



SIDEREUS PLAYER'S GUIDE

A GUIDE TO PLAYING THE SIDEREUS LIVE ACTION ROLEPLAYING GAME

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To Leslie: *Thank you for being the mother I wish I had, and a trusted friend. I would not have survived this without your wisdom and faith. See you soon.*

Created by E. Neal Belt III





INTRODUCTION

What is Live Action Role-Playing?

A Live Action Role Playing Game, or LARP as it is sometimes called by players is an experience unlike any other. In a LARP the players take on the roles of the characters they have created, and much like actors in a movie, they use those roles to help tell a story over the course of an event.

Game events can be as short as a few hours or longer than a week. Where a LARP differs from a movie is that with no set script, your lines and actions are completely your own. Players remain in costume and in character for the remainder of the game event, living as their characters would.

In a LARP you have unbridled freedom to create the character you will play. Once you enter the game environment, you will be interacting with other players and the Plot Committee to help create a living environment that changes and reacts in response to decisions you and others make.

It will be up to you to make your character real, giving them dreams and motivations as well as hopes and desires that will give them a reason to head out into the Sidereus world and pursue fortune and adventure. As your character grows and develops, they will become an integral part of the story, helping it move forward.

Your character can aspire to be anything you imagine, be it a gallant knight, a wealthy merchant, or a cunning assassin.

You can seek adventure and fortune or enjoy wiling away the hours as a bard in the local tavern. Whether epic or mundane, your character's life is entirely your own, and how your character progresses is always completely up to you.

In the end, LARP is about acting out the life other than your own and telling a story that you and your friends will remember for years to come.

What is Sidereus?

Sidereus is the name of the world in which this LARP takes place, a world of fantasy in which the forces of evil have all but conquered the planet. As a person trying to survive in such perilous times, it is your task to choose what part you will play in the days to come. The dark fantasy of Sidereus is a combination of high fantasy and survival horror, pitting the players and their allies against dark forces and terrifying monsters.

The Harbinger Game System allows you significant flexibility in creating your character, giving you a great deal of freedom in design, and pushing the limits of

your imagination.

In Sidereus, Heroborn are the stars of the show. It is the Heroborn who go on daring quests to save the hapless noble, defeat the monster in its lair and bring home all the gold they can carry. As the Heroborn venture out into the world, they make changes that cause the world to respond, turning the planned Plot for the weekend into a living and breathing ecology that the Heroborn must respond to and care for.

Because of the many unique experiences Sidereus can provide, there are an infinite range of possible outcomes to each event as the players influence the action.

Sidereus uses latex or foam padded weapons to simulate actual melee combat, as well as a magic system that uses small beanbags or "packets" made of fabric and birdseed to represent spells being cast in the heat of battle. Many kinds of armor and costuming are used, varying from realistic to imitation armor, and usually ranging from inexpensive to expensive. Costuming is particularly important in Sidereus, as the aesthetic value of being surrounded by other characters who are dressed as if they actually lived within the world of Sidereus cannot be ignored.

Your Inner Hero

Hopefully you are thinking, *"This all sounds exciting, how do I get started?"* This guide will tell you everything you need to know to begin your adventures as a character in Sidereus.

The Harbinger Game System was designed with flexibility in mind. Flexibility in a LARP setting can be more difficult to achieve than in most other gaming environs because ultimately the character you play is limited by your own capabilities. The Harbinger system was designed with the intent of allowing you to play a character that has abilities that far exceed your own without requiring you to push yourself to the limit to represent those abilities.

While your character can be anything you wish, there are some limitations in that it is up to you to achieve your character's goals. This can be challenging or rewarding.

Before you attend your first event, it would be in your best interests to either have designed your character completely, or at the very least have a concept in mind of what you want them to be. You can begin the process of character design online, or you can wait until you arrive on site and sit down with a member of our Logistics Team. We strongly suggest trying out your character ideas with the Sidereus Online system before you arrive since it will cut down on the time before you can get stuck in to play.

Character concept is the single most important factor when designing a character as it helps you define in concrete terms who your character is and who she hopes to become. This concept will follow your character through her entire "life" as you play Sidereus and will evolve and change as you learn more about the game, making new friends and enemies.

Characters in Sidereus are constructed using "Character Points" or "CP". Character points allow you to build your character the way you want, and still be sure that she is fair and balanced in comparison to the other characters in play.

Character Points

A player participating in the event as a "Heroborn" character receives 100 "Character Points" (CP) with which to build their character. These points are not transferable and cannot be used for the development of any other characters.

With these 100 points, the player will design their character the way they want; choosing how strong, nimble, tough, intelligent, and intuitive the character is.

These attributes help determine the character's skills and abilities in-game and decide what she can and cannot do. Character Points are also used to "purchase" the character's race (if they are not human) and to buy any skills or abilities the character will begin the game with. In this way, Character Points represent all the knowledge and training the character has accumulated prior to "coming to life" when the player begins the game.

At the start of each month following an event you participated in, you will receive a certain number of "Experience Points" (XP), and these experience points transfer over into Character Points. As your character becomes more experienced, she learns more slowly month by month. This means that as your character progresses it will take longer for her to improve her abilities after each play session, yet despite this limitation, there will always be room for growth.





CHARACTER CREATION

Character creation is at the heart of the Harbinger Game System and the Sidereus Live Action Roleplaying game. Creating your character can be approached in a variety of ways, but this guide will focus on the primary method of character creation. In this method, your character's story and history become a guideline for how they are created, as you walk through the steps of who they are and how that past will inform who they become. There are many parts to the design of a character, and for the purpose of the Harbinger Game System, we will call these parts Elements.

There are three phases to Character Creation: **Origin**, **Background**, and **Arrival**

ORIGIN

The first phase in character creation is choosing your character's **Origin**. Your character's **Origin** not only determines the core of their abilities within the Sidereus game world, but also helps you construct a basic outline of who the character is.

STEP ONE: ABILITIES

Creating your character's **Origin** begins with determining their **Ability Scores**. A character's **Ability Scores** are a measure of where they fall in terms of their core capabilities; how strong they are, how agile they are, how durable they are, how intelligent they are, and how intuitive they are.

The best way to think of **Ability Scores** is as a curve or scale. Typically ranging from a score of one to ten, **Ability Scores** allow players and judges to determine what a character is capable of in any given situation. A score of one is the lowest possible score, representing an ability that is barely significant enough to take notice of. A score of ten is the highest possible score for Heroborn, representing an ability that is the absolute height of mortal potential.

Ability Scores are "purchased" using **Character Points** or **CP**. Purchasing an **Ability** at the *Base* level – or five – costs nothing, since this level represents the average score for a mortal in the game world. Similarly, purchasing an **Ability** at a level below five refunds points back that can be spent on buying more levels in another **Ability Score** or further customizing your character later in the character creation process. **You may not gain a total refund of more than -100 Character Points.**

Ability Score Costs	
Ability Score	CP
-4	-60
-3	-40
-2	-20
-1	-10
No Change	0
+1	+10
+2	+20
+3	+40
+4	+60
+5	+100

The flexibility of **Ability Scores** makes it possible to create the crude but immensely strong barbarian, or the cunning yet frail wizard. Keep in mind **Abilities** that are below average have their penalties. Just as it would be unlikely to see a weakly built person wearing chainmail armor or swinging a two-handed sword, giving your character such a penalty will similarly restrict their choices later in the character creation process. **Ability Scores** grant special bonuses that will be listed in the **Ability Score's** description. These **Ability Bonuses** additionally influence what a character can do and how they interact with the game world. To choose your ability scores, see the tables below:



Strength (STR)

Strength measures your character's overall physical strength; her ability to inflict damage with melee weapons, her ability to lift or move unusually heavy things, and her ability to restrain or move another character. A high Strength Ability Score will allow a character to lift heavier weapons, wear more armor and be generally more capable in combat. A low Strength Ability Score will require a character to seek other ways to participate in combat and will restrict their ability to physically resist another character.

- At above average levels, a high Strength Ability Score allows a character to inflict more basic damage with her melee attacks. This basic damage can increase further as the character becomes more proficient with the weapons they use.
- At significantly above average levels, a high Strength Ability Score grants a **Might** bonus, allowing characters to lift or move exceptionally heavy objects, carry fallen comrades, hold doors shut, or break free of binding spells and effects.
- Strength also dictates how many armor points (AP) a character can receive for wearing heavier armor. Weak characters cannot afford to burden themselves much, while strong characters can walk around in heavy armor easily.

***Any damage bonus applies to melee attacks with weapons the character is skilled with only. (Unless another rule states otherwise).**

Level	Bonus & Effects*	Description
STR 1	-3 melee damage May not wear armor May not run May not lift or carry others	Childlike Strength: You lack the physical strength of an adult and are most likely less physically developed. You tend to avoid tasks that involve high degrees of physical exertion, and it is very readily apparent that you are incapable of completing such tasks. There are young Humans who could best you in physical combat.
STR 2	-2 melee damage 10 Armor Points maximum May not lift or carry others	Feeble Strength: Your limitations in physical strength are readily apparent to others. While not totally incapable of handling yourself in physically demanding situations, you may seem meek or frail, and frequently have trouble getting out of binds and other such situations.
STR 3	-1 melee damage 15 Armor Points maximum	Poor Strength: Your lack of physical strength is not visibly apparent to others, but you frequently find yourself in situations where your lack of strength is limiting. You appear to be normal in all other ways.
STR 4	No bonus 20 Armor Points maximum	Below Average Strength: Your strength may be somewhat limiting but is otherwise normal. You tend to stay away from heavier weapons, but you are otherwise completely capable.
STR 5	No bonus 25 Armor Points maximum	Average Strength: You are roughly average in regard to your physical strength and brawn. You are most likely healthy and might engage in regular physical activity or exercise, however you may not. You don't stand out, but you don't suffer here either.
STR 6	+1 damage +1 Might bonus 30 Armor Points maximum	Above Average Strength: You participate in regular exercise and make a habit of participating in physical activities. You may not exercise daily, but you do manage to engage in rigorous physical activity at least weekly.
STR 7	+2 damage +2 Might bonus 35 Armor Points maximum	Exceptional Strength: You are regularly recognized for your brawn or disproportionate strength. You can lift more than the average person and you have little trouble moving an unconscious or disabled comrade. Your strength and physical ability probably guide your career choices.
STR 8	+3 damage +3 Might bonus 40 Armor Points maximum	Remarkable Strength: You probably have bulging muscles or a wiry strength that belies your size. You can lift any weapon with ease and wearing a great deal of armor does not slow you down.
STR 9	+4 damage +4 Might bonus 45 Armor Points maximum	Prodigious Strength: You are substantially above human average in capability and are probably well known for your physical prowess. You can physically lift things that would normally require the strength of two men, and you can mow down your opponents in battle with ease.
STR 10	+5 damage +5 Might bonus 50 Armor Points maximum	Legendary Strength: There are few mortals who can compare to your physical might. Short of supernatural creatures you are without peer. Many "common folk" probably believe you to have a godly or extra-dimensional heritage. There is little you cannot do with your physical might.



Agility (AGL)

Agility measures your character's physical grace, hand-eye coordination, reflexes, and ability to evade harm. This ability is very important for characters that prefer ranged combat, those who practice the arts of stealth and evasion, and anyone who wants to remain unhurt without being burdened by armor. While a physically strong character can break free of bonds and the like, an agile character may be able to simply slip free thanks to willowy grace.

- At above average levels, a high Agility Ability Score allows a character to inflict more basic damage with ranged weapons and attacks. This basic damage can increase further as the character becomes more proficient with the weapons they use.
- At above average levels, a high Agility Ability Score allows a character to avoid basic damage. This is represented by Quickness Points (QP). Quickness points function in a manner similar to Armor Points. Though in reality the *player* is being successfully tagged by a weapon, her character is taking less damage because she partially evaded or avoided the attack.
- Additionally, at above average levels, a high Agility Ability Score grants an **Alacrity** bonus, allowing characters to slip free of bonds or manipulate objects with skill and dexterity.
- Agility is also a prerequisite for more skills than Strength or Toughness, making it highly valuable to any characters who wish to engage in physical combat.

*** Any damage bonus applies to ranged attacks with weapons the character is skilled with only. (Unless another rule states otherwise)**

Level	Bonus & Effects*	Description
AGL 1	Inflicts no ranged damage Will trip and fall, suffering damage at Judge's discretion Will drop items often at Judge's discretion	Childlike Agility: You lack the manual dexterity and physical coordination of an adult. You are very awkward physically, and probably extremely clumsy. You are incapable of using ranged weapons to any real effect. You tend to avoid tasks that require manual dexterity or hand-eye coordination. A young human throwing a rock is more of a threat than you are with a crossbow.
AGL 2	-3 ranged damage Will trip and fall or drop items at Judge's discretion	Feeble Agility: Your limitations in body coordination are readily apparent to others. You may seem clumsy or awkward, and frequently have trouble getting out of binds and accomplishing anything requiring fine dexterity or a sense of hand-eye coordination.
AGL 3	-2 ranged damage Will stumble or drop fine items at Judge's discretion	Poor Agility: While you may not be clumsy or physically awkward, you lack any significant ability with manual dexterity or hand-eye coordination. Others may not immediately notice your shortcomings, but it is quickly made obvious if they observe you for an extended period of time.
AGL 4	-1 ranged damage Clumsy; may suffer accidents in times of stress	Below Average Agility: Your agility may be somewhat limiting but is otherwise normal. You tend to stay away from the ranged weapons in combat, but you are otherwise completely capable.
AGL 5	No bonus	Average Agility: You are roughly average in regard to your physical coordination and dexterity. You regularly engage in activities requiring dexterity or coordination, and you are at least moderately comfortable with ranged weapons. You don't stand out, but you don't suffer here either.
AGL 6	+1 ranged damage +1 Alacrity bonus 5 Quickness Points	Above Average Agility: You are regularly recognized for your nimbleness or willowy grace. You are faster and more agile than the average person and you can inflict more damage with ranged weapons.
AGL 7	+2 ranged damage +2 Alacrity bonus 10 Quickness Points	Exceptional Agility: You probably have feline grace or unexpected manual dexterity and coordination that belie your bulk. You can use any ranged weapons with considerable skill and can all but forego wearing armor.
AGL 8	+3 ranged damage +3 Alacrity bonus 15 Quickness Points	Remarkable Agility: You frequently draw comments on your graceful walk or your elegant stance and sense of poise. You could be a gymnast or acrobat, and you pick up skills involving agility and coordination with ease.
AGL 9	+4 ranged damage +4 Alacrity bonus 20 Quickness Points	Prodigious Agility: You are substantially above human average in capability and are probably well known for your manual dexterity and lithe movements. You can escape from situations the average person would be daunted by, and you can use ranged weapons with incredible precision.
AGL 10	+5 ranged damage +5 Alacrity bonus 30 Quickness Points	Legendary Agility: There are few mortals who can compete with your nearly super-human grace and agility. You are a masterful shot with ranged weapons, in many cases without training. Short of supernatural creatures you are without peer. Many "common folk" probably believe you to have a godly or extra-dimensional heritage.



Endurance (END)

Endurance measures your character's physical hardiness, resistance to illness, stamina, and ability to resist damage. This ability is very important for characters that prefer close combat, those who aren't as agile, and anyone who wishes to resist the effects of extreme temperatures, poisons, and the like. While an agile character may avoid being hit altogether, a character with a high Endurance can shrug off many blows with ease. Keep in mind that with a low Endurance score, your resistance to disease, resistance to damage, and ability to survive events like cave-ins or falls will be **harshly** reduced.

- At above average levels, a high Endurance Ability Score grants a **Toughness** bonus which allows a character to ignore the effects of some subduing attacks. This **Toughness** bonus acts as a damage threshold that makes weaker subduing attacks unable to render the character unconscious and is used to determine how well a character resist the effects of disease.
- At significantly above average levels, a high Endurance Ability Score enables a character to remain alive longer after being mortally wounded. Endurance determines how long (in minutes) it takes a character to "bleed out".
- Endurance dictates the number of Hit Points the character begins play with as well as the number of Hit Points she gains over time. Characters gain a Hit Point every time they gain a certain amount of Character Points as determined by their Endurance level. A lower Endurance means it will take longer for your character to gain Hit Points

Level	Bonus & Effects	Description
END 1	Starting HP: 2 +1 HP / 15 CP Severe difficulty with disease	Childlike Endurance: You are either in very poor health or have an underdeveloped immune system. You become ill frequently and cannot sustain much damage before you start to die. Once mortally wounded, you bleed to death very, very quickly. Fighting is probably a bad idea for you.
END 2	Starting HP: 2 +1 HP / 13 CP Difficulty with disease	Feeble Endurance: Your limitations in physical health are readily apparent to others. You may seem sickly or gaunt, and frequently have trouble with illness and disease. You frequently require medical attention and should probably avoid combat altogether.
END 3	Starting HP: 3 +1 HP / 12 CP Difficulty with major disease	Poor Endurance: You are not physically hardy, but your limitations in physical health and durability are not always apparent to other people. You generally avoid combat or any sort of grueling manual labor, since such things may put you at risk or cause you to tire quickly.
END 4	Starting HP: 4 +1 HP / 11 CP Minor difficulty with disease	Below Average Endurance: Your health and stamina may be somewhat limiting, but you are otherwise normal. You tend to stay away from combat when possible, but you can survive long enough if necessary. If you are wounded, you must act quickly to avoid death.
END 5	Starting HP: 5 +1 HP / 10 CP	Average Endurance: You are roughly average in regard to your physical health and stamina. You can travel long distances with relative ease, and you can survive injury without much difficulty. You don't stand out, but you don't suffer here either.
END 6	Starting HP: 6 +1 HP / 9 CP +1 Toughness bonus	Above Average Endurance: You participate in regular exercise, and habitually participate in activities meant to increase your stamina. You are quite healthy and can withstand a good amount of physical damage. You may have some experience "rolling with the punches" and withstanding damage in combat.
END 7	Starting HP: 7 +1 HP / 8 CP +2 Toughness bonus	Exceptional Endurance: You are regularly recognized for your hardiness or physical stamina. You are more durable or tough than the average person and you can withstand more damage and bodily harm than average. You may be a warrior or soldier by trade.
END 8	Starting HP: 8 +1 HP / 7 CP +3 Toughness bonus	Remarkable Endurance: You probably have amazing stamina or physical durability that frequently surprises others. You are extremely tough and either bulky or oddly thick for your build. You can withstand a great deal of damage in combat and rarely risk death, you are probably a grizzled veteran who has seen many conflicts.
END 9	Starting HP: 9 +1 HP / 6 CP +4 Toughness bonus	Prodigious Endurance: You are substantially above human average in capability and are probably well known for your ability to withstand physical harm. You can survive injuries the average person would succumb to, and easily rely on your physical hardiness to win the day.
END 10	Starting HP: 10 +1 HP / 5 CP +5 Toughness bonus Damage Threshold 1	Legendary Endurance: There are few mortals who can compare to your nearly super-human stamina and durability. Short of supernatural creatures you are without peer. Many "common folk" probably believe you to have a godly or extra-dimensional heritage. There is little that can kill you quickly, and some things may not harm you at all.



Intellect (INT)

Intellect measures your character's mental flexibility, understanding of magic and arcane knowledge, and the speed at which they learn. This ability is very important for characters who wish to learn the ways of arcane magic, explorers, or those who wish to have many non-combat skills. While characters with physical gifts may be very effective in combat, an intelligent character can manipulate the powers of magic, and learn things that others may never know.

- At above average levels, a high Intellect Ability Score allows a character to learn more skills than average and to teach others more easily. A character's **Insight** bonus allows them to teach an additional character the same Skill for every use of the Teacher Skill.
- At significantly above average levels, a high Intellect Ability Score enables a character to learn the deeper secrets of Arcane magic, progressing into the hidden arts of Ritual Magic. For more information, see the *Magic of Sidereus* Sourcebook.
- The **Insight** bonus also grants other bonuses, such as; additional attempts at solving puzzles, clues when solving riddles, retry attempts when playing games of logic or skill, and similar advantages.

***Skill cost multiplier only applies to Craft, Lore, Medical, Ritual and Rogue Skills.**

****Skill cost discount only applies to Craft, Lore, and Medical Skills. A discount may never bring the cost of a Skill below 1 Character Point.**

Level	Bonus & Effects*	Description
INT 1	Skills restricted, x4 Skill cost* Mute (Cannot Speak)	Childlike Intellect: Difficult concepts are hard for you to understand. You may never learn arcane magic, and topics like math or economics are nearly impossible. A young child is likely more intelligent than you. You may not purchase Skills that require the <i>Read & Write</i> Skill.
INT 2	x3 Skill cost* Broken Speech (Must roleplay poor understanding of the common tongue)	Feeble Intellect: Your limitations in intellect are obvious to anyone who spends time talking to you. You either speak in broken words, or simply use bad grammar. You have a great deal of difficulty grasping complicated concepts, but it is possible with a patient enough teacher.
INT 3	x2 Skill cost*	Poor Intellect: You may lack in your understanding of mathematics or language, and you tend to avoid tasks that involve reading or extensive study. You are unable to grasp the subtle underpinnings of magic and learning has never come easily to you.
INT 4	No bonus	Below Average Intellect: Your mental agility may be somewhat lacking but is otherwise normal. You tend to stay away from concepts like mathematics and magic, but you can get along just fine.
INT 5	No bonus	Average Intellect: You are roughly average in regard to your mental ability and learning capability. You could learn the art of magic if you so choose, and reading, mathematics, and book learning do not present you with too much difficulty. You don't stand out, but you don't suffer here either.
INT 6	+1 Insight bonus	Above Average Intellect: You are regularly recognized for your intelligence. You are more mentally flexible than the average person and you can understand the concepts and principles of lesser arcane rituals.
INT 7	+2 Insight bonus	Exceptional Intellect: You have amazing mental dexterity and processing capability that frequently surprises others. You have a startlingly fast intellect and can disassemble complex concepts with relative ease. Magic comes quite easily to you and lengthy study may be a pastime of yours.
INT 8	+3 Insight bonus -1 Skill cost discount**	Remarkable Intellect: You are a naturally skilled teacher and probably excel at anything requiring mental concentration. Advanced concepts such as mathematics and magic come very easily to you. Arcane ritual magic is a concept you can readily grasp.
INT 9	+4 Insight bonus -2 Skill cost discount**	Prodigious Intellect: You are substantially above human average in capability and are probably well known for your advanced knowledge, large number of skills and in-depth knowledge of complicated concepts. You could be an accomplished wizard, or highly skilled in many different areas.
INT 10	+5 Insight bonus -3 Skill cost discount**	Legendary Intellect: There are few mortals who can compare to your nearly super-human mental capabilities. Your nearly photographic memory never ceases to amaze others, and you learn new things with great ease. Short of supernatural creatures you are without peer. Many "common folk" probably believe you to have a godly or extra-dimensional heritage.



Spirit (SPR)

Spirit measures your character's willpower, mental fortitude, intuition, and awareness. This ability is very important for characters who wish to become magic-using priests, who wish to learn abilities such as tracking, or those who want to gather information in between play sessions. While an intelligent character may learn quickly and make use of complicated concepts, a character with a high Spirit Ability Score is more mentally resilient and is also more in tune with her surroundings. A character with a low Spirit Ability Score will be unable to learn skills involving the senses and will often receive less information before modules and events.

- At above average levels, a high Spirit Ability Score allows a character to receive information about game events before and during play, gather information about important topics between play sessions, and have prayers heard more directly by the deity they are addressing. This is represented by the **Heart** bonus.
- At significantly above average levels, a high Spirit Ability Score enables a character to be revived longer after death, and commune with the gods directly in the form of Divine Ritual Magic.
- The **Heart** bonus applies directly in the use of a variety of Traits, Skills and special abilities. A higher **Heart** bonus may also result in bonuses between play sessions; as the character's awareness of her surroundings allows her some significant advantages.

Level	Bonus & Effects	Description
SPR 1	No bonus	Childlike Spirit: You have weak spiritual strength and awareness. You are either completely detached from the physical plane, or you are very young. If killed, you will dissipate nearly immediately and have a very small chance of resurrecting successfully.
SPR 2	No bonus	Feeble Spirit: Your limitations in awareness are readily apparent to others. You may seem distracted or emotionally cold, and frequently have trouble understanding other people and their motivations. You frequently need to have behavioral concepts explained to you as you do not understand them.
SPR 3	No bonus	Poor Spirit: Your awareness and intuition are lacking, and a great deal slips past your notice, but you are otherwise normal. You are probably simply absent minded and frequently distracted by stray thoughts, but you can concentrate well enough when necessary.
SPR 4	No bonus	Below Average Spirit: There is very little noticeably wrong with you, however you do tend to drift off from time to time, and you may often find that you miss subtle cues or certain kinds of innuendo.
SPR 5	No bonus	Average Spirit: You are roughly average in regard to your awareness, intuition and mental endurance. You don't stand out, but you don't suffer here either.
SPR 6	+1 Heart bonus	Above Average Spirit: You may find that your prayers are usually answered and being a member of the clergy may be in your calling. You are sufficiently in tune spiritually to participate in lesser divine rituals.
SPR 7	+2 Heart bonus	Exceptional Spirit: You are regularly recognized for the "good feeling" others get when they are around you. You are more aware and spiritually connected than others.
SPR 8	+3 Heart bonus	Remarkable Spirit: You frequently draw comments on your comforting demeanor or dominating personality. You could be a member of the clergy or a counselor. Divine ritual magic is a path open to you due to your spiritual connectedness.
SPR 9	+4 Heart bonus	Prodigious Spirit: Your force of will and charismatic strength rarely goes unnoticed by others unless you wish it to. You can commune with supernatural forces with little difficulty and your prayers are often heard if not answered. The gods themselves might answer your prayers directly.
SPR 10	+5 Heart bonus	Legendary Spirit: Your glowing aura and powerful force of personality make you seem immortal or god-touched, and you may well be. Short of supernatural creatures you are without peer. Many "common folk" probably believe you to have a godly or extra-dimensional heritage. You will most likely not quit this mortal coil until you are good and ready.

Ability Bonuses and Effects

Ability Scores – in part – take the place of a class system, defining characters by how strong, agile, durable, intelligent or intuitive they are. Associated with these Ability Scores are a series of **Ability Bonuses** that grant characters the ability to do certain things depending on what level of the ability they have.

A particularly strong character can lift far heavier things than a weaker individual, and some are even able to tear out of effects that may bind them or restrict their movement. A character with a particularly sharp intellect may be able to figure out riddles that stump others or find their way in the darkest of catacombs when no map is available.



The bonuses associated with all Ability Levels are listed below;

Might Bonus		
Bonus Level	Ability Score Range	Available Tasks
No bonus	Strength 5 or less	Drag and move a character by walking slowly (all lifting of other characters is role-play interaction only, the character's out-of-game weight does not matter)
Might +1 / +2	Strength 6 – Strength 7	- Lift and carry one character at a normal walking pace - Attempt to lift some heavy objects (see object tag or a Judge) - Apply strength to force a door or hold it shut - In order to do so, roleplay striking or pushing the door once using the following verbal call: "I force this door open! Might +X"
Might +3	Strength 8	- Lift and carry one character at a running pace - Lift and carry two characters at a normal walking pace - Attempt to lift some heavier objects (see object tag or a judge) - Apply strength to force a door - Break out of Pin effects, and simple rope bonds (this is done by stating loudly "I break free one, I break free two, I break free three! Might +X!" At which point you are free)
Might +4	Strength 9	Break out of Bind effects and strong rope bonds
Might +5	Strength 10	- Lift and carry two characters at a running pace - Lift very heavy objects (see object tag or a judge) - Apply strength to force a door - Break out of Entangle effects and simple metal bonds
Might +6	Strength 10 + Brute Strength Trait	- Apply strength to break down doors and weak walls - In order to destroy applicable walls, roleplay striking the door three times using the following verbal call: "I break down this <item> one! I break down this <item> two! I break down this item three! Might +X! Destroy <Wall>!" - Break out of strong metal bonds

Alacrity Bonus		
Bonus Level	Ability Score Range	Available Tasks
No bonus	Agility 5 or less	No benefit
Alacrity +1	Agility 6	- Less likely to fall while climbing / jumping - More likely to recover from a fall
Alacrity +2	Agility 7	- Even less likely to fall while climbing / jumping - Even more likely to recover from a fall
Alacrity +3	Agility 8	- Chance of getting an additional try to avoid falls while climbing / jumping - Slip out of Pin effects and simple rope bonds (this is done in the same fashion as breaking out, but state "I slip free" with a three count)
Alacrity +4	Agility 9	- Reduced negative effects from falling - Slip out of Bind effects and strong rope bonds
Alacrity +5	Agility 10	- Chance of ignoring negative effects from falling - Slip out of Entangle effects and simple metal bonds

Toughness Bonus		
Bonus Level	Ability Score Range	Available Tasks
No bonus	Endurance 5 or less	No benefit
Toughness +1	Endurance 6	- Immune to Waylay effects of 1 or less - Higher chance of recovering from Disease effects naturally - Higher chance of surviving falls / cave-ins with each level of Toughness - Progressively lower chance of contracting Disease
Toughness +2	Endurance 7	- Immune to Waylay effects of 2 or less - Recover from active Disease more quickly
Toughness +3	Endurance 8	- Immune to Waylay effects of 3 or less - Improved chance of recovering from Disease effects naturally
Toughness +4	Endurance 9	- Immune to Waylay effects of 4 or less - Suffer fewer negative effects from Diseases
Toughness +5	Endurance 10	- Immune to Waylay effects of 5 or less - Suffer very few negative effects from Disease - Recover very quickly from Disease effects



Insight Bonus		
Bonus Level	Ability Score Range	Available Tasks
No bonus	Intellect 5 or less	No benefit
Insight +1	Intellect 6	- Receive up to one hint or explanation from a Judge per adventure module (or whenever a Judge is readily available – passive ability – does not work on request) - Teach one additional character the same Skill per use of the Teacher Skill - Take an extra move in a game (such as Go or Chess) per level of Insight bonus
Insight +2	Intellect 7	- Receive up to two hints from a Judge per adventure module - Teach two additional characters the same Skill per use of the Teacher Skill
Insight +3	Intellect 8	- Receive up to three hints from a Judge per adventure module - Teach three additional characters the same Skill per use of the Teacher Skill
Insight +4	Intellect 9	- Receive up to four hints from a Judge per adventure module - Teach four additional characters the same Skill per use of the Teacher Skill
Insight +5	Intellect 10	- Receive up to five hints from a Judge per adventure module - Teach five additional characters the same Skill per use of the Teacher Skill

Heart Bonus		
Bonus Level	Ability Score Range	Available Tasks
No bonus	Spirit 5 or less	No benefit
Heart +1	Spirit 6	- Gain up to one additional detail in some adventure modules - Gain minor additional information in Plot submissions between events
Heart +2	Spirit 7	- Gain up to two additional details in some adventure modules - Gain some additional information in Plot submissions between events
Heart +3	Spirit 8	- Gain up to three additional details in some adventure modules - Gain additional information in Plot submissions between events
Heart +4	Spirit 9	- Gain up to four additional details in some adventure modules - Gain a good amount of additional information in Plot submissions between events
Heart +5	Spirit 10	- Gain up to five additional details in some adventure modules - Gain major additional information in Plot submissions between events

Ability Scores are representations of what your character can and cannot do. Players are never expected to physically perform actions that their characters can perform. This includes carrying a wounded ally to safety or moving an exceptionally heavy stone. Ultimately using Ability Bonuses to track these actions rather than the Players acting these things out allows you to play your character accurately, but also supports a safer game where we don't have to worry about Players getting dragged across jagged stumps while someone tries to save the Character's life.

When using Ability Scores in these ways, it is important to adhere to these rules to be sure that no one is injured during play. For example; when you are lifting a character using a **Might** bonus, the player should be sure to wait for the player being "carried" to stand up fully, and then the two people should move as fast as the **slowest** player is able to move. The player doing the "lifting" should keep one hand on the player being "carried" at all times.



The Company of the Red Sash, on the move...



STEP TWO: BLOODLINE

The world of Sidereus is inhabited by many different races and cultures. Many of these races have magical or divine roots, and they share the world with the Humans of Sidereus. As a player, it is up to you to decide from which race your character hails. Once chosen, this racial background will determine your character's **Bloodline**. As with the real world, race is not a simple concept. **Bloodline** represents this by speaking in more general terms. While your character may be an Elf in **Bloodline**, this may not be the only thing present in their ancestry.

Each **Bloodline** is represented differently by how it functions within the confines of the rules, and in terms of what costume and makeup is required to illustrate that a character is a member of that race.

The Bloodlines of Sidereus have a wide variety of abilities and drawbacks that make them all quite different from one another in terms of combat and basic interactions. In addition, they also widely in terms of culture, outlook, and social behaviors. This diversity can lend depth to your character and allow the fantasy world we are playing in to seem alive and complex.

There are quite a few advantages and disadvantages to playing a specific **Bloodline**. Sometimes the main disadvantage is being required to wear the makeup and prosthetics to show other players that you are playing a character from a specific **Bloodline**. To keep the **Bloodlines** balanced against one another in terms of how they function in the game, there are certain essential regulations that each player of the **Bloodline** in question must adhere to. Not following these restrictions may result in your character being removed from play. Things such as costume and makeup requirements are vital because they serve as aesthetic additions to the game and as balancing elements for the **Bloodline** in question. If you have issues with covering any visible skin in grey makeup to play an Obsidian Elf, then you probably should not be playing one. Additionally, covering up as much of your face as you can with a mask or something similar to avoid wearing any makeup at all is not acceptable. Whether you play a **Bloodline** or don't is up to you, but whatever your choice, play it appropriately.

Playing a character who hails from an unusual **Bloodline** also means knowing and understanding your character's culture and society. The *Bloodlines of Sidereus* sourcebook, as well as sourcebooks for each **Bloodline** will be available for download at the Nexus Online store, or from the Sidereus website. These Sourcebooks will provide you with insight on your character's **Bloodline**, their origins within the mythos of Sidereus, and a variety of other elements, such as: culture, behavior, habitat, ethics, traditions, diet, clothing, religion, and even makeup and costuming ideas that might be of some help.

It is ultimately up to each player to fully integrate new characters into the world and society by making use of the information available and fleshing out the character's history and background. The Sidereus Plot Committee can aid you, but in the end you decide how much effort you want to put into your character. The more effort you put in, the more you will get out of the game in return.

If you wish to play a non-Human **Bloodline**, you must wear the appropriate makeup and costuming to distinguish yourself. All exposed skin must be covered with the appropriate makeup. Any props and prosthetics (such as elf ears) must always be worn while you are in game. You cannot wear makeup or prosthetics to disguise yourself and make it seem as if you are playing any **Bloodline** other than the one you are actually playing. This is non-negotiable.

Sidereus does not restrict certain types of behavioral traits to certain **Bloodlines**. If you wish to play a jovial dwarf, a clumsy and careless Elf maiden, or a dour and serious Satyr, you are completely free to do so. The chart on the next page gives a brief overview of the Character Point cost, advantages and disadvantages of each **Bloodline**. Detailed descriptions of all **Bloodlines** can be found following the table. Keep in mind that certain **Bloodlines**, like Obsidian Elves and Iron Elves, may be similar to others – but are separated widely enough that they are distinguished by an entirely separate **Bloodline**.



BLOODLINES

Bloodlines	Advantages	Disadvantages	CP Cost
Human	Starting Attributes: Strength 5 / Agility 5 / Endurance 5 / Intellect 5 / Spirit 5		0
	Free Bloodline Traits: None	Required Negative Traits: None	
Arxus	Starting Attributes: Strength 6 / Agility 4 / Endurance 6 / Intellect 5 / Spirit 5		+30
	Free Bloodline Traits: Brute Strength, Damage Threshold, Wyld Walker	Required Negative Traits: None	
	Bloodline Traits: Resist Disease, Resist Element, Resist Fear, Resist Poison, Resist Wyld	Restrictions: Minimum Strength 6 (after modifiers)	
Chatûl	Starting Attributes: Strength 5 / Agility 6 / Endurance 5 / Intellect 5 / Spirit 6		+20
	Free Bloodline Traits: Claws, Scent	Required Negative Traits: Vulnerable (Poison)	
	Bloodline Traits: Animal Empathy, Resist Death, Resist Element, Spirit Lance	Restrictions: Trait Restriction (Resist Poison)	
Gûndre (Dwarf)	Starting Attributes: Strength 5 / Agility 4 / Endurance 6 / Intellect 5 / Spirit 5		+10
	Free Bloodline Traits: Damage Threshold	Required Negative Traits: None	
	Bloodline Traits: Natural Armor, Resist Element, Resist Poison, Resolute	Restrictions: Trait Restriction (Bloodline of Air, Fire or Water)	
Eidolon	Starting Attributes: Strength 5 / Agility 5 / Endurance 5 / Intellect 6 / Spirit 6		+20
	Free Bloodline Traits: Psionic Affinity	Required Negative Traits: Vulnerable (Shadow), Vulnerable (Void)	
	Bloodline Traits: Break Enchantment, Resist Mental, Resist Psionics	Restrictions: Trait Restriction (Resist Shadow, Resist Void)	
Soeli'ari (Elf)	Starting Attributes: Strength 5 / Agility 6 / Endurance 4 / Intellect 5 / Spirit 5		+10
	Free Bloodline Traits: Resist Mental	Required Negative Traits: None.	
	Bloodline Traits: Animal Empathy, Resist Sleep	Restrictions: None.	
Iron Elf	Starting Attributes: Strength 5 / Agility 6 / Endurance 4 / Intellect 6 / Spirit 5		+10
	Free Traits: Resist Death, Resist Disease, Resist Mental	Required Negative Traits: None	
	Bloodline Traits: Resist Fear, Resist Sleep	Restrictions: None	
Nephel	Starting Attributes: Strength 5 / Agility 5 / Endurance 5 / Intellect 6 / Spirit 6		+30
	Free Bloodline Traits: Resist Magic	Required Negative Traits: None	
	Bloodline Traits: Break Enchantment, Breathless, Caress of Light, Resist Death, Resist Psionics, Resist Sleep, Resist Wyld, Spiritual Sacrifice	Restrictions: Trait Restriction (Heritage), Skill Restriction (Psionics)	
Obsidian Elf	Starting Attributes: Strength 5 / Agility 6 / Endurance 4 / Intellect 5 / Spirit 6		+10
	Free Bloodline Traits: Resist Mental, Resist Magic	Required Negative Traits: None	
	Bloodline Traits: Animal Empathy, Resist Sleep	Restrictions: None	
Derew (Orc)	Starting Attributes: Strength 6 / Agility 5 / Endurance 6 / Intellect 4 / Spirit 5		+20
	Free Bloodline Traits: Natural Armor, Resist Poison	Required Negative Traits: None	
	Bloodline Traits: Brute Strength, Rapid Healing, Resist Disease, Resist Fear, Resist Wyld	Restrictions: Trait Restriction (Bloodline of Fire)	
Satyr	Starting Attributes: Strength 4 / Agility 6 / Endurance 5 / Intellect 5 / Spirit 6		+10
	Free Bloodline Traits: Resist Mental	Required Negative Traits: None	
	Bloodline Traits: Animal Empathy, Break Enchantment, Satyr's Curse, Satyr's Song	Restrictions: None	
Satyr-kin	Starting Attributes: Strength 4 / Agility 5 / Endurance 5 / Intellect 6 / Spirit 5		0
	Free Bloodline Traits: None	Required Negative Traits: Special, see pg. 24	
	Bloodline Traits: Resist Mental, Satyr's Curse, Satyr's Song, <u>Special</u> (See description)	Restrictions: Special, see pg. 24	



HUMAN



There are many Human cultures scattered across the face of Sidereus. Humans are a prolific race and their kind has spread far and wide since their creation during the First Age. Humans are intrepid and innovative, constantly pushing the limits of their capabilities and searching for new ways to excel. More so than many of the Bloodlines of Sidereus, Humans have a great capacity for good, and an equally great capacity for evil. They inherited this dualistic nature from their creator **Fēnřir**, god of the air and the wind. As a credit to their creator humans can be fickle or steadfast, passionate, or distant, tyrants or heroes. The great gift of mankind is that of spiritual freedom. While all the Bloodlines of Sidereus were blessed with free will, Humans were given the ability to be truly unfettered, gifted with incomparable potential.

Human cultures exist in almost every habitable region of the world. While there are many human societies, the bulk of the Human race can be summarized into a number of major ethnic groups (though there are many more);

The “barbarian” tribes of Sidereus are a rugged people with an amazing amount of cultural variety. The Arzhel tribes make their homes in the northlands amongst the valleys and crags of the Crownspire Mountains. The Bharu tribes are primarily fishermen, making their living off of the sea and surrounding areas. The Bataar people inhabit the deserts of Sidereus, being forced to endure the harsh realities of desert life in the Fourth Age. The Gahiji clans dwell in the vast savannas of the southern continent Anurias, the Takoda tribes are a nomadic people that inhabit much of Linerra, and the Zante clans are island dwellers and courageous warriors. There are many other “barbarian” cultures, but the major groups define how other cultures perceive them.

The Zahala people are another ethnic division within the Human race. During the beginning of the Fourth Age the great city of Zahalaren was destroyed by marauding bands of Goblins led by an unknown force. This army laid the city to waste, and the Zahala people were forced to scatter and flee to survive. The Zahala people travel in clans that follow a matriarchal structure. These clans have travelled far and wide across the many continents and countries of Sidereus, making their way as alchemists, merchants, craftsmen and performers. The culture of the Zahala people favors those who are extroverted and have an intense love of independence and individuality. The Zahala people typically wear colorful clothing, and enjoy dance, revelry and song. It is the belief of the Zahala that any misfortune should be endured with a confident resolve and a celebration of the things that are worth being thankful for.

There are many well-established Human kingdoms in the world with a wide range of cities, towns and villages within their domain. On the western continent of Linerra, seven Human sovereigns rule over their respective kingdoms. In the northeastern region of the continent, the kingdom of Egoras is ruled over by High King Edward Falcross II, a kind and benevolent ruler with many allies. Egoras is among the strongest and most popular of the Seven Kingdoms, praised and respected for the unceasing defense it affords to the whole of Linerra, though the High King has grown ill in recent months and his son Xavier is poised to take over. The knights of Egoras are equally well known as paragons of virtue and righteousness. The kingdom of Dalarnis was formerly closely allied with Egoras, and promised to King Sulien and Queen Selina,



twin children born to the late Queen Celia shortly before her death. Lord Caedmon acts as the steward of the kingdom, which is now torn by a power struggle between the Steward and the rightful King and Queen and locked in a bitter civil war. Known for its strict and lawful nature, but feared for rumored ties to the Dark gods, the kingdom of Dalarnis is among the most well defended in Linerra and is feared for the power of its Inquisitors. The kingdom of Fyndara is ruled by Queen Morrigan Alevina, friend of the Elves of the Silvermist Forest. Well known for their belief in liberty and personal freedom, the kingdom of Fyndara is a popular sanctuary for artists and free-thinkers, though they have their share of problems with brigands and thieves as well. In the middle of the continent, the kingdom of Danarea is a powerful center of trade and commerce, as this country controls a great deal of the fertile farmland in Linerra in its vast, rolling plains. Ruled by King Sebastian Celevere and Queen Seraphine, Danarea is well known for its unexplored subterranean caverns and its strong relations with the Dwarves. The kingdom of Maloron is ruled by King Cyprian Montague, well known and praised as “the Faithful Eagle of Melival”. King Cyprian is better known among the common folk for his frustration with his four daughters: Princesses Antoinette, Celestine, Lucette, and Vivienne. The kingdom of Pelysius belongs to Queen Sapphira the Zealous, Paragon of Ophira. As a high paladin and Paragon of the goddess Ophira, Queen Sapphira is well known for her pursuit of justice at any cost. Thievery, banditry and any other illegal pursuits are not only illegal in Pelysius, they are likely to be punished with execution. Finally, the kingdom of Arceos, in the southwestern reaches of Linerra, was ruled by King Nicolas Maximilian. His daughter Genevieve now rules in his stead and is the spitting image of her mother and his famously beautiful and valiant wife, Queen Aurelia of Parsamore. Arceos is known across all Linerra as a haven for the downtrodden and poor in spirit, welcoming all those who are willing to contribute to the greatness of the kingdom and the wellbeing of its people. These are the Seven Kingdoms of Linerra, once-powerful Human kingdoms whose fate has been intertwined since their beginning. There are a variety of smaller states and principalities within the boundaries of these kingdoms as well, some involved in the feudal structure that these kingdoms practice. While these Human countries claim domain over the lands within their boundaries, the cities, towns and villages belonging to the other races that live within these boundaries remain as sovereign states apart from Human reign and have no concern in general for their day to day politics. In many cases the Humans fear the power of the other Races of Linerra outright, since many of them have learned to master power and majesty far beyond anything that Humans have had time to master with their short time as a mature race in the world of Sidereus.

In the harsh and unforgiving landscape in the northern regions of the continent of Ursya, the Human cultures have become accustomed to hardship and survival. Much like Linerra, the people of Ursya have developed a strength of character and a stern resolve that little in the known world is able to shake. In the western reaches of Ursya, near the continent of Ageos, the Mokosh region is comprised of mountainous areas; cliffs and valleys and is well known as a breeding ground for both Vampires and Werewolves. The Blood Wars took place here early in the Fourth Age, as Humans from the kingdom of Myria waged a harsh and bloody war against a large clan of Vampires and their minions. The wars were only exacerbated by the involvement of the Werewolf tribes from the southern areas of the Mokosh region. To this day, relations between the Humans of the region and the Vampires and Werewolves that also claim Mokosh as a home are strained and difficult. The reigning king of Myria, King Jurek Lebedev, is known as “the Lawgiver”. In recent years he has come into possession of a powerful magical artifact: a sword known as “Dragonslicer”. King Jurek is a well-known public proponent of the worship of Onûs, and as such – worship of the Void Serpent and his children is very common in Myria. Interestingly, the queen of Myria, Queen Natasha Imogene is known as “the Luminous”, and is a staunch worshipper of Gilana. It is rumored, however, that she reveres Gilana in her former aspect as the goddess of joy, rather than in her current aspect as the goddess of misery and despair. She is currently the most notable person gaining spells in this fashion.

Racism is not unknown to the Human peoples of Sidereus. Many of the varying ethnic groups have difficulty realizing that they are in fact of the same ilk, and as a result there are often petty conflicts and even wars that result from differences in opinion over anything from land ownership to religion. The other races of the world tend to be confused by this behavior as ultimately nearly every other race operates under the viewpoint that “a Human is a Human”. As an example, Humans of the Mokosh region tend to bear a particular prejudice against Humans of Zahalan descent, citing events that apparently took place at some point in the middle of the Third Age. Unfortunately for all involved, no one can quite remember exactly what those events were. For Humans, relations with the other races of the world can range anywhere from benevolent and beneficial, to challenging, to outright hostile and in many cases dangerous. Many members of the Bharu tribes and other Human groups that make their living off of the oceans, rivers and seas have a particular hatred for the ravenous species known as the Naga. These water dwelling creatures are an ancient threat from the earliest days of the world and have been known to prey on all those who make their living from the sea. Conversely, in many cases the Elves and Chatûl will make it a point to look after their Human “cousins”.

Playing as a Human in Sidereus can mean different things to different people. As a Human, you will have a great deal of flexibility in regard to your background and character history due to the staggering variety of human cultures and societies. Each of these cultures are treated in the same manner as any of the other races for the purposes of defining history and cultural mindset, so you will have an abundance of resources to decide where your character hails from and what her beliefs and traditions are. There are also commonly a much larger number of Human characters than characters of any other race. Because of the light costuming requirements and the obvious fact that out of game we are Human, the Human race is by far one of the most popular to play. Coupled with the flexibility all Human characters have by default at character creation, many players choose to make a Human character simply because it seems to be the most obvious choice. In Sidereus humans are plentiful and prolific, despite a troubled past and an uncertain future. The other races of the world tend to mock humans on a somewhat frequent basis, amazed at the frequency with which they go to war with other humans over relatively insignificant things. For all its diversity and potential, the human species lacks unity. Unlike many of the other players in the game, you will also have little or no makeup requirements, and your costuming can be relatively simple without worrying about seeming out of place while you are in game. Conversely, your character will also lack the special abilities and skills that other characters may have, but you exchange these abilities for an unparalleled amount of flexibility when designing your character. Humans tend to have more skills early in the game than characters of other races because of their flexibility. In game this is explained as a result of the intrepid and forward moving nature of Humans, since they can often be so driven as to be reckless.

Humans do not have any makeup or costume requirements. See the *Bloodlines of Sidereus* sourcebook for more information.



ARXUS

There was a time when the people known as the Arxus could only be found traveling the realm of Indratan, the southernmost continent of Sidereus. In the Third Age, the solitude of the Arxus was disturbed by the frenzied, violent Naga. The bestial creatures swarmed the shores of Indratan and forced the hand of the various Arxus clans there. With the help of Snædís - their creator - the Arxus learned to hone their skill at hunting and their massive physical prowess to defend themselves against the tide of Naga. The Arxus warred with the Naga for ten years before finally pushing the vile creatures back from the shores of Indratan. Though they had won, life for the Arxus was irrevocably changed.

Subsequently, it was the decision of the various clan elders that the Arxus strike out from their homeland and investigate the world beyond. The Arxus gathered up portions of the various clans and traveled to the northern shores of Sidereus on their great ships crafted from the bone of the massive lizards indigenous to Indratan. This exodus lasted for three hundred years, and on occasion, more Arxus will travel from Indratan to explore the world.

The Arxus settled in the other deserts of the world, seeking refuge in the icy arctic, among the Crownspire Mountains and hidden in the arid unforgiving expanse of the Hellsreach Desert. The Arxus chose these places because above all they are survivors. The Arxus made fast friends with the Dwarves and the Chatûl. The dour and steadfast Dwarves had much in common with the rugged and self-reliant Arxus, and their views on friendship, honor and loyalty were very similar. The Arxus immediately respected the wisdom and hunting prowess of the Chatûl. In the view of the Arxus any group that can hunt so skillfully is deserving of respect.

At the middle of the Third Age, when the world was despoiled by the blight of the Wyld, it was feared the Arxus were lost forever. Many Arxus settlements were destroyed in the wake of the Darkstorm, and the creatures of the wildlands were warped and twisted into wicked and unforgiving beasts. Yet for reasons that scholars have not been able to discern, many of the Arxus were untouched. While the Arxus did lose some of their number in the initial days following the Great Change, many of them developed some unusual resistance to the effects of the Wyld. To this day the Arxus are one of the only sapient races that will travel the Wyld unhindered by its effects; as such they have become valuable scouts, hunters, and explorers.

