathic Command may be used by the Cavalryman even if he/she has no contact with his/her mount. However, the adept has to be in range to touch the mount in the combat round at all times if he/she wants to make use of Blind Understanding.

BLOOD TIES

Talent: Blood Share	Strain: No
Karma: No	Action: Yes
Rank:9	Legend Points: 100

If the bond between Cavalryman and mount is strong enough, the character has learned to use Blood Ties. The adept no longer needs to directly touch his/her mount when using Blood Share. However, in order to be able to shift damage the Cavalryman and the mount must not be further apart than the adept's rank in Blood Share in yards.

QUICK TEMPER

Talent: Rally	Strain: No
Karma: Yes	Action: Yes
Rank:7	Legend Points: 300

The talent knack Quick Tempter modifies the Rally talent in such a way that the rallied allies can engage in a social fight with the enemies. Instead of a recovery test the rallied allies immediately are entitled to make a social interaction against their targets, e.g. Taunt or Battle Shout. The maximum of allies that can be affected by Quick Temper is equal to the Cavalryman's rank in the Rally talent.

SPIRIT TIE

Talent: Spirit Mount	Strain: 4
Karma: No	Action: Yes
Rank:4	Legend Points: 100

The Cavalryman soothes the Spirit Mount and makes it stay longer on the physical plane. Spirit Tie causes the Cavalryman four points of strain damage. The target number for calling a Spirit Mount with Spirit Tie is 12, if successful, the Spirit Mount stays the character's rank in Spirit Mount in hours or until the adept dismisses the mount.

PROTECT MOUNT

Talent: Mount Attack	Strain: 2
Karma: No	Action: No
Rank:7	Legend Points: 200

When using Protect Mount the Cavalryman steers his/her mount with caution trying to give it the best possible protection. The character makes a test in Mount Attack against the spell Defence of the mount, if successful, the adept's rank in Mount Attack is added to the mount's physical Defence. While Protect Mount is active the mount can't execute any offensive actions. The duration of Protect Mount is equal to the Cavalryman's rank in Mount Attack in rounds.

ESCAPE

Talent: Call Mount	Strain: 0
Karma: No	Action: No
Rank:4	Legend Points: 300

If the character suffers enough damage in combat to lose consciousness, the mount stops whatever it is doing and only has one aim - to rescue its master and carry him/her out of danger. When the cavalryman loses consciousness he/she automatically is entitled to make an Escape test. The result of the test x 50 yards is the distance that the "distress call" works. The mount will ignore all enemies, run full movement speed to the Cavalryman, pick him/her up and carry him/her off the battlefield to safety. Prerequisite to be able to learn the talent knack Escape is that there is a deep band of trust between mount and Cavalryman and that an empathic connection exists between them enabling them to feel each other's wellbeing.

BALEFUL TEAM

Talent: Fearsome Charge
Karma: Yes
Rank:8

Strain: 3
Action: No
Legend Points: 200

Not only the Cavalryman but also his/her mount transforms into a fearsome beast when performing Baleful Team. Enemies who are affected by the fear of the talent and want to break free of it have to make a willpower test against the Cavalryman's rank in Fearsome Charge plus the willpower step of the mount.



TALENT KNACKS FOR BEASTMASTERS

DOMINATE MAGICAL BEAST

Talent: Dominate Beast
Karma: Yes
Rank: 8

Strain: 2
Action: Yes
Legend Points: 100

Dominate Magical Beast allows the character to transfer his/her knowledge about animals and use it on magical creatures, too. As a result the adept may use the Dominate Beast talent on magical creatures such as a Brithan or Lightning Lizards. The character has to use karma and needs a good success against the spell Defence of the creature when using Dominate Magical Beast.



HIDE ASTRAL WEB

Talent: Web Astral
Karma: Yes
Rank: 5

Strain: 2
Action: No
Legend Points: 300

The Beastmaster uses his/her inherent ability to adapt magically to nature and masks the astral web making it almost impossible to see by others. People who try to detect the hidden astral web have to make a successful perception test against the Beastmaster's rank in Web Astral plus the character's circle in the Beastmaster discipline. In order to mask the web on the physical plane and in astral space, the adept has to use karma and suffers one additional point of strain damage.

THE RIGHT PATH

Talent: Tracking

Strain: 2

Karma: Yes

Action: Yes

Rank: 6

Legend Points: 100

In order to find his/her way back travelling over confusing terrain, the Beastmaster uses the Tracking talent and magically marks the way; those marks can only be seen by the Beastmaster. The character may have as many active Right Paths as his/her rank in Tracking, however, the range between the first and the last mark of each path must not be longer than the Beastmaster's rank in Tracking in miles. The Right Path lasts for rank in Tracking hours, after that time the marks pale and fade away.

GLISTENING CUTS

Talent: Claw Frenzy

Strain: 2+

Karma: Yes

Action: Yes

Rank: 10

Legend Points: 200

The Beastmaster has learned to divide his/her attacks between two different enemies when using Claw Frenzy. In order to be able to use those Glistening Cuts both of the character's enemies have to be standing side by side. For each attack the Beastmaster shifts away from the original and onto the new target, he/she suffers 2 points of strain damage. Additionally, the character has to use karma for each attack he/she makes in this round. If one of the attacks fails to hit the enemy, the combat round ends for the Beastmaster and he/she can't make any further attacks in this round. Attacks that do not hit because the enemy used talents like Avoid Blow or Claw Riposte are exempted from that rule.

FOLLOWER

Talent: Animal Training

Strain: Wound

Karma: Yes

Action: Yes

Rank: 4

Legend Points: 100

The Beastmaster has mastered his/her Animal Training talent and can use it to train an animal as Follower for another namegiver. As a result the animal will obey commands of the new master for the Beastmaster's rank in Animal Training months. This talent knack doesn't work with magical

animals. To transfer the trust of the animal from the Beastmaster to another namegiver the character inflicts a wound to him-/herself suffering the according strain damage. The wound can be healed but the scar remains visible forever. The effect of Follower can be renewed by the Beastmaster suffering a new wound.