The Arxus have many physical traits are responsible for the incredible environmental tolerance of the Arxus that allows them to survive and even prosper under the most severe circumstances. Arxus culture is one of stoic resolve a determination to overcome the hardships of the world. Arxus warriors are dangerous on the battlefield, but most of them are particularly skilled when hunting their chosen prey. Arxus society is kind to outsiders if they do no harm to the clan and leave in peace when their welcome is spent. In wilderness areas, Arxus clans will live in relative isolation from their fellows, sometimes as far as a day's travel away from one another. Despite this distance, any Arxus would think nothing of making the journey to visit a neighboring clan. On occasion, smaller Arxus clans will band more closely together and form semi-permanent settlements to improve their odds of survival. Such settlements are relatively rare, but a welcome sight to any traveler in need.

For reasons that are still not fully understood by scholars, Arxus can only conceive children around the time of the summer or winter solstice or the vernal or autumnal equinox. The exact time during which conception may occur varies slightly from individual to individual, but it remains generally consistent. This means that nearly all Arxus children are also born near or during an equinox or a solstice event. Because of the necessity to procreate, Arxus clans will meet and have grand celebrations during these times, celebrating marriages and mingling with the other clans in the hopes that children will be born.

The Arxus have a more shamanistic religious tradition, though as a people they tend to gravitate toward devotion to Snædís, their creator, or Fënir the Windrider. Arxus shrines tend to be rather spartan, reflecting their lifestyle, and Arxus are more likely to practice their faith by tending to the world around them rather than sitting in a temple in silent reflection. Arxus spellcasters who do not follow a divine path will often take up the path of nature magic for obvious reasons. There are very few Arxus Arcane spellcasters, but those who do use Arcane magic are not a force to be trifled with.

Arxus must wear white or grey makeup, mottled or spotted with roughly symmetrical patterns of brown, black or red. This makeup must cover all exposed skin. These patterns are like an Arxus' fingerprint, so keep track of how you put them on. In addition, an Arxus must wear small bony or stone-like protrusions arrayed on their eyebrows, ears, and face. Optionally, these protrusions can spread to the elbows and knees as well.

See the *Bloodlines of Sidereus* sourcebook for more information.



CHATÛL



The cat-like race known as the Chatûl were created second of the sapient races to inhabit Sidereus. Despite their later arrival, they are no less wise or powerful than their Elven forebears. Possessed of a deep and spiritual connection to Jolarä, their patron deity, the Chatûl are insightful and wise beyond the comprehension of other mortals.

During the tumultuous Second Age, the Chatûl played an important part in the Celestial War as they battled alongside the Elves and the Dwarves in a desperate attempt to stave off the unrelenting hordes of the Naga. It was the actions of the legendary Chatûl high priestess Raincaller Najda that helped bring the war to an end. During the last days of the Celestial War, Najda called upon the strength of her ancestors and that of the Chatûl that had fallen in battle. Shortly afterward she underwent a mystic apotheosis, using the strength of her people to take on the mantle of an Avatar of Jolarä. As an Avatar of the Huntress, she swept aside the hordes of Naga and personally slew one of the dark minions of Onûs that had been leading the horde.

The spiritual strength of the Chatûl is arguably their most notable feature. Chatûl are bound to each other and to the will of Jolarä through their “spirit daggers”; small ritual knives carved from the bones of a favored ancestor. This link is nearly unbreakable, and very potent. Over time and through ritual, these ceremonial weapons can become powerful tools. For a Chatûl to have lost their spirit dagger is to be considered soul-less and burdened by great despair.

The Chatûl are a sophisticated people, having preserved much of the knowledge they have gained over the ages and passed it down through the generations. For the Chatûl, hunting is considered a necessary and sacred activity among the Chatûl. Hunting one’s own food or joining in a hunt to

feed one’s tribe is considered an honor and a privilege. During the time when the Hunter’s Moon is high, the Chatûl will gather together with their kin and participate in the Great Hunt. The Great Hunt is a time of revelry and celebration. Allies of the Chatûl people are often allowed to participate if they are properly cleansed and considered friends of the Chatûl. Dancing and song tell the stories of the past, most importantly of all the story of the Creation of the Chatûl. The Great Hunt festivities culminate in a night of hunting and gathering. All Chatûl participate in this hunt using only their claws to kill their prey. Even children participate; preparing themselves for the future when they will prove themselves worthy of adulthood by going on a hunt of their own. Afterward, the Chatûl gather together the spoils of their hunt and come together in drinking the blood of their prey. This ritual is intended to keep the Chatûl close to their roots, understanding their past and the history of their origin.

The Chatûl have always had villages, and at one point the great cities of the Chatûl spanned the globe. Though the Chatûl have an immense level of innate talent as survivalists, they prefer to be at ease whenever they are able. In Chatûl society, there is no gender discrimination. However, motherhood is seen as a special gift and a blessing to be respected. Amongst Chatûl families and during large gatherings, expecting mothers are allowed to eat first; other mothers eat second, and grandmothers eat third before anyone else present. This is not to say that women who do not have children are viewed negatively. Women who do not bear children are often welcomed into the priesthood, since it is believed that female Chatûl who do not bear children are destined to consider the whole of the Chatûl race as their children and care for them as Jolarä would.

Playing a Chatûl character in Sidereus can be an interesting and exciting experience. Chatûl bear a resemblance to any of the large variety of wild cats that can be found in the world. There are Chatûl who resemble lions, tigers, panthers, and so on. Despite these differences in appearance, Chatûl do not discriminate based on these differences. There are minor personality traits that tend to occur more frequently within the various cultural divisions, but none of them are major enough for any one Chatûl to consider another Chatûl to be “different”.

The Chatûl have a very rich and detailed religious tradition, having devoted themselves to Jolarä. It is rare for a Chatûl to have a devotion to any other deity under any circumstances. Chatûl temples of Jolarä are always led by a high priestess. While there are males in the clergy, only females are allowed to run a temple. The Chatûl church of Jolarä is also defended by an order of ranger-knights, the White Lions. These warriors are the militant arm of Chatûl society, defending the Chatûl people from all threats. They are named in honor of one of the symbols of Jolarä – a white lion. The White Lions membership is primarily comprised of males, though there are female members.

Chatûl must wear makeup to make their faces and all exposed skin appear feline in the style of one of the world’s breeds of wild cats. In addition, they must have a prosthetic tail and pointed ears, which may be covered with fur.

See the *Bloodlines of Sidereus* sourcebook for more information.



GÛNDRE (DWARF)

If there is one word to describe the Dwarven people of Sidereus, it is indomitable. The Dwarves, or Gûndre as they call themselves, have endured countless trials and tribulations over the ages. The sole living creation of Sûldin the Landforger, the Gûndre have provoked the ire of Xi'rian the Stormbringer by their existence alone. Since the dawn of the Second Age, Xi'rian has sent his progeny the Naga to plague the Gûndre people in their halls of stone beneath the earth. The Gûndre faced down the Naga at every turn, slaughtering thousands of the vicious creatures before they were finally forced to retreat. In the latter half of the Third Age the machinations of Xi'rian allowed the Naga hordes to return. In an act of near genocide, the Naga flooded the halls of the Gûndre, trapping thousands in watery graves.

With many of the displaced Gûndre Clans having spread across the surface of Sidereus, the Gûndre have begun to reclaim their lost halls. The Gûndre Clans who did not lose their homes have made a grand fortune opening up their halls as trade routes for those who wish to travel safely through the Wyld without relying on the magic of the Portal Network. Gûndre have made the best of their unfortunate fate, using this opportunity to vastly increase their material wealth.

Due to the blessing of the Overgod at the time of their creation, the Gûndre have skin of organic stone. When a Gûndre suffers her final death, her body calcifies, hardening into a stone-like shroud. Outsiders often see this as a terrible loss. What they do not understand is that this process also converts the heart of the Gûndre in question into a large precious gem, roughly the size of a fist. Gûndre call these gems heart-stones. These gems are a perfect link to the Gûndre spirit that previously inhabited the body. The "Sanctuary Arc" at the center of every Gûndre hall holds the heart-stones of all the deceased ancestors of that clan. It is said that due to the magic of the Sanctuary Arc, the spirits of the deceased Gûndre may be awakened in times of need. Despite being called Dwarves in the common tongue, Gûndre come in all shapes and sizes.



Gûndre tend to prefer heavy armor and heavier weapons. Axes, hammers, and other smashing and rending weapons are ideal to a Gûndre who is preparing for battle. Gûndre often forge their armors and weapons out of a valuable metal they have called Mithril. Mithril is an incredibly strong metal that is said to be even more durable than steel and lighter than any other metal. Gûndre armor and weapons crafted from Mithril often demand a high price in open trade, which is one of the reasons the Gûndre clans have attained so much in the way of material wealth over the past centuries.

It is not entirely uncommon to see a Gûndre woman adventuring, though it is often frowned on by "polite" Gûndre society. Despite this, the number of Gûndre adventurers of all genders has increased substantially since the end of the Third Age. A select number of Gûndre adventurers called "Heartseekers" are given the honor and duty of delving into the old Gûndre halls to recover the heart-stones lost to the various clans. Heart-stones are considered to be more valuable to a Gûndre than gold or gems of three times their weight, so these Gûndre seekers are often highly regarded and respected by the rest of Gûndre society.

The majority of Gûndre across Sidereus give their devotion to Sûldin, the god who created them. For about twenty years, a movement has formed among various Gûndre clans as some females devote themselves to the worship of Gilana, mourning for families and loved ones lost to the Naga and Xi'rian's treachery. The Queen of Despair has favored these Gûndre supplicants for reasons that no one seems to understand, even granting them healing spells. This is directly counter to the powers that Gilana's other follower call upon and is the subject of much debate.

The Gûndre are a secretive and personal people with a long and elaborate history that any individual Gûndre would be shamed not to know by heart. Their lifestyle is one of constant toil, for they view hard work as the remedy for anything that may ail you. Much like Dwarves of other fantasy worlds, male Gûndre grow very long beards after they reach puberty, although there are some who may cut them short, and a rare few who will shave them off entirely. Gûndre females do not typically have beards, although other races may say so in the way of a jest or an insult. The Gûndre have stony, tough skin, which is represented by cobble-like mottling in various places over their body. This mottling can be a simple difference in skin coloration, or it can be actual rough, rocky protrusions from their skin.

Gûndre must wear makeup to suggest rock colored spots covering various parts of their face and exposed skin, though it does not need to be heavy. Use cardboard or latex with a few dabs of spirit gum to make the spots seem textured.

See the *Bloodlines of Sidereus* for more information.



EIDOLON



Among the various Bloodlines of Sidereus, the Eidolon people are a people apart. Created by the goddess Tal'rëa in the image of Humans shortly after the death of the goddess Asteria at the hands of the Dark Lord Onûs, the Eidolon were imbued with a special ability that seems to transcend magical power. The Overgod blessed Tal'rëa's children with the ability to draw upon the mystical power within their own minds. These powers, called "Psionics" by scholars, have been spotted in other races over the past few centuries, but the Eidolon gift transcends the psychic powers of any other race.

Eidolon are generally the same as Humans physically, with two major differences. Eidolon have a large brightly colored tattoo-like birthmark on one half of their face. Which half of their face this mark appears on depends on the handedness of the Eidolon. A right-handed Eidolon will have the markings on her left side, and a left-handed Eidolon will have them on her right side. These markings cover most of the individual's face, but can often spread down the entire side of her body. Eidolon sages claim that the particular design of an Eidolon's markings will change subtly over the course of her life, sometimes as frequently as once a month, but that the general color and orientation is consistent. Eidolon also have a single crystal affixed to the center of their forehead. This crystal is organic in origin and emerges from the individual's skull while they are still in the womb. As a result, all Eidolon children are born with these crystals.

The reasons the Eidolon were created remain something of a mystery to most of the people of Sidereus. The Eidolon generally hold to the simple belief that they were created to "oppose a great evil", a statement to which many of the other peoples of Sidereus respond with a great amount of cynicism since it has yet to be proven.

Eidolon society is loosely organized, roughly centered around a tribunal of the more gifted members of the group. Eidolon culture view very few things as taboo. Generally, the practice of magic is frowned upon by Eidolon because it often requires the person in question to move her focus away from her other talents. Divine magic is still practiced by Eidolon (often in devotion to Tal'rëa) despite the difficulty.

Eidolon are a patient and soft-spoken people. Their intellect can be staggering as many Eidolon are able to do complex calculations in their head or see the Traits in a plan before it is anywhere near fruition. Eidolon romantic relationships are often very complex and emotionally intense. Eidolon are empathic, causing intense emotional experiences – like dreams – to be shared if they are too close to a person experiencing them. As a result, they will only share a bed with someone with whom they are very intimate for fear of having to suffer through a nightmare together or crossing personal boundaries by sharing a particularly erotic dream.

Eidolon have no qualms about consorting with the members of other races, and bonds between Eidolon and other races are relatively common. Eidolon cannot breed with a member of another race. Any attempts at doing so fail. For this reason, there are no Satyr-kin with Eidolon Traits.

Eidolon tend to be incurable optimists. Among Eidolon it is generally believed that anyone's lot in life can be changed through patience and unceasing perseverance. Eidolon make wonderful counselors and advisors because of their patient and far-seeing outlook. Their affinity for understanding the unseen cannot be understated, as many Human chieftains, monarchs and rulers seek out Eidolon advisors to help ensure the health and well-being of the people under their rule.

Eidolon have a number of special abilities that can make for very interesting encounters for those players who are really willing to get into the more dramatic aspects of the game. An Eidolon character may bring up some interesting challenges for a player, since Eidolon are tied to a fate they don't fully understand. This could lead to interesting twists in-game that you may not expect. Be prepared.

Eidolon characters have a single crystal affixed to their forehead. Eidolon must also wear makeup to illustrate the tattoo covering their face, beginning at the crystal and ending at the player's jaw line or chin. If the player chooses, the tattoo may continue on down one half of their body. The tattoo should look like circuitry or patterns of intersecting lines and cover as much of one side of the face as possible. The tattoo and gem must be of a similar bright color, not black or white.

See the Bloodlines of Sidereus sourcebook for more information.



ELF, COPPER (SOELI'ARI)

When the Elves were created by the god Aarûn, he chose to separate them into five distinct groups. These sub-racial divisions helped the Elven people thrive in the various regions they called home. The Copper Elves were the first of these groups; dwelling deep within the pristine forests and untamed wilds of the world or high in the mountainous woods, they earned much of the knowledge that the Elves still hold from ancient times.

Copper Elves, or Wood Elves as they are often called, are the eldest of the Elven people. While they tend to avoid contact with outsiders, they are a complicated people with an intricate and engaging culture. Copper Elves will sometimes wear tattoos in the shape of various animals to designate their clan or house. Like other Elves, Copper Elves are highly skilled with magic and naturally agile. Because of their desire to protect ancient Elven traditions, Copper Elves are very frequently left with the responsibility of protecting Elven artifacts. Copper Elves are often highly judgmental of others because they have observed the treachery of the younger races over the years and would rather avoid them.

Copper Elves make no distinctions between the genders in everyday life. Warrior or wizard, a Copper Elf adult is ultimately an individual who is expected to contribute to the wellbeing of the community to the best of their ability, regardless of gender. However, these expectations shift dramatically under certain circumstances. Copper Elven women who have children are expected to care for them regardless of what their responsibilities may have been prior to motherhood. Additionally, even the most battle-hardened Copper Elf ranger is expected to learn the intricate dances and rules of etiquette associated with the Copper Elves' complicated social rituals. Copper Elves of all genders are expected to be as elegant and comely as a wood nymph during feasts, weddings and similar celebrations, while little is expected in times of combat or survival, outside of the usual rugged and utilitarian clothing they wear regularly.



Copper Elven settlements are situated all over the world; all of them in wooded or untamed wilderness areas. Generally, Copper Elves thrive in temperate climates, preferring to remain in the northern areas of the world. Because of the variable climate of their homeland, Copper Elves tend to wear utilitarian clothing that will last them for an extended period despite heavy wear. Despite this simplistic approach to everyday clothing, Copper Elves will often craft extremely fine formalwear for special functions, causing such garments to be highly valued by outsiders. Copper Elves will generally wear leather and heavy cloth armor when they engage in combat, since armors made with these materials are easier to care for in the wilderness. Copper Elves generally prefer archery, since they respect few of their opponents enough to engage in melee with them voluntarily. When they do engage in close-combat, Copper Elves will often choose shortswords, scimitars, spears and axes to deal with any enemies. Copper Elves are masters of guerilla warfare and will often harass an enemy at range before closing with them to finish them off. Copper Elven spellcasters do use Arcane magic from time to time, but many of them prefer to make use of Nature magic to battle their enemies. Divine magic is prevalent for those who wish to be connected to their deity.

Copper Elves tend to avoid the trappings of urban life. A Copper Elf will usually make their home in a remote cabin or spend the night beneath the stars rather than staying the night in a cramped inn room in the city. Many Copper Elves are traditionalists and are loyal followers of Aarûn and the Solar Family (Tal'rëa, Aviaz, Zaria, Solon and Kiala), though this does not stop many of them from at least paying regular tribute to Eäminn, Fënnir, or Jolarä because of the obvious associations to the wildlands.

Copper Elves and Chatûl often share an intuitive understanding of one another due to their intimate relationship with the natural places of the world. Copper Elves can frequently be found seeking solace in a Chatûl temple, and Copper Elven followers of Jolarä are frequently allowed to worship alongside the Chatûl devotees of the Huntress, an honor reserved for a select few. In recent years, Copper Elven bands have developed a rather close kinship with the Derew Orcs. This is believed to also be a direct result of their shared relationship with the wilderness and the woodlands. Copper Elves loathe Blood Orcs for their incorrigible and violent behavior.

Copper Elves frequently wear leather armor, earth toned fabrics (such as greens and browns), with an accent of fur or animal hide. Copper Elves are reserved and watchful, but fierce when they commit to a cause. In Copper Elven society, a keen sense of perception is an invaluable asset. Often, Copper Elves will wear tribal markings in the image of their clan's totem, or perhaps even in the image of a personal totem they have discovered a connection with.

Elves must wear pointed ears as prosthetics.

See the Bloodlines of Sidereus sourcebook for more information.



ELF, GOLD (SOELI'ARI)



The Gold Elves, or High Elves as they are sometimes called by common folk, are a proud people with a long and illustrious history. The Gold Elves closely follow the example of their creator Aarûn, valuing martial skill, honor and personal integrity above all other virtues. The Gold Elves have established a number of knightly orders and built many strongholds for the forces of Light all across the surface of Sidereus. It is because of the Gold Elves' martial prowess that many of societies still exist despite the scourge of evil running rampant around the world.

Gold Elven children are commonly taught the art of war from a very young age. Male children are frequently taught to use the longsword, spear, or longsword with great proficiency, while young females are taught to use the longbow, shortsword, or dagger. Gold Elves highly value the study of magic, particularly Arcane magic or Divine magic in the worship of Aarûn, but these studies are always considered less essential than an understanding of the more martial side of war and skill-at-arms.

Unlike many of their Elven kin, Gold Elves do make substantial social distinctions between genders. While women are allowed to fight, they are frequently expected to remain involved in combat from afar as ranged support for the front-line male fighters. Women are more commonly spellcasters in Gold Elven culture, and while it is not unusual for a female Elf to know how to use a longsword or axe, it is unusual in Gold Elf society for her to carry one or wield it in battle. This social taboo has broken down over the past two hundred years as some of the greatest Elven war heroes since the end of the Third Age have been female. Despite this change, male Gold Elves are still expected to treat female Gold Elves in an almost chivalrous fashion. When enjoying leisure time, female Gold Elves will often dress in elegant gowns or at least functional dresses, reinforcing the gender distinction.

Gold Elven cities are a sight to behold. Across the face of Sidereus, legends are told of the glorious beauty and elegant craftsmanship of Gold Elven cities and citadels. These settlements are often incredibly beautiful, but also highly defensible and well protected. Gold Elven architecture is designed to survive even the most brutal of siege warfare, and many times a Gold Elven citadel has stood against a force where armies ten times its size have fallen. Not surprisingly, Gold Elves value gold as a crafting material above nearly all others. Gold elves have found many ways to craft fine weapons and armor from gold, and Gold Elven mages have a long tradition of magical rituals that specifically enchant weapons made of gold with special qualities. To the Gold Elves, gold as a metal embodies the power of the sun, which gives honor to Aarûn, their creator. Gold Elves who have married often wear special gold rings to signify their bond. The tradition of these rings is a long and complicated one, but many other societies and cultures have mirrored the tradition in some way so that many individuals who are joined or married wear rings to signify their bond.

Gold Elves live a relatively strict and ordered life. It is not hard for a Gold Elf to adapt to life in the military, and any Gold Elf would not hesitate to draw a sword in defense of whatever place she calls home. Gold Elves are proud and will not back down from a challenge in most cases, as long as the challenge is issued from an honorable source. Along the same vein, Gold Elves value competition highly, and have many sports and games that allow them to sharpen their wits and keep their bodies ready for danger. Gold Elves consider it a great honor to win any sort of competition, but they also consider it an honor to lose to a worthy foe. Being a "sore loser" in Gold Elven society is seen as dishonorable, heavily frowned upon as it casts dishonor on the whole of Gold Elven society. Gold Elves have a positive relationship with nearly all Elven people, though they remain suspicious of Iron Elves because of their questionable magical practices.

Gold Elves enjoy all the amenities of civilization and are well known as creators of the finest wines in all of Sidereus. Gold Elven wine is often highly valued, and the Gold Elves who produce it are seen as artisans of immense skill, on par with the greatest Gold Elven weaponsmiths and craftsmen. Despite their martial focus, Gold Elves highly value those members of their society with a penchant for creativity and craftsmanship. Creative arts are seen as a tribute to the gods and to the original Creation, and as a result many Gold Elven clerics specialize in some craft that is directly associated with their deity.

Gold Elf characters need only wear pointed ears to distinguish themselves as Elves. Gold Elves frequently wear chainmail or plate armor, warm-colored fabrics (such as reds, oranges and golds), and at least some metal (commonly gold) jewelry. Gold Elves are often cordial and highly social, but in times of conflict or war they are alert and cautious.

Elves must wear pointed ears as prosthetics.

See the Bloodlines of Sidereus sourcebook for more information.



ELF, IRON (SOELI'ARI)

When the Elves were created by the god Aarûn, he chose to separate them into five distinct groups. These subracial divisions helped the Elven people thrive in the various regions they called home. Over time, the lines between each of these subdivisions began to blur through interbreeding and centuries spent merging cultures and trading traditions. Somewhere along this path, as the children of Aarûn furthered their knowledge of magic, some of them deviated from the path of righteousness and were tempted by the foul magic of Necromancy that had been created by the Dark Lord Onûs. Once their transgression was discovered, these Elves were shunned by their kin and forced to retreat into subterranean caverns for protection.

Deep beneath the earth, these Elven exiles practiced the dark arts of Necromancy, honing their skill and improving upon the craft Onûs had wrought until they were masters of death, creating legions of dead to serve their every whim, and prolonging their lives to an unnatural degree. Millennia of dark magic warped their bodies. They became gaunt and pale, withered by the shadowy touch of Necromancy. Power soon corrupted the light of their souls, changing them forever.

The exiles craved revenge, desiring to return to the life their surface kin had taken from them. With the aid of their undead hordes, the exiles marched on the surface world with an army of shadow and darkness before them. The Kindred War began. Elf warred against Elf, sister against sister, father against son, for one hundred years. Just as the war threatened to tear the world apart, the Chatûl High Priestess Kendis, Emissary of Jolarä called out to her mistress and sought her aid. Enraged by the actions of the exiled Elves, the Ilith'ari let loose their fury and struck them down. The Ilith'ari cursed the exiled Elves, spreading the taint of Necromancy through their bloodline for all of eternity, and forever changing their ethereal beauty. The exiles were named Iron Elves, a reference to their diminished perfection, and forced back beneath the earth once again.



Iron Elves, or Bone Elves as they are often called by the common folk, are not an inherently evil people. Their culture is not dissimilar to Silver Elven culture, and traces of all five original Elven cultures can be found in their unique traditions. Iron Elves have a preoccupation with death as a result of their many millennia studying Necromancy. Their culture is utterly infused with these tenets, and despite the naturally corrupting nature of Necromancy, Iron Elves have somehow found a way to circumvent some of the viler effects. Since the dawn of the Fourth Age, the Iron Elves practice of Necromancy has diminished. Though there are “traditionalists” who choose to continue the more ancient traditions of their people, there are many among the younger generations who do not practice magic at all. Among the Iron Elves there has been a recent and dramatic increase in devotees to Kal'rën, the god of Death. His desire to preserve the sanctity of death and remove the taint of the undead has invigorated the Iron Elves who follow him and has created a rift within Iron Elven society.

Iron Elves make no distinctions between the genders in everyday life. Despite their preoccupation with death and the undead, childbirth is a practice that is still celebrated and greatly revered as it helps to keep the Elven bloodline alive. On a related note, Iron Elves have absolutely no sexual taboos, which can often put them at odds with other cultures. The Iron Elven concept of beauty is different from that of their surface kin. Iron Elves have pallid skin that is stark white. Though they still exhibit traits of their original Elven breeding, Iron Elves occasionally have deviations in appearance such as pale eyes, or darkened fingernails. Iron Elves typically dress in dark colors, wearing long robes and thick leathers as casual clothing.

Iron Elves make their homes in vast subterranean cities that have been built upon and expanded since they were first exiled from the surface world. Iron Elves often shun sunlight as their long stay beneath the surface of the earth has caused them to be somewhat light sensitive and the sunlight often causes them mild pain or discomfort. Allergies to sunlight are not uncommon among them. While there are many Iron Elves who follow the darker deities, there are just as many who choose to follow the deities of Light. Iron Elves often have to work very hard to break through the well-established stereotypes of their kind. While other Elves will sometimes accept an Iron Elf who has proven herself worthy of redemption, this is nowhere near common. Iron Elves are often shunned by the other races, so it can be difficult for an Iron Elf character to establish a foothold socially.

Elves must wear pointed ears as prosthetics. Iron Elves must have white makeup covering any exposed skin.

See the Bloodlines of Sidereus sourcebook for more information.



ELF, JADE (SOELI'ARI)



The Jade Elves are commonly called Sea Elves by those that do not understand the complexity of their heritage. During the height of the Third Age, the Jade Elves were widespread across the lands of Sidereus, and they were seen as a treacherous and powerful people. While many of the Jade Elves fell under the thrall of the god Xi'rian, not all of them were bloodthirsty and capricious. A significant majority of Jade Elven people fled their dominated kin, relying on their wits to survive. Despite this, Jade Elves became known as pirates, thieves and brutal warlords of the sea. Regardless, Jade Elves were one of the five Elven subracial groups created during the First Age by the god Aarûn. Like their kin, they are highly intelligent and skilled with the arts of magic. Jade Elves are known to be great craftsmen and artisans, so much so that Jade Elven artistry is among the most valuable in the world.

Since the end of the ancient conflicts that saw many Jade Elves magically controlled by Xi'rian, the Jade Elven communities who have survived embraced a life of peace, valuing such noble tenets as honor and hospitality. To a Jade Elf, honor is everything. Jade elves value the honor of their families above themselves, and that of their tribe above that of their family. Jade Elves are a deeply emotional people, though they rarely show it in the form of outbursts or brash behavior. They are reserved and patient, and most tribes teach their younger members to be respectful of all peoples and all life.

During the Third Age the Jade Elves served as supplicants to Xi'rian, the god of oceans, storms and destruction. Xi'rian was a cruel taskmaster and the Jade Elves under his dominion committed horrible atrocities in the name of their violent patron. Near the end of the Third Age more than half of the Jade Elven tribes broke away from Xi'rian's control with the help of Eäminn; the god of peace, freedom and discovery. While some of the Jade Elven tribes remained

under Xi'rian's power, the majority who escaped have since sought to redeem the name of their people. As a result, over the past two thousand years significant portions of Jade Elven society, often called "Progressives" have taken up a pacifistic world view in the hopes of preventing history from repeating itself. "Traditionalist" Jade Elf society hearkens instead to the old ways, more in keeping with Gold and Silver Elven culture. The piratical "Corsair" Jade Elves continue to raid and pillage on the seas.

Jade Elven "Progressive" society has a caste system. Most Jade Elven individuals are non-warriors or "Kuan'Shu". This group makes up the bulk of Jade Elven society and includes commoners, laborers, and most merchants. The second caste is the "Zun'Yan" or elder caste, the nobility of Jade Elven society. The third caste is the "Dou'Shyr" caste. The Dou'Shyr are the warriors of Jade Elven society, the only members of their society allowed to engage in combat with other living groups considered worthy of respect and honor. Non-warrior Jade Elves are prohibited from making war in any form. Warmaking is considered to include any of the ways in which someone can cause violence on a broad scale. Lesser beasts, animals, vermin, and any creature with demonic blood are not protected by this restriction. This allows the average "Progressive" Jade Elf to hunt, fish, and protect themselves from the various evil beings that rampage across the land. Goblins, Blood Orcs, Naga, and other such violent and cruel creatures are not considered worthy of respect or honor because of the untold number of lives they have taken and destroyed. As such, any creature that has been proven guilty of committing acts of mass violence is considered beneath contempt. Jade Elves may ignore their oaths of non-violence to battle such creatures, as remaining uninvolved in these instances would cause more death than it would prevent.

Magic is considered an art of the highest form and not a tool of war. Mages who call upon arcane magic tend toward non-destructive spellcasting, using the schools of Illusion, Divination and Abjuration. Mages who use more destructive magic must take warrior oaths just as one who would use a bow or a sword in times of war. Divine magic users in Progressive Jade Elven society very rarely use their magic offensively. Jade Elven priests prefer to focus on healing and protective magic. Progressive Jade Elven priests who do engage in martial combat must also take the oaths of the warrior. Jade Elves do not approve of the use of Necromancy. Healing magics are acceptable, but necromantic magic and spells are generally avoided. Spells that create or bolster undead or despoil life in any way are considered evil in Jade Elven culture, often more so than in other cultures. Necromancy is also seen as evil because of its corrupting effects on the living user.

Like other Elven societies, Jade Elves do not draw restrictive distinctions between the genders. Despite this, motherhood is revered. In Jade Elven society, all members of a clan and tribe will do what they can to make life easier for an expecting mother, and mothers and expecting mothers are addressed with the prefix "mother" in front of their public name whenever they are being officially addressed.

Elves must wear pointed ears as prosthetics.

See the *Bloodlines of Sidereus* sourcebook for more information.



ELF, OBSIDIAN (SOELI'ARI)

The Obsidian Elves are one of the major subdivisions of the Elven Bloodline. Obsidian Elves were one of the five Elven subracial groups created during the First Age by the god Aarûn. Like their kin, they are highly intelligent, skilled with magic, and a deeply passionate people. They are dissimilar from many of their kin in that they have dark grey skin and have an innate ability to resist magic spells and effects. In addition, Obsidian Elves have pale or stark white hair for the entirety of their lives, though some choose to dye their hair various colors.

Obsidian Elves, or Dark Elves as they are often called, are a unique people. From an outsider's point of view they may seem chaotic, impulsive, and even reckless. However, Obsidian Elves very carefully consider all of their actions before moving forward. Obsidian Elves are simply so skilled at planning their next move on the fly that it may seem they are not thinking, when in fact they are acting based on a well thought out plan.

Obsidian Elves, like most other Elven cultures, do not distinguish between the genders the way many other races do. Instead, Obsidian Elven peoples accept all genders equally. Despite this openness, there are some differences. Obsidian Elven women tend toward Divine magic in the worship of Roëna, Aarûn or the Solar Family, while Obsidian Elven males tend toward warfare and skill at arms. This is not always the case, and there are just as many male Obsidian Elf priests of Roëna as there are female Obsidian Elf warriors.

The overwhelming majority of Obsidian Elves populate the volcanic jungles of Catherna. Here Obsidian Elves pay homage to Roëna for sparing them from the fury of the volcano and give thanks to Aarûn for creating them. Because of the intense tropical heat of their homeland, Obsidian Elves dress lightly, preferring loose fitting clothes and armor made of leather and light chain to the heavier armor of the Gold Elven people. Obsidian elves also prefer lightweight weaponry such as swords, daggers and spears, to heavier weapons like axes and hammers. Obsidian Elves generally believe that the best approach is to react faster than your opponent can respond. Obsidian Elven spellcasters prefer fire magic. Even clerics will often cast spells that are fire aspected thanks to their devotion to Roëna. Obsidian Elves do not hesitate to go to war when their cause is just; and because of the backing of the goddess of flame and war, they are very often victorious.

In the modern age, Obsidian Elves can be found almost anywhere Elves can be found. They frequently make their services available as followers of Roëna or warriors for hire. Obsidian Elven households will often travel together, though some members will break off to follow their own path. This is not frowned upon by the family members, since Obsidian Elves believe that a life lived with passion and vigor is a credit to the gods. The goddess Roëna especially blessed the Obsidian Elves because of their passionate outlook on life, granting them the ability to be resistant to the effects of hostile magic. She has even been known to intercede on their behalf from time to time, sending her angels to defend them, or even tipping the scales of a conflict herself.

Obsidian Elves hold a special contempt for the Goblin people. Obsidian Elves were once friends of the Kethin, or Halfling clans that dotted the coast of Catherna long ago. When Onûs corrupted the Halfling peoples and turned them into Goblin demons, the Obsidian Elves were forced to slaughter the creatures that had once been their boon companions. The Goblins were responsible for pushing the Obsidian Elves back from the shores of Catherna deep into the jungles. Many Obsidian Elves lost their lives in war against the goblin hordes during that time. Even now, Obsidian Elven houses often train teams of their youth to go forth and hunt down Goblins, hoping to eventually eliminate the violent creatures from the surface of the planet and restore the honor of their lost Kethin friends.

Designer's Note:

In our design of the Obsidian Elves (clearly influenced by Dark Elves from other fantasy games), we have done our best to be sensitive to – and aware of – issues regarding the use of black full-face makeup in the real world. Sidereus takes issues of real world social and political sensitivity very seriously, and it is our hope that our players will be equally respectful in how they choose to play their characters. To this end, we restrict Obsidian Elven characters from being depicted using black makeup – instead using dark grey or grey makeup as the requirement. We hope that this change will avoid any negative connotations and allow us all to focus on enjoying the game instead.

Elves must wear pointed ears as prosthetics. Obsidian Elves must have grey or dark grey makeup covering any exposed skin.

See the *Bloodlines of Sidereus* sourcebook for more information.



ELF, SILVER (SOELI'ARI)



Where the Gold Elves value martial skill, the Silver Elves value intellectual pursuits and the quest for knowledge. The Silver Elves were once capable of astounding feats of magical prowess. The ancient portals that connect various places in Sidereus were designed and constructed through the cooperation of the Chatûl, the Gûndre and the Silver Elves. The Silver Elves have fought since the end of the Third Age to preserve what knowledge they could, and it is the Silver Elves who have recovered much of the knowledge that had been lost.

Silver Elves are physically identical to the other Elves of Sidereus, though they have a cultural predisposition toward intellectual pursuits. Silver Elven children who display a gift for magic are sent to one of the many Academies of Magic the Silver Elves operate. While those who attend are not solely of Silver Elven descent, most are. Despite their magical leanings, it is not uncommon for Silver Elves to be trained in the arts of war.

While Silver Elven society is generally not gender biased, the Silver Elves do tend toward a matriarchal structure. Women in Silver Elven society frequently hold positions of great power, ranging from Arch Mages to generals or war heroes. It is not uncommon for Silver Elven males to wear makeup or adorn themselves with a great deal of jewelry, nor is it uncommon for a Silver Elven woman to be the head of her household. Silver Elves are very particular when they choose a mate, and rarely engage in romantic relationships with non-elves. When this does happen, it is generally received well, as it is a general practice in Silver Elven society to assume that an individual has a good reason for her actions. Silver Elven unions with Humans were somewhat common on the eastern shores of Linerra for a short time after the dawn of the Fourth Age, so Humans of Elven descent are not uncommon in that region. Like their Gold Elven Kin Silver Elves place great value on aesthetic beauty, and it is of vital importance that an item appealing to the eye as well as functional.

Silver Elven cities often rival the most glamorous Gold Elven cities in their beauty. While the Silver Elves are less likely to build citadels and fortresses, they are known to build towering spires and vast libraries. Like all Elves, Silver Elves have an intense respect for nature and often choose to build around or with the surrounding environment rather than working against it. Silver Elves tend to build with silver, platinum and marble, preferring the cooler colors to the warm, rich tones that are common in Gold Elven cities. All the great Silver Elven cities have vast libraries that store endless pages of knowledge from the deepest secrets of ritual magic to ancient genealogical records. Silver Elven Loremasters are often sought out for information by the various adventurers who seek to make a name for themselves by locating some forgotten treasure. It is said that the Dwarves often ask for the aid of the Silver Elf Loremasters when attempting to locate lost Dwarven citadels, as the Silver Elven records are incomparable.

Silver Elves are not solely nocturnal, but it is said that a Silver Elven city truly comes alive after the sun has set. Silver Elves make it a point to take advantage of the peaceful serenity of night and frequently will go without sleep for two to three days in a row to finish a project they may be working on. Because of their affinity with the night, the moon is of special importance to the Silver Elves, who revere its beauty and feel a special connection to its ephemeral power. There are many Silver Elven priests of Selora as a result. The various Silver Elven priestly orders who follow Selora make it a point to battle creatures that prowl in the darkness of night, and the clerics of Selora do everything they can to ensure the night is as safe as possible for good people everywhere.

While many Silver Elves are mages or clerics, nearly all of them learn to master some art or another over the course of their many centuries of life. To the Silver Elves, artistic expression is an essential celebration of the glorious nature of being alive. Music, dance, sculpture or painting, nearly every Silver Elf has some craft or another that allows them to engage in this self-expression. Silver Elves value peace and serenity, as it gives them time to engage in their academic pursuits. Silver Elves particularly enjoy engaging in games of intellectual skill such as chess, believing that keeping the mind sharp is essential to survival in the harsh and unforgiving world. Silver Elves commonly worship Aarûn as do many Elves, but it is not uncommon for a Silver Elf to hold a special reverence for Selora, Kal'rën, or Tal'rëa since their portfolios are particularly appropriate in Silver Elven society.

Silver Elves frequently wear light but durable fabrics in cool colors (such as white, light blue and silver) as well as black and dark purples and blues. They very commonly wear jewelry and it is most commonly silver or platinum. If you wish for your character to really stand out as a Silver Elf it may be in your best interests to invest in an elegant robe or article of clothing. Alternatively, you could find an appropriate jewelry item to wear as a house symbol to represent your character's family, coat of arms, or similar allegiance.

Elves must wear pointed ears as prosthetics.

See the *Bloodlines of Sidereus* sourcebook for more information.



NEPHEL

The Ilith'ari were created at the very dawn of the First Age – predecessors to the Universe itself. Since that time, they have served the One as loyal children, watching the story of Sidereus unfold and playing their part as their spirits and hearts directed. The most well-known among the Ilith'ari are the Twelve Exalted, or Iluvai, favored children of the One and the gods and rulers of Sidereus. The lowest ranks of the Ilith'ari are the Vârellim, also called “the Watchers”. It is the duty of the Vârellim to serve the Twelve Exalted, acting as messengers, scribes, and direct agents when needed. In ages past, it was rare for a mortal to ever encounter a Vârellim. Since the dawn of the Fourth Age, things have changed.

A few years after the end of the Third Age, the stars began to fall across Sidereus. At first, it was believed that there was a war in the heavens, or that some other celestial event was disturbing the skies. It was not until a few months later, when strange individuals were found making wild claims to their origin – saying they had come from the heavens – that the mystery truly began.

From the tales of those few who were forthcoming about their origins, it was learned that these new creatures are called “Nephel”. They are Vârellim, fallen from the Celestial Realm, though it is not clear if they left by choice or if they were ejected from the heavens. It is said that each Nephel has a purpose on the Material Plane, and that once that purpose is fulfilled the Nephel will return to the Celestial Realm – her status as a Vârellim reinstated.

Physically, Nephel appear mostly human with two major differences. Nephel have torn, shrunk or atrophied wings, or large stubs or humps on their back. These are thought to be the remnants of the wings that would identify them as Vârellim, symbols of their substantial spiritual power. This scar is spiritual in nature and cannot be removed even by the most powerful magics. In addition, Nephel bear a single line of metallic hue that runs down the center of their face.

For many Nephel, talk of their broken wings seems to be a painful subject, as if being severed from the light of the Celestial Realm is somehow painful. Some Nephel react with great sadness or pain, and others are bitter, angry and openly revile the Twelve Exalted and speak out against their Divine Will.

Because of the way in which they were created, Nephel bear many of the personality traits of the Iluvai they once served. Due to their inhuman origin, they tend to pay little attention to human concerns such as gender, though most Nephel do have a gender. In addition, Nephel are sterile and cannot bear or sire children. No area of the world has a higher population of Nephel than any other, and they do not tend to gather together in groups – preferring to stay near mortal cities. Nephel generally adopt the cultural behaviors of whatever society they first associated with. Nephel have been known to forage in the wilderness with Arxus hunters, use their innate understanding of the Universe to master Arcane magic, or even become skilled warriors by training with the ranks of Gold Elven armies.

Nephel do not choose a patron deity to follow in the same manner as the mortals of Sidereus. For a Nephel, the choice of which deity to revere is usually automatic. Most Nephel remain dedicated to the side of the Light, and as such remain loyal to the Iluvai they served as Vârellim. Some Nephel fall to the side of the Shadow and choose to forsake their natural patron and follow one of the dark gods, or even the Dark Lord Onûs himself.

Nephel often adopt names that are corruptions of their celestial names, choosing to make them easier to pronounce and simpler to understand, though some Nephel will take monikers that are more a description of their deeds or their state of mind. Nephel will sometimes receive messages from their patron, instructing them to complete a task as they journey toward their eventual restoration to honor as a Vârellim. A Nephel on a quest from their patron is a sight to behold, as they will often call upon the full range of their powers to complete it – occasionally even calling to the realms beyond to bolster their own considerable capabilities. Nephel who remain on the side of the Light will not hesitate to do battle with demons of any kind, including goblins and other vile creatures of Shadow.

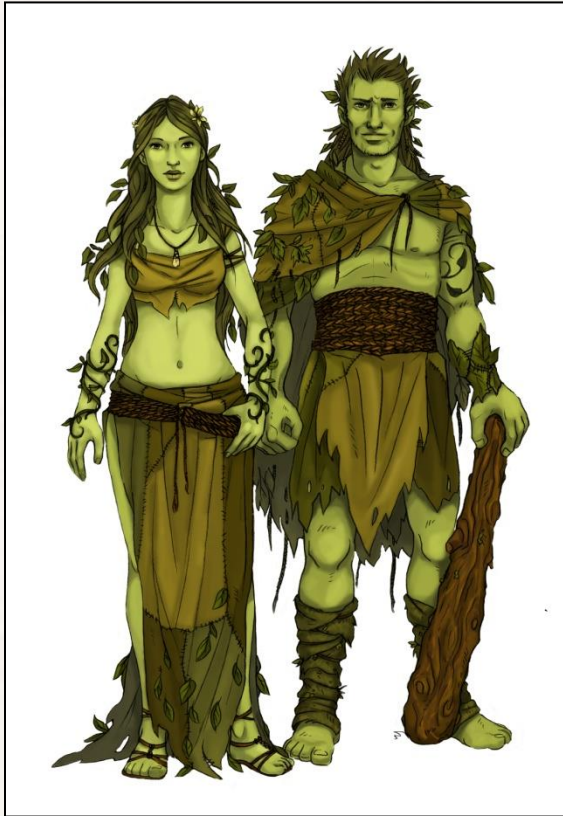
Ultimately, Nephel are capable of massive leaps in power and potential but are ultimately limited by what can be a very short lifespan. When a Nephel character is created, her life purpose is either chosen by the player (in conjunction with the Plot Committee) or assigned by the Plot Committee. If assigned, a player may not know of the character's life purpose when they begin play. In either case, this is a deeply personal topic – and most Nephel would be loathe to discuss it with strangers.

Nephel must wear a prosthetic that represents their wing stubs or torn wings. These must always be worn while in game. In addition, Nephel players should have a single line of Gold, Silver, or metallic makeup down the center of the face (top of forehead to base of chin).

See the *Bloodlines of Sidereus* sourcebook for more information.



DEREW (ORC)



The Derew Orcs are victims of an ancient misunderstanding about who they are and where they come from. When the Chatûl and the Elves first encountered a breed of Orcs, it was in the defense of a fledgling Human settlement as Orc raiders came down from the hills, slaughtering everything in their path. For centuries it was believed that these raiding Orcs, now called Blood Orcs, were the only members of their race. It was not until the middle of the Third Age that the Derew were discovered, and since that time the Derew have suffered a great deal of persecution because of the actions of their evil kin. The Derew were peaceful, only being spurred to war in the defense of the forests and the woodlands. As they began to befriend Humans, Elves and Chatûl alike, the various races realized that these Orcs were entirely different from their cousins.

Orcs are humanoid but have several physical traits in common with various types of plant life. Derew Orcs are not at all bestial, unlike the feral Blood Orcs. They are a kind and gentle people, capable of great sophistication. While they may be slow to act when careful thought is necessary, they are not unintelligent and are quite capable thinkers. Generally, Derew tend to avoid the destructive powers of Arcane magic and prefer the more life-supporting powers of Divine or Nature magic. Derew Orc priests commonly revere Tallis, the Lord of Spring, as their patron. Tallis is the Ilith'ari who created the Derew, setting them forth with a sacred duty to protect the wildlands.

Despite their relatively peaceful nature, there is nothing more terrifying to face in battle than an Orc defending her home or fighting for a cause she cares about. Derew Orcs, when enraged, are every bit as ferocious and wild as their Blood Orc cousins, and every bit as dangerous. Combat is seen as an essential component of life to the Derew. Derew often make war against the various Goblin tribes that threaten their way of life. When in battle Derew use a wide range of weaponry,

though they most commonly prefer massive greatclubs, wooden mauls, and similar weapons. Derew warriors tend to avoid the use of axes because of the threat they pose to the woodlands, though it is not entirely unheard of. As some Orcs engage in combat, they begin to release a type of pheromone that causes other Orcs to feel a sense of empathy with them, tapping into their feelings of rage. While Orcs affected in this manner do not lose control of their faculties, this effect makes Orc armies of all kinds extremely lethal on the battlefield. Additionally, Derew make excellent alchemists and apothecaries, as their connection to the wilderness makes them unusually well-suited to the arts of herbalism and potion-making. It is not uncommon to find a Derew hedge-mage or witch taking up root just outside of a small village or town.

Derew Orcs don't distinguish between the genders in the same manner as Humans. Derew Orcs believe that an essential task is an essential task, and they believe that all Orcs in a tribe should participate in every duty from raising children to hunting for food. The childrearing duties are spread throughout the community, and Orcs consider all the children in a tribe to be siblings. In cases where Derew integrate into another society, they will take on their tribe's name as a surname. A Derew tribe will generally consist of between three to five families of any number of individuals. Derew submit to the leadership of their Elders, massive tree-like creatures that are said to have been Derew themselves at one point many eons ago. When the smaller Derew tribes form into larger communities, they generally gather around these Elders during their various celebration days and engage in fellowship and merrymaking to promote genetic diversity. Here they will engage in song and revelry in the hopes that children will be conceived. Children conceived during these days return to the tribe of the mother in the hopes that the entire community will grow stronger from this sharing of what Derew view as a resource.

Derew Orcs draw a small amount of nutrition from the sunlight. No Derew would ever pass up an opportunity to bask in the sunlight since it brings them substantial comfort. Derew cannot spend too much time simply enjoying the sun's warmth, as they will become intoxicated after too much exposure. Derew Orcs have green skin, and many of them have plant-like material growing from their skin in a sort of symbiotic relationship. Female Orcs commonly sprout flowers from their hair and various other parts of their body. This can happen with males as well although non-flowering plants are more common, and all genders are covered in many places over their body in vines and other types of parasitic plants.

In recent years, an increasing number of Derew have been born with psionic talents. The reason for this change is unknown, but the numbers of Derew children born this way continues to grow.

Derew Orcs must wear green makeup. In addition, Derew with Blood Orc ancestry may have tusks, although tusks are not required to play the race.

See the *Bloodlines of Sidereus* sourcebook for more information.



SATYR

The Satyr were brought into being by the joint efforts of Roëna and Vârsha late in the Third Age. The two goddesses created the Satyr to be creatures of pure passion and revelry: free spirits celebrating the bounty of life amidst the horrors and despair of the Third Age. The goddesses did their work well. Immediately following the creation of the Satyr, their revelry brought them to the ends of the earth, and many Satyr mated with Humans and other races to produce the beings now known as Satyr-kin or Fauns.

The Satyr are physically like humans in build. They have goat-like legs and tails, as well as pointed ears and long curling horns that jut from their forehead. Satyr are nimble and quick-witted, and able to slip free of all but the most insidious of enchantments. For reasons that remain unknown, a Satyr has never been born with the gift of Psionics, and they seem totally incapable of learning how to use this strange power.

Satyr sometimes refer to themselves as Satyri, and they are well known across the face of Sidereus for their indomitable spirits and love of revelry and passion, dance, and song. They are very easily led to vice since they embrace the more fickle and unpredictable things in life. When a Satyr is led to the path of Shadow, they tend to be capricious, violent, impatient, and raucous. Enough Satyr have been twisted to the side of evil over the years that there are whole tribes who have devoted themselves to dark gods such as Perdita, Melantha, and occasionally Xi'rian.

All Satyr believe very deeply in personal freedom and independence, and most enjoy nothing more than a good celebration and a glass full of wine or mead. Satyr come from a highly polygamous society, and while they do practice marriage, they often have many spouses of any gender. While some cultures view this behavior as reprehensible, Satyr view their polygamous lifestyle as a celebration of love; feeling that every creature is free to do as they wish, but no creature should ever be shackled by love – which is ultimately intended to free the soul. Many Satyr are also notoriously pansexual. Satyr do not distinguish between the genders as anything more than a technicality, and they do not place any restrictions on what an individual can or cannot do based on gender.

Satyr are rarely warriors by trade, though they will rise up and fight as a community if the time calls for it. What Satyr lack in ferocity, they make up for in cunning. Satyr warfare involves methods of deception and hit-and-run tactics, trying to confuse and mislead the enemy rather than become mired down in any direct confrontation. Satyr prefer spears and ranged weapons when they engage their enemies, since they believe getting too close to a foe is merely tempting death.

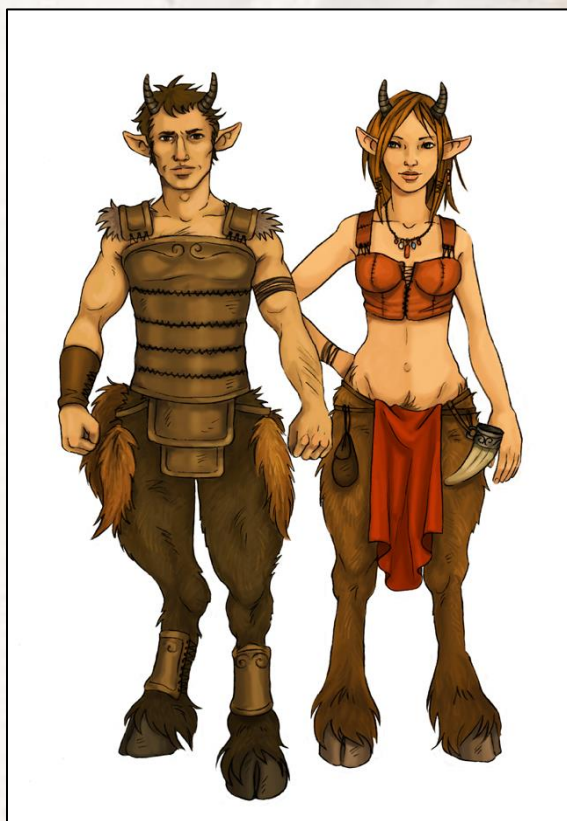
Satyr are often welcomed into any society across the face of Sidereus. Though they are turned away from the odd human settlement on occasion due to various prejudices, this does not stop their revels and they continue to be prolific and spread throughout the world. Satyr will spend every night in celebration (and every day if able), and they believe that a good party is the best remedy for a downtrodden spirit. Upon the death of a fellow Satyr, the entire community will join in a massive festival, gathering Satyr from all the nearby communities. Rather than mourning the loss of their kin, they choose to celebrate the fact that the individual ever lived.

Deeds are very important to Satyr, and they will often take a middle name upon reaching adulthood that names a deed they hope to achieve. While they are young, they will carry the surname of a parent or favored ancestor who came before them, and upon achieving the deed they chose when they first reached maturity, they will change this surname and take their own. The concept of kinship is very important to Satyr, but they do not draw such distinctions directly. All Satyr are siblings to one another, this having a great deal to do with the likelihood that none of them are actually sure who is related to whom. Even the vilest of Satyr will shudder to betray another Satyr, as these bonds of kinship between the species are just as tight as any Human bonds of family, if not more so.

While Satyr do not take insult quickly, rumors have been told of the power of a Satyr's curse. Some Satyr seem to have the ability to curse other creatures, causing them to suffer severe misfortune, even resulting in minor injury. While the source of this strange power is unknown, it is believed that it is a result of the blessing bestowed upon the satyr by Vârsha at the time of their creation. Satyr have large, furry legs that bear a vague similarity to goats. They never wear pants, though they will wear a loincloth, skirt or armor from time to time depending on their personal wishes. Because of genetic shifts over the centuries, not all Satyr have hooves. They do all have short goat-like tails, horns, pointed ears, and furry legs.

Satyr characters must wear horns, pointed ears, a tail, and faux fur pants (or goat-like leg prosthetics). Satyr who wish to (typically males) might also wear fur or costume hair on their arms, chest and back when exposed since they typically have a great deal of body hair.

See the *Bloodlines of Sidereus* sourcebook for more information.



SATYR-KIN



Satyr-kin (also known as Fauns) are the result of a bond between a Satyr and one of the many other races that inhabit the world of Sidereus. When a Satyr and a member of another race interbreed, the result is always a Satyr-kin child. Such children commonly exhibit traits of both parents. For example, if a Dark Elf and a Satyr were to interbreed, the child would most likely have the horns of its Satyr parent, the pointed ears shared by both races, and the dark grey skin of the Dark Elves. In addition, the child might be able to learn to manifest traits that would normally be associated with the non-Satyr parent. A Dark Elf Satyr-kin would most likely develop the ability to resist magic or enchantments.

Satyr-kin have smaller horns than Satyr, and do not have the goat-like legs or tails of their ancestors. They are only somewhat less adroit but remain skilled at slipping free of the effects of enchantments, mental domination and enchanting magical effects. Eidolon are not able to cross breed with Satyr-kin; in the same way they are unable to breed with any other race. There are no Half-Eidolon Satyr-kin. Additionally, Nephel and Satyr are unable to crossbreed as Nephel are sterile. The result is that there are no Half-Nephel Satyr-kin known to exist.

Satyr-kin do not have a society of their own. Because of their mixed ancestry and complicated heritage, they are not always accepted by the culture of the non-Satyr parent. Satyr will accept Satyr-kin completely, totally accepting (and even celebrating) how they look, as well as their different abilities and talents. There is great diversity in how Half-Human Satyr-kin are received, largely affected by the particular Human culture and the mood of the society at the time. Half-Arxus Satyr-kin are very uncommon, but they do happen from time to time. They are often seen as an asset to the tribe, and therefore often accepted – and sometimes celebrated. Half-Chatûl Satyr-kin are loosely accepted but may find themselves shunned by Chatûl culture once they reach maturity. They will find it very difficult to be truly treated as one of Jolarä's chosen children because of their unusual appearance, though this is not always the case.

Often, a Half-Chatûl Faun may earn the trust and even respect of a Chatûl tribe, though the Chatûl do not make it a habit to accept such half-breeds. Half-Dwarf Satyr-kin are often rejected entirely, as Dwarves are often too dour and stubborn to accept such a dramatic change to their perception of normalcy. Copper Elves, Silver Elves and Obsidian Elves accept Satyr-kin of their blood with open arms, treating them as kin with few exceptions. Jade Elves and Gold Elves hold to their traditions too strictly to fully accept a Satyr-kin into their family but will care for a Satyr-kin who is of their blood, treating them as a guest or a family friend. Derew accept Satyr-kin into their tribes without hesitation. To the Derew, family is family, regardless of appearance.

Satyr-kin have a wide variety of diversity based on the non-Satyr parent of the character in question. Satyr-kin may attempt to assimilate themselves into a particular culture, or become wanderers, trying to fit in anywhere they can or nowhere at all. Satyr-kin characters often

find themselves feeling somewhat “lost without a map”, wandering in a large world where they don’t quite fit in. Despite this feeling of loneliness that many Satyr-kin must endure, they do not always find comfort in the company of other Satyr-kin, since this often merely reminds them of their unfortunate lot in life. It is often not until Satyr-kin come into a society of Satyr – where their various traits are not only accepted, but fully appreciated and often considered beautiful or desirable – that they truly begin to accept themselves and feel wanted and appreciated. Many Satyr-kin will take up root in a Satyr society because of this, and Satyr societies have benefited from the influx of diversity and talent over the years.

When a Satyr-kin breeds with another Satyr or Satyr-kin, the result is almost always a Satyr. Satyr will often celebrate such unions, as they represent a completion of a cycle – the strengths of the Satyr bloodline being combined with the strengths of another race can only lead to positive things in the minds of the Satyr. To this end, Satyr will excitedly welcome visitors and guests into their fold, in the hopes that one of their number will be able to woo the newcomer and produce a new Satyr-kin. Many travelers are confused by this practice, but to the minds of the Satyr, it is only to improve the quality of life for Satyr everywhere and to ensure the longevity of the bloodline.

See the following table for the requirements and benefits for playing one of the various different types of Satyr-kin;

Satyr-kin Type	Details
Half-Human	Half-Human Satyr-kin are among the most plentiful, as Satyr and Humans commonly interbreed and both species are incredibly prolific. In many cases, Satyr-kin will make up nearly 15% of a Human settlement due to the relatively large number of Satyr/Human sexual encounters that occur (even though *very* few of these result in marriages or any sort of lasting bond.) Half-Human Fauns do not wear pointed ears but wear the horns as normal.
	Half-Human Fauns do not gain access to Bloodline Traits other than those listed in the main description. Half-Human Fauns may use magical items that are restricted to Humans unless otherwise stated on the item’s card.
Half-Arxus	Half-Arxus Satyr-kin are rare for many of the same reasons that Half-Dwarf Satyr-kin are rare. The Arxus life style is one of hardship and is minimalist and devoid of many of life’s simple pleasures. As a result, Arxus tend to have difficulty understanding Satyr, and Satyr avoid Arxus lifestyles altogether. Half-Arxus Satyr-kin have not only horns, but bony protrusions all over their head and face much like an Arxus. In addition, Half-Arxus Fauns share the white to gray (and sometimes black, brown or red) mottled skin tone of their Arxus parent.
	Half-Arxus Satyr-kin automatically gain <i>Wyld Walker</i> . In addition, they gain access to the Bloodline Traits; <i>Damage Threshold</i> , <i>Resist Element</i> , and <i>Resist Disease</i> . Half-Arxus Fauns may use magic items restricted to Arxus unless otherwise stated on the item’s card.
Half-Chatûl	Half-Chatûl Satyr-kin grow a very fine layer of fur, and so the player must wear makeup appropriate to the type of their Chatûl parent. Players who wish to play a Faun with a black-furred Chatûl parent must make it very clear that they are of Chatûl ancestry and distinguish that their features are feline so they are not confused with Dark Elves. This can be done by adding visible fur to the ears or face, or by wearing a facial prosthetic.
	Half-Chatûl Satyr-kin automatically gain <i>Scent</i> . In addition, they gain access to the Bloodline Traits; <i>Animal Empathy</i> , <i>Claws</i> , and <i>Resist Element</i> . Half-Chatûl Fauns also have the following Bloodline Traits; <i>Trait Restriction (Resist Poison)</i> . Half-Chatûl Fauns may use magical items that are restricted to Chatûl unless otherwise stated on the item’s card.
Half-Dwarf	Half-Dwarf Satyr-kin are not particularly common since it takes a very skilled Satyr to woo a Dwarf due to their private and commonly dour nature. Half-Dwarf Satyr-kin share a stony skin texture with their Dwarf parent which must be represented in the same fashion as a Dwarf player. In addition, Half-Dwarf Satyr-kin males often grow long beards much like Dwarven males although this is not mandatory for costuming purposes.
	Half-Dwarf Satyr-kin gain access to the following Bloodline Traits; <i>Damage Threshold</i> , <i>Resist Element</i> , <i>Resist Poison</i> , and <i>Resolute</i> . Half-Dwarf Fauns also have the Bloodline Trait; <i>Trait Restriction (Bloodline of Air, Fire or Water)</i> . Half-Dwarf Fauns may use magical items that are restricted to Dwarves unless otherwise stated on the item’s card.
Half-Elf	Half-Elf Satyr-kin simply have pointed ears and the horns of their Satyr lineage. In addition, Half-Obsidian Elf Satyr-kin have the ebony skin of their Obsidian Elf parent, and so an Obsidian Elf Satyr-kin player must wear black or dark gray makeup on any exposed skin. Half-Iron Elf Satyr-kin have the pale white skin of their Iron Elf parent, and so an Iron Elf Satyr-kin player must wear white or light gray makeup on any exposed skin.
	Half-Elf Satyr-kin gain access to the Bloodline Trait; <i>Animal Empathy</i> . Half-Obsidian Elf Satyr-kin additionally gain access to the Bloodline Trait; <i>Resist Magic</i> . Half-Iron Elf Satyr-kin additionally gain access to the Bloodline Trait; <i>Resist Death</i> and <i>Resist Disease</i> and lose the ability to take the Bloodline Trait; <i>Animal Empathy</i> . Half-Elf Satyr-kin may use magical items that are restricted to Elves (of the appropriate type) unless otherwise stated on the item’s card.
Half-Orc	Half-Orc Satyr-kin are quite common as Satyr and Derew share a love for and familiarity with Nature that most other races cannot truly comprehend. Half-Derew Satyr-kin must wear green makeup on any exposed skin (though it may be applied more lightly than required for full-blooded Derew), and may also have vines, flowers and similar plants growing in various places on their body.
	Half-Orc Satyr-kin gain access to the following Bloodline Traits; <i>Rapid Healing</i> , <i>Resist Poison</i> , <i>Resist Wyld</i> . Half-Orc Satyr-kin may use magical items that are restricted to Orcs unless otherwise stated on the item’s card.

Following the events of Sidereus: Darkstorm – more Satyr-kin combinations may be made available.



STEP THREE: HERITAGE (OPTIONAL)

Once you have selected a **Bloodline** for your character, the next step in the process is determining their **Heritage**. A character's **Heritage** is represented by an element or combination of elements depicting the specific cultural, ethnic and social factors that influence their daily life. Perhaps you have decided your character is an Elf – but are they a Copper Elf, or a Silver Elf? Maybe you have decided your character is a Human? Are they a Zahala wanderer – or a Zante barbarian?

Heritage choices can deeply influence the development and path of a character moving forward – so they should be considered carefully before they are added. Heritage Traits are unlike other Traits within character creation, as the number a character can take is limited. This is to maintain balance in both character design and in roleplay terms.

Heritage Traits are separated into Heritage (Primary) and Heritage (Secondary). Heritage (Primary) elements delineate things that determine a character's core ancestry and ethnic group. Heritage (Secondary) elements delineate things that add to that core ancestry, representing traits that may have been passed down from times long past or elements that the character might not even share with their siblings. You do not need to choose a Heritage (Primary) Trait to choose a Heritage (Secondary) Trait. You may take up to **Two (2)** Secondary Heritage Traits.

Each Bloodline has a series of Heritage (Primary) Traits associated with it to allow a character to determine their cultural background. This is not required, however, and is a level of detail you may not wish to pursue. A character without a Heritage Trait is simply less attached to their ethnic background or may have lost or been unable to discover that information. Additional Heritage (Primary) Traits can be found in the ***Bloodlines of Sidereus*** sourcebook. We will only detail the primary Elven and Human Heritages here.

It is worth noting that Heritage (Primary) Traits will not have a detailed description on the Trait page, as they do not carry with them any changes to the rules or special abilities. They are only used as a marker for Plot, Logistics and Player use – to determine a character's legitimate ethnic and cultural background in-game.

Heritage Traits (Primary)

Trait Name	CP	Prerequisites	Benefit
Ageosian	0	Human Bloodline	Character is of Ageosian origin (no Kingdom)
Albessian	0	Human Bloodline	Character is of Albessian origin (from Albessia)
Anurian	0	Human Bloodline	Character is of Anurian origin (no Kingdom)
Arceosian	0	Human Bloodline	Character is of Arceosian origin (from Arceos)
Arzhel	0	Human Bloodline	Character is of Arzhel origin
Bataar	0	Human Bloodline	Character is of Bataar origin
Bharu	0	Human Bloodline	Character is of Bharu origin
Cathernan	0	Human Bloodline	Character is of Cathernan origin (no Kingdom)
Copper Elf	0	Elven Bloodline, Non-Obsidian Elf / Non-Iron Elf	Character is of Copper Elf origin
Dalarnian	0	Human Bloodline	Character is of Dalarnian origin (from Dalarnis)
Danarean	0	Human Bloodline	Character is of Danarean origin (from Danarea)
Egoran	0	Human Bloodline	Character is of Egoran origin (from Egoras)
Fyndaran	0	Human Bloodline	Character is of Fyndaran origin (from Fyndara)
Gahiji	0	Human Bloodline	Character is of Gahiji origin
Gold Elf	0	Elven Bloodline, Non-Obsidian Elf / Non-Iron Elf	Character is of Gold Elf origin
Jade Elf	0	Elven Bloodline, Non-Obsidian Elf / Non-Iron Elf	Character is of Jade Elf origin
Linerran	0	Human Bloodline	Character is of Linerran origin (no Kingdom)
Maloronian	0	Human Bloodline	Character is of Maloronian origin (from Maloron)
Mixed-Heritage Elf	0	Elven Bloodline	Character is of Mixed Elven origin
Mixed-Heritage Human	0	Human Bloodline	Character is of Mixed Human origin
Myrian	0	Human Bloodline	Character is of Myrian origin (no Kingdom)
Pelysian	0	Human Bloodline	Character is of Pelysian origin (from Pelysius)
Silver Elf	0	Elven Bloodline, Non-Obsidian Elf / Non-Iron Elf	Character is of Silver Elf origin
Takoda	0	Human Bloodline	Character is of Takoda origin
Ursyan	0	Human Bloodline	Character is of Ursyan origin (no Kingdom)
Zahala	0	Human Bloodline	Character is of Zahalan origin
Zante	0	Human Bloodline	Character is of Zante origin

Keep in mind that the world of Sidereus is based on the real world. This means that there are an extremely wide variety of ethnic and cultural groups for every **Bloodline** within the Sidereus world. There are island-dwelling Dwarves, mountain-dwelling Elves, and every imaginable variety of subdivision in-between. Over the coming years, the ***Bloodlines of Sidereus*** sourcebook series will provide an anthology and reference for all the wealth of Sidereus **Bloodlines**, **Heritages**, and **Cultures** within the Sidereus game world. Our hope is that Sidereus will continue to expand and grow so that everyone – regardless of background – can find an identity for themselves within our fantastic world.



Heritage Traits (Secondary)

Trait Name	CP	Prerequisites	Benefit
Ancestral Corruption	15	Character Level 1, Makeup Requirements	Inherited taint grants necromantic control over the essence of death, but carries a heavy price
Ancestral Greatness	15	Character Level 1	Inherited legacy pushes toward feats of greater heroism and leadership
Ancestral Pact	20	Character Level 1	Inherited pact with demons grants infernal might and innate spells
Ancestral Spirit	30	Character Level 1	Return to 0 HP instead of being forced to resurrect after death once per event
Ancestral Vow	15	Character Level 1	Family sacred vow grants divine might and supernatural potency
Angelic Bloodline	30	Character Level 1, Makeup Requirements, Non-Eidolon	Gain innate divine (holy) spells and a series of Light oriented Traits
Bastard Scion	10	Character Level 1, Non-Nephel	Character is secretly born of noble blood
Bloodline of Air	30	Character Level 1, Makeup Requirements, Non-Eidolon	Gain an affinity to the element of Air, weakness against Earth
Bloodline of Earth	30	Character Level 1, Makeup Requirements, Non-Eidolon	Gain an affinity to the element of Earth, weakness against Air
Bloodline of Fire	30	Character Level 1, Makeup Requirements, Non-Eidolon	Gain an affinity to the element of Fire, weakness against Water
Bloodline of Water	30	Character Level 1, Makeup Requirements, Non-Eidolon	Gain an affinity to the element of Water, weakness against Fire
Child of Chaos	15	Character Level 1	Can venture out into the Wyld for extended periods without suffering negative effects, is immune to effects with the "Wyld" carrier
Child of Light	20	Character Level 1	Character has been infused with the divine power of Sacred Light from a very young age or birth
Child of Nature	20	Character Level 1	Character has been infused with the raw power of Nature from a very young age or birth
Child of Shadow	20	Character Level 1, Non-Eidolon	Character has been infused with the insidious power of Shadow from a very young age or birth
Demonic Bloodline	30	Character Level 1, Makeup Requirements, Non-Eidolon	Gain innate divine (vile) spells and a progressing tree of Shadow oriented Traits
Dragon Blooded	30	Character Level 1, Makeup Requirements, Non-Eidolon	Become immune to fear spells and effects and gain a high level of resistance against an element of your choice and magical spells and effects.
Faerie-kin	10	Character Level 1, Non-Eidolon	Automatically gain the Wyld Walker trait for free. Count as a Fae for the purposes of some spells and effects.
Giant-kin	10	Character Level 1, Non-Eidolon	May purchase <i>Brute Strength</i> regardless of race. <i>Resist Element</i> is available regardless of prerequisites. Count as a Giant for the purposes of some spells and effects.
Half-Blooded	10	Character Level 1, Non-Eidolon, Non-Satyr	Mixed ancestry grants you some of the traits of one of your forebears. Must specify Arxus, Chatûl, Derew, Dwarf, Elf, Iron Elf, and Obsidian Elf. Other options may be available depending on race.
Noble Birth	20	Character Level 1, Non-Nephel	Gain Noble status, extra money per event and free items and money at character creation
Scarlet Progeny	20	Character Level 1, Makeup Requirements	Immune to diseases, and may resist death spells and effects once per day

Remember, Heritage Traits are entirely optional. Your character might be a Human who does not claim ties to any place, culture or family. It is up to you. Heritage Traits can add a great deal to character development, but they should not be a crutch. When selecting Heritage Traits, be sure that they fall in line with your character background. It is easy to be tempted by Traits or other elements that sound "fun" but remember that the best way to build your character is to focus on what works best for you. It is also important to note that the world of Sidereus is diverse, and as a result no Bloodline or Heritage is restricted by out-of-game and real-world factors like player age, ethnicity, phenotype, or background. Elves, Dwarves, Arxus and the other races have a wealth of cultural backgrounds, appearances and physical features that mirror the incredible diversity of the Human species in the real world.



BACKGROUND

The second phase in character creation is establishing your character's **Background**. Your character's **Background** will help elaborate upon where they come from, who they have become – and perhaps more importantly – the events that caused them to become the person they are today.

STEP ONE: EVOLUTION

When an individual is born, and throughout childhood, certain elements of who they are become apparent through innate talents and gifts. These talents and gifts then change and evolve over time as the person learns to develop them and use them in conjunction with learned skills and abilities. In *Sidereus*, innate talents and gifts are referred to as a character's **Evolution**. Positive or negative, a character's **Evolution** represents their inborn talents, Traits and abilities that form one of the primary layers of who they will become.

Your character's **Evolution** is selected by choosing **Traits**. Traits are special features that either give your character a new ability or help to enhance one that they already have. **Traits** cost Character Points in the same way as Attributes. In order to add a Trait to your character, you must first be sure that your character meets the prerequisites. If your character does, then simply pay the Character Point cost and add the Trait to your character's **Evolution**. Some Traits have a negative Character Point cost, meaning they hinder or restrict the character in some way – and as such they provide a refund to your Character Point total.

Remember, you may select any number of Traits at character creation, however there are special restrictions on some Traits. Keep in mind that a character may not receive a refund of more than 100 Character Points from any combination of Ability Scores and Traits.

Most Traits have prerequisites. Your character must have the required **Bloodline**, Ability score, Skill or otherwise before you may add the Trait in question to their complement of abilities.

There are three types of Positive Traits included in a character's Evolution; **General** Traits may be purchased by any character who meets the prerequisites. These Traits represent abilities that emerge as a result of the character learning how to reach his or her inherent potential. **Bloodline** Traits are abilities available to a character based on their genetic heritage and can usually be purchased regardless of ability scores or other criteria. **Supernatural** Traits represent abilities or Traits that the character has gained as a result of supernatural influence, either in their immediate family's history or at some point in their life. Other types of Traits may be introduced in future supplements.

The **Trait** descriptions below will include the descriptions for Heritage Traits from the previous section, even though those Traits are not a part of a character's **Evolution**.

The selection to follow will begin by listing (and then describing) each Positive Trait. Positive Traits are those that cost Character Points to purchase. This will be followed by Negative Traits. Negative Traits will typically refund Character Points. ***Keep in mind that a character may not receive a refund of more than 100 Character Points from any combination of Ability Scores and Traits.***



General Traits

Trait Name	CP	Prerequisites	Benefit
Animal Empathy	10	Spirit 6+	Gain the ability to affect animal behavior using the Heart bonus
Athletic	5	Strength 6+, Endurance 5+	Use Strength Ability score instead of Endurance to purchase some Traits and Skills
Charisma	10	Spirit 6+, Trait Restriction: Menace	Give a number of temporary Hit Points and a temporary damage bonus to allies before combat
Contortionist	5	Agility 6+	Slip free of binding spells and effects with ease
Dauntless	4	Endurance 6+, <i>Resilient</i> (or) Endurance 8+	Resist effects of a broken or stunned limb due to your exceptional physical hardness
Deft Hands	2	Agility 6+	Resist disarming spells, attacks and effects due to your exceptional manual dexterity
Discipline	6	Intellect 5+ (and) Spirit 5+	Your keen and focused mind gains you many benefits in difficult situations.
Disease Immunity	10	<i>Resist Disease</i> x10	Become permanently immune to disease
Divine Inspiration	10	Spirit 6+, Character Level 1	Character is gifted in the ways of Divine magic
Fearless	10	<i>Resist Fear</i> x10	Become immune to Fear and Terror effects
Hawkeyed	10	Agility 7+, Intellect 5+	Inflict additional damage with ranged weapons
Iron Grip	2	Strength 6+	Resist disarming spells, attacks and effects
Iron Will	10	Character Level 1	Your naturally intractable will helps you defend your mind against attack
Lucky	10	May not have Unlucky Trait, Character Level 1	Character is inexplicably and impossibly fortunate
Magical Aptitude	10	Intellect 6+, Character Level 1	Character is gifted in the ways of Arcane magic
Menace	10	Spirit 6+, Trait Restriction: Charisma	Your character has a menacing force of personality, allowing her to intimidate those she has to speak with.
Muse	3	Intellect 6+ (or) Spirit 6+	Teach two Skills for each use of the <i>Teach</i> Skill
Nimble Fingers	5	Agility 4+, Character Level 1	Gain the advantage of a high Agility Ability score in situations that require manual dexterity
Peerless Archer	10	Agility 8+	Exceptional skill with ranged weapons
Poison Immunity	10	<i>Resist Poison</i> x10	Become permanently immune to poison
Psionic Aptitude	10	Intellect 6+, Spirit 6+, Character Level 1	Character is gifted in learning Psionic Disciplines
Resilient	2	None	Gain two (2) Hit Points
Resist Damage	6	Endurance 8+	Resist damage from one attack
Resist Death	4	Spirit 8+	Resist death spells and effects
Resist Disease	2	Endurance 6+ (or) <i>Athletic</i> , Strength 6+	Resist diseases
Resist Element	4	Endurance 6+ (or) <i>Athletic</i> , Strength 6+, Endurance 4+	Resist severe weather and elemental attacks
Resist Fear	2	Spirit 6+	Resist fear and terror spells and effects
Resist Magic	6	Spirit 8+ (or) Spellcaster Level 7	Resist spells, effects or the "Magic" damage type
Resist Mental	5	Intellect 7+ (or) Spirit 7+ (or) Spellcaster Level 4	Resist mind-affecting spells and effects
Resist Nausea	2	Endurance 7+	Resist nausea spells and effects
Resist Paralysis	2	Endurance 7+	Resist paralysis spells and effects
Resist Physical	5	Strength 7+ (or) Agility 7+ (or) Endurance 7+	Resist physically disabling spells and effects
Resist Poison	2	Endurance 7+	Resist poison spells and effects
Resist Psionics	4	Spirit 7+	Resist Psionics or effects with the "Force" carrier
Resist Sleep	2	Spirit 6+	Resist sleep spells and effects
Resist Wyld	4	Spirit 9+ (or) <i>Wyld Walker</i>	Resist spells and effects with the "Wyld" carrier
Resolute	10	Endurance 7+	Body remains for a longer period of time after death before resurrection is required.
Second Chance	10	Endurance 5+	Return to 0 HP instead of dying
Sylvan Bond	10	Spirit 6+, Character Level 1	Character is gifted in the ways of Nature magic
Tenacious	10	Spirit 7+	Survive longer than normal when dying
Titan's Strike	10	Strength 7+	Gain one innate Slay attack per rest
Wealthy	5	Plot approval after Character Level 1	Character has more substantial wealth than normal for a person of her station



Bloodline Traits

Trait Name	CP	Prerequisites	Benefit
Animal Empathy	6	Chatûl* (or) Elf* (or) Satyr	Gain the ability to affect animal behavior using the Heart bonus
Break Enchantment	3	Eidolon (or) Nephel (or) Satyr (or) Satyr-kin	Activated ability that immediately removes Enchantment effects from an ally
Breathless	15	Nephel	Become immune to inhaled poison effects
Brute Strength	20	Arxus (or) Orc	Inflict +1 damage in melee combat, +1 to Might bonus level (up to a maximum of +6)
Caress of Light	10	Nephel	Activated ability that can Heal one ally or destroy one undead creature
Claws	10	Chatûl*	Gain the ability to use claws in combat
Damage Threshold	15	Arxus* (or) Dwarf*	Ignore physical damage taken if it is below a certain amount
Natural Armor	5	Dwarf (or) Orc	Gain five (5) points of natural armor
Psionic Affinity	n/a	Eidolon	The Eidolon birthright grants you the abilities of a Psionicist
Rapid Healing	10	Orc*	Any healing directed at a character with this ability has its numerical effect doubled
Resist Death	3	Chatûl (or) Nephel (or) Iron Elf*	Resist death spells and effects
Resist Disease	1	Arxus* (or) Nephel (or) Iron Elf	Resist diseases
Resist Element	3	Arxus* (or) Chatûl* (or) Dwarf*	Resist severe weather and elemental attacks
Resist Fear	1	Arxus (or) Orc	Resist fear and terror spells and effects
Resist Magic	4	Obsidian Elf* (or) Nephel	Resist spells or effects with the "Magic" carrier
Resist Mental	4	Eidolon (or) Elf (or) Satyr (or) Satyr-kin	Resist mind-affecting spells and effects
Resist Poison	1	Arxus (or) Dwarf* (or) Orc*	Resist poison spells and effects
Resist Psionics	3	Eidolon (or) Nephel	Resist Psionics or effects with the "Force" carrier
Resist Sleep	1	Elf (or) Nephel (or) Satyr (or) Satyr-kin	Resist sleep spells and effects
Resist Wyld	3	Arxus (or) Nephel (or) Derew Orc*	Resist spells and effects with the "Wyld" carrier
Resolute	8	Dwarf*	Body remains for a longer period of time after death before resurrection is required
Satyr's Curse	5	Satyr (or) Satyr-kin	Satyr's rhyme is able to curse an opponent with special effects
Satyr's Song	20	Satyr, Spirit 6+ (or) Satyr-kin, Spirit 6+	Gain the ability to recite a song or oratory that heals and bolsters allies
Scent	n/a	Chatûl	Gain the ability to detect poisons and track creatures by scent
Spirit Lance	10	Chatûl, Spirit 8+	Gain the ability to use the Chatûl spirit dagger as an extremely powerful weapon when you travel to the Ethereal plane or the Astral plane.
Spiritual Sacrifice	10	Nephel	Activated ability allows a character to sacrifice her own life to revive a fallen ally
Wyld Walker	n/a	Arxus*	Gain the ability to venture out into the Wyld for extended periods with fewer negative effects

* - Trait is available to Satyr-kin of the associated type at the discounted Bloodline Trait cost



Supernatural Traits

Trait Name	CP	Prerequisites	Benefit
Arcane Channel	20	<i>Arcane Infusion</i>	Gain the ability to channel Arcane spells through any melee weapon you are able to use
Arcane Infusion	10	Spellcaster Level 9 [Arcane]	Gain the ability to imbue any weapon attack you make with magical power, giving it the "Magic" carrier
Blessed	10	Non-Nephel	Divine blessing from a patron deity grants holy power in the form of protective spells
Break Enchantment	3	Spirit 7+	Activated ability that immediately removes Enchantment effects from an ally
Champion of Light	20	<i>True Faith</i>	You have proven yourself as a Champion of Good and a defender of the Light, the Ilith'ari have seen fit to bless you for your service
Chaotic Mind	1	None	Resist Mental (or mind-affecting) spells and effects
Chosen One	15	Non-Nephel, Spirit 7+	You are a Paladin. Divine power protects you and bolsters your abilities, giving you special powers.
Clerical Investment	15	Spirit 5+	You are a Priest. You have been called by your god or your people to serve as a cleric, shaman or priest, allowing you to use Divine magic
Corrupting Touch	10	Spellcaster Level 4, <i>Death's Embrace</i> (or) <i>Chosen One</i> , <i>Drain Life</i>	When delivering a killing blow, you may instead choose to raise your victim as an undead creature
Death's Embrace	20	Spellcaster Level 4, <i>Taint of Death</i>	Gain the ability to use Necromantic energy fused to your being against your enemies in combat
Death's Pact	10	Spellcaster Level 9, <i>Death's Embrace</i>	You have become a master of Necromantic magic, but the effects of its warping influence have taken hold on you
Divine Channel	20	<i>True Evil</i> (or) <i>True Faith</i>	You may choose to channel Divine spells you can cast through any melee attack you make
Drain Life	10	<i>Unholy Favor</i>	When delivering a killing blow, you may instead choose to drain the remaining life from your victim, healing yourself completely
Essence of Air	10	<i>Scion of Air</i>	Become infused with the element of Air and gain innate spells and special abilities
Essence of Earth	10	<i>Scion of Earth</i>	Become infused with the element of Earth and gain innate spells and special abilities
Essence of Fire	10	<i>Scion of Flame</i>	Become infused with the element of Flame and gain innate spells and special abilities
Essence of Water	10	<i>Scion of Water</i>	Become infused with the element of Water and gain innate spells and special abilities
Fae Blessed	8	Makeup Requirements	You have been blessed by the Fae, granting you certain special talents and abilities
Fallen from Grace	10	Nephel, Spellcaster Level 6 [Divine], <i>Unholy Favor</i> , Costume Requirements	You have forsaken your divine heritage and started down a path of evil and darkness in exchange for unholy power
Fearsome Visage	4	Non-Satyr, Spirit 8+	Gain the ability to cause fear with your melee attacks, using the "Terror" carrier
Holy Favor	10	Spellcaster Level 1 [Divine] (or) <i>Chosen One</i>	Divine blessings protect you from some of the effects of disease and poison
Lay on Hands	5	<i>Holy Favor</i>	Gain the ability to heal an ally in a variety of ways by touching them
Marked	15	Non-Nephel	Divine curse from a patron deity grants vile power in the form of damaging spells and curses
Nature's Ally	20	Spirit 8+	A deep connection with the forces of Nature allows you special power in natural places and among creatures of the wild
Nature's Guardian	10	Spellcaster Level 4 [Nature], <i>Nature's Ally</i> , <i>Verdant Oath</i>	You have vowed to serve your deity or Nature as a defender of the wild



Nature's Infusion	10	Spellcaster Level 9 [Nature]	Gain the ability to imbue any weapon attack you make with Nature's power, giving it the "Poison" carrier
Nature's Touch	20	<i>Nature's Infusion</i>	Gain the ability to channel Nature spells through any melee weapon you are able to use
Purifying Touch	5	<i>Lay on Hands</i>	Completely restore an ally's health through the divine power of your touch
Scion of Air	20	<i>Bloodline of Air</i>	Fixed to the element of Air, Immunity to some spells and effects, innate <i>Elemental Burst</i> (lightning)
Scion of Earth	20	<i>Bloodline of Earth</i>	Fixed to the element of Earth, Immunity to some spells and effects, innate <i>Elemental Burst</i> (stone)
Scion of Fire	20	<i>Bloodline of Flame</i>	Fixed to the element of Fire, Immunity to some spells and effects, innate <i>Elemental Burst</i> (fire)
Scion of Water	20	<i>Bloodline of Water</i>	Fixed to the element of Water, Immunity to some spells and effects, innate <i>Elemental Burst</i> (ice)
Servant of Darkness	30	<i>Fallen from Grace</i> (or) <i>Shadow Pact</i>	Gain dark powers in exchange for swearing fealty to the Dark gods
Sigil of Fate	10	Makeup requirements	Character is one of many to be bound to a mysterious and unknown fate that will reveal itself over time
Silver Blood	5	Non-Nephel, Endurance 8+ (or) Clerical Investment (Selora) (or) Chosen One (Selora)	Immune to lycanthropy, if a lycanthrope attempts to infect you with lycanthropy, they immediately suffer Retribution damage.
Smite Evil	5	<i>Holy Favor</i>	Gain the ability to inflict great damage with a weapon attack using the "Holy" carrier
Smite Good	5	<i>Unholy Favor</i>	Gain the ability to inflict great damage with a weapon attack using the "Vile" carrier
Spell Memory	5	Spellcaster Level 1	Gain the ability to prepare some spells without a Spellbook
Spirit Sight	5	Spellcaster Level 3 (or) Psionicist (or) Chosen One (Death, Shadow, Fate domains)	Gain the ability to sense and speak to the spirits of the dead
Taint of Death	0	<u>Special:</u> Assigned by Plot / Logistics	The taint of death has begun to affect you in visible ways because of your excessive use of Necromantic magic
True Faith	10	Spellcaster Level 9 [Divine] (or) <i>Chosen One</i>	Gain the ability to imbue any weapon attack you make with Divine power
Unholy Favor	10	Spellcaster Level 1 [Divine] (or) <i>Chosen One</i>	Unholy blessings protect you from some of the effects of disease and poison
Verdant Oath	15	Spirit 5+	<u>You are a Druid.</u> Gain the ability to cast Nature spells due to a solemn vow taken to serve Nature
Wyld Walker	5	Endurance 6+ (or) Spirit 6+	Can venture out into the Wyld for extended periods without suffering negative effects



TRAITS (Positive)

The following is the format for Trait descriptions:

TRAIT NAME (Type)

Description of what the Trait does or represents in basic language, possibly with a short description of its origin.

Prerequisite: The prerequisites required to add the Trait to your character's profile.

Benefit: What the Trait enables the character to do, and how the character may use the ability while in game.

Special: Additional information that may be helpful when you decide if you want to add the Trait to your character's abilities.

ANCESTRAL CORRUPTION (Heritage)

Common among the Iron Elves, corruption such as this is often passed through a family line from generation to generation. Usually, the corruption is a direct result of the necromantic practices of an ancestor who has long since passed on. This taint binds a mortal soul to a dark fate, but also grants her necromantic powers that serve to tempt her toward the side of Shadow with every waking moment.

Prerequisite: Must be chosen at 1st Level, Makeup Requirements

Benefit: The Ancestral Corruption Trait allows the character to either resist Death spells and effects (as if using the Resist Death Trait) or to absorb death spells and effects). The character may Resist Death effects 3/rest and Absorb Death effects 1/rest. If the character resists the Death effect, there is no further effect. If the character chooses to Absorb the effect, the character may either use an innate Death spell for each Death effect she absorbed previously or imbue their weapon with Death energy and attack using the "Death" effect type once for each death effect she absorbed previously.

To absorb Death energy, simply call out "Absorbed" when hit by a Death spell or effect. To use absorbed Death energy as a magical attack, the player must have a spell packet prepared. The player then throws the packet shouting "Magic Death". To use absorbed Death energy as a weapon attack, the player attacks as normal and calls out "X Death" where 'X' is the amount of damage they would normally swing. This can be combined with "Activate Skill" abilities.

Ancestral Corruption can have many negative impacts in terms of role-playing in game. Due to the curse, a character may often be approached by evil entities who wish to influence the character based on her family's necromantic past. The player must also wear makeup to represent dark circles around their eyes as another character with Necromantic taint would.

ANCESTRAL GREATNESS (Heritage)

You are descended from a line of powerful individuals. Your family history, regardless of its moral orientation, is one of greatness. Some of this potency has passed down to you.

Prerequisite: Must be chosen at 1st Level

Benefit: The *Ancestral Greatness* Trait represents your character's family background and makes a statement about their deeds and accomplishments. With this Trait, your character comes from a line of powerful individuals and some of that potential has been passed down.

As a result of this Trait, your character is allowed to choose Ancestral Relic item at character creation. This item is entirely unique and should be treated as such by your character.

An Ancestral Relic may be a weapon, armor, jewelry, or article of clothing. These items are *Spirit Locked* and *Attuned* to a specific character but begin play as relatively mundane items. As time progresses, through research and study, the various different powers of an Ancestral Relic may be uncovered, and then activated through special deeds. The item will evolve in power, eventually reaching its fullest potential. (See the "Ancestral Relic Items" section in the Appendix).

ANCESTRAL PACT (Heritage)

In the darkness of the Third Age there were many who sought to consort with the powers of Shadow to gain power and influence over their fellows. Your ancestors were some of those who chose this path. To this day those of your line are tied to the powers of Darkness, and though it gives you power, you know that Evil is a fickle mistress.

Prerequisite: Must be chosen at 1st Level

Benefit: An *Ancestral Pact* is a profoundly serious thing in the world of Sidereus. Your character's ancestors signed over their futures and the future of their family line in exchange for power. This decision will haunt your character for the rest of her days. If your character is of a darker persuasion, this Trait will serve as an excellent starting point in her pursuit of infernal power. If your

character strives to aid the Light, they may find that the temptation to use Evil in the service of Good may be too strong to resist.

This Trait grants your character the following abilities;

- **Spell Infusion – Cure Critical Wounds:** The character gains the ability to cast *Cure Critical Wounds* 2x a day as an innate spell.
- **Spell Infusion – Death Armor:** The character gains the ability to cast *Death Armor* 2x a day as an innate spell.
- **Limited Spell Infusion – Enervation:** The character gains the ability to cast *Enervation* 1x a day on a *Helpless* target.
- **Invocation Infusion:** The character gains the ability to cast the *Summon Lesser Bound Demon* Invocation, allowing them to call a Lesser Demon to their service for a total of **6 days per season**. These days of service may be split up, but once dismissed, the Demon must be summoned again. The Invocation and rules for using it will be given to the character once creation is complete. The Invocation cannot be copied or used by any character that is not related to this character and/or does not have this Trait. The Demon is always the same and will be designed and assigned with the help of the Plot Committee. Review the rules for Requesting NPCs in the appendix.

To gain your *Ancestral Pact* abilities each event your character must expend one *Sacrifice Credit* each month, given to the dark entity your family is in thrall to (chosen at character creation). When this Trait is taken, you will be given an *Invocation* or "ritual" that your character may use to gain *Sacrifice Points*.

If you do not make a sacrifice once per month, you will face the consequences as the *Ancestral Pact* turns against you. This can manifest in a variety of ways at the sole discretion of the Plot Committee.



ANCESTRAL SPIRIT (Heritage)

Long ago, a member of your family line committed herself to the protection of all those who would be born of her bloodline. Through ancient rituals, she bound her spirit to the fate of her progeny, and now her ghost comes to aid you and possibly others like you in times of great duress.

Prerequisite: Must be chosen at 1st Level

Benefit: Once per game month, when a character with this Trait dies, either from "bleeding out" or after receiving a "killing blow" or Death effect, they begin their "death count" as normal. Once per event, when they reach the end of their "death count", rather than beginning to state that they are dissipating they will instead clearly state **"I revive one, I revive two, I revive three, Ancestral Spirit!"** as their *Ancestral Spirit* intercedes on their behalf and leads them back to the living.

This must be stated loudly, as the effects of *Ancestral Spirit* are visible, so others nearby would notice as they occur.

When the character is revived, she is revived with 0 HP and remains unconscious for ten minutes or until she receives healing as normal.

In addition to this significant benefit, an *Ancestral Spirit* can be an even greater assistance should your character ever have to travel through the Ethereal Plane. Here your *Ancestor Spirit* may manifest and aid you on whatever quest you have to undertake there. (This will occur at the sole discretion of the Plot Committee and is not guaranteed.)

ANCESTRAL VOW (Heritage)

Though the days of the Third Age were rife with suffering, there were a valiant few who vowed to stand against the Shadow and defend all that remained good and true in the world. Those blessed few were touched by the gods and promised a brighter future in which their descendants would prosper. Your ancestors were valiant souls such as these, and to this day your character does her part to uphold the vow that your ancestors once made. In exchange, the gods have blessed you for your devotion.

Prerequisite: Must be chosen at 1st Level

Benefit: The *Ancestral Vow* Trait is one that places a great deal of responsibility on the player as well as the character. It is up to you as the player to ensure that your character is being the heroic and upstanding individual, she needs to be so that the trust placed in her by the gods is not unfounded.

Once your character has taken this vow, she may not violate her oath. She must follow it to the best of her ability or she will lose the use of the Trait until she seeks to do

penance according to the will of her patron deity or the entity her family is bound to.

When your character is living up to the tenets of her vow, she gains the following abilities;

- **Spell Infusion – Cure Critical Wounds:** The character gains the ability to cast *Cure Critical Wounds* 2x a day as an innate spell.
- **Spell Infusion – Celestial Armor:** The character gains the ability to cast *Celestial Armor* 2x a day as an innate spell.
- **Limited Spell Infusion – Heart's Ease:** The character gains the ability to cast *Heart's Ease* 1x a day on themselves.
- **Invocation Infusion:** The character gains the ability to cast the *Summon Lesser Angelic Covenant* Invocation, allowing them to call a Lesser Angel to their aid for a total of **6 days per season**. These days of assistance may be split up, but once dismissed, the Angel must be summoned again. The Invocation and rules for using it will be given to the character once creation is complete. The Invocation cannot be copied or used by any character that is not related to this character and/or does not have this Trait. The Angel is always the same and will be designed and assigned with the help of the Plot Committee. Review the rules for Requesting NPCs in the appendix.

While *Ancestral Vow* grants a character some powerful benefits, it also imposes a few somewhat significant drawbacks. A character with this Trait is bound to a sacred vow to which they must adhere. She must give away or sacrifice one item of value (At least 10 gp) every event or do 10 gp worth of service for the deity or entity of Light she is promised to. Any item sacrifice must be validated by a Judge. The Plot Committee may also assign arbitrary additional costs at their whim.

Ancestral Vow is a very roleplay heavy Trait and should not be taken lightly. Players who do not roleplay the vow and its restrictions may lose it permanently. Inappropriate use of this Trait may result in it being removed.

ANGELIC BLOODLINE (Heritage)

It was not until the latter days of the Third Age that the One put forth her decree that the Ilith'ari could not join with mortals and sire children. Before that time, it was not uncommon for a member of the celestial court to join with a mortal and produce gifted and powerful progeny. Some of the greatest heroes of the Second Age were the result of such a bond. As the many centuries

passed, the blood of these remarkable unions did not fade entirely. Even today there exist a remnant who are blessed with a hint of divine parentage.

Prerequisite: Must be chosen at 1st Level, Makeup Requirements, Non-Eidolon

Benefit: An *Angelic Bloodline* means a rather significant amount of power for any character. Many heroes and villains over the centuries have carried the essence of the celestials within them. To be born of an *Angelic Bloodline* is to be destined for greatness. This Trait is a powerful boon but can attract dangerous foes.

An *Angelic Bloodline* grants a character the following abilities:

- **Cure Critical Wounds:** The character may cast *Cure Critical Wounds* as an innate spell once per rest.
- **Angelic Heritage:** The character gains the *Disease Immunity* Trait, but also gains the *Vulnerable (Vile)* Trait.
- **Celestial Affinity:** The character gains *Resist Poison* 3/day and 1/rest and gains the ability to purchase *Resist Magic* as a Bloodline Trait regardless of prerequisites, but treats all Banishment spells and effects as *Death* effects and is affected by *Circles of Protection* as an extraplanar being. The character may also use magic items that are restricted to Angels Only. Chatûl characters do not gain the *Resist Poison* benefit but are no longer *Vulnerable* to poison unless they were no longer *Vulnerable* from another source.

A character with an *Angelic Bloodline* must represent it to some degree in a visible way. This can be done by assuming one of the following makeup requirements; A shock of white hair, golden eyes (contacts), silver eyes (contacts), unearthly blue eyes (contacts), birthmark of a deity's holy symbol, blue or white celestial markings, golden scars or birthmarks, or other requirements as approved by a Judge. Once you have chosen, they may not be changed by any means. **These features must stand out and be noticeable.**

This Trait will heavily influence the way the game progresses for your character, so consider carefully before choosing it.

ANIMAL EMPATHY (General, Bloodline)

Some individuals have a deep and intuitive understanding of the behavior of animals. Through the use of body language, general behavior, and vocalizations, you are able to use your rapport with animals to alter their behavior and potentially even control them.

Prerequisite (General): Spirit 6+

Prerequisite (Bloodline): Chatûl, Elf, Satyr



Benefit: There is no limit to the number of times per day that this Trait can be used. As long as an eligible animal (bear, wolf, etc.) is within line of sight and the animal player can hear you, you may attempt to use this ability. It may also be used “off screen” during Logistics or through Plot Submissions. The *Animal Empathy* Trait is linked to your “Heart” bonus. Each creature that may be affected by this ability has a minimum level required to affect it. If your Trait does not meet this level, the creature will perceive your attempt at communication as provocation and it will attack.

If your Trait level only meets this minimum requirement, the creature will either run away or keep its distance. If your Trait level exceeds this limit the creature will be friendly and may even follow you around for a while, potentially even protecting you. Note that some creatures may be affected even if your Trait level is 0, so it never hurts to attempt to use the Trait.

Attacking the creature will immediately cancel this effect, but healing or otherwise aiding the creature will not.

In order to use this Trait you must clearly say “Animal Empathy” followed by the level of your “Heart” bonus from your Spirit Ability. The target will then react according to your degree of success.

Example: Calimon Nieminen the Copper Elf comes across a bear foraging in the woods. Calimon has Spirit 8 (and therefore a Heart bonus of +3), and the Animal Empathy Trait, so he attempts to use his Trait to convince the bear to be at peace. He speaks clearly to the target, saying “Animal Empathy 3” The target’s creature card that lists the bear’s statistics states that in order to be affected by the Animal Empathy skill the user must have an Animal Empathy rating of at least 3. Because Calimon’s Animal Empathy level is the minimum required to affect the bear, the target keeps a safe distance and all but ignores him.

Had Calimon’s “Heart Bonus” been +4 or higher, he would have been able to call the bear to his side and perhaps even gain some assistance from the creature. In situations like where the animal remains neutral, skilled role-players may even be able to befriend the animal.

ARCANE CHANNEL (Supernatural)

You have reached a level of mastery over your spellcasting abilities that allows you to drive the arcane energy from your spells through your melee weapon. This can afford you great power in melee combat as you are able to sweep aside your foes with the combined might of sword and spell.

Prerequisite: Spellcaster Level 9 [Arcane], *Arcane Infusion*

Benefit: This Trait may only be purchased once. The player must be holding a weapon that she is proficient with in order to use this Trait. As long as the character has spells available, they may be delivered using this ability.

This Trait allows a character to direct spells she could otherwise normally cast through a melee weapon to strike her foes. The spell that the player wishes to use must be one that the character already has prepared.