ANALYSE POISON

Talent: Sense Poison
Karma: No
Rank: 5

Strain: 2
Action: No
Legend Points: 200

If the adept achieves a good success in Analyse Poison, he/she can determine if the poison is natural or artificially made. An excellent success yields information about the type and the duration of the poison's effect. An extraordinary success enables the Beastmaster to find a track to the origin of the poison, however, this only works if the poison is not artificially made and if the host (animal) of the poison is in the range of Sense Poison.

HORROR ANALYSIS

Talent: Creature Analysis
Karma: No
Rank: 8

Strain: 2
Action: Yes
Legend Points: 100



This talent knack permits the Beastmaster to use the Creature Analysis talent on creatures that once were animals or are (partly) made out of animal parts. Horror Analysis applies to undead animals, horror constructs or horrors that occupy the body of an animal.

FRIGHTEN CONSTRUCTS

Talent: Frighten Animal Servants	Strain: 1
Karma: Yes	Action: Yes
Rank: 8	Legend Points: 100

The Beastmaster can use Frighten Constructs on creatures that once were animals or are (partly) made out of animal parts. Frighten Constructs applies to undead animals and horror constructs that are commanded by a horror or a nethermancer. When using Frighten Constructs the Beastmaster has to use karma and suffers 1 point of strain damage. The duration of the effect equals the Beastmaster's rank in Frighten Animal Servants in rounds.

MAGICAL FRIENDSHIP

Talent: Animal Bond	Strain: No
Karma: Yes	Action: Yes
Rank:6	Legend Points: 100

Magical Friendship allows the Beastmaster to transfer his/her knowledge about animals and use it on magical creatures, too. As a result the adept may use the Animal Bond talent on magical creatures such as e.g. a Stormwolf, a Brithan or a Lightning Lizard. The character has to use karma and needs a good success against the spell Defence of the creature when using Magical Friendship.

MASTER OF THE CLAWS

Talent: Claw Shape	Strain: 1 / 2
Karma: Yes	Action: No
Rank: 10	Legend Points: 100

A Beastmaster's body is a total work of art. Second to none when it comes to athletic and strength, they have learned to use their bodies as deadly weapons. However, only a few of them manage to become a Master of the Claws; they have found a way to transform any of their hands or feet with Claw Shape. The adept may only have one hand or foot at a time transformed with claw shape. The transformation of a foot causes 2 points, the transformation of the shield hand 1 point of strain damage.

PARALYSE

Talent: Venom	Strain: 4
Karma: No	Action: No
Rank: 9	Legend Points: 300

The contact poison on the Beastmaster's claws is a neurotoxin, much like the venom of a snake or a scorpion. The adept uses it to immobilize the target. Afflicting no direct damage the poison slows down the target's movement and thinking processes. The duration of the venom is determined by the character's rank in the talent Venom in rounds. The target suffers the character's rank in venom in steps as a penalty to all attributes until the Venom ends or the target makes a successful toughness test against the Beastmaster's rank in Venom.

ESCAPING LIZARD

Talent: Lizard Leap	Strain: 1
Karma: Yes	Action: No
Rank: 7	Legend Points: 200

Instead of engaging an enemy in close combat, the Beastmaster can use the Lizard Leap talent to extract him/-herself from combat. The Beastmaster gains the usual +2 on his/her physical defence but is not allowed to make any attack in this combat round. In case the enemies are quicker than the Beastmaster and try to spoil the adept's escape from combat, the Beastmaster may make an Avoid Blow test for each attack made against him/her using the Lizard Leap talent. If any of the tests fail, same as with a normal Avoid Blow test, the Beastmaster will be automatically knocked down, even if he/she didn't suffer a wound.

SURROUNDING HOWL

Talent: Howl	Strain: 2
Karma: Yes	Action: Yes
Rank: 11	Legend Points: 300

By using karma and suffering an additional point of strain damage, the Beastmaster intensifies his/her howl and gives the target the impression of being surrounded. If the adept achieves an excellent or extraordinary success in Surrounding Howl against the social defence of the target, the

enemy will not only flee but also drop everything that could hinder him/her when trying to get away. The GM determines what the target drops using a d10 and the table below.

Result of the dice throw:

1 - 5
6 - 7
8 - 9
10

Dropped equipment:

Nothing
Object held in the main hand
Object held in offhand
Objects held in main and off hand

ERASE TRACKS

Talent: Tracking

Karma: No

Rank: 4

Strain: 2

Action: Yes

Legend Points: 100

The character uses the Tracking talent to Erase all Tracks in a certain area. The size of the area the Beastmaster can use Erase Tracks on is a diameter in meters equal to the adept's rank in Tracking. Each use of Erase Tracks causes 2 points of strain damage. The target number to find any tracks after they have been erased is the result of the effect test. If a tracker successfully makes a perception test against the Beastmaster's effect test, he/she finds tracks despite the efforts to erase them.

CAMOUFLAGE

Talent: Cat's Paw

Karma: No

Rank: 5

Strain: 2

Action: No

Legend Points: 100

The Beastmaster has learned to use his/her Cat's Paw talent to blend in with the surroundings even when not moving. To detect the character standing still in his/her Camouflage an average success against the Cat's Paw's effect test is sufficient, however, when the character is moving the usual good success against Cat's Paw is needed to detect the Beastmaster. The duration of Camouflage is determined by the character's rank in Cat's Paw in minutes.