When the character using this ability wishes to employ it she should choose a spell that she has prepared to “cast”. The character must also be using a melee weapon or a claw, and not a ranged weapon. When the player is ready to use the ability she must strike at her target, shouting “**Spellstrike <spell effect>**”. The spell is then delivered through the melee attack and counts as a normal spell in every other way. The defending character may defend against the attack in any way that could protect them from a normal spell.

The player must connect with their first attack or the spell is considered to have missed its target and is still expended.

Arcane Channel may be used with Chain-type spells as well. The user must follow the same rules as listed for casting a chain-type spell, but instead of throwing spell packets, she would be swinging a weapon.

Example: Ilmarinen Vesisaari is an Arcane Magic user. He and his allies are locked in combat against the foul Blood Orcs, and the evil creatures are slowly pushing them back. The Blood Orc leader advances and Ilmarinen sees his chance. As he readies his polearm, he sorts through which spells he has available. He decides to use one of his Lightning Ball spells to dispatch the creature. Ilmarinen shouts out “Spellstrike! 20 Lightning!” and hits his target with his polearm. The target knows her character has no way to defend against the spell, so she takes the appropriate damage and falls to the ground defeated.

If the target had been under the protection of a Spell Shield or a similar defense, she would have been able to defend against the spell.

ARCANE INFUSION (Supernatural)

You have reached a level of mastery over the fickle winds of magic which allows you direct the ebb and flow of magical energy in the air around you through your weapon. With your weapon temporarily infused it strikes true wounding even supernatural creatures with ease.

Prerequisites: Spellcaster Level 9 [Arcane]

Benefit: As long as the player is holding a weapon with which she is proficient, she may use this Trait.

This Trait allows the character to add the “Magic” Damage Type to any weapon attack she makes. In addition, she will inflict an additional +10 points of damage with that weapon. She may use the ability at will, but it must be activated before any battle. To activate the ability, the player must visibly focus on the weapon, stating “**I infuse this <weapon> with Arcane Power**”. The weapon will remain able to deal damage with the “Magic” carrier for as long as it remains in the player’s hand. In the case of a ranged weapon, it is the weapon that is being infused, not the ammunition.

If the character has any combat skills such as *Slay* or *Assassinate*, this ability may be used in conjunction with them but does not afford any ability to deal extra damage.

If the weapon is removed from the player’s hand or the character is rendered helpless, reduced to -1 Hit Points, or comes under an effect that prevents her from using in-game skills or abilities, she loses the benefit of this Skill. When the effects of this Skill end for any reason, it may not be used again on any weapon for a minimum of 10 minutes, as the character has exhausted her power and must rest.

ATHLETIC (General)

Your physical strength has granted you an added degree of stamina that you would not otherwise possess. Your athletic endeavors keep you healthy and virile.

Prerequisite: Strength 6+, Endurance 5+

Benefit: This Trait only comes into play during character creation and character enhancement.

This Trait affords a player greater flexibility in choosing which Traits and Skills she may purchase when creating or updating her character. The player may choose to use her character’s Strength Ability score as a prerequisite instead of her Endurance score when she purchases Resistance and Immunity Traits. This Trait may only be used in the case of Traits or Skills that have an Endurance prerequisite of 8 or less.

BASTARD SCION (Heritage)

Throughout the world of Sidereus there are a large diversity of cultures and societies, all of which have their own designation of what it means to be of “Noble” birth. Despite what many believe it means to be Noble, those who have been given this title do not always act in a manner becoming of their station and status. A number of illegitimate children



have been born to Noble families over the years, and though they are respected as nobles, they are often hidden away from the public eye to protect the honor of their family.

Prerequisite: Character Level 1, Non-Nephel

Benefit: During character creation and on a monthly basis in-game, your character will receive a stipend and additional resources. This is given as a representation of an endowment paid by a Noble ancestor (usually a parent) to placate the character and keep her from laying claim to her heritage.

The character will receive:

- **Endowment (Inheritance):** The character receives a credit worth 50 gold. This credit must be spent purchasing Property using the Passions of Sidereus system. It must be spent before the character enters play.
- **Endowment (Stipend):** The character begins the game with 5 gold pieces in coin.
- **Endowment (Allowance):** The character receives 1 gold piece in coin each month.

If the character decides to go public with this knowledge, she will find her endowment to be quickly suspended, and may even discover hostile action has been taken against her. This is not to imply that bastard children are not treated as individuals of noble blood, they are simply denied much of the social respect that would come with associating directly with their family. For more on Nobility, see "Choosing a Noble Bloodline" on page XXX. This Trait can also grant a number of roleplaying opportunities to characters that make careful use of it.

Be aware that selecting a highly ranked noble family to be descended from will often be rejected as an official history from the Plot Committee. Try to choose or create an ancestry for your character that is modest, and you will almost always get your history approved by the plot committee.

Special: This Trait would be most commonly found among Human and Satyrkin because of their tendency to breed indiscriminately. It is present in some variety in nearly all cultures.

This Trait will very frequently lead to certain types of plot events being sent the way of a character that has it. These events will not always be positive.

You must establish something of your lineage through a submission to the plot committee before the third event you play a character with this Trait or you will be unable to play the character until you do so.

BLESSED (Supernatural)

Thanks to your past deeds and pure heart, you have earned the blessing of the gods. Your soul has been touched by the Divine Light and you are able to employ that power against the forces of Darkness.

Prerequisite: Any race other than Nephel

Benefit: When you select this Trait, you must choose a non-evil deity that has given you their blessing. (Evil deities are those that grant access to the "Evil" domain). A list of available deities can be found on page 146.

A character with this Trait can call upon a number of effects by giving some sort of visible salute to show her allegiance to the god who blessed her, stating; **"I call upon the aid of <deity> in my time of need, <effect>".**

A character with this Trait may activate one of these abilities once per rest. One of the following effects may be chosen;

- **Blessing of Health:** Magic 30 Heal
- **Blessing of Protection:** 30 Temporary Armor
- **Blessing of Warding:** You may use the *Sanctify* Spell as an innate spell. If you choose this option, you may not use any other abilities from this Trait for the remainder of the day.

Example: Darius Silver is Blessed by Sûldin, god of the Forge. Darius has battled undead for much of the night and has made good use of the extra damage granted to him by his blessing. A new threat presents itself as the necromancer who created the undead comes to face Darius and his allies. Darius had been wounded during the battle, so he chooses the Blessing of Health. Darius readies his hammer and raises it in salute to Sûldin, shouting "I call upon the aid of Sûldin in my time of need! Blessing of Health, 30 Heal!"



Darius is then healed and can now face the necromancer's evil.

BLOODLINE OF AIR (Heritage)

You are descended from an extraplanar being from the Elemental Plane of Air. You have been deeply touched by the elemental heritage running through your blood and it has granted you otherworldly abilities and an affinity to the element of Air.

Prerequisite: Must be chosen at 1st Level, Makeup Requirements, Non-Eidolon

Benefit: A *Bloodline of Air* means your character is descended from a being or beings from the Elemental Plane of Air; this can have several roleplaying implications.

The *Bloodline of Air* Trait grants you the following characteristics;

- **Resist Element (Air & Lightning):** The character may use the *Resist Element (Air/Lightning)* Trait once per rest. In addition, they may purchase *Resist Element* at its Bloodline Trait cost.
- **Elemental Heritage:** The character gains the *Disease Immunity* Trait but loses the ability to cast Earth or Stone spells or use Earth or Stone effects. In addition, the character gains the *Vulnerable (Earth & Stone)* Trait (double effect from Earth & Stone effects).

A character with a *Bloodline of Air* should represent it to some degree. The easiest and most common way to represent this is with a birthmark or tattoo that represents the element of Air. However, this can also be done by assuming one of the following makeup alterations; Blue or bluish hair, white eyes (contacts), unearthly blue eyes (contacts), pale blue/grey eyes (contacts), birthmark in the shape of a spiral, blue or white marks on your face and hands, blue or white tones to your skin, or other possibilities as approved by a Game Master.

Additionally, characters with a *Bloodline of Air* should typically dislike dirt or getting dirty and should also prefer to dress in light and comfortable clothing.

BLOODLINE OF EARTH (Heritage)

You are descended from an extraplanar being from the Elemental Plane of Earth. You have been deeply touched by the elemental heritage running through your blood and it has granted you otherworldly abilities and an affinity to the element of Earth.

Prerequisite: Must be chosen at 1st Level, Makeup Requirements, Non-Eidolon

Benefit: A *Bloodline of Earth* means your character is descended from a being or beings from the Elemental Plane of Earth; this can have several significant roleplaying implications.

A *Bloodline of Earth* grants you the following characteristics;

- **Resist Element (Earth & Stone):**

The character may use the *Resist Element (Earth/Stone)* Trait once per rest. In addition, they may purchase Resist Element at its Bloodline Trait cost.

- **Elemental Heritage:** The character gains the *Disease Immunity* Trait but loses the ability to cast Air or Lightning Elemental spells or use Air or Lightning effects. In addition, the character gains the *Vulnerable (Air & Lightning)* Trait (double effect from Air & Lightning effects).

A character with a *Bloodline of Earth* should represent it to some degree. The easiest and most common way to represent this is with a birthmark or tattoo that represents the element of Earth. However, this can also be done by assuming one of the following makeup alterations; Green or greenish hair, solid black eyes (contacts), gemstone-like eyes (contacts), birthmarks in the shape of geometric patterns, or other alterations as approved by a Game Master. Additionally, characters with a *Bloodline of Earth* should typically enjoy working with their hands or delving in caves or tunnels. This is only a suggestion and the character's behavior remains the choice of the player.

BLOODLINE OF FIRE (Heritage)

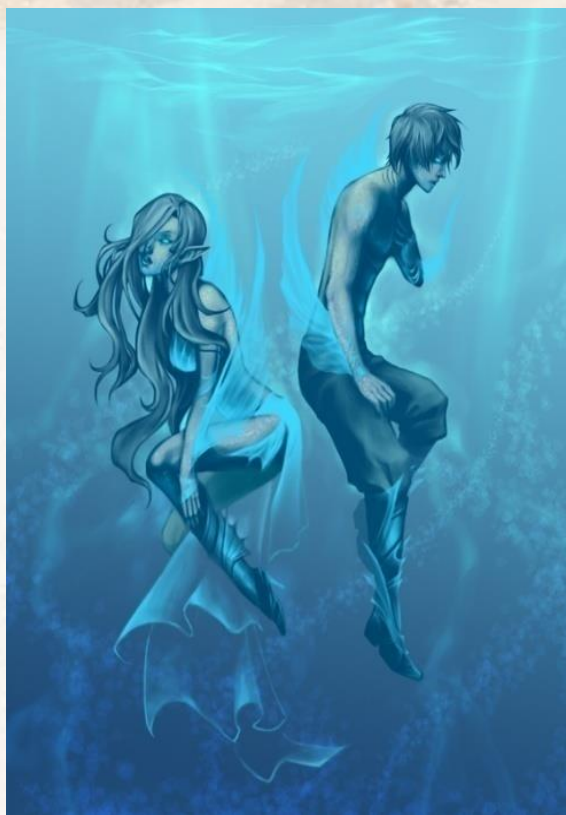
You are descended from an extraplanar being from the Elemental Plane of Fire. You have been deeply touched by the elemental heritage running through your blood and it has granted you otherworldly abilities and an affinity to the element of Fire.

Prerequisite: Must be chosen at 1st Level, Makeup Requirements, Non-Eidolon

Benefit: A *Bloodline of Fire* means your character is descended from a being or beings from the Elemental Plane of Fire; this has several roleplaying implications.

A *Bloodline of Fire* grants you the following characteristics:

- **Resist Element (Fire & Acid):** The character may use the *Resist Element (Fire/Acid)* Trait once per rest. In addition, they may purchase Resist Element at its Bloodline Trait cost.
- **Elemental Heritage:** The character gains the *Disease Immunity* Trait but loses the ability to cast Water or Ice spells or use Water or Ice effects. In addition, the character gains the *Vulnerable (Water & Ice)* Trait (double effect from Water & Ice effects).



A character with *Bloodline of Fire* should represent it to some degree. The easiest and most common way to represent this is with a birthmark or tattoo that represents the element of Fire. However, this can also be done by assuming one of the following makeup alterations; Red or reddish hair, fiery red eyes (contacts), birthmarks in the shape of an arrow or a flame, skin tinted deep red, or other alterations as approved by a Game Master. Additionally, characters with a *Bloodline of Flame* should be short tempered, enjoy the arts and creative pursuits, and are very often charismatic, proud and fearless. This is only a suggestion and the character's behavior remains the choice of the player.

BLOODLINE OF WATER (Heritage)

You are descended from an extraplanar being from the Elemental Plane of Water. You have been deeply touched by the elemental heritage running through your blood and it has granted you otherworldly abilities and an affinity to the element of Water.

Prerequisite: Must be chosen at 1st Level, Makeup Requirements, Non-Eidolon

Benefit: A *Bloodline of Water* means your character is descended from a being or beings from the Elemental Plane of Water; this has several roleplaying implications.

A *Bloodline of Water* grants you the following characteristics:

- **Resist Element (Water & Ice):** The character may use the *Resist Element (Water/Ice)* Trait once per rest. In addition, they may purchase Resist Element at its Bloodline Trait cost.

- **Elemental Heritage:** The character gains the *Disease Immunity* Trait but loses the ability to cast Fire Elemental spells or use Fire Elemental effects. In addition, the character gains the *Vulnerable (Fire)* Trait (double damage from Fire effects).

A character with a *Bloodline of Water* should represent it to some degree. The easiest and most common way to represent this is with a birthmark or tattoo that represents the element of Water. However, this can also be done by assuming one of the following makeup alterations; blue-green hair, oddly colored green eyes (contacts), webbed hands and feet, birthmarks in the shape of waves, skin tinted deep blue or other options as approved by a Game Master. Additionally, characters with a *Bloodline of Water* are very often moody and emotional. This is only a suggestion and the character's behavior remains the choice of the player.

BREAK ENCHANTMENT (Bloodline, Supernatural)

You somehow have the ability to shatter the chains of control created by magical or supernatural forces.

Prerequisite (General): Spirit 7+

Prerequisite (Bloodline): Eidolon, Nephel, Satyr, Satyr-kin

Benefit: This Trait may be used once per day for each time it is purchased.*

Through the use of this Trait, a character may remove all active Mental (mind-affecting) effects that are currently active on another creature. Mental (mind-affecting) spells and effects are designated as such under the individual ability description. Mental effects include the following Effect Types; *Berserk, Charm, Dominate, Fear, Sleep, Terror, Vampire Charm*.

In order to use this Trait you must clearly say "**Break Enchantment Begin**" when you begin using it. You must then spend one minute in uninterrupted roleplay with the target character. This can be represented by encouraging conversation, mock hypnosis, intense concentration, etc.

Once you have completed the required roleplay, you may then clearly say "**Break Enchantment Complete**". This signifies that you have completed using the skill, and any harmful Mental effects on the character are immediately removed. You cannot use this ability on yourself.



Cycling: This is a "Cycling" ability. every fifth time the Skill is purchased counts as a "times per rest" usage instead of a "times per day" usage.

BREATHLESS (Bloodline)

Your spirit has grown sufficiently strong to reduce some of the limitations of your physical form, and you no longer have the need to breathe.

Prerequisite: Nephel

Benefit: There is no limit to the number of times per day that this Trait can be used. A *Breathless* character no longer needs to breathe, though they may choose to do so. They can no longer be affected by airborne poisons or diseases.

The character may resist *gas poison* and *airborne disease* effects at will. Breathing is still a subconscious act, however, and the character will breathe as normal if they are unconscious. Therefore, they may not resist *gas poison* or *airborne disease* effects while they are unconscious.

There may be several other circumstances in which this ability will become useful, and clever players may find ways to extend its usefulness even further. However, this type of action is not automatic and must be approved by a Judge. Always defer to a Judge's ruling when attempting to use a game ability in an unconventional way.

Please remember this ability only affects your character and is not real. You as the Player *do* still need to breathe... seriously.

BRUTE STRENGTH (Bloodline)

You are immensely strong, a titan amongst mortals even when compared to members of your own race.

Prerequisite: Arxus, Orc

Benefit: You are immensely strong. You gain a +1 bonus to damage you inflict in melee combat, and +1 to your Might bonus from Strength. You can increase your Might bonus to +6 maximum in this way. You can increase your melee damage bonus to a maximum of +6 in this way.

This Trait may have other uses as well, particularly during modules or situations where a Judge is present.

CARESS OF LIGHT (Bloodline)

You can call forth the Divine Light from within your spirit and use it to do the work of the One, healing your friends, destroying the undead or banishing demons.

Prerequisite: Nephel

Benefit: This Trait may be used once per day for each time it is purchased.

A Nephel character with this Trait may call upon the spark of Divine Light that still lives within her to do a variety of things. To use this Trait, the player must clearly say, "**I call upon the Divine Light! <effect>**" where the effect is one of the powers granted by this trait. Available powers are as follows;



- **Luminous Restoration:** The character may use the *Cure Mortal Wounds* spell as an innate spell once per rest.
- **Luminous Exorcism:** The character gains the *Banishment* spell as an innate spell once per day.

When declaring which effect you are calling upon, state the name of the particular blessing followed by the spell effect it emulates.

Example: Lumina the Nephel is surrounded by skeletons under the control of a vile necromancer. Lumina calls upon the spark of the Divine Light within her spirit. Deciding that it would be best to destroy the foul creatures, she speaks her incant, shouting "I call upon the Divine Light! Banishment!" and throws a packet at the nearest skeleton. The creature cannot withstand the divine

energies and blasts apart. After the battle, Lumina is tending her wounds but she has expended all of her spells and cannot heal herself. Fortunately, Lumina has two levels of Caress of Light so she can call upon the spark of the Divine Light in her spirit once again. She speaks out, saying "I call upon the Divine Light! 30 Heal!" and her wounds are immediately healed.

CHAMPION OF GOOD (Supernatural)

Champions of Good have earned many titles for themselves over the centuries. Of the many Slayers and enemies of Darkness who have filled tomes of Legend and heroism over the years, more than a few were Champions of Good. To be a Champion is to be anointed by the highest of the celestial beings to perform a divinely appointed task. You are one of these special individuals.

Prerequisite: True Good

Benefit: When a character takes this Trait she immediately gains a number of abilities;

- **Holy Burst:** The character gains the ability to use the *Holy Burst* spell as an innate spell three times per day.
- **Cure Critical Wounds:** The character gains the ability to use the *Cure Critical Wounds* as an innate spell once per rest.
- **Indomitable Purity:** Once per event the character may call upon the Divine Light to revive a dead character. In order to use this ability, the player must touch the target character and then clearly say, "**I, <character name>,**

Champion of Good, call upon the power of <Deity> to return you to the realm of the Living. Raise Dead!" When this incant is complete, the fallen PC may immediately get up and is restored to full health. If the character using this ability does not speak the incant correctly, the ability is wasted and cannot be used again.

As a *Champion of Good* you may be called upon by divine forces to perform certain duties or tasks. You are honor bound to complete these tasks, and not doing so may result in a loss of your granted abilities.

This is a very roleplay heavy Trait and should not be taken lightly. Inappropriate use of this Trait will result in it being removed and a Character Point debt being assigned to your character.

Example: Illara Houndsbane's companion Corinth has fallen in battle. Corinth has died

and it is only a matter of time before his body dissipates and his spirit will be at risk of not being able to return to the living world. Kneeling at her companion's side, Illara readies herself and calls upon the power of her god. Speaking slowly, he says "I, Illara Houndsbane, Champion of Good, call upon the power of Aarûn to return you to the realm of the Living. Raise Dead!" Immediately, Corinth is restored to life. Corinth thanks Illara and immediately looks for Blood Orcs to slay.

CHAOTIC MIND (Supernatural)

You do not see the world in the way that other people do. To you everything is the result of random chance. Your belief in the mercurial nature of life is the very thing that keeps you safe from mind-affecting effects.

Prerequisite: None

Benefit: This Trait may be used once per day for each time it is purchased.*

A character with this ability may resist Mental or mind-affecting effects. This ability is identical to the *Resist Mental* Trait in how it functions. For every two levels of this Trait that is taken, the character must have -5 points of Mental Negative Traits to represent the unpredictability of her mind.

Traits taken in this fashion do not count against the refund limit, but do not give any points back to the character.

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

CHARISMA (General)

You are a charismatic individual, blessed with the ability to convince, coerce and cajole those you interact with in a variety of ways. You are a force of personality that cannot be ignored.

Prerequisite: Spirit 6+, Trait Restriction: Menace

Benefit: There is no limit to the number of times per day that this Trait can be used.

A character with the *Charisma* Trait may inspire her allies with her overwhelming force of personality. This ability may affect a target group no larger than the character's Spirit Ability score. To use this special ability, the player must engage in one minute of uninterrupted roleplay with the target group. The character inspires her fellow heroes with a rousing speech. At the end of the minute, the player will state "Charisma" followed by explaining the benefits to your target characters. The affected characters will receive a +2 to all damage inflicted until their next rest, and twenty (20) temporary Hit Points. This ability does not affect you.

Example: Kier Bleddyn the Obsidian Elf and his companions in the Circle of the Silent Blade have gathered before a battle with a large force of ogres. Kier takes a moment to speak to his companions before the battle in the hopes of raising their spirits for the coming conflict. Kier has a Spirit 8 and the Charisma Trait, so he attempts to use this Trait to give his allies the edge in combat. He speaks to his companions for a short while, reminiscing with them about a victory they had achieved earlier in the year. After one minute passes he finishes his tale and clearly states "Charisma". He then quickly explains the benefits he is giving his companions. Up to eight of his companions now gain +2 to damage until disarmed, and 20 temporary Hit Points. They are now prepared to win the day.

CHILD OF CHAOS (Heritage)

The warping power of the Wyld has tainted the surface of Sidereus since Onûs set in motion the terrible time known as the Darkstorm. Since then, many have suffered the effects of this chaotic power. You were touched by the chaotic energies of the Wyld before your birth and it has infused you with a portion of its power.

Prerequisite: Must be chosen at 1st Level

Benefit: A character with the *Child of Chaos* trait has been touched by the Wyld at some time before or shortly after her birth and has been forever changed.

As a *Child of Chaos* your character has the following abilities;

- **Wyld Walker:** This ability functions in a fashion identical to the *Wyld Walker* Trait. Your character can enter areas tainted by the Wyld and suffer no ill effects. For more information see the *Wyld Walker* Trait.
- **Wyld Immunity:** You are immune to Wyld effects. Whenever you are targeted by a Wyld spell or effect you may call out "no effect" in response.

A character with the *Child of Chaos* Trait does not need to represent the ability in makeup or costume; however, they will typically be somewhat different from other people. A *Child of Chaos* is typically more withdrawn, unpredictable, and somewhat unstable in nearly all aspects of their life. They have great difficulty focusing on one task at a time, but they do tend to feel much more at home while traversing the shattered lands of the Wyld.

A character with this Trait may be pursued by dangerous entities because of her nature. Consider carefully before taking this Trait.

CHILD OF LIGHT (Heritage)

Occasionally a child is born who is destined to have a positive impact on the world from the moment of their birth. Some of these special individuals are blessed as celestial beings may herald or attend their birth. Others are born of Champions of the Light, or powerful priests and divine spellcasters, infused with the divine power that was at the command of their mother or father.

Prerequisite: Must be chosen at 1st Level

Benefit: A character with the *Child of Light* trait has been touched by the Divine Light at some time before or shortly after her birth, and has been forever changed.

As a *Child of Light* your character has the following characteristics;

- **Cure Mortal Wounds:** The character may cast *Cure Mortal Wounds* as an innate spell once per rest.
- **Adamant Soul:** The character may use the *Resist Shadow* Trait 3/day and 1/rest. In addition, she may purchase the *Resist Shadow* Trait regardless of prerequisites, and at the Bloodline Trait cost.

A character with this Trait may be pursued by dangerous entities because of her nature. Consider carefully before taking this Trait.

A character with the *Child of Light* Trait does not need to represent the ability in makeup or costume.

CHILD OF NATURE (Heritage)

The life-giving power of nature flows through all things, but in some cases it manifests in amazing ways. A Child of Nature is one with Nature and is a powerful advocate among mortals for the Balance.

Prerequisite: Must be chosen at 1st Level

Benefit: A character with the *Child of Nature* trait has been touched by true power of Nature at some time before or shortly after her birth and has been forever changed.

As a *Child of Nature* your character has the following characteristics;

- **Animal Empathy:** The character gains the *Animal Empathy* Trait. If a Chatûl, Elf or Satyr takes this ability, they count as having a Spirit Ability score one level higher when using the ability.
- **Nature's Blessing:** The character gains the ability cast *Cure Mortal Wounds* and *Know Path* once per rest each.

A character with the *Child of Nature* Trait does not need to represent the ability in makeup or costume.



CHILD OF SHADOW (Heritage)

From time to time a child is born who is touched with the essence of Shadow down to their very core. The child quickly becomes a master of all things that dwell in the darkness and Shadow.

Prerequisite: Must be chosen at 1st Level, Non-Eidolon

Benefit: A character with the *Child of Shadow* trait has been touched by the Shadow at some time before or shortly after her birth and has been forever changed.

As a *Child of Shadow* your character has the following characteristics;

- **Shadowy Burst:** The character may make a packet attack for 30 Shadow once per rest. The incant is; "30 Shadow!".
- **Insidious Soul:** The character may use the *Resist Light* Trait 3/day and 1/rest. In addition, she may purchase the *Resist Light* Trait regardless of prerequisites, and at the Bloodline Trait cost.

A character with the *Child of Shadow* Trait does not need to represent the ability in makeup or costume, but they most commonly exhibit evil tendencies.

CHOSEN ONE (Supernatural)

You have been selected by divine powers to accomplish great things in your life. Whether for Good or Evil you are destined to be a powerful force in the world. The divine power imparted to you has given you special abilities and talents

Prerequisite: Any race other than Nephel, Spirit 7+

Benefit: A character with the *Chosen One* Trait has been selected by the gods to be one of their divine agents on this plane. **This character is a Paladin.** It is up to the chosen individual which path they will ultimately choose – that of Light or that of Shadow.

As a *Chosen One* your character has the following abilities;

- **Divine Shield:** The character may cast *Battle Shield* as an innate spell once per rest. She may only select herself as a target.
- **Divine Armor:** The character may cast *Ethereal Armor* as an innate spell once per rest. She may only select herself as a target.

When you select this Trait you must choose which deity has called you to their service. You may only ever have one patron deity at a time. A list of available deities can be found on page 146 of this book.

CLAWS (Bloodline)

You have learned to use your claws in melee combat. You may have reinforced them with metal caps or through some magical process or another, but ultimately, they are part of your body. They are impossible to remove, and deadly in battle.

Prerequisite: Chatûl

Benefit: This Trait allows the character to use a dagger length "claw" in each hand. Claws may not be used with the *Waylay* skill. However, it can be used in conjunction with any other melee weapon skill, style skill, or other melee combat ability. In all other respects, a claw serves as a dagger for the purposes of a character's skills, abilities, and any combat. Claws cannot be disarmed, shattered, stolen, confiscated, or destroyed. The claws are retractable and can be activated instantly. The time it takes the player to acquire the physrep is equal to the time it takes the character to activate her claws.

CLERICAL INVESTMENT (Supernatural)

You have been called by your deity to serve as a cleric, shaman or priest. As a divine servant, you gain the ability to learn Divine magic and aid your deity's followers in their times of need.

Prerequisite: Spirit 5+

Benefit: When a player chooses this Trait, she must choose a deity that her character now follows. The player then gains access to the spell list of that particular deity. This choice may (in most cases) only be made once. A list of available deities can be found on page 146 of this book. **This character is a Priest.**

Your choice of deity will affect more than simply spell selection, as the veneration of some deities is considered taboo or even illegal in certain places in the game world.

This Trait is essential for learning how to cast Divine magic. In order to learn Divine magic a character must first gain this ability and then begin to learn the skills associated with Divine magic.

Note that even a character who does not cast spells may have this Trait. Casting spells is not required to use this Trait or gain the benefit of being called a priest as a result.

Players should ensure their characters live up to the tenets of their faith, or they may find themselves without spells to cast, as their god may choose not to grant power.

CONTORTIONIST (General)

You are able to twist and bend your body around in unusual ways, allowing you to escape from most kinds of bonds and binding magics with relative ease.

Prerequisite: Agility 6+

Benefit: A character with this Trait may escape from binding effects as if her Alacrity bonus was one point higher than it is. For example, a character with Contortionist and an Agility of 8 would be able to escape from binding as if she had a "Alacrity" bonus of +4.

In order to use this ability, the character calls out "**I slip free one, I slip free two, I slip free three...**" After which she is free of the effects of the binding. During this time she may not use any in-game skills or other abilities, including *Dodge* and *Evade*. This is because it requires a great deal of her concentration to escape from the binding effect and she is not able to move about freely.

CORRUPTING TOUCH (Supernatural)

You can call upon the dark power running through your body to raise your slain foes as undead creatures that will do your bidding.

Prerequisite: Spellcaster Level 4, *Death's Embrace* (or) *Chosen One*, *Drain Life*

Benefit: There is no limit to the number of times per day that this Trait can be used.

By inflicting a "Killing Blow" upon a fallen enemy who is not yet dead, a character with this Trait may raise that enemy as an undead creature that will do her bidding for up to ten minutes. To use this ability, the character using the Trait must touch the target character. The target character must be incapacitated and able to receive a "Killing Blow". The spellcaster must inflict the "Killing Blow" barehanded (which includes items that "count as" the spellcaster being barehanded). The spellcaster then calls out a "Killing Blow" as normal, but at the end states "**Corrupting Touch! Create Zombie!**" The character with this ability must then give her target a skull or zombie mask to represent her undead status. When this is complete, the target character is killed and immediately raised as an undead creature.

The undead creature is created in the same manner as the *Create Zombie* spell, and as such has the same abilities and statistics. When the undead creature is destroyed the character will be dead. Note that although there is no limit to the number of times per day you may use this ability, you may not commonly control more than one created undead creature at a time.





DAMAGE THRESHOLD (Bloodline)

You are blessed with the durable and damage resistant skin of your race. Your skin is tough and grants you a significant amount of protection.

Prerequisite: Arxus, Dwarf

Benefit: This Trait can only be purchased twice. Each time it is purchased, the character in question gains another level of the ability.

Characters with this Trait are immune to any weapon damage they suffer that is below a certain amount. You can ignore attacks that inflict one point of damage. If you purchase this Trait twice, you can ignore any physical attacks that inflict two points of damage or less. This ability can only be purchased twice.

The player must call out “No effect” when hit by an attack that is not powerful enough to damage her. Armor is still damaged, *Armor* spells still become less effective, and *Battle Shield* spells are still triggered even if the damage is below your threshold.

DAUNTLESS (General)

Your physical durability is staggering. You can quickly set a broken limb and force yourself to fight on or shrug off attacks meant to cleave your limbs from your body.

Prerequisite: Endurance 6+, *Resilient* (or) Endurance 8+

Benefit: This Trait may be used once per day for each time it is purchased.*

You may use the *Resist Stun* Trait/Skill once per rest. You may purchase either the *Resist Stun* Trait or the *Resist Stun* Skill regardless of prerequisites.

DEATH’S EMBRACE (Supernatural)

The dark taint of Necromancy runs deep within you and you have learned how to harness that power to bend the laws of magic and defeat your foes in battle.

Prerequisite: Spellcaster Level 4, *Taint of Death*

Benefit: This Trait grants you several insidious abilities that you may use to gain an

edge over your foes. You may use the *Shadow Burst* spell three times per day as an innate spell. In addition, you are allowed to control a number of undead creatures equal to your “Heart” bonus or “Insight” bonus, whichever is higher. These undead may be created using whatever spells or abilities you have at your disposal. You may use the *Resist Death* Trait once per rest. This Trait is required to become a Lich.

DEATH’S PACT (Supernatural)

You have signed over the last of your humanity to darker powers in an effort to gain greater power over the undead and the fickle ways of Necromantic magic. You have now opened the door to a larger, darker world of power where you can summon forth armies of undead and even enter into the cold, shadowy realm of Undeath yourself.

Prerequisite: Spellcaster Level 9, *Death’s Embrace*

Benefit: You have made a dark pact that has chained you to the first steps on the road to becoming a Lich. Necromantic energy has infused your body, and even the deepest secrets of Necromancy are known to you.

When a character gains this Trait, she immediately gains the following abilities;

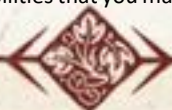
- **Death’s Boon:** Your Endurance score counts as 1 level higher when calculating Hit Points (to a maximum of END 10).
- **Death’s Touch:** You gain *Finger of Death* as an innate spell, usable once per rest.
- **Death’s Emissary:** You gain the ability to cast *Create Zombie* as an innate spell, usable three times per day. Additionally, you can now control a number of undead equal to your Heart bonus plus your Insight bonus.
- **Death’s Curse:** You gain the Trait *Curse of Undeath*. As a result, you are affected by spells and effects that target undead. This includes taking damage directly to your Hit Points from spells that damage undead and taking a fear effect from the *Turn Undead* Skill.

DEFT HANDS (General)

You have amazing reflexes and excellent hand-eye coordination. When an opponent attempts to disarm you, you can recover almost instantly.

Prerequisite: Agility 6+*

Benefit: You may use the *Resist Disarm* Skill once per rest. You may purchase the *Resist Disarm* Skill regardless of prerequisites.



DEMONIC BLOODLINE (Heritage)

The fallen celestials under the thrall of the dark Ilith'ari are not newcomers to the world of Sidereus, and neither are their progeny. The number of individuals tainted with this cursed parentage seems to be growing steadily as time marches on, and no-one seems to know what role they will play in the fate of the world.

Prerequisite: Must be chosen at 1st Level, Makeup Requirements, Non-Eidolon

Benefit: A *Demonic Bloodline* means a significant amount of power for any character. Many villains and heroes over the ages have carried the essence of the celestials within them. To be born with a *Demonic Bloodline* is to be destined for power.

A *Demonic Bloodline* grants you the following abilities;

- **Vile Burst:** The character may cast *Vile Burst* as an innate spell once per rest. (Incant: *Magic Vile Burst! 20 Vile!*)
- **Demonic Heritage:** The character gains the *Disease Immunity* Trait but gains the *Vulnerable (Holy)* Trait.
- **Infernal Affinity:** The character may use the *Resist Poison* Trait 3/day and 1/rest, and gains the ability to purchase *Resist Magic* as a Bloodline Trait regardless of prerequisites, but treats all Banishment effects as *Death* effects and is affected by *Circles of Protection* as an extraplanar being. The character may also use magic items that are restricted to Demons Only. Chatûl characters instead are no longer vulnerable to poison.

A character with a *Demonic Bloodline* must represent it to some degree. This can be done by assuming one of the following makeup requirements; Fangs or pointed teeth, glowing red eyes (contacts), pitch black eyes (contacts), a birthmark of an evil deity's holy symbol, a devil tail, a shock of black hair, or other requirements as approved by a Game Master.

DISCIPLINE (General)

You have focused your mind through training and great effort, developing a sort of iron resolve. Your strong discipline gives you a sort of impenetrable will that allows you to overcome any obstacle.

Prerequisite: Intellect 5+ (and) Spirit 5+

Benefit: This Trait only comes into play during character creation and character enhancement.

This Trait affords a player greater flexibility in choosing which Traits and Skills she may purchase when creating or updating her character. The player may substitute the

Discipline Trait for any one *Resist* Trait listed as a prerequisite for another ability. In addition, the character gains the ability to use the *Concentration Skill* 3/day.

DISEASE IMMUNITY (General)

You have hardened your body against the ravages of illness and disease, whether through exposure or another more esoteric method. As a result, disease no longer affects you as it would a normal mortal.

Prerequisite: *Resist Disease* x10

Benefit: A character with this Trait has become totally and completely immune to all types of mundane disease. This includes diseases delivered as spells, airborne diseases, and the *Disease* effect type. This does not include *Unique* Diseases. When the character would otherwise be affected by a disease spell or effect, she simply states "No effect". Note that Disease Immunity only protects against weapon attacks and standard Diseases (Minor, Moderate and Major). Unique diseases are not affected. **This Trait does not count against the usual Immunity Shield limit.**

DIVINE CHANNEL (Supernatural)

You have reached a level of mastery over your spellcasting abilities that allows you to drive the divine energy from your spells through your melee weapon. This can afford you great power in melee combat as you are able to sweep aside your foes with the combined might of sword and spell.

Prerequisite: Spellcaster Level 9 [Divine], *True Evil* (or) Spellcaster Level 9 [Divine], *True Faith*

Benefit: This Trait may only be purchased once. The player must be holding a weapon that she is proficient with. If the character has spells available, they may be delivered using this ability.

This Trait allows a character to direct spells she could otherwise only cast normally through a melee weapon to strike her foes. The spell that the player wishes to use must be one that is already prepared.

The spell in question must be one that may target another character. Healing spells can be cast in this manner despite the method of delivery.

When the character using this ability wishes to employ it she should choose a spell that she has prepared to "cast". The character must also be using a melee weapon or a claw, and not a ranged weapon. When the player is ready to use the ability she must strike at her target, shouting "**Spellstrike** <spell effect>". The spell is then delivered through the melee attack and counts as a normal spell in every other way.

Once *Divine Channel* has been used any spell the character employed is considered cast. The player must connect with their first attack or the spell is considered to have missed its target and is still expended.

Example: Crassus, priest of Aarûn, is a Divine Magic user. He and his allies are locked in combat against the foul Blood Orcs, and his ally Trask has been injured. At a shift in the flow of battle, Crassus takes his opportunity to attempt to heal Trask.

As he readies his longsword, he quickly goes through which spells he has available. He decides to use a Cure Moderate Wounds it is only a level 3 spell. Crassus shouts out "Spellstrike! 10 Heal!" and hits his target with his sword. Trask was only bleeding out, so he is now able to move and fight again.

DIVINE INSPIRATION (General)

Either through direct celestial intervention or through infernal manipulation, the art of Divine magic seems to come easily to you. You are able to beseech a deity for her aid and receive great power in return. Divine spellcasters with your level of power are uncommon. You are truly a prodigy.

Prerequisite: Must be chosen at 1st Level, Spirit 6+

Benefit: This Trait only comes into play during character creation and character enhancement.

For the purposes of character creation and development, your Spirit Ability score counts as one level higher than it actually is when you are purchasing Divine or Magic (Divine) skills. This will allow you to meet prerequisites that you would otherwise be unable to meet. In addition, you receive a 2-point discount on any Divine (Ritual) skills and any Magic (Divine) skills. This discount does not apply to any other Divine skill types, and can never reduce the cost of a Skill below 1 point.

Your character is directly in tune with her deity, and therefore may also receive visions or portents. These may come in many forms, and you will always be informed of them by the Plot Committee when necessary.

DRAIN LIFE (Supernatural)

You can call upon the power of Darkness to pull the life energy from a fallen foe and use that energy to bolster your own abilities and mend your wounds.

Prerequisite: *Unholy Favor*

Benefit: This Trait may be used once per day for every level of "Heart" bonus the character has for each time it is purchased.

By inflicting a "Killing Blow" upon a fallen enemy who is not yet dead, a character with



this Trait may kill that enemy and use her enemy's life force to restore her own. To use this ability, the character using the Trait must touch the target character.

The target must be incapacitated and able to receive a "Killing Blow". The spellcaster must inflict the "Killing Blow" barehanded (which includes items that count as the spellcaster being barehanded). The character with this Trait calls out a "Killing Blow" as normal, but at the end states "**Drain Life!**" When this is stated, the target character is killed and the character immediately regains 30 Hit Points regardless of her status as living or undead.

In addition to the healing benefit, the character also gains the protection of a *Battle Shield Spell*.

DRAGON BLOODED (Heritage)

Because of the magical nature of dragons, the majestic and powerful creatures are able to breed with any other creature they choose. This often occurs between dragons and mortals, since dragons often choose to bed mortals while in disguise as a mortal and on rare occasions a dragon may even fall in love with such a mate. You have the illustrious honor of a dragon ancestor in your bloodline. Because of this, you hold great power in your hands.

Prerequisite: Must be chosen at 1st Level, Makeup Requirements, Non-Eidolon

Benefit: A *Dragon Blooded* character is descended from dragons and has unusual abilities to show for it.

The *Dragon Blooded* Trait grants you the following characteristics;

- **Fearless:** The character gains the benefits of the *Fearless* Trait.
- **Dragon's Will:** The character may use the *Resist Magic* Trait once per rest. *Resist Magic* may be purchased at its Bloodline cost.
- **Dragon's Scales:** The character may use the *Resist Element* Trait once per rest. *Resist Element* may be purchased at its Bloodline cost. The Resist Element Trait levels gained by this ability must be assigned to a particular element. Available options are; Acid, Ice, Fire, Stone, Lightning, Air, Water, Earth.
- **Dragon's Rage:** The character gains the benefits of the *Fearsome Visage* Trait. This ability may be used once per rest.

In addition, a character with the *Dragon Blooded* Trait may use "Dragon only" weapons and items.

A *Dragon Blooded* character should represent it to some degree. This can be done by assuming one of the following

makeup requirements; reptilian eyes (contacts), scaly skin, fangs or sharp teeth, birthmarks the color of the ancestor dragon, or other requirements as approved by a Game Director or the Plot Committee.

ESSENCE OF AIR (Supernatural)

Your Air Elemental heritage has truly taken root within you, and now you have untapped your full potential. Your ability to call upon the Element of Air and control its effects is extraordinary and you are a force to be feared with on the battlefield.

Prerequisite: *Scion of Air*

Benefit: The *Essence of Air* means your character has fully connected to her Elemental heritage and she now uses that connection to grant her great power.

The *Essence of Air* Trait grants you the following abilities;

- **Elemental Absorption (Air & Lightning):** The character gains the ability to heal from Air & Lightning effects. When she would otherwise be damaged by an Air or Lightning effect, she simply states "**Healed**", and is healed an amount equal to the amount of damage the effect would normally have done.
- **Elemental Union:** The character is so infused with elemental energy that any weapon she touches is equally infused. When the character uses a weapon of any kind, she may choose to use the "Lightning" damage type.
- **Elemental Gift:** The character gains the ability to cast *Elemental Edge (Air or Lightning)* as an innate spell once per rest. This can be cast on other characters.

At this point of development, your character is deeply in tune with her inherited element, and she is merely steps away from becoming an elemental herself.

ESSENCE OF EARTH (Supernatural)

Your Earth Elemental heritage has truly taken root within you, and now you have untapped your full potential. Your ability to call upon the Element of Earth and control its effects is extraordinary and you are a force to be feared on the battlefield.

Prerequisite: *Scion of Earth*

Benefit: The *Essence of Earth* means your character has fully connected to their Elemental heritage and she now uses that connection to grant her great power.

The *Essence of Earth* grants you the following characteristics;

- **Elemental Absorption (Earth & Stone):** The character gains the ability to heal

from Earth & Stone effects. When she would otherwise be damaged by an Earth or Stone effect, she simply states "**Healed**", and is healed an amount equal to the amount of damage the effect would normally have done.

- **Elemental Union:** The character is so infused with elemental energy that any weapon she touches is equally infused. When the character uses a weapon of any kind, she may choose to use the "Stone" damage type.
- **Elemental Gift:** The character gains the ability to cast *Elemental Edge (Earth or Stone)* as an innate spell once per rest. This can be cast on other characters.

At this point of development, your character is deeply in tune with her inherited element, and she is merely steps away from becoming an elemental herself.

ESSENCE OF FIRE (Supernatural)

Your Fire Elemental heritage has truly taken root within you, and now you have untapped your full potential. Your ability to call upon the Element of Fire and control its effects is extraordinary and you are a force to be feared on the battlefield.

Prerequisite: *Scion of Fire*

Benefit: The *Essence of Fire* means your character has fully connected to their Elemental heritage and she now uses that connection to grant her great power.

The *Essence of Fire* grants you the following characteristics;

- **Elemental Absorption (Fire & Acid):** The character gains the ability to heal from Fire and Acid effects. When she would otherwise be damaged by a Fire effect, she simply states "**Healed**", and is healed an amount equal to the amount of damage the effect would normally have done.
- **Elemental Union:** The character is so infused with elemental energy that any weapon she touches is equally infused. When the character uses a weapon of any kind, she may choose to use the "Fire" damage type.
- **Elemental Gift:** The character gains the ability to cast *Elemental Edge (Fire or Acid)* as an innate spell once per rest. This can be cast on other characters.

At this point of development, your character is deeply in tune with her inherited element, and she is merely steps away from becoming an elemental herself.



ESSENCE OF WATER (Supernatural)

Your Water Elemental heritage has truly taken root within you, and now you have untapped your full potential. Your ability to call upon the Element of Water and control its effects is extraordinary and you are a force to be feared on the battlefield.

Prerequisite: *Scion of Water*

Benefit: The *Essence of Water* means your character has fully connected to their Elemental heritage and she now uses that connection to grant her great power.

The *Essence of Water* grants you the following characteristics;

- **Elemental Absorption (Water & Ice):** The character gains the ability to heal from Water and Ice effects. When she would otherwise be damaged by a Water or Ice effect, she simply states “**Healed**”, and is healed an amount equal to the amount of damage the effect would normally have done.
- **Elemental Union:** The character is so infused with elemental energy that any weapon she touches is equally infused. When the character uses a weapon of any kind, she may choose to use the “Ice” damage type.
- **Elemental Gift:** The character gains the ability to cast *Elemental Edge (Water or Ice)* as an innate spell once per rest. This can be cast on other characters.

At this point of development, your character is deeply in tune with her inherited element, and she is merely steps away from becoming an elemental herself.

FAE BLESSED (Supernatural)

From time to time, some Faerie beings take it upon themselves to magically etch their personal rune upon the body of a mortal that has managed to pique their interest. You bear a Fae rune somewhere on your body, while it primarily serves as a means for the Fae in question to be able to observe you, it grants you power as well.

Prerequisite: Makeup Requirements

Benefit: A character with this Trait has been blessed by a Fae being in exchange for amusing the creature in one way or another. *Fae Blessed* grants you the following characteristics;

- **Favor of the Fae:** The character may use the *Resist Magic* Trait once per day. She may also purchase *Resist Magic* regardless of prerequisites.
- **Warding of the Fae:** The character may use the *Resist Wyld* Trait once per rest. She may also purchase *Resist Wyld* regardless of prerequisites.

In addition, the Fae which gave her the mark, or a related Fae, may seek her out for a variety of reasons.

Keep in mind that this is a roleplay intensive Trait, and many strange things could happen to your character as a result. You have been warned.

FAERIE-KIN (Heritage)

Whether known or unknown to you, somewhere in your family tree you are connected by blood to the mysterious and enigmatic creatures known as Faerie or Fae. As a result of your distant heritage, you are connected to a power that few mortals can comprehend.

Prerequisite: Must be chosen at 1st Level, Non-Eidolon

Benefit: A *Faerie-Kin* character carries within her blood the power and heritage of the Faerie. *Faerie-Kin* grants you the following characteristics;

- **Wyld Walker:** The character gains the *Wyld Walker* Trait.
- **Resist Magic:** The character may use the *Resist Magic* Trait once per rest. She may also purchase *Resist Magic* at its Bloodline cost and regardless of prerequisites.
- **Bane of the Fae:** The character gains the *Vulnerable (Cold Iron)* Trait, as she inherits the burden of weakness against cold-forged iron that is common among Fae.
- **Fae Blooded:** The character can use items that are restricted to “Faerie Only”

This Trait can result in a variety of effects and events in-game, and players should be wary when creating characters that also have Traits such as “Unknown Enemy” or “Weirdness Magnet” as these combinations could prove fatal to the character. **You have been warned.**

FALLEN FROM GRACE (Supernatural)

Some of the Nephel that descend to the mortal realm do more than forsake their spiritual forms. A select few turn even further away from the Divine Light and enter into dark pacts with Onûs and the other deities of Darkness. You have forsaken your divine heritage and started down a path of evil and darkness in exchange for unholy power.

Prerequisite: Nephel, *Unholy Favor*, Costume Requirements, Spellcaster Level 6 [Divine]

Benefit: A Nephel character with the *Fallen from Grace* Trait has given up her ability to return to the celestial realms upon her death and has turned, instead, down the path of darkness and evil.

The *Fallen from Grace* Trait grants you the following characteristics;

- **Severed Grace:** *Caress of Light* and *Spiritual Sacrifice* are now Restricted Traits.
- **Traitor’s Curse:** The character gains the Trait *Vulnerable (Holy)*.
- **Agent of Darkness:** The character may cast the *Death Armor* spell upon herself as an innate spell once per rest.
- **Touch of Hate:** The character may cast *Cause Critical Wounds* as an innate spell once per rest.

A Nephel character that has *Fallen from Grace* will begin to manifest certain changes, and must represent it to some degree. This can be done by assuming one of the following makeup requirements; Fangs or pointed teeth, glowing red eyes (contacts), pitch black eyes (contacts), unearthly grey eyes (contacts), birthmark of a deity’s holy symbol, an unusual number of fingers, devil-like tail, or other requirements as approved by a Game Master.

FEARLESS (General)

After enduring countless battles and facing hordes of terrifying foes, you have become inured to the terrors of the world. As a result there is little in the world that can frighten you.

Prerequisite: *Resist Fear* x10

Benefit: A character with this Trait has become totally immune to all Fear and Terror spells and effects. This includes the damage effects sometimes used as a special attack by certain creatures. When the character would otherwise be affected by a Fear or Terror spell or effect, she instead states “**No effect**”.

FEARSOME VISAGE (Supernatural)

You are a terrifying opponent to face on the battlefield. You carry a frighteningly malevolent or overwhelmingly benevolent presence about you, and it causes others to withdraw in fear when you attack.

Prerequisite: Any race other than Satyr, Spirit 8+

Benefit: This Trait may be used once per day for each time it is purchased.*

A character with this Trait may use the “Terror” carrier with any weapon she knows how to use. This effect can be resisted in the same manner as any other Terror effect. This Trait can be used in conjunction with other Skills and abilities.

In order to activate this ability for use, the character using the Trait must first call out “**Fearsome Visage Begin!**” The character

may then attempt to attack an opponent, calling out **"Terror"** in place of the usual effect type for the weapon type and attack she is using. The character may continue to attack in this fashion until she lands her attack or it is avoided. The character may use this attack in addition to damage types, but not other effect types. For example, she may use "Ice Terror", but not "Sleep Terror".

The effect will end if the character does not have a weapon in her hand for a period of ten seconds or more, or if she is rendered unconscious, affected by any spell that prevents her from using in-game skills, is dropped to -1 Hit Points, or killed.

Cycling: This is a "Cycling" ability. every fifth time the Skill is purchased counts as a "times per rest" usage instead of a "times per day" usage.

GIANT-KIN (Heritage)

You can trace your lineage back to the half-giant people that were once prevalent across the face of Sidereus. Because of your heritage, you are much more resilient than other folk and have the potential to become incredibly strong.

Prerequisite: Must be chosen at 1st Level, Non-Eidolon

Benefit: A *Giant-Kin* character carries within her blood the strength of the Giants of ancient times. She gains the ability to purchase the *Brute Strength* Bloodline Trait regardless of her Bloodline, and she may also purchase the *Resist Element* Trait at the Bloodline cost regardless of meeting the prerequisites.

In addition, a *Giant-Kin* character gains counts her Endurance score as one level higher when calculating Hit Points (to a maximum of END 10). She is also able to use items that are restricted to "Giants only".

Keep in mind that the *Giant-Kin* Trait has certain roleplaying repercussions as your character is now the descendant of ancient beings of immense power.

HALF-BLOODED (Heritage)

Despite your physically obvious parentage, one of your parents has gifted you with the blessings and boundaries of another Bloodline altogether. As a result, you possess some traits of another Bloodline, and will stand out from others of your kind.

Prerequisite: Must be chosen at 1st Level, Non-Eidolon, Non-Satyr

Benefit: The *Half-Blooded* Trait is associated with characters who have mixed parentage. For example, if you wished to play a Human character whose mother is an Elf, you would select Half-Blooded (Elf).

In order to select this Trait, the character in question must specify which Bloodline the character shares a heritage with. The character will count as a member of both their chosen Bloodline and the Bloodline associated with this Trait from that point forward.

Available Bloodlines include; Human, Arxus, Chatûl, Dwarf, Elf, Iron Elf, Obsidian Elf, Derew Orc, and Blood Orc. All Traits may be purchased from the Bloodline list.

To determine what abilities are granted to the player by this Trait, review the table of granted *Half-Blooded* abilities below.

Derew Orcs with Half-Blooded (Blood Orc) may have tusks, but still have green skin as is customary for any Derew character.

You may never be *Half-Blooded* of the Bloodline the character is actually a part of. This Trait does not change the character's makeup requirements.

HALF-BLOODED RACES

Human

Gain a single use of the *Chaotic Mind* Trait, without Negative Traits.

Arxus

May purchase *Resist Element*, *Resist Disease*, and *Brute Strength*. Gain a single use of *Resist Element*.

Chatûl

Gain the *Scent* Trait. May purchase *Animal Empathy* and *Resist Element*. Gain the *Trait Restriction (Resist Poison)* Trait.

Dwarf

May purchase *Resist Element* and *Resist Poison*. Gain a single use of *Resist Element*.

Elf

May purchase *Resist Enchantment* and *Animal Empathy*. Gain a single use of *Resist Enchantment*.

Elf, Iron

As Elf, may also purchase *Resist Death* at Bloodline. May not purchase *Animal Empathy* as same.

Elf, Obsidian

As Elf, may also purchase *Resist Magic* at Bloodline.

Orc, Derew

May purchase *Rapid Healing* and *Resist Poison*. Gain one use of *Resist Poison*.

Orc, Blood

(Derew Orc only) May purchase *Damage Threshold* and *Resolute*. Gain a single use of *Resist Poison*.

HAWKEYED (General)

You have keen eyesight and the ability to rapidly calculate factors like range and the movement speed of your target. This combination of talents allows you to quickly adjust your ranged attacks and strike your foes at range with more precision than most archers.

Prerequisite: Agility 7+, Intellect 5+

Benefit: A *Hawkeyed* character is incredibly precise in her ranged attacks and can use her intellectual prowess to her advantage when using a ranged weapon.

A character with this Trait may add +2 to the damage she would otherwise inflict with a ranged weapon. The character will also double the bonus from the *Weapon Focus* and *Weapon Expertise* Skills when associated with a ranged weapon.

HOLY FAVOR (Supernatural)

You have been blessed by the Divine Light in thanks for your devotion to the cause of good. Your spiritual purity has earned you resistance to disease and poison.

Prerequisite: Spellcaster Level 1 [Divine] (or) *Chosen One*

Benefit: A character with *Holy Favor* gains the following abilities;

- **Untainted:** The character gains the ability to use the *Resist Disease* Trait three times per day.
- **Unpolluted:** The character gains the ability to use the *Resist Poison* Trait once per rest.

The character must be a servant of a "good" deity to select this Trait. Chatûl with this Trait do not gain *Resist Poison*, but instead lose their Vulnerability to Poison.

IRON GRIP (General)

You have a steely grip and grim resolve that makes you difficult to best in close combat. When an opponent attempts to disarm you, you are often able to maintain your hold without losing control of your weapon.

Prerequisite: Strength 6+

Benefit: You may use the *Resist Disarm* Skill once per rest. You may purchase the *Resist Disarm* Skill regardless of prerequisites.



IRON WILL (General)

Though you may not be gifted with spiritual awareness or incredible durability, you are a gritty and determined individual who will not give up without a fight.

Prerequisite: Must be chosen at 1st Level

Benefit: This Trait affords a player greater flexibility in choosing which Traits she may purchase when creating or updating her character. This Trait may be used as a prerequisite for any Trait or Skill that grants a Resist ability instead of any **one** Ability Score. In addition, the character gains the ability to use the *Resist Mental* Trait 1/rest.

LAY ON HANDS (Supernatural)

For some blessed by the Divine Light, holy energy flows through their bodies granting them the ability to heal by simply touching another being. You have been given the ability to channel the Divine Light through your body to mend the wounds of others.

Prerequisite: *Holy Favor*

Benefit: This Trait may be used once per day for each time it is purchased. A character may only purchase this Trait a number of times equal to her "Heart" bonus.

A character with the *Lay on Hands* Trait can restore other characters to health by touching them. To use this ability, the player must first touch her target. She must then announce that she is using the *Lay on Hands* Trait by saying "**Lay on Hands, <effect>**". The effect is chosen from one of the following spells; *Cure Mortal Wounds*, or *Restoration*. When stating which effect she is using, the player needs to only speak any numerical value included in the ability, or the name of the spell if there is no numerical value. These effects can only be delivered by touch, and cannot be channeled through a weapon.

A character with *Lay on Hands* may activate *Restoration* or *Cure Mortal Wounds* once per day for every level of "Heart" bonus she has.

Example: Darius comes across a wounded old man who is in serious need of help. Examining his wounds, Darius realizes that the old man has been poisoned.

Darius has a Spirit Ability score of 8, and therefore has a "Heart" bonus of +3. He has purchased the Lay on Hands Trait twice. Considering his limited resources, he tends to the man's poisoned wound first. Darius places his hand on the man's shoulder and says "Lay on Hands, Restoration". After assessing the old man's condition a second time, he places his hand again on the old man's shoulder and says "Lay on Hands, 30 Heal!" restoring 30 of the old man's lost Hit Points. The old man rescued, Darius moves on to see where else his skills can be of use.



LUCKY (General)

You are inexplicably lucky. Good things simply come your way. Traps misfire instead of going off; you *find* magic items instead of hunting them down. Others will generally envy your good fortune.

Prerequisite: May not take *Unlucky* Trait, Must be chosen at 1st Level

Benefit: The exact in-game effects of this Trait are not objectively defined for players, as the outcome of this Trait is entirely random. In short, good things will happen to your character. This may manifest in several ways, and there is no limit or minimum to the number of times in a single event day where this Trait may come into effect. It may be dealt with through Plot Submission responses rather than in-game.

The benefits of this Trait will be seen at the sole discretion of the Plot Committee. Do not make requests asking the Plot Committee to activate this Trait. You may not have this Trait *and* the *Unlucky* Trait.

MAGICAL APTITUDE (General)

Either through an innate gift or some type of advanced training in your youth, the art of Arcane magic comes easily to you. You can bend the fickle winds of magic to your will

with far less effort than other mortals. Your level of talent is rare. You are truly a prodigy.

Prerequisite: Must be chosen at 1st Level, Intellect 6+

Benefit: This Trait only comes into play during character creation and character enhancement.

For the purposes of character creation and development, your Intellect Ability score counts as one level higher than it actually is when you are purchasing Arcane or Magic (Arcane) skills. This will allow you to meet prerequisites that you would otherwise be unable to meet. In addition, you receive a 2-point discount on any Arcane (Ritual) skills and any Magic (Arcane) skills. This discount does not apply to any other Arcane skill types. The cost of a Skill may never be reduced to less than 1 point.

Your character has a deep and innate understanding of the ways of the Arcane, and therefore may also receive visions or portents. These may come in many forms, and you will always be informed of them by the Plot Committee when necessary.

MARKED (Supernatural)

Your soul has been marked by the powers of Darkness and Shadow, given infernal strength by the insidious magic of evil. Now

you can call upon that power to crush your enemies.

Prerequisite: Non-Nephel

Benefit: When you select this Trait you must choose which “evil” deity has marked you, since it is the habit of the dark gods to issue forth such twisted blessings. A list of available deities can be found in the Religion section, later in this book.

A character with this Trait can call upon a special effect by **giving some sort of visible salute** to show her allegiance to the god who marked her, stating; “**I call upon the mark of <deity> to grant me power! <effect>**”. One of the following effects may be chosen;

- **Mark of Ruin:** You may use *Harm* as an innate spell once per day.
- **Mark of War:** You gain the protection of the *Battle Shield* spell and the *Celestial Armor* spell.
- **Mark of Warding:** You gain the protection of a *Spell Shield* spell, and you may use the *Dispel Magic* spell on a legal target.

A character with this Trait may make use of it a number of times per day equal to her “Heart” bonus or “Insight” bonus – whichever is higher. When declaring which effect you are calling upon, state the name of the ability followed by the effect it emulates. This clearly illustrates to other players that you are calling upon the power of a dark god.

Example: Thaein Blackhand is Marked by Onûs, the dark god. Thaein is locked in combat with three Knights of the Silver Hand and wishes to make short work of them in the name of the Void Serpent. As one of the Knights advances toward him, Thaein calls upon his banal power without further delay.

He speaks loudly, saying “I call upon the mark of Onûs to grant me power! Shadow Eviscerate!” With that he throws a spell packet at the advancing Knight and the dark energies surge through her body, slaying her.

MENACE (General)

Strength of personality does not only manifest in the inspiring words of a benevolent leader. A tyrannical despot can also motivate her followers to act on her behalf with great fervor.

Prerequisite: Spirit 6+, Trait Restriction: *Charisma*

Benefit: A character with the *Menace* Trait may terrify her foes with her overwhelming force of personality. This ability may affect any target that the character can directly speak to and see. To use this special ability, the player must engage in ten seconds of uninterrupted role-play with the target. The character threatens

and derides her target, either with overt threats or with thinly veiled suggestions of personal harm. At the end of the ten seconds, the player will state; “**Menace! Natural Terror!**”, and then point at her target. If the target succumbs to the effect and does not resist it, the player immediately gains a bonus to weapon damage equal to her “Heart” bonus. This bonus is **NOT** cumulative with additional uses of this ability.

In all other aspects, this Trait functions as the Charisma Trait for the purpose of meeting prerequisites and purchasing other Traits and Skills.

MUSE (General)

You are an inspiring teacher. Either through example or impassioned speech you can teach far more efficiently than most others, making you valuable as a mentor.

Prerequisite: Intellect 6+ (or) Spirit 6+

Benefit: A character with the *Muse* Trait is able to teach much more effectively than another character. She may teach two Skills for each use of the *Teach* Skill, or may have two “Students” per Insight point.

NATURAL ARMOR (Bloodline)

You are gifted with an extremely tough hide, forcing your enemies to cut through your natural protective outer layers before they can truly hope to injure you.

Prerequisite: Dwarf, Orc

Benefit: This Trait may be purchased twice. A character with the *Natural Armor* Trait gains five (5) points of natural armor. At level 20, this Trait also grants *Resist Damage* 1/rest. At level 40, the *Resist Damage* benefit increases to 2/rest. Natural Armor Points function in a manner similar to normal Armor Points in that they absorb damage before it reaches your Hit Points. However Natural Armor is “healed”, like Hit Points rather than being repaired.

NATURE’S ALLY (Supernatural)

You have developed a powerful bond with Nature that transcends understanding. This deep and spiritual connection to Nature grants you special power in natural places and among the creatures of the wild.

Prerequisite: Spirit 8+

Benefit: When a character gains this Trait, she immediately gains a number of abilities;

- **Speak With Animals:** The character gains the ability to use *Speak with Animals* as an innate spell once per rest.
- **Wild Empathy:** The character’s “Heart” bonus counts as being one level higher for

the purposes of using the *Animal Empathy* Trait.

- **Barkskin:** The character gains the ability to use *Barkskin* as an innate spell once per rest.
- **Earth’s Renewal:** The character gains the ability to use *Earth’s Renewal* as an innate spell once per day.

The *Nature’s Ally* Trait may also link the character to certain plot lines, be prepared to roleplay this Trait.

NATURE’S GUARDIAN (Supernatural)

You have cemented your vow to protect the delicate balance of the Natural world. Through your deeds you have proven yourself to be a true guardian of Nature’s purity, and you spend much of your time fighting against those that would despoil the untouched places of the world.

Prerequisite: Spellcaster Level 4 [Nature], *Nature’s Ally*, *Verdant Oath*

Benefit: When a character gains this Trait, she immediately gains a number of abilities;

- **Boar’s Heart:** The character counts their Endurance score as one level higher when calculating Hit Points, to a maximum of END 10.
- **Lion’s Talons:** Once per rest the character may summon forth claws as if she had purchased the *Claws* Bloodline Trait. These claws last for the duration of the event; however, they are magical in nature and may be dispelled. In addition, if the character dies and dissipates, the claws dissipate as well and do not reform. Finally, the claws count as natural claws and the character does not need any additional Skills in order to use them, nor does she need to be skilled in fighting with two weapons to use them two at a time. If a character that already has claws gains this ability, she may instead select the *Nature’s Infusion* Trait for free.

As a *Nature’s Guardian* you may be called upon by powerful forces of Nature to perform certain duties or tasks. You may also find yourself placed in danger as powerful beings seek to eliminate your influence. This Trait will have many repercussions. You have been warned.

NATURE’S INFUSION (Supernatural)

You have learned to channel the very essence of Nature into your weapons, and they are magically enhanced with an aura of elemental power or a thin coating of virulent poison or elemental energy of your choice.

Prerequisites: Spellcaster Level 9 [Nature]



Benefit: There is no limit to the number of times per day that this Trait can be used. When selected, the player must choose two Damage Types that this Trait allows her character to use. This choice is permanent.

This Trait allows the character to choose from the Air, Earth, Fire, Poison or Water Damage Types and add one to any weapon attack she makes. In addition, any attacks with that weapon made while the ability is active inflict an additional +10 damage. She may use the ability at will, but it must be activated before any battle. To activate the ability, the player must visibly focus on the weapon, stating “**I infuse this <weapon> with Nature’s Power! <Damage Type>!**”. The weapon will remain able to deal damage with the chosen Damage Type for as long as it remains in the player’s hand. In the case of a ranged weapon, it is the weapon that is being infused, not the ammunition.

If the character has any combat skills such as *Slay* or *Assassinate* this ability may be used in conjunction with those but does not afford any ability to deal extra damage.

NATURE’S TOUCH (Supernatural)

You have reached a level of mastery over your spellcasting abilities that allows you to drive the mystical energy from your spells through your melee weapon. This can afford you great power in melee combat as you are able to sweep aside your foes with the combined might of sword and spell.

Prerequisite: Spellcaster Level 9 [Nature], *Nature’s Infusion*

Benefit: This Trait may only be purchased once. The player must be holding a weapon that she is proficient with. As long as the character has spells available, they may be delivered using this ability.

This Trait allows a character to direct spells she could otherwise normally cast through a melee weapon to strike her foes. The spell that the player wishes to use must be one that the character already has prepared.

The spell in question must be one that may target another character.

When the character using this ability wishes to employ it she should choose a spell that she has prepared to “cast”. The character must also be using a melee weapon or a claw, and not a ranged weapon. When the player is ready to use the ability she must strike at her target, shouting “**Spellstrike <spell effect>**”. The spell is then delivered through the melee attack and counts as a normal spell in every other way. The defending character may defend against the attack in any way that could protect them from a normal spell.

Once *Nature’s Touch* has been used any spell the character employed is considered cast. The player must connect with their first attack or the spell is considered to have missed its target and is still expended.

Example: Osho’va Ren and her allies have entered an ancient crypt in the hopes of locating a missing child when suddenly a group of ghouls attacks them. She decides to use the Whirlwind spell since it is only a level 4 spell. Osho’va shouts out “Spellstrike 10 Air Bind!” and hits the nearest ghoul with her maul. The target knows his character has no way to defend against the spell, so he takes the appropriate damage and falls to the ground defeated.

NIMBLE FINGERS (General)

You may not possess exceptional physical agility in other areas, but when working with your hands, you are exceptional.

Prerequisite: Must be chosen at 1st Level, Agility 4+

Benefit: This Trait replaces the Agility Score prerequisite when you are purchasing Thievery or Craft skills. This will allow you to meet prerequisites that you would otherwise be unable to meet.

NOBLE BIRTH (Heritage)

You are one of the lucky few to be born into a noble bloodline, and with this good fortune comes the responsibility and power to shape the future. A character with the Noble Birth Trait is born of a noble family and gains certain privileges due to her status. Noble families often have substantial reserves of wealth, which can manifest in a variety of ways.

Prerequisite: Must be chosen at 1st Level, Non-Nephel

Benefit: During character creation and on a monthly basis in-game, your character will receive a stipend and additional resources. This is given as a representation of an endowment paid by a Noble ancestor (usually a parent) as part of their inheritance so they may accurately represent their family (and their family’s wealth). This character is of noble blood but does not hold a title.

The character will receive:

- **Endowment (Inheritance):** The character receives a credit worth 150 gold. This credit must be spent purchasing Property using the Passions of Sidereus system. It must be spent before the character enters play.
- **Endowment (Stipend):** The character begins the game with 15 gold pieces in coin.

- **Endowment (Allowance):** The character receives 3 gold pieces in coin each month.

- **Endowment (Heirloom):** As a result of this Trait, your character is allowed to choose a Noble Heirloom item at character creation (see the “Heirloom Items” section in the Appendix of this book). This item is a precious family heirloom and should be treated as such.

Being of noble blood includes a number of associated responsibilities. The first such responsibility is a duty to your family, as well being expected to behave as a noble should.

Special: Most cultures have nobles of some kind. For more information on how your character’s race views nobility, see the appropriate Bloodline Guide.

You must establish something of your lineage through a submission to the plot committee before the third event with this character you will be unable to play the character until you do so. A list of existing noble bloodlines to use as **examples** when making your own can be found in the *Bloodlines of Sidereus* sourcebook.

PEERLESS ARCHER (General)

You exhibit a rare talent for archery that few have seen since the final days of the Third Age when Chatûl and Elven rangers stalked the woodlands.

Prerequisite: Agility 8+

Benefit: A *Peerless Archer* is incredibly precise in her ranged attacks and is able to use her natural talent with ranged weapons to her advantage.

A character with this Trait may add +2 to the damage she would otherwise inflict with a ranged weapon. This stacks with all other bonuses. The character will also double the bonus from the *Combat Expertise* and *Combat Mastery Skills* when using a ranged weapon.

POISON IMMUNITY (General)

You have hardened your body against the ravages of toxins and poison, whether through exposure or another more esoteric method. As a result, poisons no longer affect you as they would a normal mortal.

Prerequisite: *Resist Poison* x10

Benefit: A character with this Trait has become totally and completely immune to all types of poison. This includes poisons delivered as spells, poison gasses, and the *Poison* damage type sometimes used as a special attack. When the character would otherwise be affected by a poison spell or effect, she simply states “No effect”. **This has no effect on drugs. This Trait does not count against the Immunity Shield limit.**



PSIONIC AFFINITY (Bloodline)

The Eidolon are blessed with a singular gift for psychic abilities. They can understand the inner workings of the mind almost intuitively, and even the youngest among them are gifted with the various psychic talents that are known to exist.

Prerequisite: Eidolon

Benefit: A character with the *Psionic Affinity* Trait gains the Psionist Level 1 Psionic Talent for free. This takes effect immediately and automatically and cannot be refused or ignored.

This means that all Eidolon have the Psionist Level 1 Talent innately.

PSIONIC APTITUDE (General)

Either through an innate gift or some type of advanced training in your youth, the fickleness of Psionic potential comes naturally to you. You are able to learn and master the disciplines of Psionic power with less effort than other mortals. Your level of talent is rare. You are truly a prodigy.

Prerequisite: Must be chosen at 1st Level, Intellect 6+, Spirit 6+

Benefit: For the purposes of character creation and development, your Intellect and Spirit Ability scores count as one level higher than they actually are when you are purchasing Psionic (Talent) skills. This will allow you to meet prerequisites that you would otherwise be unable to meet. In addition, you receive a 2-point discount on any Psionic (Training) Talents, and a 2-point discount on any Psionic (Ritual) Talents. This discount does not apply to any other Skill or Ability types.

PURIFYING TOUCH (Supernatural)

You have been given the ability to channel the Divine Light through your body to purify others with your touch; you have developed even greater control over your bestowed gifts and can now completely restore the health of your allies.

Prerequisite: *Lay on Hands*

Benefit: This Trait may be used once per day for each time it is purchased.

A character may only purchase this Trait once for each time she has purchased *Lay on Hands*, uses of this Trait consume uses of *Lay on Hands*.

A character with the *Purifying Touch* Trait can restore other characters to health by touching them. To use this ability, the player must first touch her target. She must then announce that she is using the *Purifying Touch* Trait by saying "**Purifying Touch, Full Heal!**" The target character is immediately affected as if she had received a *Heal* spell.

RAPID HEALING (Bloodline)

Some creatures can heal their wounds much more quickly than most mortal creatures. Magical healing is doubly effective on them, and even when they receive medical treatment, their regenerative powers cause them to heal at an accelerated rate.

Prerequisite: Orc

Benefit: When a character with the *Rapid Healing* Trait receives healing of any kind, magical or otherwise, she will double the numerical value of the healing before applying it to her Hit Points.

RESILIENT (General)

You are tougher than you appear to be, able to resist more physical damage than a normal person of your build.

Prerequisite: None

Benefit: This Trait may only be purchased five times.

A character with the *Resilient* Trait immediately gains 2 Hit Points. At character level 20, this bonus increases to 3 Hit Points. At character level 40, this bonus increases to 4 Hit Points.

RESIST DAMAGE (General)

Your physical endurance is nearly inhuman. You are able to shrug off any blow no matter how powerful.

Prerequisite: Endurance 8+

Benefit: This Trait may be used once per day for each time it is purchased.*

You can resist damage from any attack. This attack can be from any source, but the attack must be intended to affect your Hit Point total. This includes *Eviscerate* and *Assassinate* special attacks. You cannot, however, resist a *Death* spell or a *Stun Limb* weapon attack.

To use this ability simply state "**Resist**" when your character would otherwise suffer a wound from such an attack.

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESIST DEATH (General, Bloodline)

Your spirit is firmly bound to your physical body, making you resistant to magics that manipulate Death. Your ability to resist death's touch may astonish other mortals.

Prerequisite (General): Spirit 8+

Prerequisite (Bloodline): Chatûl, Nephel

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with the *Resist Death* Trait may resist one Death spell or effect for each level of the Trait she has purchased. This

includes weapon blows with the "Death" effect type. A character with this ability must be conscious to use it, however they need not be able to move or speak in-game.

To use this ability, simply call out "**Resist**" when you would otherwise be affected by a spell or effect that this Trait applies to.

Resist Death does not allow you to resist the effects of suffering in-game death that occurs through any other means. You cannot use this ability to resist the effects of "bleeding out" or receiving a "Killing Blow".

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESIST DISEASE (General, Bloodline)

Your exceptional physical health and hardiness provides you with the ability to shrug off the effects of diseases and illnesses that would otherwise disable other mortals.

Prerequisite (General): Endurance 6+

Prerequisite (Bloodline): Arxus, Nephel

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with the *Resist Disease* Trait may resist one Disease spell or effect for each level of the Trait she has purchased. This includes weapon blows with the "Disease" Effect Type. This ability provides protection against *Minor*, *Moderate*, and *Major* Disease effects. It does not protect against *Unique* Disease effects.

To use this ability, simply call out "**Resist**" when you would otherwise be affected by a spell or effect that this Trait applies to.

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESIST ELEMENT (General, Bloodline)

Your physical resilience and conditioning allows you to all but ignore the effects of severe weather. In addition, you have gained the ability to resist elemental effects.

Prerequisite (General): Endurance 6+

Prerequisite (Bloodline): Arxus, Chatûl, Dwarf

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with the *Resist Element* Trait may resist one Elemental spell or effect for each level of the Trait she has purchased. Elemental effects are those that include "Air", "Earth", "Water", "Fire", "Acid", "Ice", "Lightning", or "Stone", and also effects that include the "Elemental" Damage Type.

A character with this ability must be conscious to use it, however they need not be able to move or speak in-game. In



addition to these uses, a character with *Resist Element* is immune to the effects of most kinds of severe weather that would likely kill a lesser being. Their innate resistance is what aids them, so it is not necessary for them to have remaining uses of *Resist Element*.

In order to use this Trait, you must clearly say "**Resist**" when you are affected by an Elemental spell or effect.

Cycling: This is a "Cycling" ability. every **fifth** time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESIST FEAR (General, Bloodline)

Your iron nerves and stubborn resolve make you difficult to frighten. You are no stranger to fear, but you have become able to conquer yours.

Prerequisite (General): Spirit 6+

Prerequisite (Bloodline): Arxus, Orc

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with this ability may resist the effects of Fear and Terror spells and effects. A character may not use this ability when she is unconscious. She does not need to be able to move or speak, however.

In order to use this Trait, you must say "**Resist**" when you are affected by a Fear spell or effect.

Cycling: This is a "Cycling" ability. every **fifth** time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESIST NAUSEA (General)

You have hardened your body and mind to stave off the effects of nausea.

Prerequisite: Endurance 7+

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with this ability may resist the effects of Nausea spells and effects. This includes any ability, weapon blow, or effect with the "Nausea" effect type. A character may not use this ability when she is unconscious.

In order to use this Trait, you must say "**Resist**" when you are affected by a Nausea spell or effect.

Cycling: This is a "Cycling" ability. every **fifth** time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESIST MAGIC (General, Bloodline)

Either through inherited ability or lengthy exposure to the forces of magic, you have developed the ability to resist magical effects before they can harm you.

Prerequisite (General): Spirit 8+ (or) Spellcaster Level 7

Prerequisite (Bloodline): Dark Elf, Nephel

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with this ability may resist the effects of Spells and magical effects. This includes any ability, weapon blow, or effect with the "Magic" damage type. A character may not use this ability when she is unconscious.

In order to use this Trait, you must clearly say "**Resist**" when you are affected by a Spell or magical effect.

Cycling: This is a "Cycling" ability. every **fifth** time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESIST MENTAL (General, Bloodline)

You have uncanny mental strength that allows you to shake off all but the most insidious effects that would undermine your ability to remain in control of your mind.

Prerequisite (General): Intellect 7+ (or) Spirit 7+ (or) Spellcaster Level 4

Prerequisite (Bloodline): Eidolon, Elf, Satyr, Satyr-kin

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with this ability may resist the effects of Mental (or Mind-affecting) spells and effects. Mental spells and effects are designated as such under the individual spell or ability description.

This encompasses effects which include the following effects: *Berserk, Charm, Dominate, Fear, Nausea, Pain, Sleep, or Terror*. A character may not use this ability when she is unconscious.

In order to use this Trait, you must clearly say "**Resist**" when you are affected by a Mental (Mind-affecting) spell or effect.

Cycling: This is a "Cycling" ability. every **fifth** time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.



RESIST PARALYSIS (General)

Something in your core refuses to be restrained, even when foes attempt to hold you to the spot.

Prerequisite: Endurance 7+

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with this ability may resist Paralysis spells and effects. This includes any ability or weapon blow with the "Paralysis" effect type. This does not include binding effects such as *Pin*, *Bind*, *Web*, *Entangle*, etc. A character may not use this ability when she is unconscious.

In order to use this Trait you must say "Resist" when you are affected by a Paralysis spell or effect.

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESIST PHYSICAL (General)

You will not be restrained or hindered by any force. Either through force of will, agility, or pure brawn, you refuse to be held back by any force – magical or mundane.

Prerequisite: Strength 7+ (or) Agility 7+ (or) Endurance 7+

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with this ability may resist the effects of Physical (Body-altering) spells and effects. **Note that this does not include damage, or the "Body" damage type.** Physical spells and effects are designated as such under the individual spell or ability description.

This specifically includes effects that change the character's ability to move or function, such as; *Bind*, *Pin*, *Entangle*, *Confine*, *Paralysis*, *Stun Limb* and *Sever Limb*.

A character may not use this ability when she is unconscious.

In order to use this Trait you must clearly say "Resist" when you are affected by a Physical (Body-altering) spell or effect.

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESIST POISON (General, Bloodline)

Your body is naturally resistant to the effects of poisons, regardless of their form.

Prerequisite (General): Endurance 7+

Prerequisite (Bloodline): Arxus, Dwarf, Orc

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with this ability may resist the effects of Poison spells and effects. This

includes abilities with more than one carrier, such as "Death Poison".

In order to use this Trait you must clearly say "Resist" when you are affected by a Poison spell or effect.

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESIST PSIONICS (General, Bloodline)

Your mind is like a well defended fortress, secure against invasion from those with Psychic abilities.

Prerequisite (General): Spirit 7+

Prerequisite (Bloodline): Eidolon, Nephel

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with this ability may resist the effects of Psionic powers and effects. This includes abilities and effects that include the "Psychic", "Pain" and "Force" damage/effect types. A character may use this ability when she is unconscious, but only against a Psionist who has entered her mind.

In order to use this Trait you must say "Resist" when you are affected by a Psychic power or effect.

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESIST SLEEP (General, Bloodline)

You may find it difficult to sleep, or perhaps you find that you simply do not need much sleep. You have harnessed this oddity to develop the ability to resist effects that would render you unconscious.

Prerequisite (General): Spirit 6+

Prerequisite (Bloodline): Elf, Nephel, Satyr, Satyr-kin

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with this ability may resist the effects of Sleep spells and effects. A character may not use this ability when she is unconscious (obviously).

In order to use this Trait you must say "Resist" when you are affected by a Sleep spell or effect.

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESIST WYLD (General, Bloodline)

The random and chaotic power of the Wyld can sometimes be used in a more focused form to cause great harm. You are one of

those few who have learned how to resist these deadly effects.

Prerequisite (General): Spirit 9+ (or) Wyld Walker

Prerequisite (Bloodline): Arxus, Nephel, Orc

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with this ability may resist the effects of Wyld spells and effects.

In order to use this Trait you must say "Resist" when you are affected by a Wyld spell or effect.

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

RESOLUTE (General, Bloodline)

You are one of those uniquely stubborn individuals who refuse to give up, even when Death fights to claim your spirit.

Prerequisite (General): Endurance 7+

Prerequisite (Bloodline): Dwarf

Benefit: This Trait may only be taken once.

A character with this Trait remains longer before their physical body dissipates after they have been killed. This character conducts their "Death Count" as if they had a Spirit Ability score two levels higher than they actually do. This means that a character with a Spirit Ability score of 5 would remain for 7 minutes before "dissipating" and seeking resurrection.

SATYR'S CURSE (Bloodline)

When the goddess Roëna and the goddess Vārsha created the Satyr, their combined power created a race greater than the sum of its parts. The combination of primordial fire with primordial water gave the Satyr innate power that can manifest in many unusual ways. The most common manifestation is that of the Satyr's Curse. The Satyr's Curse has become legendary despite its relatively harmless nature. The Satyr frequently use the Curse to afflict those who have insulted them or otherwise offended them or their clan.

Prerequisite: Satyr (or) Satyr-kin

Benefit: This Trait may be used once per day for each time that it is purchased.*

A character with this Trait can call upon a number of effects by somehow visibly taunting her opponent and speaking a short rhyme or limerick and then stating the name of the particular effect they wish to use. They will then point or otherwise clearly declare who the target character is.

A Satyr's curse is magical and can be resisted by *Resist Magic*, *Spell Shield*, or any other ability that allows a character to resist



or ignore the specific effect being emulated. The specific wording of the incant is listed at the end of each effect description below. One of the following effects may be chosen;

- **Stun Limb:** The target character loses the ability to use one of her limbs as if she had been affected by the *Stun Limb* spell. The casting character may declare which limb is affected. "**Magic Stun <Limb>**"
- **Berserk:** The target character is immediately affected by a *Berserk* spell unless she resists this ability. "**Magic Berserk**"
- **Fatigue:** The target character immediately suffers a *Fatigue* effect unless she is able to resist this ability. "**Magic Fatigue**"

A character with this Trait may activate one of these abilities once per day for each time the Trait is purchased. When declaring which effect you are using, your rhyme or limerick should have something to do with the curse effect you intend to use.

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.

Example: Drogo Peatmoss is a Satyr merchant who has been assailed by a particularly nasty thug. The young brute pushes Drogo around and threatens to kill him if Drogo does not turn over his coin. Drogo needs to buy himself some time to get away, so he sticks his tongue out as his attacker and says "May you suffer, may you pay, for the hurt you've caused this day! Satyr's Curse! Magic Stun Leg!" With the bandit's leg stunned, Drogo escapes.

SATYR'S SONG (Bloodline)

Among the Satyr's many gifts, they also have the ability to heal their allies through the use of songs, which when uttered from the lips of a Satyr are laced with magical effects that are able to rejuvenate those who hear them.

Prerequisite: Satyr, Spirit 6+ (or) Satyr-kin, Spirit 6+

Benefit: This Trait may be used a number of times per day equal to the character's Spirit score.

This ability can affect a group of listeners surrounding the player, or present in a room where the Satyr uses this ability, up to a number of people equal to the character's Spirit Score. To use this special ability, the player must engage in at least five minutes of uninterrupted roleplay with her target group. The character must play an instrument, sing, tell a story, recite a poem, or do something of the kind for at least five minutes. At the end of the roleplay, the player will state the effect he or she has

used. "**Satyr's Song! <Effect>!**" The effect varies based on the "Heart" bonus as listed below;

- **Cure Minor Wounds (+1 Heart):** The target group receives the benefits of a *Cure Minor Wounds* spell.
- **Cure Light Wounds (+2 Heart):** The target group receives the benefits of a *Cure Light Wounds* spell.
- **Cure Moderate Wounds (+3 Heart):** The target group receives the benefits of a *Cure Moderate Wounds* spell.
- **Cure Critical Wounds (+4 Heart):** The target group receives the benefits of a *Cure Critical Wounds* spell.
- **Cure Mortal Wounds (+5 Heart):** The target group receives the benefits of a *Cure Mortal Wounds* spell.

These spells may only affect conscious and willing targets. They must be present for the entirety of the oratory and using no other Skills or abilities in order to receive the benefit of this ability. This ability does not affect the character that used it.

Example: Many wounded have been bought to the Temple of Jolarä and Drogo is trying to help ease the suffering of those who can hear him. Drogo has a Spirit 9 (and a Heart bonus of +4), so he attempts to use this Trait. Drogo calls a group of wounded and begins to play his lyre for them. After five minutes pass, he finishes his song and states "Satyr's Song! Cure Critical Wounds, 20 Heal". The group regains 20 Hit Points.

SCARLET PROGENY (Heritage)

Near the close of the Third Age, the dark goddess Perdita unleashed the deadliest plague that Siderius has ever known. Those unfortunate enough to be with child as they suffered the effects of the disease found an even darker side to their misfortune as their children were born with the telltale scars of the disease. Yet instead of damning these children to death; it gave them a powerful resistance to death's touch and all disease and illness.

Prerequisite: Must be chosen at 1st Level, Makeup Requirements

Benefit: A character with the *Scarlet Progeny* Trait is immune to disease, as per the Trait *Disease Immunity*. In addition, the character may also resist death spells and effects once per day as per the *Resist Death* Trait. The character may also purchase *Resist Death* at the lower Bloodline cost.

A character with this Trait must have the swollen red scars on their face common to those who are infected with the Red Death.

SCENT (Bloodline)

As a Chatûl you have exceptional senses that allow you to detect even the most insignificant changes in the environment, allowing you to track down prey and detect harmful substances before you ingest them

Prerequisite: Chatûl

Benefit: A character with the *Scent* Trait may use this ability to detect alchemical substances and if those substances are harmful to them or others. In addition, a character with the *Scent* Trait can use the ability as if they had a number of levels in the *Tracking* Skill equal to double their "Heart" or "Insight" bonus (Whichever is higher, with a minimum of one level).

To use this Trait to detect alchemical substances, a character must visibly role-play examining the potentially poisoned item or character. Once they have done this they may determine if it was alchemically treated (they may quietly ask a character as if they had used the *Detect Poison* spell, and items should have a tag declaring the presence of alchemy.) If the character or item has been treated with an alchemical substance the player may determine if the substance is harmful. She may not, however share what the exact effects would be. If the character wishes to use this ability along with the *Tracking* Skill, she will declare that she has the Trait, and state the level of her effective (total) skill.

SCION OF AIR (Supernatural)

Through experience you have learned a great deal more about the elemental forces that flow within your veins, coming closer to mastering the power your extraplanar heritage grants you.

Prerequisite: *Bloodline of Air*

Benefit: As a *Scion of Air* your character has become more attuned to their elemental nature and their increased insight has granted them a number of special abilities;

- **Elemental Immunity (Air & Lightning):** The character becomes immune to Air and Lightning spells and effects. When she would otherwise be damaged or harmed by an Air or Lightning spell or effect, she simply states "No Effect".
- **Elemental Affinity (Air):** The character becomes able to conjure up bursts of raw elemental power from their fingertips. The character gains the ability to use either the *Lightning Burst* spell or the *Air Burst* spell as an innate spell once per rest.

As with all Elemental Traits take caution, as your character has stepped across the threshold to becoming an extraplanar being.



SCION OF EARTH (Supernatural)

Through experience you have learned a great deal more about the elemental forces that flow within your veins, coming closer to mastering the power your extraplanar heritage grants you.

Prerequisite: *Bloodline of Earth*

Benefit: As a *Scion of Earth* your character has become more attuned to their elemental ancestry and their increased insight has granted them a number of special abilities;

- **Elemental Immunity (Earth & Stone):** The character becomes immune to Earth and Stone spells and effects. When she would otherwise be damaged or harmed by an Earth or Stone spell or effect, she simply states "No Effect".
- **Elemental Affinity (Earth):** The character becomes able to conjure up bursts of raw elemental power from their fingertips. The character gains the ability to use either the *Stone Ball* spell or the *Earth Burst spell* as an innate spell once per rest

As with all Elemental Traits take caution, as your character has stepped across the threshold to becoming an extraplanar being

SCION OF FIRE (Supernatural)

Through experience you have learned a great deal more about the elemental forces that flow within your veins, coming closer to mastering the power your extraplanar heritage grants you.

Prerequisite: *Bloodline of Fire*

Benefit: As a *Scion of Fire* your character has become more attuned to their elemental nature and their increased insight has granted them a number of special abilities;

- **Elemental Immunity (Fire & Acid):** The character becomes immune to Fire and Acid spells and effects. When she would otherwise be damaged or harmed by a Fire or Acid spell or effect, she simply states "No Effect".
- **Elemental Affinity (Fire):** The character becomes able to conjure up bursts of raw elemental power from their fingertips. The character gains the ability to use either the *Fire Burst* spell or the *Acid Ball* spell as an innate spell once per rest.

As with all Elemental Traits take caution, as your character has stepped across the threshold to becoming an extraplanar being

SCION OF WATER (Supernatural)

Through experience you have learned a great deal more about the elemental forces that flow within your veins, coming closer to mastering the power your extraplanar heritage grants you.

Prerequisite: *Bloodline of Water*

Benefit: As a *Scion of Water* your character has become more attuned to their elemental ancestry and increased insight has granted them a number of special abilities;

- **Elemental Immunity (Water & Ice):** The character becomes immune to Water and Ice spells and effects. When she would otherwise be damaged or harmed by a Water or Ice spell or effect, she simply states "No Effect".
- **Elemental Affinity (Water):** The character becomes able to conjure up bursts of raw elemental power from their fingertips. The character gains the ability to use either the *Ice Ball* spell or the *Water Ball* spell as an innate spell once per rest.

As with all Elemental Traits take caution, as your character has stepped across the threshold to becoming an extraplanar being



SECOND CHANCE (General)

You are simply hard to kill. Whether this is due to raw determination, luck, courage, or any other factor, it is an ability that amazes your allies and frustrates your foes.

Prerequisite: Endurance 5+

Benefit: This Trait may only be used once per month. In addition, this Trait may only be purchased once.

A character with the *Second Chance* Trait has the uncanny luck, determination, or hard-bitten endurance to withstand even the most grievous injuries. Once per event, when a character with this ability is "bleeding out" and reaches the end of their count, rather than beginning their death count, they will instead immediately cease their death count and be restored to health, as their unusual resilience saves them from death.

When the character is revived, she is bought back to zero (0) HP and remains unconscious for ten minutes or until she receives healing as normal.

This Trait cannot be used or taken in conjunction with any Trait that has the same function.

SERVANT OF DARKNESS (Supernatural)

You have fallen as far from the Light as one could ever fall. You have finally sworn yourself to the service of the dark gods of Sidereus. In exchange for your commitment, you have received unholy powers that allow you to vanquish the foes of Shadow.

Prerequisite: *Fallen from Grace* (or) *Shadow Pact*

Benefit: Your character has finally given into evil completely. When a character becomes a *Servant of Darkness* she immediately gains a number of abilities;

- **Touch of Evil:** The character is directly in touch with the power of true evil. She may use the "Vile" Damage Type with any melee weapon she has the skill to use.
- **Thrall of Darkness:** The character gains the *Disease Immunity* Trait, but also gains the *Vulnerable (Holy)* Trait and may be sought out by extraplanar beings wishing to do her harm.
- **Soul Eater:** The character gains the ability to cast *Enervation* as an innate spell once per rest.

A character with the *Servant of Darkness* Trait may be called upon by divine forces to perform certain duties or tasks. The character is bound by dark magics to complete these tasks, and not doing so may result in their death or torture, as well as potentially losing their granted abilities.

SIGIL OF FATE (Supernatural)

In the early days of the Fourth Age, for reasons that no scholar or sage could uncover, hundreds of thousands of children were born to the world who were marked with curious runes or sigils on their bodies. Though the location of these sigils varied, they only appeared in six varieties. You are one of these individuals, the Sigilborn, and you are bound to an unknown future.

Prerequisite: Makeup Requirements

Benefit: The effect of this Trait will be revealed in game at the sole discretion of the Plot committee. It will have unpredictable and unforeseen effects on your character. You should consider this carefully before taking the Trait. Which sigil you were born with will be randomly determined when you create your character, you will be given instruction on how to illustrate your sigil by the Plot Committee.

This Trait will have extremely significant consequences that will dramatically affect how your character's life proceeds. While it will grant you powers and abilities that may not be available to other characters, as well as unique role-playing opportunities, it will also result in unique consequences being imposed upon your character, possibly resulting in your character's death. You should seriously consider the lack of control this may present, as well as the challenges in roleplaying before taking this Trait. Once taken, this Trait cannot be removed.

SILVER BLOOD (Supernatural)

You have been uniquely blessed by Selora, goddess of the moon. Your blood has been empowered with the essence of silver and is a bane to Werewolves.

Prerequisite: Any race other than Nephel, Endurance 8+ (or) Clerical Investment (Patron Deity: Selora) (or) Chosen One (Selora)

Benefit: Your blood is magically touched by the essence of silver. You are immune to the affects of Lycanthropy. In addition, if a Lycanthrope ever tries to infect you with Lycanthropy, they immediately suffer Retribution damage. When a Lycanthrope attempts to infect you, they will call out "I infect you one, I infect you two, I infect you three, Lycanthropy!" If a character attempts to affect you with this ability, you may use your *Silver Blood* Trait. When the count is finished, and the Lycanthrope states "Lycanthropy", you may call out "**Retribution! 100 Silver**" As a Retribution attack, this is unavoidable damage that the Lycanthrope must take. This will kill most Lycanthropes but some will be able to survive. This Trait cannot be used in any other way.

SMITE GOOD (Supernatural)

You can channel unholy power into your attacks and use it to smite your foes.

Prerequisite: *Unholy Favor*

Benefit: This Trait may be used once per day for each time it is purchased.*

To use this ability, you must have a weapon in hand and call out "**Activate Skill, Smite Good! 40 Vile Slay!**" You may then swing your weapon and call the same damage until you land your attack or until ten minutes passes, whichever is sooner. This Trait is otherwise identical to the *Slay* Skill.

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.



SMITE EVIL (Supernatural)

You can channel holy power into your attacks and use it to smite your foes.

Prerequisite: *Holy Favor*

Benefit: This Trait may be used once per day for each time it is purchased.*

To use this ability you must have a weapon in hand and call out "**Activate Skill, Smite Evil! 40 Holy Slay!**" You may then swing your weapon and call the same damage until you land your attack or until ten minutes passes, whichever is sooner. This Trait is otherwise identical to the *Slay* Skill.

Cycling: This is a "Cycling" ability. every fifth time the ability is purchased counts as a "times per rest" usage instead of a "times per day" usage.



SPELL MEMORY (Supernatural)

You have become intimately familiar with some of the spells you use on a regular basis. Because of this, you no longer require your spellbook to prepare them.

Prerequisite: Spellcaster Level 1

Benefit: This Trait only comes into play during the logistics period, character creation and character development.

You no longer require a spellbook to prepare some of your spells. These spells are etched permanently in your mind.

Immediately upon taking this Trait, the character must choose up to five spells for each spell level she can cast. The Spell Level of the spells may be no higher than the Ability score associated with the character's spellcasting, (Intellect for Arcane magic, Spirit for Divine and Nature magic.) She must have access to these spells from a spellbook at the time. Those spells are now noted on her character sheet and she may prepare them without any spellbook in the future.

During the first logistics period of any game she attends, the character may "swap out" spells she has assigned to this ability to assign new spells in their place.

This Trait may be purchased multiple times, and each time it is purchased, the character must select two new spells per level that it applies to.

SPIRIT LANCE (Bloodline)

When Jolarä created the Chatûl she bound them to her spirit, and through their sacred spirit daggers they are forever linked to their mistress. When some Chatûl travel to the Ethereal Plane, they are granted a powerful boon as their spirit dagger becomes an unearthly blade of light.

Prerequisite: Chatûl, Spirit 8+

Benefit: You are one of the few Chatûl who has been blessed with the power of a Spirit Lance. If you should travel to the Ethereal Plane, (and possibly other planes of existence) you will hand your spirit dagger physrep to a Judge. You may choose a longsword, spear or staff, and the Judge will give you the weapon of your choice to be used for the duration of the quest or module.

When you attack with the weapon you will add your Spirit Ability score to the damage you would normally swing. In addition, you will call out "Light" as a carrier.

Example: Lieflik the Chatûl has traveled to the Ethereal Plane in search of a rare accelerant for use in an Arcane Ritual. When she arrives, she hands her spirit dagger to the Judge and requests a longsword. The Judge hands her back a longsword phys-rep with a blue striking surface to represent her spirit dagger in its enhanced ethereal form.



Suddenly, she is attacked by an Ethereal Horror. The creature attacks and Lieflik sees her opening. Lieflik would normally do 2 points of damage with a longsword. Her Spirit Ability score is 8, so she adds 8 to her damage. Lieflik calls out "10 Light" and attacks the Horror. The creature is wounded by the weapon so it flees from Lieflik.

SPIRIT SIGHT (Supernatural)

Those who are in tune with the subtle ways of magic or touched directly by the divine can sometimes manifest the ability to see and interact with the spirits of those who are deceased.

Prerequisite: Spellcaster Level 3 (or) Psionicist (or) Chosen One (Death, Shadow, Fate domains)

Benefit: A character with this Trait may roleplay being able to see any player who is designated as a spirit. If the character is

unsure that another character is a spirit, it is perfectly acceptable to ask if it is done quietly.

Whenever a character with this Trait approaches a player playing a spirit, she must clearly state "**Spirit Sight**". She may then speak with the player who is playing the role of the spirit. The spirit may only speak back very quietly, use signs or body motions to communicate, or otherwise communicate in a subtle way. This Trait may allow the character to interact with the Spirit(s) as well if there is a Judge present, or during online or tabletop encounters.

This Trait is not active during death and does not confer any benefits to a character that is dead and in spirit form.



SPIRITUAL SACRIFICE (Bloodline)

While all Nephel have given up their ability to exist as beings of pure spirit, they still maintain a level of control over the state of their life force. Some Nephel may sacrifice their own life force to restore life to another.

Prerequisite: Nephel

Benefit: This Trait may only be used once per month. In addition, this Trait may only be purchased once.

A Nephel character with this ability may choose to sacrifice her own life force to either resurrect a fallen companion or release a burst of holy energy that can harm all foes. This Trait grants access to two abilities;

- **Life for Life:** The Nephel gains the ability to use a *Resurrection* Spell in exchange for their own life. The Nephel character must touch the target character and state clearly; **"May the Divine Light within me pass on to you! Resurrection!"** Upon completing the incant, the Nephel character immediately suffers an Absolute Death effect. Only a *Resurrection* Spell or more potent ability can return the Nephel character to life. A *Raise Dead* or *Revive* spell will have no effect.
- **Light for Light:** The Nephel gains the ability to use the *Cascading Light of the Celestial* Invocation as an innate ability in exchange for their own life. The Nephel character must state clearly; **"May the Divine Light within me illuminate the earth! HOLD!"** During the hold, the Nephel player will select up to 10 targets they can see. After the Lay On, each of those targets will suffer a Massive Light Eviscerate effect. Also, the Nephel immediately suffers an Absolute Death effect. Only a *Resurrection* Spell or more potent ability can return the Nephel character to life. A *Raise Dead* or *Revive* spell will have no effect.

If the character attempts to use this ability on an invalid target, the ability does not activate, and is not consumed.

SYLVAN BOND (General)

Either through an innate gift or some type of advanced training in your youth, the art of Nature magic comes easily to you. You are able to bend the fickle winds of magic to your will with far less effort than others. You are truly a prodigy.