DEATHLY HEIGHTS

Talent: Lizard Leap
 Karma: Yes
 Rank: 10

Strain: 3
 Action: No
 Legend Points: 200

In order to be able to use Deathly Heights the Beastmaster has to have a higher initiative than his/her target and successfully attack the target with unarmed combat. The character does not receive the +2 bonus on the physical defence but tries to attack and clinch the enemy using the unarmed combat talent. If successful, the character may make a Lizard Leap test pulling the enemy up in the air. At the zenith of the leap the Beastmaster releases his/her target and lets the enemy drop down. The height of the zenith equals 50% of the effect test of Lizard Leap. This talent knack can only be used on enemies that the Beastmaster can lift and that are not taller than the Beastmaster. To determine the falling damage for the target the table on page 207 in the core rule book can be used. Armor provides no protection against falling damage.

FALLING DAMAGE TABLE	
Distance Fallen (in feet)	Damage Step
5-10	2
11-20	6
21-30	15
31-50	15 (2)
50-100	20 (2)
101-150	25 (2)
151-250	25 (3)
251-400	30 (3)
401-600	30 (4)
601 +	30 (5)



SURVIVAL INSTINCT

Talent: Animal Possession
 Karma: Yes
 Rank: 9

Strain: 3
 Action: Yes
 Legend Points: 200

While the Beastmaster is controlling the animal's body, Survival Instinct lets the animal in the Beastmaster's body keep some primary instincts thus ensuring the adept's survival. The adept's body would for instance start swimming when dropped into water or move away should a fire start close-by that would burn the character's body. If the animal in the adept's body is attacked the flight instinct is triggered and "the body" runs away with full movement speed. The direction of the flight is determined by the GM or by rolling a dice. Survival Instinct requires the use of karma and causes an additional point of strain damage.

HEAL WOUNDS

Talent: Heal Animal Servant

Strain: No

Karma: No

Action: Yes

Rank: 11

Legend Points: 200

The Beastmaster may sacrifice his/her first recovery test in the morning in order to heal a wounded animal. Prerequisite for Heal Wounds is that the Beastmaster has no wounds and is not damaged at all.

In case the animal had no damage in the morning and therefore healed a wound by itself, it can heal a second wound with Heal Wounds.

TALENT KNACKS FOR TROUBADOURS

ALLROUNDER

Talent: Mimic Voice	Strain: 1
Karma: No	Action: Yes
Rank: 6	Legend Points: 100

The character is a master when it comes to Mimic Voice, he/she has learned to imitate all kinds of sounds, e.g. animal sounds or mechanical sounds like a squeaking door. Many Troubadours carry many different kinds of gadgets with them to produce such sounds.

FORCEFUL BANTER

Talent: Engaging Banter	Strain: 2
Karma: No	Action: Yes
Rank: 5	Legend Points: 200

When the Troubadour uses Forceful Banter the target tries to stay close to the character to be able to have a conversation with him/her. The effect lasts for rank in Engaging Banter rounds. Each round the Troubadour makes a new Engaging Banter test against the target's social defence. Each consecutive successful test lowers the target's social Defence and modifications by one rank. The maximum penalty to the target's social defence is determined by the adept's rank in Engaging Banter. If only one test against the target fails, the effect of Forceful Banter immediately stops. The character can not undertake any other actions while using Forceful Banter. Additionally, the effect ends immediately should the target receive a wound.

BLINDSIDED BANTER

Talent: Engaging Banter	Strain: 2
Karma: Yes	Action: Yes
Rank: 7	Legend Points: 100

The Troubadour forces the target to face him/her while using Engaging Banter thus opening a blindside attack possibility for allies. In this round the target doesn't receive any penalties but all attacks made by allies of the

Troubadour count as blindside attacks and each attacker receives a +2 bonus on the attack test. In order to make Blindsided Banter work, the Troubadour has to achieve a good success against the social defence of the target. The effect of Blindsided Banter ends automatically at the end of each combat round.

MIMIC FOREIGN LANGUAGE

Talent: Mimic Voice

Strain: 1

Karma: Yes

Action: Yes

Rank: 7

Legend Points: 100

If the person the Troubadour tries to mimic speaks a foreign language, the character can use the talent knack Mimic Foreign Language. The character makes a Mimic Voice test against the target's spell defence and adds the difficulty number of the foreign language to the target number. If successful the character receives the ability to speak the language and mimic the target's voice for rank in Mimic Voice hours. The foreign language can only be spoken with the target's voice and the language knowledge ends with the effect duration.

Language	Target Number
Elfish (Sperethiel)	6
Human	6
Obsidimen	7
Ork	6
Troll	6
T'skrang	7
Windling	7
Dwarven	5

Example: T'Sraktung Jikno Kevondra, T'skrang Troubadour of the 6th circle, wants to imitate the voice of Raknarr Thunderfist, an orkish weaponsmith, for business purposes. T'Sraktung doesn't speak Ork, therefore he has to make a Mimic Voice test against Raknar's spell Defence (9) plus the difficulty of the Orkish language (6). Consequently, T'Sraktung has to beat 15 with his Mimic Voice talent test if he wants to successfully imitate Raknarr Thunderfist.

EMPATHIC PURSUIT

Talent: Empathic Sense

Karma: Yes

Rank: 4

Strain: 0

Action: No

Legend Points: 100

Instead of meditating for 3 minutes, the Troubadour only has to be in close proximity of the target. The Troubadour can't perform any other actions while performing Empathic Pursuit, however, e.g. eating and drinking would be possible. Troubadours all over Barsaive use this trick in taverns to attune themselves to suspicious or evil namegivers and are so able to find them later if need be. The longer the Troubadour stays with the target in the same room the easier it gets to achieve an success against the social defence of the target. After 5 minutes an excellent success is needed, after 10 minutes a good success is sufficient and after 15 minutes an average success is enough.

CALM MOB

Talent: Incite Mob

Karma: No

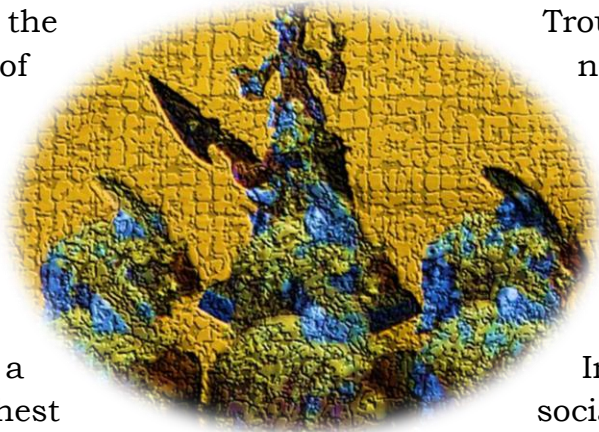
Rank: 6

Strain: 1

Action: Yes

Legend Points: 200

Calm Mob enables the hostile group of they behave the character's do so the soothingly talks and portrays his/her allies as Troubadour makes a against the highest level of success is needed mob as can be seen in the table below.



Troubadour to calm a namegivers so that peacefully towards allies. In order to Troubadour for one minute him-/herself and friends. The Incite Mob test social defence, which depends on the size of the

Mob Size

Rank x 10
Rank x 25
Rank x 50
Rank x 100

Needed Level of Success

Average
Good
Excellent
Extraordinary

The mob is appeased for a duration of the Troubadour's rank in Incite Mob in hours.

SLUMBER SONG

Talent: Emotion Song

Strain: No

Karma: Yes

Action: Yes

Rank: 8

Legend Points: 100

The soothing and harmonic Slumber Song of the Troubadour fills the audience with complacency. After a while the audience becomes extremely relaxed and content so that their perception suffers. An average success against the highest social defence of the audience causes a penalty of 1 step on all perception tests, a good success causes 2 steps, an excellent success 3 steps and an extraordinary success 5 steps. The duration of the Slumber Song effect equals the Troubadour's effect test in minutes.

KEEN PERCEPTION

Talent: Speak Language

Strain: 4

Karma: Yes

Action: Yes

Rank: 6

Legend Points: 100

The Troubadour has developed a Keen Perception and by fully focusing on a conversation in a foreign language he/she can learn that language in one round. Learning a language that way is extremely difficult, the target number of the respective language is doubled. Additionally, the Troubadour is in a state of trance while using Keen Perception and is not aware of anything else except the conversation. The Troubadour suffers 4 points of strain damage when using Keen Perception.

Language	Target Number
Elfish (Sperethiel)	6 x 2 = 12
Human	6 x 2 = 12
Obsidimen	7 x 2 = 14
Ork	6 x 2 = 12
Troll	6 x 2 = 12
T'skrang	7 x 2 = 14
Windling	7 x 2 = 14
Dwarven	5 x 2 = 10

TALENT KNACKS FOR WEAPONSMITHS

ABSTRACT BLADE

Talent: Forge Blade
Karma: No
Rank: 4

Strain: No
Action: Yes
Legend Points: 100

The Weaponsmith has developed his/her own style of crafting weapons and is therefore able to fashion out of the ordinary weaponry, e.g. barbed blades or spiked gloves used for unarmed combat. As a base rule the GM always determines the target number for crafting weapons with the Abstract Blade talent knack. The GM should thereby take the size of the weapon, the damage step and special features of the weapon under consideration. A special feature for instance would be a spike on the front side of a shield, causing more damage when attacking with the shield. Generally there are no limits in what kind of weapons the Weaponsmith can craft, however, if a weapon will make it to the world of Earthdawn is always the final decision of the GM.



ASTRAL TEMPER

Talent: Temper Other
Karma: Yes
Rank: 8

Strain: No
Action: Yes
Legend Points: 200

Astral Temper modifies the Temper Other talent in such a way that the Weaponsmith uses the icy ether from astral space to make him-/herself or an ally more resistant against magical attacks. If the Astral Temper test is successful, the Weaponsmith doesn't receive the usual bonuses on death rating, unconscious rating and the wound threshold but instead adds his/her rank in Temper Other to his/her spell defence and mystical armor.

This ritual requires one half-hour of intense meditation by both the character and the potential target. If the Temper Other test fails, the target automatically takes a number of damage points equal to his/her wound threshold, taking both the damage points and the wound. Armor doesn't protect against this damage and the character can suffer knockdown.

IMPROVE BALANCE

Talent: Improve Blade

Strain: No

Karma: No

Action: Yes

Rank: 8

Legend Points: 200

Instead of temporarily increasing the damage step of a weapon, the Weaponsmith improves the balance of the weapon thus making it easier to handle in combat. For each successful test in Improve Balance the attack step for any attacker using this weapon is raised by 1 step. The effect lasts for 24 hours, starting with the beginning of the Improve Blade ritual.

TRANSMIT CURSE

Talent: Abate Curse

Strain: 2

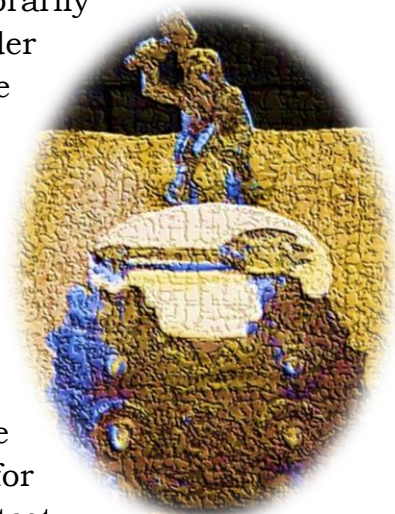
Karma: Yes

Action: Yes

Rank: 8

Legend Points: 100

The Weaponsmith is experienced when it comes to curses and has learned to use the Transmit Curse talent knack. He can temporarily transmit a curse from one weapon to another. In order to do so, the two weapons may not be more than three meters away from the Weaponsmith. Firstly, the character makes an Abate Curse test against the spell Defence of the cursed weapon. Secondly, if the first test was successful, the Weaponsmith makes an Abate Curse test against the spell Defence of the weapon he/she wants to transmit the curse to. In case both tests are successful, the curse is transmitted for the Weaponsmith's rank in Abate Curse in hours. The character has to use karma for both tests and suffers one point of strain damage per test.