Prerequisite: Must be chosen at 1st Level, Spirit 6+

Benefit: Your Spirit Ability score counts as one level higher than it is when you are purchasing Nature or Magic (Nature) Skills for the purpose of meeting prerequisites.

In addition, you receive a 2-point discount on any Nature (Ritual) skills and any Magic (Nature) skills. This discount does not apply to any other Nature skill types. The cost of a Skill may never be reduced to less than 1 point.

Your character has a deep and innate understanding of the ways of magic of Nature and may also receive visions or portents. These may come in many forms, and you will always be informed of them by the Plot Committee when necessary.

TAINT OF DEATH (Supernatural)

The practice of necromancy lures many to the darker side of magic. Any who delve too deeply in their understanding of the ways of necromancy may find themselves spiraling toward the inevitable end, eventually embracing undeath themselves.

Prerequisite: Special – See below

Benefit: This Trait is assigned by the Plot Committee and can be assigned at any time. You will be notified if your character has received this Trait when you submit your character preview sheet to receive your Character Card and tags. This Trait has only one in-game effect.

Upon being assigned this Trait, your character will be required to choose from a list of makeup requirements. Your character must follow these makeup requirements at all times and will be given a yellow card if they do not. These makeup requirements function in the same manner as any makeup requirements.

While this Trait has no other direct in-game effects, the makeup requirements acquired as a result of this Trait will make it obvious to the careful (and knowledgeable) observer that your character practices necromancy, and to no small degree. The makeup requirements received as a result of this Trait will often be disfiguring in some way and will range from dark circles around the eyes to mystical markings on the face, or even visible veins in the face or neck.

Once received, this Trait can only be removed by in game means, or at the discretion of the Plot Committee.

TENACIOUS (General)

You are one of those uniquely spirited individuals who refuse to give up, even when your lifeblood is spilling forth from your body.

Prerequisite: Spirit 7+

Benefit: This Trait may only be taken once. It directly alters the character's "Death count" and should be chosen carefully.

A character with this Trait bleeds for longer before they succumb to death and

begin their "Death count". This Trait only takes effect once a character has lost enough of her Hit Points to be reduced to -1 Hit Point. This Trait has no effect if the character is at 0 Hit Points and merely unconscious.

The character conducts her "Bleeding count" as if she had an Endurance Ability score two levels higher than she actually does. This means that a character with an Endurance Ability score of 5 would "bleed out" for 7 minutes before she died and was forced to begin her "Death count".

TITAN'S STRIKE (General)

You have the strength of the titans, and in combat you are able to slay your enemies with uncanny ease.

Prerequisite: Strength 7+

Benefit: This Trait may be used once per rest. In addition, this Trait may only be purchased once.

A character with *Titan's Strike* has such massive strength that they are able to inflict great damage in combat, much like a skilled warrior. The difference is that while the skilled warrior might employ finesse as well as strength to do her damage, this character uses only muscle and brawn to accomplish the same task.

This Trait may be used with any weapon that the character is proficient with. Titan's Strike functions in the same manner as the Combat Skill *Great Slay* in all respects. If a character has purchased *Titan's Strike* it counts as a *Great Slay* for all other purposes.

When activating this ability, the correct incant is; **"Activate Skill! 80 Slay!"** This Trait confers no other bonuses.

TRUE FAITH (Supernatural)

Paladins carry in their hearts and souls the truest manifestation of their belief and their patron god's power. Whether this manifests in power to heal and mend, or power to rend and destroy depends on the faith that paladin wields.

Prerequisites: Spellcaster Level 9 [Divine] (or) *Chosen One*

Benefit: There is no limit to the number of times per day that this Trait can be used. As long as the player is holding a weapon with which she is proficient, she may use this Trait.

When this Trait is chosen, it will be assigned a subtype according to the player's choice and the god the Paladin character follows. Subtypes available are; Chaos, Darkness, Death, Destruction, Element (Air), Element (Earth), Element (Fire), Element (Water), Evil, Fate, Good, Law, Life, Light, Magic, Moon, Nature, Nature <Season>, Pestilence, Sun



This Trait allows the character to add a damage type associated with the subtype chosen to any weapon attack she makes. The weapon will remain able to deal damage with that type for as long as it remains in the player's hand. If two choices are given, one is chosen when this Trait is taken – it cannot be changed.

Subtype	Damage Type
Good	Holy
Evil	Vile
Chaos	Force
Darkness	Shadow
Death	Light / Shadow
Destruction	Force
Element (Air)	Air / Lightning
Element (Earth)	Earth / Stone
Element (Fire)	Fire / Acid
Element (Water)	Water / Ice
Fate	Force
Law	Force
Life	Light
Light	Light
Magic	Magic
Moon	Light / Shadow
Nature	Poison
Nature (Spring)	Stone
Nature (Summer)	Lightning
Nature (Fall)	Fire
Nature (Winter)	Ice
Pestilence	Disease / Poison
Sun	Light

For more information on Paladin abilities and the unique Paladin ability trees, see the sourcebook; "Sidereus: Warriors of Faith".

UNHOLY FAVOR (Supernatural)

You have been touched by the Dark powers in exchange for your devotion and service. In exchange for your stalwart focus, they have given you resistance to disease and poison.

Prerequisite: Spellcaster Level 1 [Divine] (or) *Chosen One*

Benefit: A character with *Unholy Favor* gains the following abilities;

- **Dark Virility:** The character gains the ability to use the *Resist Disease* Trait three times a day.
- **Dark Purity:** The character gains the ability to use the *Resist Poison* Trait once per rest.

The character must be a servant of an "evil" deity to select this Trait. Chatûl with this Trait do not gain the *Resist Poison* uses, but instead lose their Vulnerability to Poison.

VERDANT OATH (Supernatural)

You have pledged yourself to the service of Nature, promising yourself as a protector and steward of the natural world; and your vow has granted you power over Nature.

Prerequisite: Spirit 5+

Benefit: When a player chooses this Trait, she must choose the Spring, Summer, Autumn or Winter Lodge of Nature Magic. The player's choice determines which Nature spells will be available to her character. **This Trait makes the Character a Druid.**

In order to learn Nature magic a character must first gain this ability and then begin to learn the skills associated with Nature magic.

A character with this Trait gains the ability to read Nature spell scrolls.

WEALTHY (General)

You are one of the fortunate individuals who come from a family of great means, or have managed to acquire your own substantial wealth.

Prerequisite: Requires Plot Approval if selected after 1st Level.

Benefit: During character creation and on a monthly basis in-game, your character will receive a payment and additional resources. This is given as a representation of the character's personal wealth or their inherited wealth. This represents profits from their lands, holdings or inheritance.

The character will receive:

- **Estate (Holdings):** The character receives a credit worth 150 gold. This credit must be spent purchasing Property using the Passions of Sidereus system. It must be spent before the character enters play.
- **Estate (Investment):** The character begins the game with 15 gold pieces in coin.
- **Estate (Profits):** The character receives 3 gold pieces in coin each month.

Wealthy characters should take additional care to guard their holdings and their own personal safety. Being wealthy attracts attention – and that attention is not always positive.

WYLD WALKER (Supernatural)

After the Sundering created the dark taint known as the Wyld, some creatures developed an ability to resist the effects of this evil and travel freely in the corrupted areas. These individuals are called Wyld Walkers.

Prerequisite (Supernatural): Endurance 6+ (or) Spirit 6+

Prerequisite (Bloodline): Arxus

Benefit: A character with the *Wyld Walker* Trait suffers no negative effects when she chooses to travel in an area tainted by Wyld energies. This only protects the character against *Environmental* Wyld effects.



Negative Traits (Optional)

In the Sidereus game you play a hero. However, even the greatest of mythological and literary heroes were known to have their shortcomings and weaknesses – their flaws. Negative Traits help to give depth to the most detailed heroes, by giving a character something to strive for and work against.

Negative Traits are an advanced special feature that cause your character to be limited in some way by penalizing one of her existing abilities, or adding a new limitation or penalty that sets her apart.

There are four basic types of Negative Traits. **Physical** - representing physical disabilities, genetic disorders that result in a physical consequence, and other traits that manifest themselves by weakening the body. **Mental** - as their name suggests, only affect the mind and the psyche.



Social - representing problems inherent in a character's social standing or how they relate with others.

Supernatural – representing the many shortcomings that the character has as a result of supernatural influence, either in their family history or elsewhere in their life.

Negative Traits give characters a refund on Character Points they may have spent in other areas. When you elect to add a Trait to your character, you must first be sure that your character meets the prerequisites. If your character does, then you may take the Trait and gain the refund listed.

Remember, you may select any number of Traits at character creation, however there are special restrictions on some Traits. Keep in mind that a character may not receive a refund of more than 100 Character Points from any combination of Ability Scores and Traits.

TRAITS (Negative)

The following is the format for Trait descriptions;

TRAIT NAME (Type)

Description of what the Trait does or represents in basic language, possibly with a short description of its origin.

Prerequisite: The prerequisites required to add the Trait to your character's profile.

Penalty: What the Trait prevents the character from doing, and other effects the Trait may have in-game.

Special: Additional information that may be helpful when you decide if you want to add the Trait to your character concept.

ADDICTION (Mental)

You have become addicted to one of the many illicit drugs available throughout various shadowy havens of Sidereus.

Because of your addiction you will often do anything to satisfy your desire for the drug, even committing crimes, or worse.

Prerequisite: None

Penalty: This Trait may be selected more than once, each time it is selected it applies to a different drug.

A character with the *Addiction* Trait is addicted to some drug or illicit substance that is extremely hard to find and may have very nasty side effects. These drugs often offer some type of boon to the characters who choose to use them; however, the drawback is that they end up taking far more than they ever offered. When a player chooses this Trait for her character, she must first decide which drug her character is addicted to. For more on drugs and similar substances, see the Alchemy section.

You may select one of the following drugs; the value listed in parentheses is the points refund for selecting an addiction to that drug;

- Alcoholism (-5 points)
- Ascension (-10 points)
- Black Fairy (-15 points)
- Cipher (-5 points)
- Discord (-10 points)
- Dreamweaver (-15 points)
- Gold Dust (-15 points)
- Green Fairy (-10 points)
- Lullaby (-5 points)
- Reaper (-20 points)
- Red Frenzy (-15 points)
- Shadowkiss (-5 points)
- Silverwine (-5 points)
- Slitherscale (-10 points)
- Tobacco (-2 points)
- Other Tier 1 Drug (-5 points)
- Other Tier 2 Drug (-10 points)
- Other Tier 3 Drug (-15 Points)
- Other Tier 4 Drug (-20 Points)

A character with the *Addiction* Trait must have a dose of whatever drug she is addicted to weekly or she will begin to suffer withdrawal symptoms. This is managed by Logistics. An addicted character who does not receive a dose of the drug they are addicted to will be assigned special effects to their Character Card as a result of their withdrawal symptoms. The special effects

will most commonly be debilitating in some fashion.

This is a roleplay heavy Trait and any player who wishes to add it to her character should consider the implications carefully before doing so. Inappropriate use or roleplay of this Trait will result in it being removed and a character point debt being assigned to your character in addition to appropriate disciplinary action.

Imaginary drug use has been added to the game for dramatic purposes only, Sidereus does not condone illegal drug use in any way, shape, or form – nor is actual drug use allowed or tolerated on site. Please remember, Sidereus is a game for mature adults. Play responsibly.

This Trait may be acquired in game by a character that chooses to use one of the aforementioned drugs. Also note that other drugs may be selected for this Trait with the approval of the Plot Committee.

Physical Negative Traits

Trait Name	CP	Prerequisites	Penalty
Allergy	Var.	None	You are allergic to a material and are unable to use that material efficiently
Bad Vision	-5	Agility 5+	You do less damage with ranged weapons than you would otherwise because of poor eyesight.
Blind	-20	Costume Requirements	You are blind. You do no damage with weapons, and offensive spells are a risky proposition at best
Chronic Pain	-10	None	You have an injury, disorder or illness that leaves you in severe pain. This means you can endure less damage than your Endurance score would otherwise allow
Easy to Kill	-10	Endurance 5 or Less	You are a "bleeder" and it takes much less time for you to bleed to death when you have been severely injured
Elder	-10	Non-Nephel	You are past middle age for your race, and while some of your mental abilities may have sharpened, your physical abilities have started to decay
Fragile	-5	Endurance 7 or Less	You can endure less damage than normal for your Endurance Ability score
Lame	-15	None	You have a physical disability that prevents you from moving quickly on foot
Low Pain Threshold	-10	Endurance 7 or Less	You succumb to the pain of your wounds before your injuries become a real threat.
Mute	-20	Intellect 3+	You are unable to speak, which prevents you from casting spells, using certain types of magic items, and obviously hinders your ability to interact with others socially
Nervous Stomach	-5	None	Your stomach is very sensitive, and as such it is difficult for you to digest magical potions as well as alchemical elixirs
One Arm	-15	Costume Requirements	You have only one functional arm, which significantly limits your abilities in combat and may restrict certain spells and rituals
One Eye	-8	Costume Requirements	You do less damage in combat and suffer other penalties due to your lack of depth perception
One Hand	-10	Costume Requirements	You have only one functional hand, which significantly limits your abilities in combat and may restrict certain spells and rituals
Slow Healing	-8	Non-Nephel	You benefit less from healing of any kind than a normal person would because of some strange physical condition
Terminally Ill	-30	Non-Nephel	You are dying from a terminal illness and will not live very long
Unfit	-5	Endurance 6+	While you may be quite durable, you are not in the best shape, and as such your physical capabilities; either Endurance or Agility, are negatively affected
Vulnerable	-10	None	You are especially vulnerable to one source of damage and take double damage when attacked with that material
Wiry	-5	Strength 6+	Your physical strength does not derive from brawn or physical bulk, and you are weaker than you may seem
Young	-5	Non-Nephel	You are very young for your race, to the point of being considered a child or adolescent



Mental Negative Traits

Trait Name	CP	Prerequisites	Penalty
Addiction	Var.	None	You are addicted to a substance, which forces you to find and partake of it on a regular basis
Amnesia	-30	None	You know nothing or very little of your past aside from glimpses and what is obvious from your current condition
Berserk	-10	None	You are a berserker and may fly into a rage where your friends are as much at risk as your enemies
Bloodlust	-5	None	You are amazingly vengeful and must see all of your enemies dead
Callous	-5	Spirit 6+	Your "Heart" bonus is lower than normal for your Spirit Ability score
Clueless	-5	Intellect 6+	Your "Insight" bonus is lower than normal for your Intellect Ability score
Combat Paralysis	-20	None	You frequently freeze up in combat, rendering you nearly useless when battle occurs
Cowardice	-5	None	You are a coward and easily affected by fear and horror, whether natural or a result of a spell or magical ability
Nervous Condition	-5	None	After combat is complete you become shaken and sickened by the emotional and physical distress of combat
Nightmares	Var.	None	You suffer from terrible dreams that make sleep a harrowing or even dangerous occurrence.
Pacifist	-5	None	You refuse to harm sapient, living innocent beings because you believe life is sacred
Phobia (Mild)	-5	None	You have a mild fear of an object, place or material, and when exposed to it you succumb to your fear and become less useful
Phobia (Severe)	-10	None	You have a severe fear of an object, place or material, and when exposed to it you give in to your terror and flee in fright
Sadist	-5	None	You have an inner compulsion to inflict harm on other living beings, and you must act on this whenever you can
Total Pacifist	-10	None	You refuse to engage in combat, be it offensive spellcasting, swordplay or otherwise
Uneducated	-10	Intellect 3+	You are a slow learner, and generally uneducated making many skills harder for you to learn because of this drawback
Vow	-5	None	You have sworn a vow that you choose to follow to the letter which limits your behavior
Weak Will	-5	Spirit 5 or Less	You are entirely unable to resist certain types of effects, regardless of your race or abilities



Social Negative Traits

Trait Name	CP	Prerequisites	Penalty
Debt	-10	None	You owe a person or group of people a substantial debt which you must repay, leaving your resources nearly exhausted
Disenfranchised	Var.	Bastard Scion (or) Noble Birth	Your family has lost some of their wealth and standing, or you have lost your family's favor
Enemy	-5	None	You have made an enemy who seeks to destroy you or defeat you
Enemy Group	-10	None	You have managed to land on the wrong side of a group of individuals who only have your worst interests in mind
Fugitive	-5	None	You are a fugitive from justice in some land or another, and agents and bounty hunters will occasionally come to find you
Hunted	-10	None	There is a bounty on your head, and as a result bounty hunters and other such folk will hunt you in hopes of earning that bounty
Outcast	-5	None	You are an outcast among your society and your people because of your past deeds
Poverty-Stricken	-5	None	You are not as financially comfortable as you would otherwise be, and you find it rather difficult to make and hold on to material wealth
Unknown Enemy	-15	None	You have an enemy following you, but you know little to nothing of who they are and why they wish you harm

Supernatural Negative Traits

Trait Name	CP	Prerequisites	Penalty
Death's Door	-10	None	You have less deaths than normal remaining until you permanently die
Death's Edge	-20	None	You have only one death remaining before you permanently die
Death's Slave	-10	None	When you bleed to death you rise as a hungry spirit and attack friend and foe alike.
Ethereal Wound	-5	None	You are vastly weaker on the ethereal plane than you are on the material plane
Fae Marked	-5	Makeup Requirements	You have been cursed by the Fae, and a magical sigil brands you as an enemy of the Faerie
Haunted	-30	None	Hungry spirits haunt your body and wait for you to die so they can drag your spirit into the underworld and consume it
Magic Susceptibility	-15	None	You are particularly weak against magic spells and effects, and suffer double the effect when attacked with anything magical
Mundane	-10	None	You cannot use Magic or Psionics of any kind. You may not take Traits with the "Heroic" subtype.
Pliable	-10	None	You find it very difficult to resist effects designed to control you.
Sigil of Doom	-10	Makeup requirements	You are bound to a dark and mysterious fate due to a strange sigil on your body
Soulless	-5	Chatûl	The bond between you and your spirit dagger has been broken, weakening the link between you and the goddess Jolară
Unlucky	-10	May not have Lucky Trait, Character Level 1	You are ridiculously unlucky
Weirdness Magnet	-10	None	You are a magnet for unusual and interesting things, some of which can mean you harm



ALLERGY (Physical)

You are highly sensitive to a specific type of substance that causes you discomfort after prolonged exposure. This effectively prevents you from using the material since it is difficult for you to focus or function normally while attempting to do so.

Prerequisite: None

Penalty: This Trait may be selected more than once, each time it is selected it applies to a different substance or material.

When a player chooses this Trait for her character, she must first decide what her character is allergic to. You may select one of the following substances; the value listed in parentheses is the points refund for selecting an allergy to that substance;

- **Alchemy:** The character is allergic to alchemical substances. Exposure to or use of any alchemical effects counts as prolonged exposure. (-5 points)
- **Magic:** The character is allergic to magical substances. Being hit by a spell or magical attack with an instantaneous duration causes no added effect, but accepting a spell protective, being affected by a spell with a duration of 5 seconds or more, or using magic yourself counts as prolonged exposure. (-10 points)
- **Metal:** The character is allergic to metal. A hit from a metal weapon has no added effect, but wearing metal armor, using metal items or weapons, mining, or blacksmithing counts as prolonged exposure. (-10 points)
- **Sunlight:** The character is allergic to sunlight. She must cover exposed skin on sunny days or avoid the outdoors. Any exposure to sun light counts as prolonged exposure. (-10 points)
- **Leather:** The character is allergic to animal hides and leathers. Skinning an animal, wearing leather armor, or tanning the animal hide counts as prolonged exposure. Chatûl do not count as animals. (-5 points)
- **Psionics:** The character is allergic to psionic effects. Being the target of psionic abilities or using psionic items counts as prolonged exposure. Such characters cannot be Psionists. (-10 points)

A character with the *Allergy* Trait will suffer a non-resistible, non-removable, fatigue effect for as long as she is in contact with the substance causing her allergy. This effect will last for ten minutes after the contact ends.

Misuse of this Trait or a failure to properly roleplay its effects counts as cheating, and you may receive a yellow card or worse depending on the infraction.

AMNESIA (Mental)

You have utterly lost your memory. You do not remember anything of your past, and even your name is just a temporary means of identifying yourself to others. Your search for your memories and true identity consumes your every thought and deed.

Prerequisite: None

Penalty: This Trait can be highly debilitating to a character and should be taken only after serious consideration.

A character with the *Amnesia* Trait has entirely lost their memory. The character has only a few of her talents and abilities available to her, since she has forgotten that she even knows how to do the other things she may be able to do. The character must dedicate five Character Points per event (no more and no less) to paying off this Trait. This means that after six normal events the character should no longer suffer from *Amnesia*.

When creating a character with the *Amnesia* Trait, you may only use half of your available Character Points (including bonus points from Traits) to create your character. The abilities that have been purchased with the other half of your Character Points will remain secret, being slowly revealed as you pay off your *Amnesia* Trait. Your unknown abilities will be randomly generated so that you may experience some of the same surprise and bewilderment your character would experience.

Failure to roleplay this Trait will result in a Character Point debt being assigned to your character. This Trait can have a dramatic impact on gameplay and any player who wishes to add it to her character should consider the implications carefully.



BAD VISION (Physical)

You have relatively poor eyesight in comparison to the rest of your species. You may have difficulty gauging distance, or perhaps it is difficult for you to track moving objects. Whatever the reason, your poor vision prevents you from being especially effective with ranged weapons.

Prerequisite: Agility 4+

Penalty: This Trait may only be taken once. This Trait affects combat and cannot be "bought off" without the use of specific ritual magic and plot approval.

A character with *Bad Vision* has great difficulty using ranged weapons with precision because of poor eyesight.

A character with this Trait will always suffer a -2 penalty to any damage she inflicts with a ranged weapon. A character may not have *Bad Vision* in conjunction with the following qualities: the *Blind* Trait, the *Hawkeyed* Trait, or any other eyesight related quality that grants a bonus.

BERSERK (Mental)

You tend to rampage out of control when you are physically harmed, making frenzied attacks against whoever or whatever is in range at the time. Your propensity toward sustained violent outbursts also makes you much more susceptible to falling into a rage due to enchantment.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait affects combat and can be "bought off" as long as the player obtains the approval of Logistics.

A character with the *Berserk* Trait flies into an insane rage when she is harmed by her enemies. When a character with this Trait falls below five (5) Hit Points she suffers a Berserk effect. In addition, whenever the character suffers a Berserk effect it cannot be removed or dispelled since the character has a psychological predisposition toward such behavior. Neither can the character resist any Berserk effect, though she may Dodge or otherwise avoid any attack delivering a Berserk effect.

Keep in mind that an individual who has gone berserk does not lose all their sensibilities and will only attack those she perceives as a threat. A character under a berserk effect will not necessarily turn around and attack her friends and allies unless she perceives those people to be a threat to her.

Misuse of this Trait or a failure to properly roleplay its effects is cheating, and you may receive a yellow card or worse depending on the severity.

BLIND (Physical)

You are blind. While you may be able to do many things on your own, certain things – like combat – are incredibly difficult for you.

Prerequisite: Costume Requirements

Penalty: This Trait may only be taken once. This Trait affects combat and cannot be “bought off” without the use of specific ritual magic and plot approval.

A *Blind* character cannot see. While they may attempt to use weapons, they often do not do so with any significant level of ability, and many other tasks are difficult for them as well. This Trait is particularly debilitating and must be represented by a gauze bandage over the eyes, contact lenses or something similar.

A *Blind* character pays double for all Arcane skills, Magic (Arcane) skills, Ritual skills, Weapon skills, Combat skills, and any skill that has *Read & Write* as a prerequisite. She may never purchase *Read & Write*.

In addition, she does no damage with weapons. Keep in mind that you must be able to actually see in order to engage in combat, so you may not significantly impair your vision to fulfill the costume requirement and still participate in combat.

Misuse of this Trait or a failure to properly roleplay its effects is cheating, and you may receive a yellow card or worse depending on the severity of the infraction.

BLOODLUST (Mental)

You are a vengeful soul, and you wish to see all of your enemies dead. In battle, you always go for killing blows, sometimes stopping to even dismember your foes, and you will nearly always put in an extra shot to make sure a felled opponent stays down.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait affects combat and can be “bought off” as long as the player obtains the approval of Logistics.

A character with this Trait must deliver a killing blow to any enemy she takes down in combat, when possible a character with this Trait should dismember her foes or take trophies from her kills. This does not apply in the case of sparring or practice duels with friends or acquaintances. In addition, a character with this Trait should roleplay difficulty with accepting surrender, taking prisoners, or ignoring a sentry if they are an enemy. While this may seem like an evil quality for a character to have, many fictional heroes suffer from it.

Misuse of this Trait or a failure to properly roleplay its effects is cheating, and you may receive a yellow card or worse depending on the severity of the infraction.

CALLOUS (Mental)

You are either jaded or emotionally cold to the world around you. It is difficult for you to empathize with other living beings. While you may have a powerful spirit, you are somewhat troubled in the areas of life that require a connection to the more aesthetic side of reality.

Prerequisite: Spirit 6+

Penalty: This Trait may only be taken once. This Trait can be “bought off” as long as the player obtains the approval of Logistics.

A character with this Trait has a “Heart” bonus that is one level lower than normal for her Spirit Ability score. Therefore, a character with a Spirit score of 7 would have a “Heart” bonus of +1 instead of +2.

This Trait should be represented through a cold and excessively logical demeanor, or a quiet but distant personality. However it is represented, the character should display some difficulty relating to others.

CHRONIC PAIN (Physical)

An illness, disorder, or old injury causes you consistent and severe pain. Combat is a dangerous prospect at best because you risk causing the source of your pain to become worse.

Prerequisite: None

Penalty: This Trait may only be taken once. This Trait affects combat and cannot be “bought off” without the use of specific ritual magic and plot approval.

A character with the *Chronic Pain* Trait suffers from such persistent and intense pain that she is not as durable as her physical brawn would otherwise suggest.

A character with this Trait gains Hit Points as if her Endurance Ability score were two levels lower than it actually is. For example, a character with the *Chronic Pain* Trait with an Endurance of 5 would normally gain Hit Points at a rate of +1 hit point per 10 character points gained. Because of this Trait, she instead gains +1 hit point per 12 character points. If a character with an Endurance Ability score of 1 takes this Trait she is unable to run because of the intense physical pain and will gain Hit Points at a rate of +1 hit point per 20 character points.

CLUELESS (Mental)

You are either absent minded, easily distracted, or a little thick headed. While you may be intelligent, minute details often skip past your notice, and you have a great deal of difficulty paying attention to complicated tasks like playing chess or solving puzzles.

Prerequisite: Intellect 6+

Penalty: This Trait may only be selected once. This Trait affects combat and can be “bought off” as long as the player obtains the approval of Logistics.

A character with the *Clueless* Trait has an “Insight” bonus that is one level lower than normal for her Intellect Ability score. Therefore, a character with an Intellect Ability score of 7 would have an “Insight” bonus of +1 instead of +2.



COMBAT PARALYSIS (Mental)

You tend to avoid combat at all costs, and if caught up in combat you are useless, and often act like an animal in danger. At best you may faint, and at worst you run away or cower in fear.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait affects combat, and can be “bought off” as long as the player obtains the approval of Logistics.

A character with *Combat Paralysis* freezes up during combat. If a character with this Trait is engaged in combat, either in melee or with ranged weapons or spells, she immediately suffers a Fear effect. This Fear effect cannot be dispelled or removed. A character who is immune to fear still suffers this fear effect. In addition, if the character suffers any damage to her Hit Points from a source that is trying to engage her in combat, she immediately falls unconscious. Her Hit Points are not depleted any faster; she simply cannot handle the mental stress of combat.

Combat skills of any kind cost double for a character with this Trait. Magic skills may be purchased as normal. In addition, if the character is affected by a berserk effect, she must engage in the altered behavior for the duration of the effect.

Misuse of this Trait or a failure to properly roleplay its effects is cheating, and you may receive a yellow card or worse depending on the severity of the infraction.

COWARDICE (Mental)

You are a coward. You are afraid of nearly everything, at least to a small degree. You may bluster and brag, and even stand up for yourself, but when you are actually called to put action behind your words you fall depressingly short.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait affects combat and can be "bought off" as long as the player obtains the approval of Logistics.

A character with the *Cowardice* Trait is terrified of suffering personal harm. When a character with this Trait has suffered Hit Point damage equal to or greater than half her hit point total, she immediately suffers a fear effect. In addition, whenever the character suffers any fear effect, it cannot be removed or dispelled since the character has a predisposition toward such behavior. Neither can the character resist any fear effect, though she may dodge or otherwise avoid any attack delivering a fear effect. This Trait may not be taken in conjunction with the *Berserk* Trait, the *Craven* Trait, the *Resist Fear* Trait, the *Fearless* Trait or related Traits.

Misuse of this Trait or a failure to properly roleplay its effects is cheating, and you may receive a yellow card or worse depending on the severity of the infraction.

DEBT (Social)

You have somehow become indebted to a person or a group of people who do not have your best interests in mind. This debt often leaves you broke as your creditor is very demanding. If you risk not paying your debt the consequences could be deadly.

Prerequisite: None

Penalty: This Trait affects roleplay and comes into play during Logistics; it may be "bought off" as long as the player obtains the approval of the Plot Committee.

A character with a *Debt* owes an unknown sum of money to an in-game individual or group who wishes to collect. This debt is probably the result of a favor, extortion, or some equally shady deed. A character with the *Debt* Trait must pay **at least** 5 gold pieces to their creditor every month. If the character cannot pay, their debt will increase.

The character's creditor may instead require certain services of the character; from accomplishing specific tasks to building or creating something for the creditor. A failure to pay the creditor or comply with her wishes could result in very dire consequences for the character. When this Trait is chosen for a character, the player must state who the debt is owed to in the character's story. This must be submitted to

the Plot Committee before the character has participated in three events or the Plot Committee will assign a creditor character to the character. Once decided, this choice cannot be reversed except through roleplay.

DEATH'S DOOR (Supernatural)

You have lived a hard life and as a result you can feel Death's icy touch upon you. Your bond to the material plane has been weakened and permanent death is creeping ever closer. The next time you die could be the last.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait does not affect combat and may not be "bought off" under any circumstances though it may be removed in game through the use of ritual magic.

A character with the *Death's Door* Trait has died more than a few times in her life and is now approaching her last few chances to be resurrected. A character with this Trait may only benefit from True Resurrection two times regardless of Spirit Score. Note that this does not refer to the period of time where a character is dead and has not completed their "death count". This refers to the period after a character has completed their death count and requires a True Resurrection to be returned to life.

This Trait seriously reduces the lifespan of any character and a player who wishes to add this Trait to her character should consider the implications seriously.

DEATH'S EDGE (Supernatural)

Your life force is all but exhausted. Your connection to the material plane has grown thin and each time you fall on in battle you feel the call of the other side more clearly. If you die again, you will not come back.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait does not affect combat and may not be "bought off" under any circumstances though it may be removed in game through the use of ritual magic.

A character with the *Death's Edge* Trait is not able to be resurrected if she dies and dissipates. When a character with this Trait leaves play after finishing her death count, she returns to a Resurrection Circle of her choice as normal, however she will not be able to resurrect.

This Trait very seriously reduces the lifespan of any character and a player who wishes to add this Trait to her character should consider the implications seriously before doing so.

DEATH'S SLAVE (Supernatural)

You have either been cursed or been bound in some fashion to the unholy magics of necromancy. When you begin to die, your body animates as a hungry spirit and attempts to snuff out any around you who carry the spark of life.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait affects combat and cannot be "bought off" without the use of specific ritual magic and (usually) plot approval.

When a character that has the *Death's Slave* Trait finishes her bleeding count, she immediately animates as a hungry spirit and begins to attack all those around her. Upon beginning her death count, a character with this Trait will put on her ghost veil or headband indicating that she has entered the "spirit world" and died. She then states **loudly** "**I rise as a hungry spirit one, I rise as a hungry spirit two, I rise as a hungry spirit three, Death's Slave!**" and begins to attack all nearby characters, friend and foe alike. During this count, the character is immune to damage. The character acts using her own statistics including weapon skills and any spells she prepared for the day are once again available, but she attacks using the "Shadow" damage type only. When the character rises as a spirit, she acts as if she has been restored to full Hit Points. If the character is defeated in spirit form but has not finished her death count, she drops to the ground, removes her silver headband or ghost veil, and continues her count.

While acting as a hungry spirit, the character continues her "death count". Should her "death count" end while she is a hungry spirit, she will continue fighting until defeated. Upon being defeated, she will then immediately dissipate and must return to a Circle of Resurrection as if she had finished her "death count" and died normally. As a hungry spirit, the character is an undead creature. For more details, see the *Create Zombie* Spell.

As an Undead creature, the character takes double damage from the "Light" and "Holy" damage types, is immune to all Mental effects, and "Poison", and treats the "Turn Undead" as a "Fear" effect (which it is vulnerable to) regardless of the level of the effect. Because of the nature of the curse, **any** "Harm Undead", "Destroy Undead", "Banishment" or similar spell will reduce the undead creature to 0 Hit Points. The use of a "Turn Undead" ability higher than the character's Endurance score or Spirit score (whichever is higher), will reduce the undead creature to 0 Hit points.

DISENFRANCHISED (Social)

While still considered of noble blood, your family has lost some of their lands and power, or they have chosen to sever you from their favor and generosity. As a result, you have less personal wealth and comfort than most of noble parentage.

Prerequisite: Bastard Scion (or) Noble Birth

Penalty: This Trait may not be “bought off” without prior Plot approval.

A character with the *Disenfranchised* Trait is a noble by birth, but does not have the money, resources or means of other members of their class. There are two versions of this Trait;

Reduced (-5 Points): This is available to Bastard Scion and Noble Birth characters. Your character has reduced access to her family’s fortune, and as such receives no Endowment coin or credit.

Deficient (-10 Points): This is available to Noble Birth characters only. Your character has little to no access to her family’s fortune and does not receive an Endowment. In addition, she does not begin the game with her heirloom item.

EASY TO KILL (Physical)

You suffer from a disorder or illness that causes you to bleed very quickly. When seriously wounded, your body does not easily slow the flow of blood, and as a result it takes much less time for you to bleed to death than others.

Prerequisite: Endurance 5 or less

Penalty: This Trait may only be selected once. This Trait affects combat and cannot be “bought off” without the use of specific ritual magic and plot approval.

A character with the *Easy to Kill* Trait is, surprisingly, easy to kill. A character with this Trait bleeds for less time before they succumb to death and begin their “Death count”. This Trait only takes effect once a character has lost enough of her Hit Points to be reduced to -1 hit point. This Trait has no effect if the character is at 0 Hit Points and merely unconscious. The character only “bleeds out” for half the time she would normally (rounding down).

For example, a character with an Endurance Ability score of 5 would normally “bleed out” for five minutes. However, with the *Easy to Kill* Trait, that character would instead bleed out for two minutes. A character with an Endurance Ability score of 1 does not “bleed out” and instead begins her “Death count” immediately if she is reduced to -1 hit point.



ELDER (Physical)

You are well past middle age for your race. In your advanced years, your body has begun to succumb to the negative effects of age, though you are often sought after for your experience and wisdom.

Prerequisite: Non-Nephel

Penalty: This Trait may only be selected once. This Trait does not affect combat and may not be “bought off” under any circumstances though it may be removed in game through the use of ritual magic.

An *Elder* character is considered old by their species. Their physical abilities have begun to diminish, though their memories, experience and wisdom often make them essential members of society.

A character with the *Elder* Trait may not improve her Strength, Agility, or Endurance Ability scores after character creation. These abilities may be improved through the use of ritual magic; however, they may not be improved through the use of Character Points.

ENEMY (Social)

Someone is out to get you. You have managed to acquire an enemy, a true foe who will go out of their way to see you harmed, humiliated, or killed.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait does not affect combat and cannot be “bought off” without plot approval.

A character with an *Enemy* will find that they have someone working to cause them

great difficulty in life. This could range from the occasional bounty being put on their head to an outright assassination attempt. Should the enemy be killed or somehow removed, the Trait will be removed. This is one of the few traits in the game that can actually be worked off through roleplay without the expenditure of character points, hence its low value. However, be warned – *Enemy* characters are rarely easy to be rid of.

When this Trait is chosen for a character, the player must state who the enemy is in the character’s story. This must be submitted to the Plot Committee before the character has participated in three events or the Plot Committee will assign an enemy character to the character. Once decided, this choice cannot be reversed except through roleplay.

This Trait can have a dramatic impact on Gameplay, as your character will be stalked and hounded at every turn. Any player who wishes to add it to her character should consider the implications carefully. Keep in mind that a group of characters with the same *Enemy* will have that *Enemy* scaled to be an appropriate challenge for the **group**.

ENEMY GROUP (Social)

You have managed to land on the bad side of a group of individuals. These people mean you harm and will do everything in their power to see to your demise.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait does not affect combat and



cannot be “bought off” without plot approval.

A character with an *Enemy Group* will find that they have a group or organization working to cause them great difficulty in life. This could range from the occasional bounty being put on their head to an outright assassination attempt, though generally speaking these things will occur more often than with the *Enemy Trait*.

The group will be too large to be killed or otherwise eliminated, however if this does occur somehow, the Trait will be removed. This is one of the few traits in the game that can be worked off through roleplay without the expenditure of character points, hence its low value.

When this Trait is chosen for a character, the player must state who the group is in the character’s story. This must be submitted to the Plot Committee before the character has participated in three events or the Plot Committee will assign an organization or group to the character. Should you require assistance in choosing an enemy group, simply contact the Plot Committee.

This Trait can have a dramatic impact on Gameplay, as your character will be stalked and hounded at every turn. Any player who wishes to add it to her character should consider the implications carefully.

ETHEREAL WOUND (Supernatural)

When you travel to the Ethereal Plane you find that you are significantly weaker than you are on the material plane. You may or may not be aware of the reason for this difference, but you do know that on the Ethereal Plane you are almost completely helpless.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait affects combat and cannot be “bought off” without the use of specific ritual magic and plot approval.

A character with an *Ethereal Wound* is significantly weaker on the Ethereal Plane than they are on the material plane. Whenever they are present on the Ethereal Plane, the character has half their normal Hit Point total because of this strange condition.

FAE MARKED (Supernatural)

You have been marked by the Faerie for some misdeed against an individual Fae or against the species. A mark on your face declares you an enemy of the Faerie and mars your spirit with a powerful magical curse.

Prerequisite: Makeup Requirements

Penalty: This Trait may only be selected once. This Trait affects combat and cannot

be “bought off” without the use of specific ritual magic and plot approval.

A character who is *Fae Marked* bears a rune upon her face that declares that she is an enemy of the Fae. This rune also functions as the source of a powerful magical curse. As a result of this curse, the character gains the Vulnerable (Iron) Negative Trait.

The character must wear a symbol on their face to represent the Fae Mark. This symbol should be vibrant in color and easy to see. Using glitter paint or face makeup is preferable.

FRAGILE (Physical)

You are not as resistant to physical harm as your build and stamina would otherwise suggest. It is exceedingly difficult for you to withstand injury, and only training and experience will help you overcome this drawback.

Prerequisite: Endurance 7 or Less

Penalty: This Trait may only be taken once. This Trait affects combat and cannot be “bought off” without the use of specific ritual magic and plot approval.

A character with the *Fragile* Trait can take less damage in combat than her Endurance Ability score would otherwise suggest. A character with this Trait begins the game with two less Hit Points than would be normal for her Endurance Ability score.

You may not take this Trait if you also have the *Resist Damage* or *Resilient* Traits.

FUGITIVE (Social)

You are a fugitive from justice from some land or another. Wherever you go you are wanted by the law and must conceal your identity and evade those that pursue you. If you are innocent you must do everything in power to evade capture while you seek to clear your name, if you are guilty you have no recourse but to hide and perhaps fall further into a life of crime.

Prerequisite: None

Penalty: This Trait doesn’t affect combat and cannot be “bought off” without plot approval.

A character with the *Fugitive* Trait has been accused and convicted of a crime. The crime was very serious and the character has somehow managed to evade capture. The character may be innocent or guilty, but in either case the character will be pursued by the law. The character could easily find she is hunted by bounty hunters, or even fellow townsfolk. As a fugitive from justice it is in your best interests to keep a low profile. You must submit your character story to the Plot Committee detailing your character’s crime and whether or not she is guilty or innocent.

If you do not do this the Plot Committee will assign you a crime and a decision on your guilt or innocence. Once given, this reason cannot be changed.

HAUNTED (Supernatural)

You are haunted by the lingering spirits of the dead. These spirits haunt you and beg you to join them in the endless Halls of the Dead, for they cannot find peace until you meet your end as well.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait does not affect combat and may not be “bought off” under any circumstances though it may be removed in game through the use of ritual magic.

Whenever a *Haunted* character enters the Ethereal Plane, hungry spirits can sense her presence like sharks can smell blood in the water and will flock to her location to destroy her. In addition, whenever a gate to the Ethereal Plane is opened, *Haunted* characters may find that hungry spirits seek them out. In addition, should a character with this Trait ever begin a “death count” or suffer a death effect, she immediately dissipates as if she had finished her “death count”. Essentially, this character has a “death count” of 0 minutes. Characters with this Trait may also find that strange things happen as they traverse the Ethereal Plane or attempt to resurrect.

Other supernatural events may also affect a *Haunted* character in unpredictable ways. Consider carefully before choosing this Trait.

HUNTED (Social)

There is a large bounty on your head for some deed that has been attributed to you. Wherever you go, it is likely that you will encounter those who are trying to capture or kill you to earn the hefty sum. You must be discrete as you travel, since word of the bounty travels nearly as fast as you do.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait cannot be “bought off” without plot approval.

A character with the *Hunted* Trait has a large bounty on their head. Whatever they did to incur this bounty has large numbers of people after them to claim the reward. They may find it difficult to live normally, as other characters, and even other PCs may try to earn the reward by capturing or killing the character. A character who is *Hunted* will find that they are always on the run. You must submit your character story to the Plot Committee detailing the source of the bounty and what caused it to be placed on

the character. If you do not provide a reason for the bounty, one may be provided for you.

This Trait can have a dramatic impact on Gameplay, as your character will be stalked and hounded at every turn. Any player who wishes to add it to her character should consider the implications carefully.

LAME (Physical)

You have a physical disability, disorder, or perhaps an old injury that prevents you from moving quickly on foot.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait may affect combat and may not be “bought off” without the use of specific ritual magic and plot approval.

A *Lame* character has an impaired ability to move on foot. As such, a character with this Trait has great difficulty moving at speed and may not run. A character with this Trait can walk quickly but must demonstrate a limp or similar impairment when they do so. A character with this disability may still learn *Dodge*, *Evade* and similar skills, as such abilities represent a character moving her entire body rather than simply moving her legs or feet. If the character cannot run for another reason, this Trait may not be taken. Obviously.

LOW PAIN THRESHOLD (Physical)

You are not able to easily withstand the pain of physical injury, or any pain for that matter. While you may learn to toughen your body over time, painful sensations are particularly debilitating to you and can cause your entire nervous system to shut down prematurely.

Prerequisite: Endurance 7 or less

Penalty: This Trait may only be taken once. This Trait affects combat and cannot be “bought off” without the use of specific ritual magic and plot approval.

A character with the *Low Pain Threshold* Trait is extremely susceptible to pain of any kind and suffers greatly when physically harmed. They often succumb to the pain of their wounds before their injuries become a real threat to them. When a character with a *Low Pain Threshold* takes an amount of damage equal to half of their total Hit Points or more, they become unconscious. They can then be awakened magically or through physical means, but if they suffer damage equal to half their total Hit Points they will again be rendered unconscious. In addition, a character with this Trait suffers effectively from the *Vulnerable (Pain) Negative Trait*.

MAGIC SUSCEPTIBILITY (Supernatural)

You are particularly weak against the effects of magic, whether from a spell or a magic item, magical effects are more potent when cast on you then they would be when cast on another person.

Prerequisite: None

Penalty: This Trait may only be taken once. This Trait affects combat and cannot be “bought off” without the use of specific ritual magic and plot approval.

A character with the *Magic Susceptibility* Trait has an innate weakness against magical effects. This includes spells of any kind, as well as any ability that includes the “Magic” descriptor or carrier. A character with this Trait takes double damage from any spell or magic effect that deals damage. In addition, any harmful spell with a timed duration lasts for twice as long when it is cast upon that character. Finally, a character with this Trait may not purchase *Resist Magic* regardless of race or other factors and may not choose to resist any type of spell or effect with the “Magic” descriptor regardless of her other abilities. A character with this Trait may still receive and use protective spells. This Trait cannot be combined with the *Allergy (Magic)* Trait, the *Vulnerable (Magic)* Trait or any similar Trait. **This does not impact beneficial spells or effects.**

MUNDANE (Supernatural)

Usually a result of a mental aversion rather than genetic predisposition, there are some individuals who are purely unable to understand the ways of magic and psionics. Despite the prevalence of such abilities, these people may never be able to manipulate these powers themselves.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait affects roleplay and comes into play at Logistics; it may not be “bought off” without ritual magic and plot approval.

A *Mundane* character lacks the ability to use magic or psionics in any way. They may also not purchase Traits with the (Heroic) subtype. While magic and psionic abilities function normally on a character with this Trait, they cannot employ either method themselves. A character with this Trait may use magic weapons and armor but may not use magic items of any other kind. In addition, they may receive protective spells and healing magic, but they may never learn to use them.

You may never take *Mundane* in conjunction with *Allergy: Magic*, *Vulnerability (Magic)* or *Magic Susceptibility*.

MUTE (Physical)

You lack the ability to speak. Regardless of the cause, you cannot vocalize or speak in any way, shape or form.

Prerequisite: Intellect 3+

Penalty: This Trait may only be taken once. This Trait affects combat and cannot be “bought off” without the use of specific ritual magic and plot approval.

A *Mute* character cannot speak. While they can still call out weapon damage and announce the activation of protective spells, they may not speak at all in game or use any ability that requires in game speech. This includes spell incants but does not include psychic abilities.

NERVOUS CONDITION (Mental)

You are adversely affected by the sensation of adrenaline running through your body. While you can engage in combat normally, shortly after combat ends, you feel severely nauseous and find it difficult to do anything physical.

Prerequisite: None

Penalty: This Trait may only be taken once. This Trait may affect combat and cannot be “bought off” without the use of specific ritual magic and plot approval.

A character with the *Nervous Condition* Trait experiences extreme discomfort after engaging in combat. Immediately after combat has ended, a character with this Trait suffers a nausea effect that she cannot resist. This effect may be removed by magic or alchemy, but otherwise lasts for ten minutes as normal.

NERVOUS STOMACH (Physical)

Your stomach is overly sensitive, making it exceedingly difficult for you to ingest anything that is not natural. As such, potions, elixirs, and other such potent potables are difficult for you to digest.

Prerequisite: None

Penalty: This Trait may only be taken once. This Trait does not affect combat and cannot be “bought off” without the use of specific ritual magic and plot approval.

Should character with the *Nervous Stomach* Trait drink a magical potion, an alchemical elixir, or any substance that contains a magical or alchemical substance, they immediately suffer a Nausea effect in addition to any of the effects of the substance in question. This nausea effect cannot be resisted.

This ability may not be taken in conjunction with the *Vow (Abstinence)* Trait or any Trait that has similar restrictions.



NIGHTMARES (Mental)

You suffer from terrible nightmares that leave you drained and fatigued upon waking. Sleep may even be a dangerous proposition for you.

Prerequisite: None

Penalty: This Trait may only be taken once. This Trait may not be "bought off" without Plot approval.

When selecting this Trait, you must choose an intensity level for the character's nightmares, as listed below;

- Nightmares (5 points): Your character suffers a Fatigue effect when she awakes from being asleep or unconscious.
- Severe Nightmares (10 points): Your character suffers a Nausea effect when she awakes from being asleep or unconscious.
- Night Terrors (15 points): Your character suffers a Terror effect, a Nausea effect and a Hallucinate effect when she awakes from being asleep or unconscious.

This penalty applies to any period of time in which the character sleeps, including when the player chooses to sleep in-game.

ONE ARM (Physical)

You have lost, or never had, one of your arms. As a result, things like combat and spellcasting can be quite difficult, not to mention the other obvious difficulties of your condition.

Prerequisite: Costume Requirements

Penalty: This Trait may only be taken once. This Trait affects combat and cannot be "bought off" without the use of specific ritual magic and plot approval.

A character with *One Arm* may not use two handed weapons, may not use bows (though they may use crossbows and javelins), and is restricted from even learning any skill that requires the use of two hands. A character with *One Arm* may also find they have difficulty casting spells or using ritual magic. This is not represented in the rules since the character in question cannot use their bad arm in game the process of casting spells and using ritual magic will be difficult enough.

A character with *One Arm* must represent their disability in some way. This can be done by hiding their arm under their costume, wearing a cast or a sling, or anything else that sufficiently displays that the arm is intended to be unusable.



ONE EYE (Physical)

You have either lost, or never had, one of your eyes. As a result, your lack of depth perception can make it rather difficult for you to be effective with ranged weapons, and may impair other activities.

Prerequisite: Costume Requirements

Penalty: This Trait may only be taken once. This Trait affects combat and cannot be "bought off" without the use of specific ritual magic and plot approval.

A character with *One Eye* has great difficulty using ranged weapons with precision because of her impaired eyesight and inability to accurately gauge depth.

A character with this Trait will always suffer a -2 penalty to any damage she inflicts with a ranged weapon. A character may not have *One Eye* in conjunction with the *Bad Vision* Trait, the *Hawkeyed* Trait, or any other eyesight related quality that grants a bonus or negative of any kind.

A character with *One Eye* must represent it by wearing an eye patch, having a single contact in her "bad eye", or similarly representing her disabled eye. This costume representation is permanent and cannot be removed in game.

ONE HAND (Physical)

You have either lost, or never had, one of your hands. As a result, things like combat and spellcasting can be quite difficult, not to mention the other obvious difficulties of your condition.

Prerequisite: Costume Requirements

Penalty: This Trait may only be taken once. This Trait affects combat and cannot be "bought off" without the use of specific ritual magic and plot approval.

A character with the *One Hand* Trait is physically disabled.

A character with *One Hand* may not use two handed weapons, may not use bows (though they may use crossbows and javelins), and is restricted from even learning any skill that requires the use of two hands. A character with *One Hand* may also find they have difficulty casting spells or using ritual magic. This is not represented in the rules since the character in question cannot use their bad arm in game the process of casting spells and using ritual magic will be difficult enough.