CRYSTAL WARD

Talent: Metal Ward

Karma: No

Rank: 7

Strain: 2

Action: Yes

Legend Points: 200

Crystal Ward reduces damage caused by attacks based on minerals, crystals and stone (weapons). Against such attacks the Weaponsmith's physical defence is raised by his/her rank in Metal Ward. For Crystal Ward to work the character has to successfully make a Metal Ward test against the spell defence of his/her armor. The talent knack's effect lasts for the adept's rank in Metal Ward in hours. Only one Ward can be active at any time, either Metal or Crystal Ward - but never both.



SENSE MAGIC ARMOR

Talent: Sense Magic Weapon

Karma: No

Rank: 6

Strain: 1

Action: Yes

Legend Points: 300

Sense Magic Armor is a further development of Sense Magic Weapon. As can be guessed by the name of the talent knack, it enables the Weaponsmith to use his/her Sense Magic Weapon talent also on armors and shields.

ARMOR HISTORY

Talent: Weapon History

Strain: No

Karma: Yes

Action: Yes

Rank: 8

Legend Points: 100

This talent knack permits the Weaponsmith to use his/her Weapon History talent also on armors and shields. The character has to use karma when using Armor History. The Weaponsmith makes a Weapon History test against the spell defence of the armor or shield. In order to discover a key knowledge he/she needs to achieve a good success.

POKERFACE

Talent: Haggle

Strain: 1

Karma: No

Action: Yes

Rank: 6

Legend Points: 100

Pokerface allows the Weaponsmith to keep haggling even when he/she already failed in a Haggle test. The character can use the Haggle talent as many times as his/her rank in Haggle. However, each time a haggle test fails, the Weaponsmith loses 10% of the total price.

SPOT IMBALANCE

Talent: Spot Armor Flaw

Strain: No

Karma: No

Action: No

Rank: 9

Legend Points: 200

Instead of spotting weak spots in his/her opponent's armor, the Weaponsmith uses the Spot Armor Flaw talent in order to observe the weight, composition and configuration of the enemy's armor thereby judging when it might hinder the target. As a consequence, the Weaponsmith gains an advantage when attacking the target. The Weaponsmith makes a Spot Armor Flaw test against the spell defence of the target or the target's armor, whatever is higher. If successful, the Weaponsmith receives his/her rank in Spot Armor Flaw on all attacks against the target. The effect of Spot Imbalance lasts for as many rounds as the Weaponsmith's rank in Spot Armor Flaw.

WARP THROWING WEAPON

Talent: Warp Missile

Strain: 1

Karma: No

Action: Yes

Rank: 7

Legend Points: 200

This talent knack enables the Weaponsmith to use the Warp Missile talent also on throwing weapons and the damage caused by them. The character makes a Warp Missile test against the spell defence of either the attacker or the throwing weapon, whatever is higher. If the test is successful, the damage step of the throwing weapon is reduced by the Weaponsmith's rank in Warp Missile for as many rounds as the Weaponsmith has ranks in Warp Missile.

MAGICAL COMPANIONS FOR ADVENTURE GROUPS

THE CONCEPT OF COMPANIONS

The idea behind the companions presented below is to give smaller adventure groups of two to four players the possibility to empower their group without the use of NPCs. Magical creatures that follow their masters, gain experience points during adventures and increase their skill set using those experience points are supposed to fill that role. Each of the creatures becomes a familiar, a companion loyal to its respective master (as described in the "Magic - A Manual Of Mystic Secrets").

The companion's attributes are created using the well known 66-points system taken from the character creation section of the Core Rule Book.

After having determined each attribute of the familiar, those attributes are modified using fitting racial modifications also found in the Core Rule Book. By doing so, It should be taken under consideration which special abilities each companion has and which Earthdawn race responds best to those abilities. For example: Flying creatures will most likely be affected by racial modifications of the Windling race, whereas huge sedate creatures with a good natural armor will more likely be subject to the Obsidimen's racial modifications.

TALENTS OF THE FAMILIARS

Talents for a familiar should be selected according to the needs of the adventure group, especially focusing on talents of adept classes missing in the group. For instance does the group need a melee or rather a ranged weapon-user? Do nethermancer talents or elemental talents complement and help the group more? Those are questions that should be asked when developing the familiar's skill set. Overall, it is very important to **not** mix talents of different classes in order to avoid an unfair imbalance between characters and their familiars.

When the experience points are distributed at the end of an adventure, the magical companions are treated like a normal group member receiving their fair share. The advancement of a companion to a new circle and the maximum rank of its talents depends on the highest circle its master has reached in a discipline; so for a circle five adept the maximum rank of the

companion talents would be five. Similar to the calculation of adept's costs for talents, the costs for increasing familiar talent ranks can be calculated by using the rank of the talent and the table in the core rule book showing Legend Points costs for increasing talent ranks for adepts. Before a familiar is able to reach a new circle it has to raise all previously learned talents to the rank of the new circle, e.g. in order to reach circle three, all circle one and two talents have to be on rank three. Just like adepts, familiars can raise an attribute once per circle.

BLOOD PHOENIX

Aus fahler Asche mit kochendem Blut
stieg empor ein Phönix aus Feuersglut.
Ein leuchtender Stern mit klarem Schrei
voll Freude im Herzen, ein Freund er sei.

Doch verloren die Freundschaft,
nun gezeichnet mit Dornen,
war er nicht mehr gesehen unter Elfengeborenen.

Mit Blut und mit Schmerz und Enttäuschung im Herzen,
bringt doch Reinheit und Licht wie die hellste der Kerzen.

Ein Schutz vor dem Bösen in der Dunkelheit,
der blutige Wächter für alle Zeit.
Und niemals erlischt die feurige Glut,
die erhitzt seinen Leib und sein kochendes Blut.

*A POEM ABOUT THE BLOOD PHOENIX, WRITTEN BY TARLON IRONVULTUR - TRUSTED FRIEND OF THE ROYAL
COURT OF THE WYRMWOOD*

*(UNFORTUNATELY THIS POEM WAS WRITTEN IN A STRANGE AND LONG FORGOTTEN LANGUAGE - ALL KNOWLEDGE OF WHAT
IT COULD MEAN SEEMS LOST)*

With a size of more than one meter and a wing-span of up to two and a half meters the Blood Phoenix was once one of the most magnificent creatures soaring in the sky of the Wyrwood. These magical and intelligent creatures travelled all the way from the Death Sea, the birthplace of each Blood Phoenix, to the heart of the Wyrwood. Those proud and beautiful creatures were revered at the royal court of the Wyrwood, and even though they

didn't command the language of the namegivers, they understood everything that the Elves told and taught them. Between some of the rare creatures and the Elves a close band of companionship developed over time. When the time of the last scourge came, many of the Blood Phoenixes traveled back to the safety of their birthplace in the Death Sea like they had done many times before. However, a few decided to stay with their Elven friends in the Wyrmwwood.

Those few Blood Phoenixes paid a gruesome price for staying in the Wyrmwwood and the relationship between Elves and their faithful companions should never be the same again. While the Elves protected themselves performing the Ritual of Thorns, the Blood Phoenixes were fully affected by the scourge, some of them died and some changed. Their once white gold feathers turned to a blood red color, their once beautiful singing changed to harrowing screams, and their golden claws were now covered with a coat of dripping blood. The Blood Phoenixes turned away from the Elven court but stayed in the Blood Wood. The companionable creatures turned into lone wolves, and only Queen Alachia is known for still having contact with them.

Blood Phoenixes are not generally hostile, however, they prefer to stay alone. Ever since the Ritual of Thorns, Blood Phoenixes have started scouting and hunting through the Blood Wood; they spend days eliminating relics of the scourge. Legends tell stories about fully grown Blood Phoenixes ambushing horrors and ripping them apart in seconds.



Other stories talk about the invisible Blood Phoenix, enemies never saw the creature even though a friend was killed by it. Despite the fact that Blood Phoenixes are more than capable of fighting in melee range, their biggest strength is to wait for the perfect moment and then ambush their targets with spells or attacks.

Attributes:

Racial Modification: Windling

Dexterity: 7 (16)

Strength: 4 (8)

Toughness: 5 (10)

Perception: 6 (15)

Willpower: 6 (13)

Charisma: 6 (13)

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Initiative: 7	Physical Defence: 11
Number of Attacks: 2 (1x Claws / 1x Beak)	Spell Defence: 8
Attack: 10	Social Defence: 7
Damage: Claws 9 / Beak 11	
	Physical Armor: 3
	Mystical Armor: 2
	Knockdown: 4
Number of Spells: (2)	Recovery Tests: 2
Spellcasting: 10	
Effect: see list of spells	Combat Movement (flying): 55
	Full Movement Flying: 110
	Combat Movement: 27
	Full Movement: 54
Death Rating: 31	
Wound Threshold: 8	Karma Step: 6
Unconscious Rating: 22	Karma Points: 60

The older and more experienced a Blood Phoenix is, the better it can coordinate its deadly attacks with claws and beak. Additionally, with getting older the mastery of its nethermancer abilities develops. Each circle the Blood Phoenix advances its attack, damage and spellcasting increases by one step.

- Racial Abilities:**
- Silent Flight*
 - Each 4 circles the Blood Phoenix receives an additional recovery test per day.
 - A Blood Phoenix doesn't need a spell matrix in order to cast a spell, it is immune to warp damage caused by the use of raw magic.
- Talents:**
1. Circle - Karma Ritual
 2. Circle - Durability (Creature of the Blood Wood 5/4)
 3. Circle - Phoenix Blood*
 4. Circle - Frighten / May spend Karma on any action using Perception only

- 5. Circle - Astral Sight*/Spell Defence +1
- 6. Circle - Willforce/Social Defence +1
- 7. Circle - Spirit Talk*/Initiative +1
- 8. Circle - Lifesight*/Spell Defence +1
- 9. Circle - Speak Language/ May spend Karma on any action using Willpower only
- 10. Circle - Detect Falseness/Physical and Spell Defence +1

*Discipline talents

Silent Flight:

Equivalent to the thief talent Silent Walk, the Blood Phoenix makes a Silent Flight test using its dexterity step + its circle. The result of the test is the target number for perception tests to detect the Blood Phoenix.

Phoenix Blood:

The talent Phoenix Blood resembles the Skyraider's Fireblood talent, however, the Blood Phoenix's blood burns much hotter than that of any namegiver. Just as with Fireblood, the Blood Phoenix can use Phoenix Blood to heal itself during combat. The recovery test done using Phoenix Blood is determined by the toughness step of the Blood Phoenix added with its rank in Phoenix Blood. Another feature of Phoenix Blood is that it can not only be used for healing purposes but also to hurt the enemy. If the Blood Phoenix causes a wound to its target in melee range, it may sacrifice a recovery test and use the Phoenix Blood ability to bring the target's blood to a boil. The damage is determined by a damage test equal to the rank in Phoenix Blood. Mystical armor protects from this kind of damage. Phoenix Blood may cause additional wounds.