A character with *One Hand* must represent their disability in some way. This can be done by hiding their hand under a cap of some kind, wearing a cast or a bandage, or anything else that sufficiently displays that the hand is intended to be unusable.

OUTCAST (Social)

You have been famously cast out by your people. You are seen as a disgrace because of your past deeds, which are somewhat well known, and as you travel your past seems to catch up with you.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait does not affect combat and cannot be “bought off” without plot approval.

A character with the *Outcast* Trait has disgraced herself in the eyes of her people and they have cast her out for her transgressions. It may be difficult or impossible for her to return to their good graces. As the character travels, she will find that amongst others of her kind she will have to keep her past secret, and if it does catch up to her, she may be rejected.

A player whose character has this Trait may receive information during Logistics that will affect her during game. In addition, information about the character's past may be leaked into game by the Plot Committee, which could affect her relationship with other members of her race.

PACIFIST (Mental)

You are one of the rare souls that have voluntarily chosen to restrict your behavior in combat. You have sworn a vow to yourself, your people, or some other group to never willingly cause harm to other sapient creatures.

Prerequisite: None

Penalty: This Trait may only be taken once. This Trait affects combat as well as roleplay and cannot be “bought off” without plot approval.

A *Pacifist* character has chosen to live by the ideals of pacifism. The character will not harm a living being unless she is forced to do so in self-defense or defense of an innocent. Even when forced to act in self-defense or defense of another, she will do so sparingly, always accept surrender, and do everything in her power to take prisoners or work out an amiable solution to any hostile situation. A *Pacifist* character does not have to apply these ideals to undead, elementals, or other creatures that are not truly alive. You may not select this Trait if you have the *Pacifism Ancestral Vow* Trait or a Trait with similar restrictions.

You may not take this Trait in conjunction with the *Fear of Weapons* Trait or any similar Trait or Trait that restricts your ability to enter into combat.

PHOBIA (Mental)

You have a deep-seated fear of an object, place, or situation, and when exposed to it you succumb to your fear and become less able to control your actions. This fear is so overwhelming that very little can tear you from its hold on your sensibilities.

Prerequisite: None

Penalty: This Trait may only be taken once. This Trait affects combat as well as roleplay and may be “bought off” with Logistics approval.

A *Phobia* may be either mild or severe. A character with *Phobia (Mild)* suffers a non-resistible fear effect if they are ever attacked by or forced to touch or engage the subject of their fear. A character with *Phobia (Severe)* suffers a non-resistible fear effect if they ever see or experience the subject of their fear. These Fear effects can be removed by *Break Enchantment* they will simply reactivate once the conditions are again met.

When a player decides her character will have a *Phobia* she must decide what *Phobia* the character has. A list of approved *Phobias* is provided below, but you can suggest your own to Plot. When making suggestions, try to make sure that your suggestion is actually a Trait.

- Ailurophobia (Fear of cats): Suffice it to say Chatûl may not take this *Phobia*. This *Phobia* will be triggered by Chatûl as well as more mundane felines.
- Scotophobia (Fear of darkness): You are able to go out at night, but you absolutely must have a light source. Without light you immediately suffer the effects of the *Phobia*. The severe version of this *Phobia* means you cannot go into dark areas at all.
- Necrophobia (Fear of death and the dead): This fear is triggered by undead as well as characters lying dead on the ground after a battle, or being near a resurrection, bones, etc.
- Mysophobia (Fear of germs – Mild only): This fear is triggered by anything using the disease carrier, including those infected with disease (if you are aware of their condition).
- Cynophobia (Fear of dogs): This includes *all* canines, as well as werewolves, gnolls, and “doglike creatures”, etc.
- Claustrophobia (Fear of enclosed spaces): Any room in which there is not space enough to stand up and hold your arms out to your sides will trigger this *Phobia*. (Being underground or in a cave always triggers this fear).
- Pyrophobia (Fear of fire): This includes anything using the “Fire” carrier as well as fire elementals, fire dragons, and other such creatures.

- Manaphobia (Fear of magic): **This *Phobia* is worth double the normal refunded points.** You may never learn to use magic. Anything with the magic carrier, magic items or spells trigger your fear. This includes beneficial magic, including healing magic.
- Psionophobia (Fear of psionics): Anything with the “Pain” or “Force” carrier triggers your fear, including all psionic abilities. You may never learn to use psionics.
- Herpetophobia (Fear of reptiles): This includes lizardmen, naga, and any “lizard like” creature, living or dead.
- Aichmophobia (Fear of sharp objects): You may not learn to use a weapon that would be considered sharp. This includes swords, axes, knives, spears, etc.
- Arachnophobia (Fear of spiders): You are terrified of spiders. This includes giant spiders and any “spider like” creature.
- Heliophobia (Fear of the sun – Severe only): **This *Phobia* is worth double the normal refunded points.** Being out in the sunlight will trigger this fear.
- Hoplophobia (Fear of weapons): **This *Phobia* is worth double the normal refunded points.** You may not learn to use weapons of any kind, you’re too afraid. Being attacked with triggers your fear.

PLIABLE (Supernatural)

Mental spells and magic designed to control the mind seem to have a pronounced effect on you, and you find yourself unable to resist such effects.

Prerequisite: None

Penalty: This Trait may only be taken once. This Trait affects combat and cannot be “bought off” without the use of specific ritual magic and plot approval.

A character with the *Pliable* Trait is especially susceptible to mind-affecting magic and similar effects. As a result, she is unable to resist Mental effects and finds such spells incredibly difficult to shake once she has been affected by them.

A character with the *Pliable* Trait may never purchase the *Resist Enchantment* Trait. If the character has the *Resist Enchantment* Trait, she may not make use of it. In addition, she may never resist any enchantment spell or effect by any other means. Protective spells and other such defenses **DO NOT** function. Also, enchantment spells and effects that are currently affecting this character cannot be dispelled since the character's mind is vulnerable to such effects. The character must remain affected for the duration.



SIGIL ⊕ F D⊕⊕M

CHA⊕S



BALANCE



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POVERTY-STRICKEN (Social)

Your life is marred by persistent poverty, either as a result of a generational struggle with it or solely because of your own personal struggles. Finding your way out of the net of powerlessness has proven more difficult than you could imagine – and harder than most understand.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait affects roleplay and comes into play during Logistics; it may be “bought off” with Logistics approval.

A character with this Trait begins play with 5 silver pieces maximum (less if they would otherwise begin with less) instead of the standard starting coin they would otherwise obtain. If a character with this Trait takes the *Bastard Scion* Trait or the *Noble Birth* Trait, she will not receive her Endowment until she chooses to “buy off” the *Poverty-Stricken* Trait. This is a good Trait to represent the plight of a character from a family that still maintains their lands and holdings but has a great deal of debt. In this way it is different from *Disenfranchised*.

A character who has this Trait receives only half the income she would normally receive from any source during Logistics. In addition, any Lifestyle she purchases will cost double the usual cost. As time goes on, the character continues to struggle with a combination of many small debts, lack of financial stability and other vital factors, you now struggle. Whenever the character would earn more than 5 silver pieces in a single month, they earn only 5 silver pieces.

SADIST (Mental)

You derive a great deal of pleasure from witnessing the suffering of other living creatures. You find even more pleasure in such pursuits if you are causing the suffering yourself. It is exceedingly difficult for you to pass up an opportunity to torture or otherwise harm a foe, and you will go out of your way to leave your enemies in pain.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait affects combat and can be “bought off” as long as the player obtains the approval of Logistics.

A *Sadist* character derives great pleasure from inflicting suffering and pain upon other living beings. Whenever a character with this Trait chooses to deliver a killing blow to an enemy, she must do so using a five count rather than a three count. The Player should roleplay this gruesome deed verbally by describing her particular method of painfully ending the life of her fallen enemy. Anything ranging from cutting an enemy’s heart out to decapitation would be appropriate. This does not apply in the case of sparring or practice duels with friends or acquaintances.

In addition, a character with this Trait should roleplay her desire to inflict harm on others, including prisoners, messengers, and perhaps even her own lackeys and servants. When torturing a captive would glean information or solve a problem, it is the sadist that volunteers to “do the dirty work”. Proper roleplay of this Trait requires a very mature mindset. Remember to respect other PCs as you roleplay.

SIGIL OF DOOM (Supernatural)

In the early days of the Fourth Age, for reasons that no scholar or sage could uncover, a number of children were born to the world who were marked with curious runes or sigils on their bodies. Though the location of these sigils varied immensely, they only appeared in six varieties. You are one of these individuals, the Sigilborn, and you are locked to a fate that you do not understand.

Prerequisite: Makeup Requirements

Penalty: This Trait is considered always in effect and cannot be deactivated.

The effect of this Trait will be revealed in game at the sole discretion of the Plot committee. It will have unpredictable and unforeseen effects on your character.

You should consider this before taking the Trait. Which sigil you were born with will be randomly determined by Plot when you create your character, and you can find the image for the sigil you are assigned above or in the Appendix.

This Trait will have extremely significant consequences that will dramatically affect how your character’s life proceeds. While it will grant you some unique role-playing opportunities, it will also result in unique consequences being imposed upon your character, possibly resulting in your character’s death.

You should seriously consider the lack of control this may present, as well as the challenges in roleplaying before taking this Trait. Once taken, this Trait cannot be removed.

SLOW HEALING (Physical)

For some reason or another, your body does not heal as quickly as a normal person's would. While you probably recover from disease and illness quickly enough, something about wounds and other kinds of injury causes them to take longer to heal.

Prerequisite: Non-Nephel

Penalty: This Trait may only be taken once. This Trait affects combat and cannot be "bought off" without the use of specific ritual magic and plot approval.

When a character with the *Slow Healing* Trait receives healing of any kind, she will halve the numerical value of the healing before applying it to her Hit Points.

A character who chooses this Trait may not take the *Rapid Healing* Trait.

SOULLESS (Supernatural)

You have either surrendered or lost your spirit dagger. According to the ways of your people you are considered soulless until such a time you are able to recover your spirit dagger or somehow craft a new one. You may also be considered an outcast.

Prerequisite: Chatûl

Penalty: This Trait may only be taken once. This Trait affects roleplay and cannot be "bought off" without the use of specific ritual magic and plot approval.

A *Soulless* character has either lost or surrendered their spirit dagger, and as such is considered lost to their people. A *Soulless* Chatûl is unable to purchase the Bloodline version of the *Resist Death* Trait, although they can purchase the general version normally. There will be other roleplaying implications as well. A character with this Trait may not take any Traits or Skills that relate to their spirit dagger.

TERMINALLY ILL (Physical)

You are going to permanently die in the near future. This could be the result of a disease, a powerful curse, or something else that will result in certain and unavoidable death. Whatever the cause, your time in the land of the living grows shorter with each passing day.

Prerequisite: Non-Nephel

Penalty: This Trait may only be taken once. This Trait affects roleplay and cannot be "bought off" without plot approval.

A *Terminally Ill* character has a limited amount of time to live. The character may behave normally as long as she is alive. At a time that will be decided upon by the Plot committee, the character begins to feel somewhat ill. The Plot committee will decide when this occurs, and it could happen at any time. Once this happens, any character with

the *Physician* Skill will be able to tell the character how long she has to live. This Trait can be removed through powerful ritual magic, but in no other way shape or form can it be removed or altered.

Be warned. If you choose this Trait your character could die as soon as your fifth event, though each character is guaranteed at least five months of **gameplay**.

This Trait will seriously affect your character at an unnamed point in the future, and you should be sure you understand that you will have a total lack of control of your character's lifespan.

TOTAL PACIFIST (Mental)

You have sworn to live up to the tenets of idealistic pacifism. You have sworn to never engage in violence for any reason, never to lift a blade or harm any living creature. You are a truly rare individual.

Prerequisite: None

Penalty: This Trait may only be taken once. This Trait affects combat and roleplay and cannot be "bought off" without plot approval.

A character with the *Total Pacifist* Trait may never engage in combat willingly. Combat skills cost double for a character with this Trait, and even preparing an offensive spell is considered bad roleplaying for a character that has this Trait.

If a character with the *Total Pacifist* Trait is ever affected by a berserk spell or effect, she may attack as normal. Once the effect is over and the character regains control of herself, she will enter a state of shock because she violated her Trait. She will suffer a fear effect to represent this. If a character is otherwise controlled (as with a *Charm* Spell), she will only act out of character enough to fight if the spell description specifically says it can cause creatures to behave in a manner contrary to their personalities.

You may not take this Trait in conjunction with the *Fear of Weapons* Trait or any similar Trait or Trait that restricts your ability to enter into combat.

UNEDUCATED (Mental)

You may come from a culture that does not value books and the written word. You could have a severe learning disability that prevents you from understanding such things without difficulty.

Prerequisite: Intellect 3+

Penalty: This Trait may only be selected once. This Trait affects roleplay and comes into play during Logistics; it may be "bought off" with Logistics approval.

An *Uneducated* character has a great deal of trouble learning things that are not largely physical or relatively simple to learn. This could be the result of some form of mental defect, or the result of being from an underdeveloped culture. Whatever the reason, a character with this Trait needs more time to learn because they are learning how to learn as they go along. The time it takes to "buy off" this Trait (should the player decide to do so) represents the time it takes the character to become acclimated to learning.

A character with this Trait pays double for *Read & Write* and also for any skill that requires *Read & Write* as a prerequisite.

Remember that this Trait represents a character that has difficulty learning, not a character that cannot learn or is unintelligent.

UNFIT (Physical)

You are not in very good shape despite your general build and physical brawn. You may seem healthy, and you are probably quite durable, but your real downfall is the state of your body. You may have a large gut from too much ale, or perhaps you cannot run very far due to a breathing condition. In either case, you are much easier to subdue, and you become ill more easily than your apparent hardiness would suggest.

Prerequisite: Endurance 6+

Penalty: This Trait may only be selected once. This Trait affects combat, and it may be "bought off" as long as the player obtains the approval of Logistics.

A character with this Trait has **either** a "Toughness" bonus that is one level lower than normal for her Endurance Ability score (or) a "Alacrity" bonus that is one level lower than normal for her Agility Ability score.

Therefore, a character with an Endurance Ability score of 7 would have a "Toughness" bonus of +1 instead of +2.

UNKNOWN ENEMY (Social)

You have managed to acquire an enemy, a true foe who will go out of their way to see you harmed, humiliated, or killed, and what's worse – you have no idea who they are or why they're after you.

Prerequisite: None

Penalty: This Trait may only be selected once. This Trait does not affect combat and cannot be "bought off" without plot approval.

A character with an *Unknown Enemy* will find that they have someone working to cause them great difficulty in life. This could range from the occasional bounty being put on their head to an outright assassination





attempt. Once the character discovers who their enemy is, they may be able to attempt to confront their foe. Should the enemy be killed or somehow removed, the Trait will be removed. This is one of the few traits in the game that can actually be worked off through roleplay without the expenditure of character points, hence its low value.

When this Trait is chosen for a character, the player must state how the character first discovered someone was working against her best interests in the character's story. The player cannot state who the enemy is, where they are from, or why they are after the character – though the character may have a theory in mind. This theory should be submitted to the Plot Committee before the character has participated in three events. The Plot Committee will assign an enemy to the character. Once decided, this choice cannot be reversed except through roleplay, and will only be revealed in game. Keep in mind that an unknown enemy is more dangerous because the character has no way of predicting where and when the enemy will strike next.

Additionally, as with all *Enemy* based Traits, if everyone in a group takes an associated Unknown Enemy, the Enemy designed/chosen will be tougher to handle.

UNLUCKY (Supernatural)

You are ridiculously unlucky. Hilariously unlucky. Fatally unlucky. Bad things happen to you for no reason. Others will avoid you because of your terrible luck.

Prerequisite: May not take *Lucky* Trait, Must be chosen at 1st Level

Benefit: This Trait may only be taken once. This Trait affects roleplay and cannot be "bought off" without plot approval.

The exact in-game effects of this Trait are not objectively defined for players, as the outcome of this Trait is entirely random. In short, bad things will happen to your character. This may manifest in a number of ways, and there is no limit or minimum to the number of times in a single event day where this Trait may come into effect.

The effects of this Trait will be seen at the sole discretion of the Plot Committee.

Warning: *If you choose to take this Trait with the Weirdness Magnet Trait you will definitely regret it.*

VOW (Mental)

You have sworn an oath to yourself, your people, or some group that you belong to. You have sworn to uphold your oath for good or ill, and you take this oath very seriously. Your vow so influences your behavior that others frequently take notice.

Prerequisite: None

Penalty: This Trait may only be taken once. This Trait affects roleplay and cannot be "bought off" without plot approval.

A character with a Vow has sworn an oath that she personally believes is unbreakable. When a player decides that her character will have a Vow she must choose which Vow the character has. A list of approved options is provided below. (Remember, you can always approach the Plot committee with new ideas)

- Vow of Abstinence: The character is bound to a vow of abstinence. She must

never consume intoxicating, stimulating, depressant, alchemical, or hallucinogenic substances. This includes alchemical potions, drugs and alcohol.

- Vow of Poverty: The character is bound to a vow of poverty. She must never own more than she needs to work and live up to the tenets of the vow. Also she must give one item of value to Logistics per month. This is cumulative, so any months that pass without a sacrifice will roll over to the following month.
- Vow of Courage: The character has sworn an oath to always offer her aid whenever it is asked of her. She may turn down a request for aid if it is obviously a trick or would serve a purpose opposite to her own principles, but in general she must always offer her help if it is asked of her.
- Vow of Vengeance: The character has sworn an oath to hunt down every member of a given species that she comes across and destroy them. A character should think very carefully before directing this vow toward a playable race since that would result in the character being arrested or dying very quickly.

If a character should violate her vow, she must do something that follows the principles of her vow to an extreme to seek redemption. If a character ever violates her vow more than once, she may find herself lost from her path and should seek guidance in meditation or prayer. This is represented by the player finding a Judge and informing them of her situation.

Failure to roleplay this Trait will result in it being removed and a Character Point debt being assigned to your character. You may

not take this Trait in conjunction with any other Trait or Trait that requires a vow. You may not combine a Vow with another Trait that restricts the same category. In other words, you may not take a *Vow of Poverty* and take the *Debt* Trait.

VULNERABLE (Physical)

You have a weakness to one type of substance that causes you extra pain when you are attacked with it. This may be the result of a curse or some inherited oddity, but regardless of its source it has taught you to fear the thing that is your bane.

Prerequisite: None

Penalty: This Trait may be taken multiple times. Each time it is selected it applies to a different type. This Trait affects combat and cannot be “bought off”.

A character with the *Vulnerable* Trait is especially vulnerable to a particular form of attack or damage. When a player decides that her character will be *Vulnerable* to something, she must choose what the character is weak against. A list of attack forms that are available is provided below;

- Acid
- Air
- Cold Iron (Iron)
- Disease
- Earth
- Fire
- Force
- Holy
- Ice
- Lightning
- Magic (worth double CP refund)
- Pain
- Poison
- Shadow
- Silver
- Steel (worth double CP refund)
- Stone
- Vile
- Water

If a character is ever affected with the Type that she is *Vulnerable* to, she doubles the numerical effect of any attack, spell or effect that she suffers. Note that attacks must reach her Hit Points. A character cannot gain points for this Trait if she already suffers the same vulnerability from another source.

In addition to suffering additional damage or extended duration from an effect she is vulnerable to, a character with the *Vulnerable* Trait **may never Resist an effect of that type by any means.**

WEAK WILL (Mental)

You are somewhat weak willed when it comes to magic and psychic abilities. Generally, when you are targeted by a mage or a Psionicist, there is little to protect you. Regardless of your race, magic and psionics have a profound effect on you.

Prerequisite: Spirit 5 or less

Penalty: This Trait may only be taken once. This Trait affects combat, and it may be “bought off” as long as the player obtains the approval of Logistics.

A character with the *Weak Will* Trait suffers from an inability to resist magic or psionic effects. This character is totally unable to purchase or use any resistances she may have against magic spells or abilities and psionic powers or abilities.

A character with this Trait who selects the *Vulnerable* Trait to an affected damage or effect type will instead have a *Severe Vulnerability* to that type.

WEIRDNESS MAGNET (Mental)

You attract strange events. You are some kind of dimensional beacon. Creatures from all planes can sense your presence if they decide to look, and as a result it is impossible for you to hide from many kinds of entities. You are the unusual soul who manages to stay up all night having a chat about politics with your friend’s dead grandmother.

Prerequisite: None

Penalty: This Trait may only be taken once. This Trait affects roleplay and cannot be “bought off” without plot approval.

A character with the *Weirdness Magnet* Trait is essentially a dimensional beacon for all types of strange events. A character with this Trait may not resist or refuse Scrying or any form of divination ritual.

In addition, a character with this Trait will find that strange creatures seek her out for anything from conversation to performing tasks. One day, the character could find herself being forced into a task by a demon lord, and the next day she could find herself helping an angel in need.

Be warned, a character with this Trait will often end up in situations that could cause her death, and far more often will end up in situations that could cause the death of others.

WIRY (Physical)

You have a slender and wiry build that belies your strength. You may be able to deal significant damage or life heavy weapons, but you do not have the body mass required to serve as a counterbalance for heavy lifting or forcing doors open.

Prerequisite: Strength 6+

Penalty: This Trait may only be selected once. This Trait affects combat, and it may be “bought off” as long as the player obtains the approval of Logistics.

A character with this Trait has a “*Might*” bonus that is one level lower than normal for her Strength Ability score. Therefore, a character with a Strength score of 7 would have a “*Might*” bonus of 0 instead of +1.

YOUNG (Physical)

You are quite young for your race, and you still have a great deal to learn in regard to experience and general education about the way of the world.

Prerequisite: Non-Nephel

Penalty: This Trait may only be taken once. This Trait affects roleplay and cannot be “bought off” without plot approval.

A character with the *Young* Trait has not yet developed her abilities fully and has a great deal more to learn before she can truly venture out on her own.

A *Young* character cannot “buy off” this Trait for at least one game season. In addition, a *Young* character may not buy more than two levels of any Lore Skill or Craft Skill at character creation as they are too young to have spent a great deal of time in study.

A Chatûl character with the *Young* Trait does not have her spirit dagger and will not receive it until she buys off her *Young* Trait. Similar restrictions may apply to other races at the discretion of the Plot Committee. **This Trait is only intended for characters of players who are young IN-GAME only.**



BACKGROUND (Continued)



STEP TWO: EDUCATION

An individual's innate talents and Traits are only the very beginning of who they are as a person. A person's identity truly begins to take form when they begin to learn new skills. Education isn't the same for everyone. Some characters begin their education in fine college in one of the larger cities in Sidereus, others become apprentices in a craft – learning to work by hand. Still others learn their trade through the hard knocks of life, surviving on the streets or in the wilderness. In Sidereus, these learned methods and practices are referred to as a character's **Education**. A character's **Education** represents everything they have learned to do that is not innate or inborn, standards and routines that will form the secondary layer of their identity.

Your character's **Education** is chosen by selecting **Skills**. Skills are abilities that either give your character new features or elaborate on a tree of existing features that can be used to expand the character's overall capability. Much like **Traits**, in order to add a Skill to your character you must first be sure that your character meets the prerequisites. If your character does, then simply pay the Character Point cost and add the Skill to your character's **Education**.

CYCLING: Some **Skills** have an attached quality called "Cycling". If a Skill has Cycling, it means that it may be purchased multiple times, and for every fifth (5th) rank if the Skill you purchase, your character will convert a "per day" use into a "per rest use". For example, if a character has four (4) ranks of the *Slay* Skill, it means they may use the Slay ability four (4) times a day. *Slay* is a Cycling Skill, so if the Player chooses to purchase a fifth rank of Slay for their character, the character gains one use of the *Slay* Skill that is usable once per rest instead of once per day. This is an important concept to understand when selecting your character's **Education** as it may influence the order in which you choose Skills as you advance.

In addition to establishing your character's **Education** and laying out in greater detail what they can and cannot do, a character's Skill selection also helps determine how they will interact with the game world as a whole. In order to make the most of the abilities and Traits you've already chosen in earlier sections of Character design, it is important to carefully choose your character's Skills to make the most of whatever Traits she has at her disposal.

Once a character's **Education** has been chosen, it can be very hard to change it, but remember – Heroborn learn faster than normal Mortalborn. You can always go forward if you can't go back!



SPELL SLOT & PSIONIC ABILITY PROGRESSION

Spell Slots and Psionic Skills are different from other Skills in Sidereus in that they must be purchased in a certain way in order to progress. This is largely due to the substantial amount of power such abilities grant to the players who wield them. When you spend Character Points to gain access to "Spell Slots", your character gains the ability to cast a spell of a particular type and level but does not learn the spell directly. Once your character has purchased these Spell Slots, she can then "fill" them for the game day during Logistics by using a Spellbook item (see pg. XXX).

As a regulatory system, spell slots are purchased in a pyramid structure. A spellcaster may purchase as many 1st Level Spell Slots as she sees fit. However, should she wish to add 2nd Level Spell Slots, she would have to first have two 1st Level Spell Slots to "support" the subsequent slots. You may always buy as many Spell Slots of a level as you wish as long as they are supported by the lower levels. Once you have six Spell Slots of a given level, you do not have to add Spell Slots to that level in order to support the following levels as long as the higher levels do not exceed the number of Spell Slots supporting them. This restriction only applies to spell levels that are higher than ones you currently possess. If you have six 1st Level Spell Slots, and four 2nd Level Spell Slots, there is nothing to stop you from adding two more 2nd Level Spell slots, even if you do not have any 3rd Level Spell Slots yet. You may purchase as many Spell Slots as you wish, as long as they are supported by this pyramid structure. **0-level spell slots do not affect this "pyramid" structure.**

Psionic Skills have an entirely different organizational system. In order to purchase Psionic Skills of the next tier, you must first have purchased four Psionic (Talent) Skills of the lower tier. In other words, if you would like to gain a 2nd Level Psionic (Talent) Skill, you must first have purchased four 1st Level Psionic (Talent) Skills to make the new, higher-level abilities available to you. In addition, a character can never have more abilities of a higher level than she has of a lower level. So, before she can purchase a fifth 2nd Level Psionic (Talent) Skill, she must purchase a fifth 1st Level Psionic (Talent) Skill. This represents your character gaining a certain mastery of her psychic gifts before moving on down her path in life.

Both of these rules must be adhered to when designing a character because they help support the balance of the game, ensuring that characters are not built for maximum effect with minimal effort.

For more information on either Spell Slots or Psionic Skills, see the *Magic of Sidereus* Sourcebook.



Skill Descriptions

Skill descriptions follow the format below:

SKILL NAME*

Type (Subtype)

Description of what the Skill does or represents in basic language, possibly with a short description of its origin or common use in game. An Asterisk (*) denotes the Skill has Cycling. See pg. 77 for more information on Cycling.

Prerequisite: The prerequisite required to add the Skill to your character's profile.

Benefit: What the Skill enables the character to do, and how the character may use the Skill while in game.

Special: Additional information that may be helpful when you decide if you want to add the Skill to your character's abilities.

ALCHEMY

Craft (Creation)

Alchemy is the skill of crafting a variety of non-magical elixirs, grenades, gasses, and other materials that can be used in a variety of ways. Alchemy is a popular substitute for magic among the sages of Sidereus.

Prerequisite: Intellect 5+, *Herbalism*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of ability. **In addition, for every level of Alchemy a character has she gains 10 Production Points per month to create Alchemical items if she selects this Skill as her "Career"**

A character with *Alchemy* may create poisons, elixirs, and ingested materials, contact gels, weapon coatings, gasses, drugs, and a variety of other items. These items are created during Logistics and require a variety of component materials (that can be easily found in game) to create, as well as the expenditure of in-game money and other resources.

One level of *Alchemy* allows a character to mix an ingested substance such as a poison or elixir into food or drink without it being detected. Two levels of *Alchemy* allow a character to apply oils and salves where they desire using a ten-second count, rather than the usual one-minute count. Four levels or more of *Alchemy* allow a character to throw alchemical grenades as weapons or affix them to arrows and bolts. Alchemical grenades are represented by larger orange beanbags or soft foam balls rather than normal packets to differentiate them.

Alchemy cannot be used to determine if a creature was poisoned or if the creature had ingested a substance at some time or another. It can be used to identify alchemical substances, or to identify when a salve or oil has been used or if food had alchemical material mixed into it.

Full rules for Alchemy, can be found in the Alchemy section of this book.

ALCHEMY LORE

Lore

You have studied the science of Alchemy in great detail and have begun to discover more about the limitless possibilities of this young science.

Prerequisite: Intellect 5+, *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Alchemy Lore* will know more about the emerging science of Alchemy, including the finer points of the art of High Alchemy.

A character with the *Alchemy Lore* Skill will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field.

She will also receive one silver piece per month per level of Skill if she selects this as her "Career".

ANIMAL LORE

Lore

You have studied the fauna and animal life of Sidereus in great detail, both the creatures that existed before the Crucible of Corruption, and those that came after.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Animal Lore* will be more likely to understand the behaviors of the natural animals of Sidereus, as well as the unnatural creatures that were created because of the influence of the Wyld.

A character with the *Animal Lore* Skill will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field.

She will also receive one silver piece per month per level of Skill if she selects this as her "Career".

APOTHECARY

Medical

You have studied the science of Alchemy to a small degree, but your interest is in healing the sick, not creating alchemical weapons or building alchemical devices. This skill is particularly common among local hedge mages and doctors.

Prerequisite: *Herbalism*

Benefit: A character with the *Apothecary* Skill gains 10 Production Points per month if she selects this Skill as her "Career", but she may only make Elixirs, Poisons and Salves. She is also able to employ alchemical elixirs and poisons as if she had one rank of the *Alchemy* Skill. With two ranks, she may employ salves and oils as if she had two ranks of the *Alchemy* Skill.

Characters may not purchase *Apothecary* if they also have the *Alchemy* Skill.

APPRAISE ITEM

Lore

You are truly knowledgeable when it comes to items of value, whether it is a rare painting, a priceless gem, or shiny junk, you are fully aware of its value after only a few moments of examination.

Prerequisite: *Read & Write*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Appraise Item* can assess the in-game value of valuable items after a few moments of close examination. All in-game valuable items will have a valuable item tag attached. This tag will have a flap or be in an envelope stating what level of *Appraise Item* is necessary to identify the cost of the item. Only a character with the appropriate level of the Skill can look under the flap or open the envelope.

A character with this Skill applies her "Insight" bonus to her effective *Appraise Item* level when evaluating an item's worth.



Arcane Skills

Skill Name	CP	Prerequisites	Skill Category
Brew Potion (Arcane)	3	Spellcaster Level 1 (Arcane)	Arcane (Trade)
Create Wand (Arcane)	3	Spellcaster Level 3 (Arcane)	Arcane (Trade)
Scribe Scroll (Arcane)	3	<i>Read Magic</i>	Arcane (Trade)
Astrology	3	Intellect 5+, <i>Read & Write</i>	Arcane (Utility)
Fortune Telling	4	Intellect 5+ (or) Spirit 5+	Arcane (Utility)
Read Magic	15	Intellect 5+, <i>Read & Write</i>	Arcane (Utility)
Scrying	4	<i>Read Magic</i> (or) <i>Clerical Investment</i> (or) <i>Verdant Oath</i>	Arcane (Utility)
Invocation Magic (Arcane)	3	Spellcaster Level 5 (Arcane)	Arcane (Ritual)
Ritual Magic (Arcane)	5	Spellcaster Level 7 (Arcane)	Arcane (Ritual)

Craft Skills

Skill Name	CP	Prerequisites	Skill Category
Alchemy	5	Intellect 5+, <i>Herbalism</i>	Craft (Creation)
Armorsmithing	3	Strength 5+	Craft (Creation)
Blacksmithing	5	Strength 5+	Craft (Creation)
Carpentry	2	None	Craft (Creation)
Fletching	2	Agility 5+	Craft (Creation)
High Alchemy	5	Intellect 7+, <i>Alchemy Lore</i> (10+ ranks), <i>Alchemy</i> (10+ ranks)	Craft (Creation)
Leatherworking	3	None	Craft (Creation)
Tailoring	2	None	Craft (Creation)
Trapmaking	3	Intellect 5+, <i>Artifice</i>	Craft (Creation)
Weaponsmithing	3	Strength 5+	Craft (Creation)
Herbalism	3	None	Craft (Harvesting)
Mining	3	Strength 4+	Craft (Harvesting)
Skinning	2	None	Craft (Harvesting)
Architect	2	Intellect 5+	Craft (Profession)
Artist	2	None	Craft (Profession)
Bounty Hunter	2	Warfare Skill (or) Spellcaster Level 1 (or) Psionicist Level 1	Craft (Profession)
Butcher	2	None	Craft (Profession)
Cartographer	2	Intellect 5+	Craft (Profession)
Cook	2	None	Craft (Profession)
Farmer	2	None	Craft (Profession)
Fisher	2	None	Craft (Profession)
Guard	2	Warfare Skill (or) Spellcaster Level 1	Craft (Profession)
Historian	2	<i>History</i> (3+ ranks), 2 other Lore Skills	Craft (Profession)
Hunter	2	None	Craft (Profession)
Jeweler	2	Agility 6+	Craft (Profession)
Laborer	2	None	Craft (Profession)
Lawyer	2	Intellect 5+	Craft (Profession)
Mercenary	2	Warfare Skill (or) Spellcaster Level 1	Craft (Profession)
Merchant	3	None	Craft (Profession)
Performer	2	Agility 5+ (or) Spirit 5+	Craft (Profession)
Philosopher	2	Intellect 6+ (or) Spirit 6+	Craft (Profession)
Sage	2	4 Lore Skills (3+ Levels each), <i>Read & Write</i>	Craft (Profession)
Scout	2	None	Craft (Profession)
Shipwright	2	None	Craft (Profession)
Smuggler	2	None	Craft (Profession)
Survivalist	2	Endurance 4+, Intellect 4+	Craft (Profession)
Tracker	2	None	Craft (Profession)
Writer	2	<i>Read & Write</i>	Craft (Profession)



Divine Skills

Skill Name	CP	Prerequisites	Skill Category
Brew Potion (Divine)	3	Spellcaster Level 1 (Divine)	Divine (Trade)
Create Wand (Divine)	3	Spellcaster Level 3 (Divine)	Divine (Trade)
Scribe Scroll (Divine)	3	<i>Discern Scripture</i>	Divine (Trade)
Commune	5	Spirit 8+, <i>Clerical Investment</i> (or) Spirit 7+, <i>Chosen One, Holy Favor/Unholy Favor</i> (or) Spirit 7+, Nephel	Divine (Utility)
Discern Scripture	2	Spellcaster Level 1 (Divine), <i>Read & Write</i>	Divine (Utility)
Inspire Faith	4	<i>Sermon</i>	Divine (Utility)
Sermon	5	Spirit 6+, <i>Discern Scripture</i>	Divine (Utility)
Invocation Magic (Divine)	3	Spellcaster Level 5 (Divine)	Divine (Ritual)
Ritual Magic (Divine)	5	Spellcaster Level 7 (Divine)	Divine (Ritual)

Lore Skills

Skill Name	CP	Prerequisites	Skill Category
Alchemy Lore	3	Intellect 5+, <i>Read & Write</i>	Lore
Animal Lore	2	None	Lore
Appraise Item	3	<i>Read & Write</i>	Lore
Arcane Lore	3	Intellect 5+, <i>Read & Write</i>	Lore
Archaeology	2	<i>Read & Write</i>	Lore
Area Knowledge	2	None	Lore
Arxus Lore	3	<i>Read & Write</i> (or) Arxus	Lore
Astronomy	2	Intellect 5+, <i>Read & Write</i>	Lore
Celestial Lore	3	Intellect 6+, <i>Read & Write</i> (or) Nephel	Lore
Chatûl Lore	3	<i>Read & Write</i> (or) Chatûl	Lore
Combat Lore	2	<i>Read & Write</i> (or) <i>Combat Training</i>	Lore
Creature Lore	2	None	Lore
Demon Lore	3	Intellect 6+, <i>Read & Write</i>	Lore
Divine Lore	3	Intellect 5+, <i>Read & Write</i>	Lore
Dragon Lore	3	Intellect 6+, <i>Read & Write</i>	Lore
Druidic Lore	3	Intellect 5+, <i>Read & Write</i> (or) Verdant Oath	Lore
Dwarven Lore	3	<i>Read & Write</i> (or) Dwarf	Lore
Eidolon Lore	3	<i>Read & Write</i> (or) Eidolon	Lore
Elven Lore	3	<i>Read & Write</i> (or) Elf	Lore
Faerie Lore	3	<i>Read & Write</i>	Lore
Geography	2	<i>Read & Write</i>	Lore
Geology	2	<i>Read & Write</i>	Lore
History	2	<i>Read & Write</i>	Lore
Human Lore	3	<i>Read & Write</i> (or) Human	Lore
Ilith'ari Lore	4	Intellect 7+, <i>Divine Lore</i> (5+ ranks), <i>Arcane Lore</i>	Lore
Language Lore	3	Appropriate Race, <i>History</i> (3+ ranks), Appropriate Bloodline Lore (5+ ranks) (or) <i>Sage</i> (3+ ranks)	Lore
Mathematics	2	<i>Read & Write</i>	Lore
Medical Lore	2	Intellect 5+, <i>Read & Write</i>	Lore
Necromantic Lore	3	Intellect 6+, <i>Arcane Lore</i>	Lore
Nephel Lore	4	Intellect 6+, <i>Read & Write</i> (or) Nephel	Lore
Nobility & Royalty Lore	2	<i>Read & Write</i>	Lore
Orc Lore	3	<i>Read & Write</i> (or) Orc	Lore
Planar Lore	3	Intellect 6+, <i>Read & Write</i>	Lore
Psionic Lore	3	Intellect 5+, <i>Read & Write</i>	Lore
Read & Write	2	None	Lore
Ritual Lore	3	Intellect 6+, <i>Arcane Lore</i> (or) Spirit 6+, <i>Divine Lore</i> (or) Spirit 6+, <i>Druidic Lore</i>	Lore
Satyr Lore	3	<i>Read & Write</i> (or) Satyr (or) Satyr-kin	Lore
Teaching	1	None	Lore
Wilderness Lore	2	None	Lore
Wyld Lore	4	Intellect 6+, <i>Read & Write</i>	Lore



Magic Skills

Skill Name	CP	Prerequisites	Skill Category
Concentration*	2	Intellect 6+	Magic
Counterspell*	2	Spellcaster Level 1	Magic
Harvest Essence	5	Spellcaster Level 5	Magic
Identify Magic	10	Spellcaster Level 1	Magic
Inscribe Sigil	2	Spellcaster Level 5	Magic
Ritual Circle	3	Spellcaster Level 5	Magic
Spell Slot Level 1	1	Spellcaster Level 1	Magic
Spell Slot Level 2	1	Spellcaster Level 2	Magic
Spell Slot Level 3	2	Spellcaster Level 3	Magic
Spell Slot Level 4	2	Spellcaster Level 4	Magic
Spell Slot Level 5	3	Spellcaster Level 5	Magic
Spell Slot Level 6	3	Spellcaster Level 6	Magic
Spell Slot Level 7	4	Spellcaster Level 7	Magic
Spell Slot Level 8	4	Spellcaster Level 8	Magic
Spell Slot Level 9	5	Spellcaster Level 9	Magic
Specialist (Amethyst)	5	<i>Read Magic</i>	Magic (Arcane)
Specialist (Diamond)	5	<i>Read Magic</i>	Magic (Arcane)
Specialist (Emerald)	5	<i>Read Magic</i>	Magic (Arcane)
Specialist (Obsidian)	5	<i>Read Magic</i>	Magic (Arcane)
Specialist (Ruby)	5	<i>Read Magic</i>	Magic (Arcane)
Specialist (Sapphire)	5	<i>Read Magic</i>	Magic (Arcane)
Specialist (Topaz)	5	<i>Read Magic</i>	Magic (Arcane)
Spellcaster Novice (Arcane)	4	<i>Read Magic</i>	Magic (Arcane)
Spellcaster Level 1 (Arcane)	5	Spellcaster Novice (Arcane)	Magic (Arcane)
Spellcaster Level 2 (Arcane)	5	Spellcaster Level 1 (Arcane)	Magic (Arcane)
Spellcaster Level 3 (Arcane)	6	Intellect 6+, Spellcaster Level 2 (Arcane)	Magic (Arcane)
Spellcaster Level 4 (Arcane)	6	Spellcaster Level 3 (Arcane)	Magic (Arcane)
Spellcaster Level 5 (Arcane)	7	Intellect 7+, Spellcaster Level 4 (Arcane)	Magic (Arcane)
Spellcaster Level 6 (Arcane)	7	Spellcaster Level 5 (Arcane)	Magic (Arcane)
Spellcaster Level 7 (Arcane)	8	Intellect 8+, Spellcaster Level 6 (Arcane)	Magic (Arcane)
Spellcaster Level 8 (Arcane)	8	Spellcaster Level 7 (Arcane)	Magic (Arcane)
Spellcaster Level 9 (Arcane)	10	Spellcaster Level 8 (Arcane)	Magic (Arcane)
Spellcaster Novice (Divine)	4	<i>Clerical Investment</i>	Magic (Divine)
Spellcaster Level 1 (Divine)	5	Spellcaster Novice (Divine)	Magic (Divine)
Spellcaster Level 2 (Divine)	5	Spellcaster Level 1 (Divine)	Magic (Divine)
Spellcaster Level 3 (Divine)	6	Spirit 6+, Spellcaster Level 2 (Divine)	Magic (Divine)
Spellcaster Level 4 (Divine)	6	Spellcaster Level 3 (Divine)	Magic (Divine)
Spellcaster Level 5 (Divine)	7	Spirit 7+, Spellcaster Level 4 (Divine)	Magic (Divine)
Spellcaster Level 6 (Divine)	7	Spellcaster Level 5 (Divine)	Magic (Divine)
Spellcaster Level 7 (Divine)	8	Spirit 8+, Spellcaster Level 6 (Divine)	Magic (Divine)
Spellcaster Level 8 (Divine)	8	Spellcaster Level 7 (Divine)	Magic (Divine)
Spellcaster Level 9 (Divine)	10	Spellcaster Level 8 (Divine)	Magic (Divine)
Turn Undead	2	<i>Clerical Investment</i> (or) <i>Chosen One</i>	Magic (Divine)
Spellcaster Novice (Nature)	4	<i>Verdant Oath</i>	Magic (Nature)
Spellcaster Level 1 (Nature)	5	Spellcaster Novice (Nature)	Magic (Nature)
Spellcaster Level 2 (Nature)	5	Spellcaster Level 1 (Nature)	Magic (Nature)
Spellcaster Level 3 (Nature)	6	Spirit 6+, Spellcaster Level 2 (Nature)	Magic (Nature)
Spellcaster Level 4 (Nature)	6	Spellcaster Level 3 (Nature)	Magic (Nature)
Spellcaster Level 5 (Nature)	7	Spirit 7+, Spellcaster Level 4 (Nature)	Magic (Nature)
Spellcaster Level 6 (Nature)	7	Spellcaster Level 5 (Nature)	Magic (Nature)
Spellcaster Level 7 (Nature)	8	Spirit 8+, Spellcaster Level 6 (Nature)	Magic (Nature)
Spellcaster Level 8 (Nature)	8	Spellcaster Level 7 (Nature)	Magic (Nature)
Spellcaster Level 9 (Nature)	10	Spellcaster Level 8 (Nature)	Magic (Nature)

*Cycling



Medical Skills

Skill Name	CP	Prerequisites	Skill Category
Apothecary	3	<i>Herbalism</i>	Medical
Autopsy	5	<i>Surgeon</i>	Medical
Detect Poison	2	None	Medical
Diabolic Torture	3	<i>Torture, Surgeon</i>	Medical
Dissection	5	<i>Physician, Medical Lore (5+ Levels)</i>	Medical
First Aid	5	Intellect 4+	Medical
Physician	10	Intellect 5+, <i>First Aid, Medical Lore (2+ Levels)</i>	Medical
Surgeon	15	Intellect 6+, <i>Physician, Medical Lore (5+ Levels)</i>	Medical
Surgical Strike*	6	Assassin Training x2, Surgeon	Medical
Torture	3	<i>Physician, Medical Lore (4+ Levels)</i>	Medical
Triage	5	<i>Physician</i>	Medical

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Nature Skills

Skill Name	CP	Prerequisites	Skill Category
Brew Potion (Nature)	3	Spellcaster Level 1 (Nature)	Nature (Trade)
Create Wand (Nature)	3	Spellcaster Level 3 (Nature)	Nature (Trade)
Scribe Scroll (Nature)	3	Spellcaster Level 1 (Nature), <i>Read & Write</i>	Nature (Trade)
Calm Animal	2	Spellcaster Level 1 (Nature)	Nature (Utility)
Druidic Attunement	2	Spellcaster Level 1 (Nature)	Nature (Utility)
Pathfinder	5	Spellcaster Level 2 (Nature), <i>Druidic Attunement</i>	Nature (Utility)
Honed Instinct	5	Spellcaster Level 3 (Nature), <i>Pathfinder</i>	Nature (Utility)
Invocation Magic (Nature)	3	Spellcaster Level 5 (Nature)	Nature (Ritual)
Ritual Magic (Nature)	5	Spellcaster Level 7 (Nature)	Nature (Ritual)

Persona Skills

Skill Name	CP	Prerequisites	Skill Category
Conviction	10	Intellect 6+, Combat Training x1 (or) <i>Charisma</i>	Persona
Dominion	10	Intellect 6+, Combat Training x1 (or) <i>Menace</i>	Persona
Inspiration	10	Spirit 6+, <i>Performer 5 (or) Charisma (or) Menace</i>	Persona
Passion	10	Spirit 6+, <i>Performer 5 (or) Charisma (or) Menace</i>	Persona
Perseverance*	5	<i>Conviction (or) Dominion</i>	Persona (Leadership)
Tactical Strike*	4	Combat Training x2 & <i>Rally Friends (or) Demand Obedience</i>	Persona (Leadership)
Encourage*	4	<i>Conviction</i>	Persona (Conviction)
Rally Friends*	5	<i>Encourage</i>	Persona (Conviction)
Valorous Call*	3	<i>Rally Friends</i>	Persona (Conviction)
Fearless Call*	3	<i>Rally Friends, Resist Fear</i>	Persona (Conviction)
Intimidate*	2	<i>Dominion</i>	Persona (Dominion)
Demand Obedience*	5	<i>Intimidate</i>	Persona (Dominion)
Harness Anger*	3	<i>Demand Obedience</i>	Persona (Dominion)
Harness Fear*	3	<i>Demand Obedience, Resist Fear</i>	Persona (Dominion)
Motivate*	4	<i>Inspiration</i>	Persona (Inspiration)
Freedom's Call*	5	<i>Motivate</i>	Persona (Inspiration)
Last Stand*	5	<i>Combat Training, Motivate</i>	Persona (Inspiration)
Second Wind*	4	<i>Combat Training, Motivate</i>	Persona (Inspiration)
Lament for the Fallen*	3	Spirit 7+, <i>Last Stand</i>	Persona (Inspiration)
Hero's Rest*	5	Spirit 7+, <i>Lament for the Fallen</i>	Persona (Inspiration)
Incite*	4	<i>Passion</i>	Persona (Passion)
Unbroken Resolve*	5	<i>Incite</i>	Persona (Passion)
Spirit of Defiance*	5	<i>Unbroken Resolve</i>	Persona (Passion)
Spirit of Rebellion*	4	<i>Unbroken Resolve</i>	Persona (Passion)
Surge of Emotion*	5	Spirit 7+, <i>Spirit of Defiance (or) Spirit 7+, Spirit of Rebellion</i>	Persona (Passion)
Ballad of Rapture*	5	Spirit 7+, <i>Surge of Emotion</i>	Persona (Passion)



Rogue Skills

Skill Name	CP	Prerequisites	Skill Category
Assassinate*	4	Assassin Training x4	Rogue (Assassination)
Assassin Training	6	Agility 5+, Intellect 5+, Weapon Skill	Rogue (Assassination)
Backstab*	3	Assassin Training x2	Rogue (Assassination)
Crippling Strike*	4	Assassin Training x2	Rogue (Assassination)
Deft Strike*	4	Assassin Training x3	Rogue (Assassination)
Sneak Attack*	2	Assassin Training	Rogue (Assassination)
Staggering Strike*	3	Assassin Training x3	Rogue (Assassination)
Terminate*	6	Assassin Training x5	Rogue (Assassination)
Uncanny Awareness*	3	Assassin Training x4	Rogue (Assassination)
Use Poison	3	None	Rogue (Assassination)
Waylay	5	Assassin Training	Rogue (Assassination)
Artifice	10	Thievery Training	Rogue (Thievery)
Disarm Trap*	3	Thievery Training x2, <i>Artifice</i>	Rogue (Thievery)
Escape Artist	4	Agility 6+	Rogue (Thievery)
Forgery	2	Thievery Training x3, <i>Read & Write</i>	Rogue (Thievery)
Open Lock*	3	Thievery Training x2, <i>Artifice</i>	Rogue (Thievery)
Pickpocket	3	Thievery Training x2, <i>Artifice</i>	Rogue (Thievery)
Recover Trap	3	Thievery Training x3, <i>Disarm Trap</i>	Rogue (Thievery)
Thievery Training	6	Agility 5+, Intellect 5+	Rogue (Thievery)
Trap Dodge*	2	Agility 6+, Thievery Training	Rogue (Thievery)

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Warfare Skills

Skill Name	CP	Prerequisites	Skill Category
Battle Focus*	4	Intellect 6+, Combat Training x2 (or) Intellect 6+, Assassin Training x2	Warfare (Maneuver)
Cleave*	6	Combat Training x4 (Melee)	Warfare (Maneuver)
Critical Attack*	2	Combat Training	Warfare (Maneuver)
Death Strike*	6	Combat Training x5 (or) Assassin Training x5	Warfare (Maneuver)
Defend*	2	Combat Training x2 (Melee)	Warfare (Maneuver)
Deflect*	2	Combat Training (Melee) (or) Assassin Training	Warfare (Maneuver)
Destroy*	4	Combat Training x4 (Melee)	Warfare (Maneuver)
Disarm*	2	Combat Training (or) Assassin Training	Warfare (Maneuver)
Dodge*	4	Agility 7+, Combat Training x2 (or) Agility 7+, Assassin Training x2	Warfare (Maneuver)
Evade*	2	Agility 6+, Combat Training (or) Agility 6+, Assassin Training	Warfare (Maneuver)
Eviscerate*	6	Combat Training x4	Warfare (Maneuver)
Great Slay*	5	Combat Training x3	Warfare (Maneuver)
Parry*	4	Combat Training x2 (Melee)	Warfare (Maneuver)
Pierce Armor*	4	Combat Training x3	Warfare (Maneuver)
Power Shot*	2	Combat Training x2 (Ranged)	Warfare (Maneuver)
Precise Shot*	2	Combat Training (Ranged)	Warfare (Maneuver)
Primal Frenzy*	6	Combat Training x4 (Melee), <i>Primal Rage</i> x2	Warfare (Maneuver)
Primal Rage*	4	Strength 6+, Combat Training x2 (Melee)	Warfare (Maneuver)
Resist Disarm*	2	Combat Training (or) Assassin Training	Warfare (Maneuver)
Riposte*	6	Combat Training x4 (Melee)	Warfare (Maneuver)
Sealing Strike*	5	Combat Training x2 (or) Assassin Training x2	Warfare (Maneuver)
Sever Limb*	6	Combat Training x4, <i>Combat Expertise</i>	Warfare (Maneuver)
Shatter*	4	Combat Training x3	Warfare (Maneuver)
Slay*	4	Combat Training x2	Warfare (Maneuver)
Stun Limb*	4	Combat Training x3 (or) Assassin Training x3	Warfare (Maneuver)
Withdraw*	6	Agility 8+, Combat Training x4 (or) Agility 8+, Assassin Training x4	Warfare (Maneuver)
Wound*	4	Combat Training x4 (or) Assassin Training x4	Warfare (Maneuver)
Archery	6	Agility 4+, Strength 4+	Warfare (Mastery)
One-handed Blade	8	Strength 4+	Warfare (Mastery)
One-handed Blunt	8	Strength 4+	Warfare (Mastery)



One-handed Master	14	Strength 4+	Warfare (Mastery)
Small Weapon	4	None	Warfare (Mastery)
Style Master	10	Combat Training x2	Warfare (Mastery)
Two-handed Blade	14	Strength 5+	Warfare (Mastery)
Two-handed Blunt	10	Strength 5+	Warfare (Mastery)
Two-handed Master	20	Strength 5+	Warfare (Mastery)
Weapon Master	30	<i>Combat Mastery</i>	Warfare (Mastery)
Duelist	6	Agility 6+, Combat Training (or) Agility 6+, Assassin Training	Warfare (Style)
Florentine	4	Agility 6+ (or) Combat Training (or) Assassin Training	Warfare (Style)
Insightful Fighting	4	Intellect 6+, Combat Training (or) Intellect 6+, Assassin Training	Warfare (Style)
Shield	4	None	Warfare (Style)
Two Weapons	6	Combat Training, <i>Florentine</i> (or) Assassin Training, <i>Florentine</i>	Warfare (Style)
Armor Proficiency	2	None	Warfare (Training)
Combat Expertise	6	Combat Training x2 (or) Assassin Training x2	Warfare (Training)
Combat Mastery	8	Combat Training x4, Combat Expertise	Warfare (Training)
Combat Training	8	Strength 5+ (or) Agility 5+, Weapon Skill	Warfare (Training)
Foe Bane	2	Foe Hunter	Warfare (Training)
Foe Hunter	2	Combat Training (or) Assassin Training	Warfare (Training)
Foe Slayer	2	Combat Training (or) Assassin Training, Foe Bane	Warfare (Training)
Melee Training	6	Strength 5+, Weapon Skill	Warfare (Training)
Mend Armor	2	None	Warfare (Training)
Ranged Training	6	Agility 5+, Weapon Skill	Warfare (Training)
Shield Focus	3	Combat Training, <i>Shield</i>	Warfare (Training)
Shield Specialist	6	Combat Training x2, <i>Shield Focus</i>	Warfare (Training)
Weapon Focus	3	Combat Training (or) Assassin Training	Warfare (Training)
Weapon Specialist	6	Combat Training x2 (or) Assassin Training x2, <i>Weapon Focus</i>	Warfare (Training)
Axe	4	Strength 4+	Warfare (Weapon)
Bow	4	Agility 3+, Strength 4+	Warfare (Weapon)
Club	2	None	Warfare (Weapon)
Crossbow	4	Agility 2+	Warfare (Weapon)
Dagger	2	None	Warfare (Weapon)
Flail	4	Strength 4+	Warfare (Weapon)
Hatchet	2	None	Warfare (Weapon)
Mace	4	Strength 3+	Warfare (Weapon)
Polearm	6	Strength 5+	Warfare (Weapon)
Spear	4	Strength 4+	Warfare (Weapon)
Staff	2	Strength 3+	Warfare (Weapon)
Sword	4	Strength 4+	Warfare (Weapon)
Thrown Weapon	2	Agility 3+	Warfare (Weapon)
Two-handed Axe	6	Strength 5+	Warfare (Weapon)
Two-handed Mace	6	Strength 5+	Warfare (Weapon)
Two-handed Sword	6	Strength 5+	Warfare (Weapon)

Skills marked with an asterisk () are Cycling Skills and may be purchased multiple times, and for every fifth (5th) rank if the Skill you purchase, your character will convert a “per day” use into a “per rest use”. For example, if a character has four (4) ranks of the Slay Skill, it means they may use the Slay ability four (4) times a day. Slay is a Cycling Skill, so if the Player chooses to purchase a fifth rank of Slay for their character, the character gains one use of the Slay Skill that is usable once per rest instead of once per day. This is an important concept to understand when selecting your character’s Education as it may influence the order in which you choose Skills as you advance.