Potential Nethermancer talents and spells of the Blood Phoenix:

Not all Blood Phoenixes possess the same Nethermancer talents and spells, however, none command summoning abilities or summoning spells. Summoning goes against their nature, their dark past and the closeness to the Ritual of Thorns drives them to destroy all that is unnatural. All their abilities are focused on observing and pursuing their prey, waiting for the right time to strike with grim efficiency. Blood Phoenixes generally use their speed and the moment of surprise to swoop down on their targets dealing fatal wounds or to cast spells from a safe distance in order to gain an advantage. Fueled by its innate magic, a Blood Phoenix can learn a new ability or spell each circle.

So far known list of spells of the Blood Phoenix:

Circle 1:	Command Nightflyer	-	Core Rule Book
	Detect Undead	-	Core Rule Book
	Undead Struggle	-	Core Rule Book
	Astral Spear	-	Arcane Mysteries of Barsaive
	Spirit Dart	-	Arcane Mysteries of Barsaive
Circle 2:	Shadow's Whisper	-	Arcane Mysteries of Barsaive
	Shield Mist	-	Core Rule Book
	Detect Magic (Discipline)	-	Magic – A Manual of Mystic
Circle 3:	Dispel Magic (Discipline)	-	Magic – A Manual of Mystic
	Pain	-	Core Rule Book
	Death's Head	-	Core Rule Book
	Shadow Meld	-	Arcane Mysteries of Barsaive
Circle 4:	Last Chance	-	Arcane Mysteries of Barsaive
	Viewpoint	-	Core Rule Book
	Evil Eye	-	Core Rule Book
	Visions of Death	-	Core Rule Book
Circle 5:	Pass Ward	-	Core Rule Book
	Dispel Magic (everything)	-	Magic – A Manual of Mystic
	Sense Horror	-	Arcane Mysteries of Barsaive
	Target Portal	-	Core Rule Book
	Wither Limb	-	Core Rule Book
	Blind	-	Arcane Mysteries of Barsaive
	Star Shower	-	Arcane Mysteries of Barsaive
Circle 6:	Dust to Dust	-	Arcane Mysteries of Barsaive
	Recovery	-	Core Rule Book

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	Soul Armor	-	Core Rule Book
	Bonebreaker	-	Core Rule Book
Circle 7:	Damage Shift	-	Arcane Mysteries of Barsaive
	Constrict Heart	-	Core Rule Book
	Banquet of Dis	-	Arcane Mysteries of Barsaive
Circle 8:	Restrain Horror	-	Core Rule Book
	Control Being	-	Core Rule Book
	Shadow Tether	-	Core Rule Book
Circle 9:	Talent Shredder	-	Companion
	Dream Realm	-	Magic – A Manual of Mystic
	Silent Darkness	-	Arcane Mysteries of Barsaive
Circle 10:	Astral Slice	-	Arcane Mysteries of Barsaive
	Fragile Pattern	-	Companion
	Strong Pattern	-	Companion
	Tap Horror Karma	-	Companion
	Damage Transfer	-	Companion

THORN GRIFFIN

With a size of up to three meters and a wing-span of up to four meters the Thorn Griffin of the Blood Wood poses a threat to any namegiver entering a Thorn Griffin's territory uninvited. These intelligent birds of prey are used to hunt smaller game but tales exist reporting that even trolls and ogres have been attacked and put to rout by them. For a long time the origin and how the Thorn Griffins became what they are today was a mystery. At last, an elementalists of Queen Alachia's royal court was able to solve the mystery and answer many questions.



GAMEZONE MINIATUREN – [HTTP://GAMEZONEMINIATURES.DE/](http://gamezoneminatures.de/)

Thorn Griffins are half animal and half wood elemental. They came into existence by the help of mighty wood elementals inhabiting the Blood Oaks in the Blood Wood. When a griffin was caught by a Blood Oak and managed to resist the vampirism and pain for an extraordinary long time, the wood elementals sometimes felt sympathy and admiration for the griffin and granted the griffin parts of their elemental magic thus filling him with the power to break free. The skin of the Thorn Griffin is maroon, like a bark, and covered with little thorns. The Thorn Griffin's coat changed to slabs of wood intricately linked together, creating a smooth hard surface giving the Thorn Griffin a natural armor against enemies. The original flexibility of feathers only remained in the last third of its wings, assuring the dexterity and precision of the Thorn Griffin's flight.

Besides the physical changes the wood elementals also imparted the Thorn Griffins with some of their elemental abilities. On the one hand the Thorn Griffins gained longevity accompanied with a bigger size. On the other hand they are capable of swooping full movement speed into melee combat and execute a devastating attack. In order to do so, the Thorn Griffin draws its wings in and hardens the front half of its body creating some sort of living wooden projectile. Additionally, the Thorn Griffin erects its thorns and tries to force itself as hard and as deep as possible into the target.

As soon as an opponent is knocked down, the Thorn Griffin tries to grow vines and roots out of the ground using its innate magic to pin the target to the ground. The same ability can be used by the Thorn Griffin to root itself to the ground to avoid being knocked down in ground combat. Thorn Griffins are dangerous opponents in a melee fight, if they are not able to get back into the air, they use their beak and claws to rip pieces out of its enemies.

Attributes:

Racial Modification: Dwarf

Dexterity: 7 (18)

Strength: 7 (16)

Toughness: 7 (16)

Perception: 5 (10)

Willpower: 5 (10)

Charisma: 5 (11)

Initiative: 7

Physical Defence: 10

Number of Attacks: 2 (1x Claws / 1x Beak)

Spell Defence: 6

Attack: 9

Social Defence: 7

Damage: Claws 12 / Beak 14

Physical Armor: 8

Mystical Armor: 6

Knockdown: 7 / Root

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Number of Spells: (1)

Recovery Tests: 3

Spellcasting: 10

Effect: Vines / Root

Combat Movement (flying): 50

Full Movement Flying: 100

Combat Movement: 38

Full Movement: 75

Death Rating: 39

Wound Threshold: 11

Karma Step: 4

Unconscious Rating: 31

Karma Points: 25

The older and more experienced a Thorn Griffin is, the better it can coordinate its deadly attacks with claws and beak. Additionally, with getting older the mastery of its elemental abilities develops. Each circle the Thorn Griffin advances its attack, damage and spellcasting increases by one step.

Racial Abilities:

- Natural armor
- Root (equivalent to the Elementalist talent Unshakeable Earth in the Core Rule Book)
- Swoop Attack

Talents:

- 1. Circle - Karma Ritual
- 2. Circle - Durability (Elementals 6/5)
- 3. Circle - Wood Skin*
- 4. Circle - Anticipate Blow*/ May spend Karma on any action using Willpower only
- 5. Circle - Avoid Blow*/Spell Defence +1
- 6. Circle - Down Strike*/Additional recovery test per day
- 7. Circle - Earth Skin/Physical Defence +1
- 8. Circle - Cobra Strike*/Spell Defence +1
- 9. Circle - Missile Twister/ May spend Karma on any action using Strength or Dexterity only
- 10. Circle - Spirit Strike*/Physical and Spell Defence +1

*Discipline talents

Natural armor:

The older the Thorn Griffin the harder, more resistant and impenetrable becomes its coat. The Thorn Griffin's physical armor is raised by one each time it reaches a new circle, the mystical armor is raised by one every second circle.

Swoop Attack:

The Thorn Griffin swoops down on its target using full movement speed, trying to knock the enemy down to the ground and continue the fight in melee range. If the attack test is successful, the damage of the attack is increased by +7 steps. The Swoop Attack replaces all of the Thorn Griffin's other physical attacks in this combat round.

GRANITE STINGER

Hidden in the highest mountains of the Twilight Peaks one of the deadliest predators in all of Barsaive, the Granite Stinger, can be found. Although the Granite Stinger generally avoids civilization, time and again stories of the Highland Troll moots report of clashes between Troll hunting troops and these fierce big cats. With its bulky build, a length of over two meters, a height of up to two meters and a weight of close to 400 pounds, the Granite Stinger is considerably bigger and a little less agile than its congener the Stone Lion. However, both creatures are half animal and half earth elemental.

The huge cat received its name due to its granite-colored and almost impregnable fur and the big stinger on its back, which the Granite Stinger can use to shoot deadly Earth Darts from in combat. The Granite Stinger's elemental origin enables it to almost completely merge with the colors of its surroundings, therefore being able to ambush its prey mostly unseen. If the Granite Stinger usually charges its prey trying to knock the target down and then finish the job with its mighty claws and fangs. There are only occasional incidents where a Granite Stinger actually attacked a namegiver, however, that might simply be because they usually avoid the Troll settlements in the Twilight Peaks. The Granite Stinger has no fixed territory but is constantly roaming around living a nomad life hunting in the wilderness of the Twilight Peaks.



Attributes:

Racial Modification: Obsidiman

Dexterity: 6 (13)

Strength: 9 (22)

Toughness: 7 (18)

Perception: 5 (10)

Willpower: 5 (10)

Charisma: 5 (11)

Initiative: 6

Physical Defence: 7

Number of Attacks: 2 (1x Claws / 1x Bite)

Spell Defence: 6

Attack: 8

Social Defence: 7

Damage: Claws 13 / Bite 15

	Physical Armor: 10
	Mystical Armor: 7
	Knockdown: 9
Number of Spells: 1	Recovery Tests: 3
Spellcasting: 10	
Effect: Earth Darts / Earth Blend	Combat Movement: 27
	Full Movement: 54
Death Rating: 42	
Wound Threshold: 15	Karma Step: 3
Unconscious Rating: 34	Karma Points: 20

The older and more experienced a Granite Stinger is, the better it can coordinate its deadly attacks with claws and beak. Additionally, with getting older the mastery of its elemental abilities develops. Each circle the Thorn Griffin advances its attack, damage and spellcasting increases by one step.

- Racial Abilities:**
- Charge (equivalent to the Skyraider's 2st circle talent Shield Charge in the Core Rule Book)
 - Earth Blend (equivalent to the Elementalist 1st circle spell in the Core Rule Book)
 - Earth Darts (equivalent to the Elementalist 1st circle spell in the Core Rule Book)

- Talents:**
- 1. Circle - Karma Ritual
 - 2. Circle - Charge*/Durability (Elementals 6/5)
 - 3. Circle - Battle Shout*
 - 4. Circle - Great Leap*/ May spend Karma on any action using Strength only
 - 5. Circle - Fireblood*/Social Defence +1
 - 6. Circle - Momentum Attack*/Physical Defence +1

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- 7. Circle - Steely Stare*/ May spend Karma on damage tests
- 8. Circle - Avoid Blow/Spell Defence +1
- 9. Circle - Critical Hit/ May spend Karma on any action using Charisma or Willpower only
- 10. Circle - Lionheart* (9th circle Skyraider talent found in the Companion)/Physical Defence +1
Additional recovery test per day

*Discipline talents



Hidden Talents...

... can be found all over Bar-saive. From the streets of Throal to the heart of the Bloodwood, from the heights and dales of the

Twilight Peaks to the deathly meanders of the Servos Jungle, there are those adepts, who possess unique and never seen before mastery of their talents. They are masters of their disciplines and the diversity of their knacks and tricks seems limitless.

The few who had the privilege to admire their aptitude, very often can't explain what really happened in front of their eyes. Incredible acrobatic features, deathly attacks as fast as lightning and other marvelous acts - suddenly anything and everything seems possible. So beware traveler and keep your eyes open for Hidden Talents...

“Hidden Talents“ is an unofficial supplement for the Earthdawn roleplaying system, from fans for fans. This volume contains a substantial collection of more than one hundred new talent knacks across all original disciplines. As a bonus feature, a new class of magical companion will be revealed!

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