ARCANE LORE

Lore

You have studied the lore of the Arcane. Your knowledge spreads far and wide, focusing on the secrets of Arcane Magic, but also touching upon things such as demons, celestials, and the mysteries of the planes and dimensional travel.

Prerequisite: Intellect 5+, *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Arcane Lore* will be more likely to understand the fickle ways of magic, the rituals of the strangest cults, and the meanings of secret prophecies.

A character with the *Arcane Lore* Skill will occasionally receive scrolls and other items during Logistics to represent constant work in her field. **She will also receive one silver piece per month per level of Skill if she selects this as her "Career".**

ARCHAEOLOGY

Lore

You have studied the spread of humanoid activity throughout the world's past. Your knowledge is remarkably diverse, covering the development of all of the species of Blessed Living and some monster races.

Prerequisite: *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Archaeology* is well versed in the history of the world from the perspective of what artifacts and remains have been left behind.

A character with the *Archaeology* Skill will occasionally receive scrolls and other items during Logistics to represent constant work in her field. **She will also receive one silver piece per month per level of Skill if she selects this as her "Career".**

ARCHERY

Warfare (Mastery)

You are proficient with both the bow and the crossbow.

Prerequisite: Agility 4+, Strength 4+

Benefit: A character with the *Archery* Skill may use any Bow or Crossbow unless the details on the weapon tag restrict the character from doing so.

ARCHITECT

Craft (Profession)

You have trained as an architect, which has given you the skills required to plan out the

construction of buildings of all kinds. From the smallest house to the largest castle, you are able to plan a building so that it can be constructed quickly and efficiently.

Prerequisite: Intellect 5+

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Architect* can make building plans for buildings like castles, keeps, and houses. His talent is often sought after by those wishing to inhabit a new area or expand upon civilization.

A character with *Architect* will receive one silver piece per month per level of Skill if she selects this as her "Career".

AREA KNOWLEDGE

Lore

You are quite familiar with a particular type of region, and you have accumulated a wide range of knowledge about the goings on in similar areas.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge. This Skill may also be purchased several times to represent familiarity with different regions of Sidereus.

Appropriate regions may be chosen from the following list.

- Urban (Settlements, Villages, Towns)
- Ruins (Fallen villages, ruins, dungeons)
- Sea (Isolated islands, underwater ruins, oceanic currents)
- Wilderness (Wilderness areas, forests, untamed plains, deserts)
- Wyld (Any area that is Wyld-infested)
- Alternatively, a Player may name any region or Locale (within region) as the focus of their Area Knowledge

A character with *Area Knowledge* will receive information during Logistics to represent her keeping up with events from her chosen location. **She will also receive one silver piece per month per level of Skill if she selects this as her "Career".**

ARMOR PROFICIENCY

Warfare (Training)

You have spent a great deal of time training your body to be comfortable wearing heavy armor in combat.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. A character may never have the ability to wear more than 50 Armor

Points without the aid of magic or masterwork equipment.

The *Armor Proficiency* Skill grants the character the ability to wear 5 Armor Points more than she would normally be able to wear each time it is purchased.

ARMORSMITHING

Craft (Creation)

You have learned the art of blacksmithing, though you have focused the skills of your trade and specialized as an armorsmith.

Prerequisite: Strength 5+

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of ability. **In addition, for every level of *Armorsmithing* a character has, she gains 10 Production Points per month to create armor if she selects this as her "Career".**

This Skill may be used to create all types of armor and shields. It can also be used to refit suits of armor once their armor points have been depleted.

For more details see the *Blacksmithing* Skill entry.

ARTIFICE

Rogue (Thievery)

You are practiced in the art of setting and removing traps, picking locks, and disabling trap-like devices. You may use this skill as a thief or as one who works against thievery, but either way it takes a careful hand to master insidious traps, complicated locks and other such items.

Prerequisite: Thievery Training

Benefit: A character with the *Artifice* Skill may attempt to disarm traps (and potentially recover them with enough levels of Thievery Training), pick locks and disable other complicated mechanical devices. Success with this Skill is not automatic, and the character using the ability must actually attempt to disarm the trap out of game. For more information on lockpicking, traps, and trap setting, see the "Rogues in Sidereus" section.

ARTIST

Craft (Profession)

You are skilled at some visual art form such as painting, sculpture, drawing, watercolor, and others.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence. This Skill may also be purchased a number of

times to represent familiarity with different types of art.

A character with *Artist* must declare what form of art she specializes in.

Examples include; Calligraphy, ceramics, drawing, embroidery, glassblowing, knitting, metalworking, painting, paper art (like origami), printmaking, quilting, sculpture, watercolor, and woodworking.

A character with *Artist* will receive one silver piece per month per level of Skill if this Skill is selected as her "Career". Also, the character may bring associated Art items into game to sell to other players for in-game currency or to barter with.

ARXUS LORE Lore

In your travels or extensive reading, you have become intimately familiar with the culture and ways of the Arxus people.

Prerequisite: *Read & Write* (or) *Arxus*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Arxus Lore* will have a deep understanding of the ways of the Arxus high in their mountain homes. This includes their life, habits and history.

A character with the *Arxus Lore* Skill will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field.

She will also receive one silver piece per month per level of Skill if she selects this as her "Career".

ASSASSINATE*

Rogue (Assassination)

You are able to pick out vulnerable points on your opponent's body and strike out at them, inflicting grievous damage and often felling them outright.

Prerequisite: *Assassin Training* x4

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Assassinate enables the character to inflict a massive amount of damage in a single attack once per day for each level of the Skill purchased. *Assassinate* may be used in conjunction with any weapon the character has the Skill required to use. This Skill may not be used in conjunction with any weapons in which the character is not proficient.

In order to use this ability, you must call out "*Assassinate*". An *Assassinate* attack may only be performed from behind, and the target of the attack may not defend against

it using *Dodge*, *Parry*, *Riposte*, or related abilities. Any other ability or spell that protects against special attacks may be used to defend against an *Assassinate*. You must be able to see both of the target's shoulder blades to use *Assassinate*; you cannot reach around from the front. Doing so is considered a violation of the rules. An *Assassinate* may only ever be used for one strike on one target. The target does not have to be unaware of her attacker.

A character hit by an *Assassinate* is immediately reduced to -1 Hit Points. This damage may be healed or resisted as normal. This attack bypasses armor and goes directly to a character's Hit Points.

Special: You can announce any damage type or effect type that your weapon may have when you use an *Assassinate*.

Example: Azrael Ebonscar has been stalking a small contingent of the Knights of the Silver Hand. Azrael has purchased two uses of the Assassinate Skill. When he is ready he strikes, calling "Assassinate!" Azrael strikes one of the knights and manages to land his attack. The knight has no protective spells and cannot otherwise defend against the attack, so he immediately falls to the ground, reduced to -1 Hit Points. The knight begins his "Bleeding Out" count. Now that the other knights are aware of Azrael's presence he readies himself for full on combat. As one of the knights moves to attack, Azrael quickly steps to the side. The knight overextends on his attack, giving Azrael a clear view of his back and both shoulder blades. Azrael strikes out again, calling "Assassinate!" and lands his attack, felling another knight.

ASSASSIN TRAINING

Rogue (Assassination)

You have been trained in the art of Assassination, and have begun learning methods of infiltration, stealth, surprise and cunning methods of eliminating your foes.

Prerequisite: *Agility* 5+, *Intellect* 5+, *Weapon Skill*

Benefit: This Skill may be purchased up to five times. The number of levels a character has in this Skill is an indicator of that character's level of competence. A character that has higher levels of this Skill will gain access to other Skills over time.

Assassin Training represents the time a character has spent learning the basics of stealth combat and assassination methods. Much like a *Craft Skill*, *Assassin Training* represents accumulated knowledge and not necessarily a single specific ability. *Assassin Training* is only intended to grant a character access to individual Skills available in the *Rogue (Assassination)* category.

ASTROLOGY

Arcane (Utility)

You have studied the science of predicting the future through the stars. The 13 signs of the Zodiac of Sidereus hold many mysteries, from knowledge of the future to a deeper understanding of the past.

Prerequisite: *Intellect* 5+, *Read & Write*

Benefit: This Skill may be purchased up to ten times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with the *Astrology* Skill can sometimes glean information about the future, learn some detail about other characters, and perhaps even discover ways to improve magic ritual casting.

With one game day of preparation, a character can perform one of the following tasks per level of Skill;

- **Forecast the future:** This task gives a character the ability to ask a specific question about the future.
- **Investigate a character:** This task gives a character the ability to learn more in-game about another character.
- **Ritual preparation:** This allows a character to potentially gain some benefits for *Arcane Ritual* casting.

To use these abilities, the character must inform Logistics which tasks she is using a day in advance (either a day before the event for the first day or at first Logistics for the second day). At the next Logistics period the character will receive the results.

ASTRONOMY

Lore

You have studied the various stars and other celestial bodies that fill the heavens in great depth in the hopes of learning more about the history of the Universe.

Prerequisite: *Intellect* 5+, *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Astronomy* will be more likely to understand the movements of the stars and planets, as well as the physical effects those celestial objects may have on the planet.

A character with the *Astronomy* Skill will occasionally receive maps, texts, scrolls and other items during Logistics to represent her constant research in her field.

She will also receive one silver piece per month per level of Skill if she selects this as her "Career".



AUTOPSY

Medical

You are able to conduct explorative surgery to determine the cause of death in most living creatures. Your skills are often sought out by the local town guard for murder investigations.

Prerequisite: *Surgeon*

Benefit: A character with the *Autopsy* Skill may use it to conduct in depth surgery on a dead character to determine the way in which she died.

While obvious signs of death such as weapon injuries and spell damage do not require this Skill to detect, the *Autopsy* Skill allows a character to investigate all of the different factors that could have caused death, as well as any other effects that may have been in place on the character at the moment she died.

In order for this Skill to be used, the character must be currently dead and physically present. In addition, the character using the Skill must engage in at least ten minutes of uninterrupted roleplay (roleplaying conducting an autopsy, feel free to use props such as fake blood and/or organs), and must have a *Surgeon's Kit* item before she may use this Skill.

The character performing the autopsy must clearly state "**Autopsy Begin**" and then initiate the two minutes of roleplay. After the roleplay is complete, she may then ask any question available from the *Physician* Skill, as well as any other questions pertaining to the in-game status of the character prior to her death.

Appropriate questions include; "What effect/attack killed you?", "What is your hit point total?", "Were you under any alchemy effects?", "What was the race of the person who killed you?", "Did you receive a *killing blow*?" These questions are always out-of-game and may be answered even if the character is dead, *Silenced* or otherwise unable to speak.

Under no circumstances can a character using this Skill ask, "What character/player killed you?" Any other question concerning in-game information directly relating to the character's death and life shortly before her death may be asked.

This Skill may be used on a permanently dead character or a character currently engaged in their "death count". If the character "dissipates" during the autopsy, the Skill immediately ends.

AXE

Warfare (Weapon)

You are skilled in the use of axes, battle axes, hatchets, picks and similar weapons.

Prerequisite: Strength 4+

Benefit: A character with the *Axe* Skill may use any one-handed axe type weapon unless the details on the weapon tag restrict the character from doing so.

BACKSTAB*

Rogue (Assassination)

You can select vulnerable locations on your target's body and inflict massive damage by striking out at those locations.

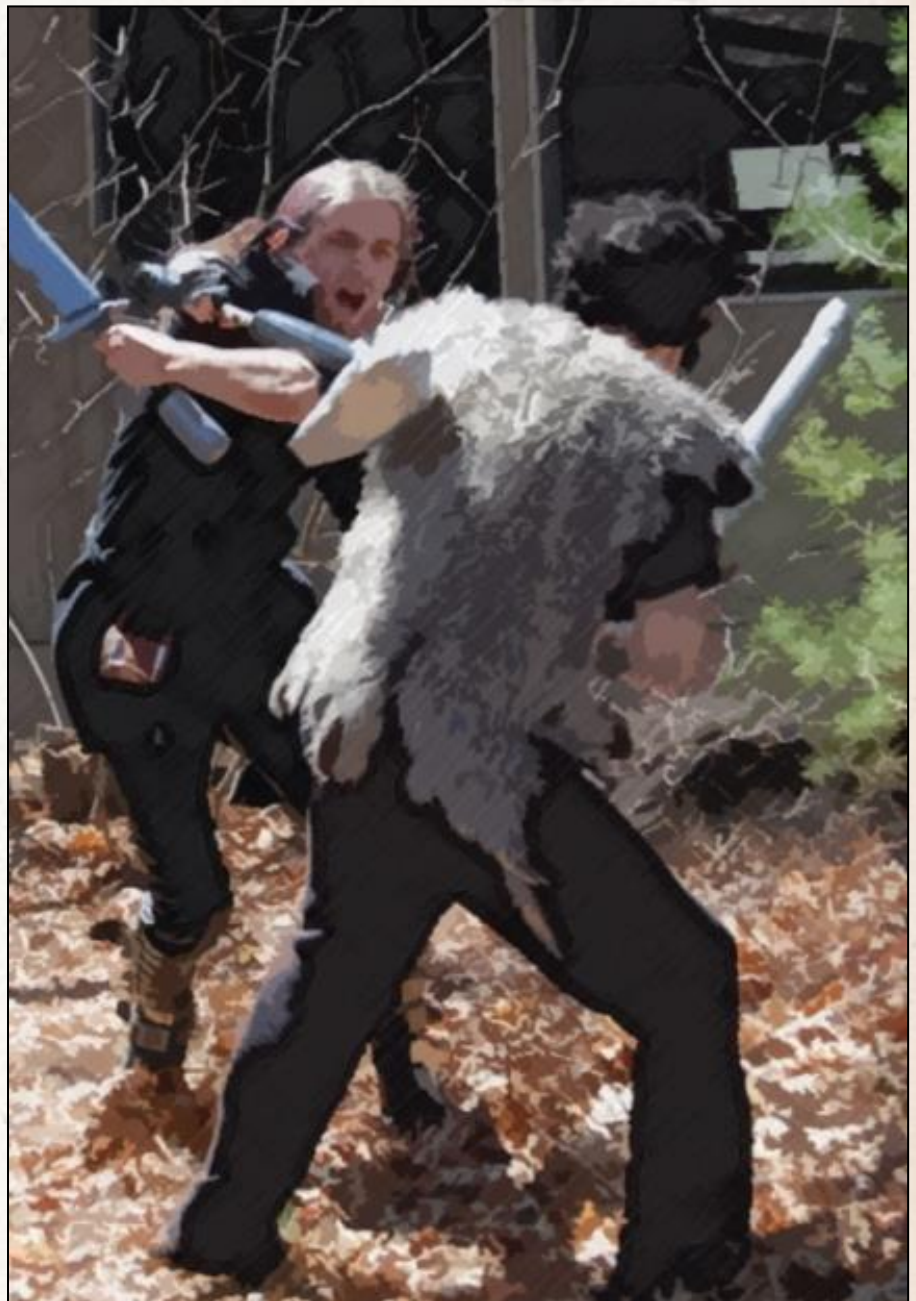
Prerequisite: Assassin Training x2

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Backstab enables the character to inflict a large amount of damage in a single attack once per day for each level purchased.

Backstab may be used in conjunction with any weapon the character has the Skill to use. There is no limit to the number of times this Skill may be purchased if the prerequisites are met.

A *Backstab* does 40 points of damage with each attack. In order to use this Skill you must call out the amount of damage (40) and Damage Type, followed by "**Backstab**", and then make your attack. A *Backstab* attack may only be performed from behind, and cannot be blocked using *Dodge*, *Parry*, *Riposte* or similar abilities from the target. Any other ability or spell that protects against special attacks may be used to defend against a *Backstab*. You cannot reach around from the front to make a *Backstab* attack and doing so is considered a violation of the rules. By its nature, a *Backstab* attack cannot be maintained once it has been



activated, nor can a character using it switch targets. Each use may only ever be used for one strike. The target of a *Backstab* does not have to be unaware of her attacker.

Special: When making a *Backstab* attack, do not include the weapon's damage bonus or any enhancement spells or abilities. You may announce any damage types that your weapon may have when you use a *Backstab*.

Example: Lorelei Winterblossom has been followed by a pair of hired assassins. She knows she has to get rid of them. After evading them, she quickly gets into position. Lorelei has purchased three levels of Backstab. When she is in range to attack her target, she strikes, calling out "40 Backstab!" Wearing only light armor, the hired thug falls to the ground.

After moving to a better position, she advances in behind the second thug and attacks again. She calls out "40 Backstab!" but this target is different. The second thug is under the protection of a Battle Shield spell, which defends him from Lorelei's Backstab. The thug turns around and Lorelei must now defend herself in open combat. Due to the change in events she can no longer use her Backstab attack, so she is forced to flee.

BALLAD OF RAPTURE*

Persona (Passion)

Your song or oratory is so powerful that it is able to move others to feats that would otherwise be considered impossible. Consumed in rapturous passion, they are able to resist most effects and damage. However, the cost is high – as once the song comes to an end, they succumb to their wounds and die.

Prerequisite: Spirit 7+, *Surge of Emotion*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

A character using the *Ballad of Rapture* Skill may choose another character to grant its benefits to. They can never give themselves the benefits. The target character must accept the benefits in order for them to become active.

While under the effects of *Ballad of Rapture*, the target character is immune (will respond by saying "no effect") to Mental effects, Binding effects, Disarm effects, and basic attacks. (Basic attacks do not include "Activate Skill" abilities, Waylay, Assassinate or Backstab)

The effects of this ability end immediately if the character performing is prevented from using in-game Skills, dropped to -1 Hit Points, or killed.

Once this effect ends, the target character immediately suffers an Absolute Death effect. They may receive healing afterwards in any conventional fashion (Revive effects, etc.)

BATTLE FOCUS*

Warfare (Maneuver)

You are able to enter a state of single-minded focus that allows you to become exceptionally powerful in combat, facing down even the most powerful of foes with dogged tenacity and strength of will.

Prerequisite: Intellect 6+, Combat Training x2 (or) Intellect 6+, Assassin Training x2

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Battle Focus allows a character to enter a state of focused concentration, granting them the ability to become much more deadly in combat.

In order to use this Skill, the character must roleplay a one-minute period of intense meditation. She must be conscious and free to move and act. She may count off the time for this period silently, and this time may be passed while she is standing. If she takes any damage or is affected by any offensive spell, she must restart her five-second count. When her count is complete, she must clearly state "**Battle Focus Begin!**" At which point her *Battle Focus* ability becomes active.

While under the effects of *Battle Focus* a character with this Skill will add +2 to their damage and will also add +20 temporary Hit Points to their hit point total.

The effects of *Battle Focus* end if the character is rendered unconscious, prevented from using in-game skills, is dropped to -1 Hit Points, or killed.

BLACKSMITHING

Craft (Creation)

You have learned the art of blacksmithing, and with it you can create a variety of weapons, armor and other items that are highly sought after in the harsh, battle-ridden world you live in.

Prerequisite: Strength 5+

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of ability. In addition, for every level of *Blacksmithing* a character has, she gains 10 Production Points per month to create armor, weapons, and other items if she selects it as her "Career"

This Skill may be used to create all types of weapons, armor and shields. It can also be used to refit suits of armor once their armor points have been depleted, and to repair weapons that have been shattered or broken.

A character with this Skill can make weapons, armor, shields and other items in any combination. Making these items requires the character to use up her pool of Production Points. These points determine what a character is able to build in a given span of time.

Blacksmithing can be used for a variety of other tasks as well;

Refitting Armor: The process of "Refitting" a suit of armor takes a total of one minute uninterrupted during which time you can use no other Skill, and cannot walk around. The player must roleplay repairing the armor and must have a Repair Kit item in order to use this Skill. Armor is "breached" when it is reduced to zero Armor Points. Any time a suit of armor is "breached", it will lose one "durability" box during the next "Rest period".

Plating a weapon: Coating a weapon's blade or striking surface in different types of metal may allow it to harm creatures that require a specific type of material to be affected. The costs for the various weapon plating options are listed with the other *Blacksmithing* options.

Strengthening an item: Strengthening a weapon or suit of armor allows it to take more punishment in combat. This process is inexpensive and valued highly by fighters as it preserves the tools of their trade.

The complete rules for *Blacksmithing* and other Craft Skills, as well as the list of component items and materials required to use these Skills can be found in the Crafting & Item Creation section of this book.

BOUNTY HUNTER

Craft (Profession)

You have chosen to use your talents in combat for the express purpose of hunting down those with prices on their heads. It may be an outlaw or some poor fool who fell on the wrong side of a master wizard. All that matters in the end is the money.

Prerequisite: Warfare Skill (or) Spellcaster Level 1

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Bounty Hunter* engages in the trade of hunting down outlaws in exchange for money.

A character with *Bounty Hunter* will receive one silver piece per month per level



of Skill if she selects this as her "Career". Also, the character may receive plot hooks during Logistics in the form of a fresh bounty or a new lead on an existing bounty.

BOW

Warfare (Weapon)

You are skilled in the use of longbows and shortbows.

Prerequisite: Agility 3+, Strength 4+

Benefit: A character with the *Bow* Skill may use any bow type weapon unless the details on the weapon tag restrict the character from doing so.

BREW POTION

Arcane (Trade), Divine (Trade), Nature (Trade)

You have studied the craft of creating potions that are magically enchanted to grant a variety of spell effects to those who drink them.

Prerequisite: Spellcaster Level 1 (appropriate type)

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of ability. **In addition, for every level of *Brew Potion* a character has, she gains 10 Production Points per month if she selects this Skill as her "Career".**

A character with this Skill can brew magical potions that grant spell effects and bonuses to those who drink them. Making these items requires the character to use up her pool of Production Points. These points determine which potions a character is able to create in a given span of time. Creating a potion requires the use of raw and refined materials. A character can only make a potion of a spell that she has available in a spell book.

The complete rules for Item Creation Skills, as well as the list of component items and materials required to use these Skills can be found later in this book.

Note that not every spell can be made into a potion. Spells that can be made into potions will be indicated in their descriptive text. Magical potions can be resisted in the same way as a spell effect, although Shield Spells will not protect against them.

Potions may be force-fed to an incapacitated character without any special skill but unless they are labeled they cannot be identified by a character that does not have the appropriate Skills. For more on potions see the *Magic of Sidereus* sourcebook.

BUTCHER

Craft (Profession)

You practice the trade of the preparation of meats and related goods for sale and consumption. You get blood on your boots fairly often.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Butcher* practices the trade of preparing meats and other related goods for sale and consumption.

A character with *Butcher* will receive one silver piece per month per skill level if she selects it as her "Career".

Also, the character is allowed to bring meat related food items into game for sale as long as they follow the standard guidelines and are approved by Logistics. For more information on bringing items into game, as well as a detailed list of what we suggest, see the "Playing Sidereus" section of this book, or review the Appendix.

CALM ANIMAL

Nature (Utility)

You have become more aware in tune with the power of nature, and you are now able to calm animals through the use of simple speech and body language.

Prerequisite: Spellcaster Level 1 (Nature)

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

There is no limit to the number of times per day that this Skill can be used. As long as an eligible in-game animal (bear, wolf, etc.) is within line of sight and the target can hear you, you may attempt to use this ability.

The *Calm Animal* Skill gives a character the chance to soothe and calm an animal so that the character may avoid the creature. In order to use this Skill the character must clearly say "**Calm Animal**" followed by the level at which she has the Skill. Each creature that may be affected by this ability has a minimum skill level required to affect it. If a character's Skill does not meet this minimum level, the creature will perceive her attempt at communication as provocation and it will attack. If her Skill level meets or exceeds this limit the creature will be calmed and ignore her presence along with any characters that may be in her immediate vicinity.

If her Skill level exceeds this limit by a large enough margin, she may befriend the animal, causing it to follow and possibly even protect her in battle.

Attacking the creature will immediately cancel the effect.

This Skill may be used in conjunction with the *Animal Empathy* Trait. In order to do so, the character using the Skill should always announce the *Calm Animal* Skill but add the *Animal Empathy* bonus (or the character's "Heart" bonus) to her Skill levels. In other words, if a character has a "Heart" bonus of +2 and the *Animal Empathy* Trait, and she also has two levels of the *Calm Animal* Skill, she would call out "*Calm Animal 4*".

CARPENTRY

Craft (Creation)

You have learned the skills of the carpenter's craft, and you are able to build furniture, buildings, and other objects out of wood.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of ability. **In addition, for every level of *Carpentry* a character has, she gains 10 Production Points for use during Logistics to create wooden shields, raw materials for wands, and other items if she selects it as her "Career".**

A character with the *Carpentry* Skill can build furniture, buildings, and other items. While the larger projects will not be handled in in-game terms, some items such as shields and unenchanted wands are tagged items that a character with the *Carpenter* Skill can make for in-game use. Making these items requires the character to use up her pool of Production Points. The complete rules for *Blacksmithing* and other Craft Skills, as well as the list of component items required to use these Skills can be found in the Crafting & Item Creation section.

A character with *Carpentry* is allowed to items crafted from wood into game for sale as long as they follow the standard guidelines and are approved by Logistics.

CARTOGRAPHER

Craft (Profession)

You are practiced in the art of map making, and have traveled far and wide to make use of your trade.

Prerequisite: Intellect 5+

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Cartographer* practices the art of mapmaking and improving upon the maps and records that already exist.

A character with *Cartographer* will receive one silver piece per game day per month per level of skill if she selects it as her "Career". Also, the character may receive in-game maps of the site, region, continent or



game world to sell to other players, and may also receive offers of employment from those who require help in a mission of exploration.

CELESTIAL LORE

Lore

You are learned in the lore of the heavens and heavenly creatures. You have studied obscure texts that discuss the ranks of angels, the Ilith'ari themselves, and the secrets of divine magic.

Prerequisite: Intellect 6+, *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Celestial Lore* will be more likely to understand the alien nature of celestial beings such as angels, or the heavenly viewpoint on how the universe was created, and may even have the smallest insight into the origin of the mysterious beings known as the Nephel.

A character with *Celestial Lore* will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects it as her "Career".**



CHARM

Persona (Support)

You are particularly skilled at convincing people to heed your words and do as you ask through the use of clever manipulation.

Prerequisite: *Support*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

To use this Skill, the player must speak a coherent sentence, phrase or statement to the target character consisting of at least ten words. At the end of the exchange, the player will clearly state "**Charm, Natural Charm**". The targeted character will be affected by a *Charm* effect unless she can resist Mental effects.

Remember, characters under *Charm* effects are not required to do your bidding. They should only treat you as a friend. Attacking them or otherwise doing harm to them may challenge this effect. For more information on this and other in-game effects, see *Effects and Deliveries*.

CHATÛL LORE

Lore

Either through experience or study, you have become knowledgeable in the life and ways of the Chatûl, children of Jolarä.

Prerequisite: *Read & Write* (or) Chatûl

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Chatûl Lore* will have a deep understanding of the ways of the Chatûl; their life, culture, rituals, and most especially their history.

A character with *Chatûl Lore* will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects it as her "Career".**

CLEAVE*

Warfare (Maneuver)

Your skill in combat has increased to such a degree that you are able to follow through on your attacks, unleashing a flurry of blows on your opponents.

Prerequisite: Combat Training x4 (Melee)

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Cleave allows a character to unleash a storm of powerful attacks in battle. There is no limit to the number of times this Skill may be purchased.

To use this Skill, the character must have a melee weapon ready. When she is ready, she must clearly state "**Cleave Begin!**" At which point her *Cleave* ability becomes active.

While under the effects of *Cleave* a character with this Skill will inflict 50 points of damage with every melee attack. These attacks count as normal weapon blows and not as special attacks, and as such they can be evaded. The effects of *Cleave* end immediately if the character moves more than the space of a single step in any direction, if she does not have a weapon in her hand for a period of ten seconds or more, if she is rendered unconscious, affected by any spell or effect that prevents her from using in-game skills, is dropped to -1 Hit Points, or killed.

CLUB

Warfare (Weapon)

You are skilled in the use of clubs, mallets, and other small blunt weapons.

Prerequisite: Strength 4+

Benefit: A character with the *Club* Skill may use any one-handed blunt small weapon unless the details on the weapon tag restrict the character from doing so.

COMBAT EXPERTISE

Warfare (Training)

Your skill in combat has grown and you have learned how to capitalize on the weaknesses in your opponent's defenses and maximize your effectiveness in battle.

Prerequisite: Combat Training x2 (or) Assassin Training x2

Benefit: A character with the *Combat Expertise* Skill may permanently add +1 damage to any attacks made with a weapon she possesses the Skill to use. This is a change to the base damage the character inflicts with the weapon and is fully cumulative with other damage bonuses.

COMBAT LORE

Lore

Through direct experience or intensive study, you have learned a great deal about the tactics, military history and more. Lore of this type is common among soldiers and mercenaries.

Prerequisite: *Read & Write* (or) Combat Training

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Combat Lore* will have either experienced or studied a wide range



of theories in warfare, combat and various styles of martial arts.

A character with the *Combat Lore* Skill will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field.

She will also receive one silver piece per month per level of Skill if she selects this as her "Career".

COMBAT MASTERY

Warfare (Training)

You have learned to predict your opponent's movements and improvise in response. On the battlefield you are a storm of death, and few can stand in your way.

Prerequisite: Combat Training x4, *Combat Expertise*

Benefit: A character with the *Combat Mastery* Skill may permanently add +2 damage to any attacks made with a weapon she possesses the Skill to use. This is a change to the base damage the character inflicts with the weapon and is fully cumulative with other damage bonuses. This damage is added to the damage increase from *Combat Expertise*, meaning that a character with *Combat Mastery* has a total +3 damage bonus to her base damage with any weapon she knows how to use.

COMBAT TRAINING

Warfare (Training)

You have been trained in the art of war, and have begun learning methods of strategy, tactics, and many forms of warfare both subtle and direct.

Prerequisite: Strength 5+ (or) Agility 5+, Weapon Skill

Benefit: This Skill may be purchased up to five times. The number of levels a character has in this Skill is an indicator of that character's level of competence. A character that has higher levels of this Skill will gain access to other Skills in the game.

Combat Training represents the time a character has spent learning the fundamentals of warfare and combat. Much like a Craft Skill, *Combat Training* represents accumulated knowledge and not necessarily a single specific ability. *Combat Training* is intended primarily to grant a character access to other Warfare Skills.

COMMUNE

Divine (Utility)

You have learned to attune yourself more directly with the will of your deity, and as such you may send missives and ask questions of your deity or her servants.

Prerequisite: Spirit 8+, *Clerical Investment*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with the *Commune* Skill is able to contact her deity or an agent of her deity to gather information about the future events, ask questions, and perhaps even discover new enemies and threats.

In order to use this Skill a Judge must be present; one hour of preparation time is required. Also, the character must engage in 10 minutes of uninterrupted roleplay as she prays for an agent of her deity to appear. **This Skill may only be used on ground consecrated in the name of the deity from whom aid is being sought.** After the required time has passed she may state out loud "I, <character's name>, servant of <deity> **Commune with the divine to <ability>!**" which will activate one of the following abilities;

- **Forecast the future:** This task gives a character the ability to ask a specific or general question about the future in-game.
- **Uncover the secrets of <target>:** This task gives a character the ability to learn more in-game about another character, place or event.
- **Grant a boon to the faithful:** This allows a character to ask a favor of the divine and potentially have it granted.

The player using this Skill should contact a Judge at least an hour before using it. Failing to do so may result in the Skill failing. There may be a Cast member present to play a divine agent and the character may interact with them. The Judge or Cast member will respond to the character's question depending on the character's level of Skill. The character using *Commune* may ask one question per level of Skill. This Skill may only be used once per day.

CONCENTRATION*

Magic

You are adept at maintaining your focus while under adverse conditions so that even the greatest distractions will not cause you to fail when casting spells.

Prerequisite: Intellect 6+

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill determines the number of times she may use it.

A character with the *Concentration* Skill can maintain her focus when casting spells, using psionic abilities, or participating in rituals instead of ruining the process.

When a character would fail an incant of any kind for any reason or fail to hit a target with a thrown spell, they may use this Skill to maintain the spell "charge" and attempt to use it again.

This Skill may also be used to maintain a Ritual or Invocation when a participant's concentration would have been interrupted.

Finally, this Skill may have several uses in roleplay at the discretion of the Plot Committee.

To use *Concentration*, the character with the Skill must clearly state "**Concentration!**". As a result, the Spell or Psionic ability "charge" will not be expended and may be restarted. Rituals and Invocations are not interrupted, and so on.

CONVICTION

Persona

The ability to inspire others to action begins with a display of faith and conviction in one's own words. Military leaders, traveling bards and inspiring orators all know how to use this virtue to maximum effect.

Prerequisite: Intellect 6+, Combat Training x1 (or) *Charisma*

Benefit: A character with the *Conviction* Skill can use her keen mind, sense of tactics and force of personality to inspire her allies.

This ability may affect a group of characters no larger than the character's Intellect Ability score. To use this ability, the player must clearly state "**Conviction Begin**" and then engage in one minute of uninterrupted roleplay with her target group. The character inspires her fellow heroes with a rousing speech, song or poem. At the end of the minute, the player will clearly state "**Conviction Complete**". The affected characters will receive a +1 to all damage inflicted for the next ten minutes and 5 temporary hit points. When you use this ability it does not affect you.

If the character using this Skill also has the *Charisma* Trait she may affect a number of targets equal to double her Intellect Ability score or double her Spirit Ability score (whichever is higher), and her allies who are affected by the ability receive 10 temporary hit points. To call this combination, the character using the *Conviction* Skill in conjunction with the *Charisma* Trait will clearly state "**Charisma 10**", thus following the rules given for *Charisma*. A character may only ever benefit from one *Conviction* or *Charisma* bonus at a time. If use of this ability is interrupted, it may be resumed at any time. The bonus granted by this Skill is not magical and cannot be removed or cancelled by *Dispel Magic* or similar abilities.



COOK

Craft (Profession)

You are skilled in the art of food preparation, including baking, grilling, frying and a variety of other methods.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Cook* practices the art of food preparation and can quickly prepare food for large groups of people.

A character with *Cook* will receive one silver piece per month per skill level if she selects this Skill as her "Career". In addition, a motivated player may cook items on her own and sell them in game as long as they are approved by Logistics.

COUNTERSPELL*

Magic

You have become familiar enough with the ways of magic that you can counter spell effects directed at you by channeling your own spell energy.

Prerequisite: Spellcaster Level 1

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

A character with the *Counterspell* Skill is able to resist spells cast upon her by expending a spell's energy to negate the enemy's spellcasting. In order to use the *Counterspell* Skill, a character must clearly state "**Counterspell, Resist!**" when they are affected by a spell. The defending caster must have a spell prepared and available for use.

The spell need not be the same spell. Once the character resists a spell in this fashion, she must discard a prepared spell of her choice. Failure to discard a spell is cheating and will be punished accordingly.

CREATE WAND

Arcane (Trade), Divine (Trade), Nature (Trade)

You have studied the craft of making magical wands that store spells for later use by spellcasters.

Prerequisite: Spellcaster Level 3 (appropriate type)

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of ability. **In addition, for every level of *Create Wand* a character has, she gains 10 Production Points per month to create magic wands if she selects this skill as her "Career".**

A character with this Skill can create magic wands that store spells for later use by a spellcaster. Making these items requires the character to use up her pool of Production Points as well as being able to cast the spell she wishes to store. Production Points determine which wands a character is able to create in a given span of time. It will also cost in-game money to create wands.

For more on wands see the Item Creation section of this book.

CREATURE LORE

Lore

You have studied the wide variety of strange creatures that populate Sidereus, learning all you can about the beings many would call "monsters".

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Creature Lore* will know more about the ways of the strange creatures of Sidereus.

A character with the *Creature Lore* Skill will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill as long as she selects this Skill as her "Career".**

CRIPPLING STRIKE*

Rogue (Assassination)

You have become skilled at inflicting sinister wounds that can quickly weaken or cripple your foes, allowing you to dominate in battle as long as you avoid injury.

Prerequisite: Assassin Training x2

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Crippling Strike may be used in conjunction with any weapon the character has the Skill to use. There is no limit to the number of times this Skill may be purchased as long as the prerequisites are met.

In order to use this Skill the character must have a melee weapon ready. When she is ready to attack, she must state "**Crippling Strike Begin!**" At which point her *Crippling Strike* ability becomes active.

While under the effects of the *Crippling Strike* Skill, the character with this Skill will add the "fatigue" carrier to every melee attack she makes. These attacks count as normal weapon blows and not as special attacks, and as such they can be evaded. The character can choose to use any other

carrier she would normally be able to swing instead of "fatigue" without causing the effects of the Skill to end.

The effects of *Crippling Strike* end immediately if the character is injured, does not have a weapon in her hand for a period of ten seconds or more, if she is rendered unconscious, affected by any spell or effect that prevents her from using in-game skills, is dropped to -1 Hit Points, or killed.

CRITICAL ATTACK*

Warfare (Maneuver)

You have become skilled at inflicting more damage with your attacks, either through grace or by honing your physical strength.

Prerequisite: Combat Training

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Critical Attack allows a character to slightly increase the amount of damage they deal in melee combat for three attacks. There is no limit to the number of times this Skill may be purchased as long as the prerequisites are met.

In order to use this Skill, the character must have a melee weapon ready. When she is ready, she must state "**Critical Attack Begin!**" At which point her *Critical Attack* ability becomes active.

While under the effects of *Critical Attack* a character with this Skill will inflict 5 additional points of damage with three melee attacks directed against a single target. These attacks count as normal weapon blows and as such they can be evaded or blocked as normal. The effects of *Critical Attack* end immediately if the target enemy is slain, rendered unconscious, or leaves the line of sight of the character using the ability.

The effect will also end if the character does not have a weapon in her hand for a period of ten seconds or more, is rendered unconscious, affected by any spell that prevents her from using in-game skills, is dropped to -1 Hit Points, or killed.

CROSSBOW

Warfare (Weapon)

You are skilled in the use of heavy crossbows, light crossbows and hand crossbows.

Prerequisite: Agility 2+

Benefit: A character with the *Crossbow* Skill may use any crossbow type weapon unless the details on the weapon tag restrict the character from doing so.





DAGGER

Warfare (Weapon)

You are skilled in the use of daggers, knives and other one handed bladed small weapons.

Prerequisite: None

Benefit: A character with the *Dagger* Skill may use any one-handed edged small weapon unless the details on the weapon tag restrict the character from doing so.

DEATH STRIKE*

Warfare (Maneuver)

Having reached the pinnacle of a warrior's skill, you have learned to kill your opponents outright rather than simply causing grievous injury. Whether by taking your enemy's head off in a single stroke, or running them through the heart, you are a force to be feared.

Prerequisite: Combat Training x5 (or) Assassin Training x5

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Death Strike enables the character to instantly kill a target opponent. *Death Strike* may be used in conjunction with any weapon the character has the Skill required to use.

In order to use this Skill the character must have a weapon ready. When she is ready, the character must clearly state "**Activate Skill, Death Strike! Death Eviscerate!**". At this point her *Death Strike* Skill becomes active. The character may continue to attack her target, calling out "Death Eviscerate" with each attack. If any of her attacks land and are not specifically defended against by an appropriate ability, the target character suffers a Death effect.

If the target of the attack is removed as a viable target, the attacker may use this attack on another enemy for ten minutes or until it is used up. The character using the *Death Strike* Skill must clearly state "**Active Death Eviscerate**" when engaging a new enemy.

The effect will end if the character does not have a weapon in her hand for a period of ten seconds or more, or if she is rendered unconscious, affected by any spell that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

DEFEND*

Warfare (Maneuver)

You have learned to see the larger picture during combat and can help defend your allies when they are in need.

Prerequisite: Combat Training x2 (Melee)

Benefit: This Skill may be purchased any number of times. A character may use this Skill once for each time she has selected it.

There is no limit to the number of times this Skill may be purchased as long as the prerequisites are met. *Defend* is identical to the *Parry* Skill except that it is used to defend nearby allies and cannot be used by a character to protect herself.

In order to use this ability, you must be able to reach the ally you wish to defend with your weapon by making no more than a single step of movement.

This ability can be used to defend an ally against an *Assassinate* or *Backstab* attack, since the character using the *Defend* Skill is better able to see where the target character cannot. When the ally you wish to protect takes a valid weapon blow you may call out "**Defend**" at which point the attack is discarded as if you had used the *Parry* Skill.

This Skill is identical to *Parry* in all other respects.

DEFLECT*

Warfare (Maneuver)

You have learned the basics of defending yourself from enemy attacks quickly so as not to leave yourself open to attack.

Prerequisite: Combat Training (Melee) (or) Assassin Training

Benefit: This Skill may be purchased any number of times. A character may use this Skill once for each time she has selected it.

In order to use this ability, a character must be conscious, able to use in-game skills, and have a weapon ready. There is no limit to the number of times this Skill may be purchased.

When the character has been attacked by another character she is able to call out "**Deflect!**" allowing her to ignore damage from a single attack. This attack must be delivered from a weapon and cannot be a Spellstrike or an "Activate Skill" special attack. This ability may not be used against an *Assassinate* or *Backstab* attack.

DEFT STRIKE*

Rogue (Assassin)

Your attacks are able to slip beneath the plates of even the most well made armor and inflict mortal injuries that could fell the toughest of soldiers.

Prerequisite: Assassin Training x3

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

This Skill can be used once per day for each level of the Skill purchased. *Deft Strike* may be used in conjunction with any weapon



the character has the Skill to use. There is no limit to the number of times this Skill may be purchased.

In order to use this Skill the character must have a melee weapon ready. When she is ready to attack, she must clearly state **"Deft Strike Begin!"** at which point her *Deft Strike* ability becomes active.

While under the effects of the *Deft Strike* Skill, the attacking character will add the "body" carrier to every melee attack she makes. These attacks count as normal weapon blows and not as special attacks, and as such they can be evaded. The character can choose to use any other carrier she would normally be able to use instead of "body" without causing the effects of the Skill to end.

The effects of *Deft Strike* end immediately if the character is injured, does not have a weapon in her hand for a period of ten seconds or more, if she is rendered unconscious, prevented from using in-game skills, is dropped to -1 Hit Points, or killed.

DEMAND OBEDIENCE*

Persona (Dominion)

An iron fist can keep even the most skittish and fearful of soldiers in check. At least that is the philosophy a character with this Skill adheres to. You know how to demand and maintain obedience, and your subordinates know not to cross you on the battlefield.

Prerequisite: *Leadership*

Benefit: This Skill may be used once per day for each time it is purchased.

Through the use of this Skill, a character may remove all active Mental spells and effects on another creature in the same way as the *Break Enchantment* Trait.

In order to use this Trait you must clearly say **"Demand Obedience Begin"** when you begin using it. You must then spend one minute in uninterrupted roleplay with the target character. This must be represented by some form of verbal roleplay, such as a song, poem, or a rousing speech.

Once you have completed the required roleplay, you may then clearly say **"Demand Obedience Complete, Break Enchantment"**. This signifies that you have completed using the skill, and any Mental effects on the character are immediately removed.

This ability is otherwise identical to the *Break Enchantment* Trait.

DEMON LORE

Lore

Either through experience or study, you have become very knowledgeable in the life and ways of the various unholy creatures and

demonic entities that dwell in the hidden places of the universe.

Prerequisite: Intellect 6+, *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Demon Lore* will have a deep understanding of the ways of Demons. This includes their life and habits, and also their history. Such knowledge is often forbidden and may have roleplaying repercussions if the character is not careful.

A character with *Demon Lore* will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career".**

Characters with this Skill may find themselves in strange situations as the Demons themselves may approach them, or they may discover they are hunted for the forbidden knowledge they hold.

DESTROY*

Warfare (Maneuver)

You have learned how to employ your combat skill to strike at the weakest points in an object, rendering it unusable or possibly destroying it completely even if it is reinforced or finely crafted.

Prerequisite: Combat Training x4 (Melee)

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Destroy allows a character to do a massive amount of damage to a stationary object or an item or piece of equipment held by an opponent once per day for each time she has the Skill available.

In order to use this Skill, the character must have a melee weapon ready. When she is ready, she must clearly state **"Activate Skill, Destroy <Item>!"** At which point her *Destroy* ability becomes active. She must declare which item she is attempting to destroy if it is a held item. If it is a stationary object and she does not need to declare what object she is attacking since she must actually attack the object. Strengthened items cannot resist a *Destroy* effect, and are immediately shattered.

The character may attack her target calling "Destroy <item>" with each swing. If any of her attacks land and are not successfully defended by a combat skill or spell the item she is attempting to destroy is immediately destroyed. Note that certain items are resistant to the *Destroy* Skill and may suffer other effects. This Skill can be

used to force a held door open unless it is protected from such an attack, or a Judge says otherwise. In order to use the Skill in this fashion, the character must hit the door and state "Destroy Door!".

If used against a construct, this Skill will inflict 30 points of damage to the target armor or construct. If the attacking character has a carrier in effect that they wish to use, they can call that carrier in addition to using their *Destroy* Skill. In this situation they will call "<carrier type> Destroy <item>".

If the target of the attack is slain or otherwise removed as a viable target, the attacker may use this attack on another enemy for ten minutes or until it is used up. The character with the *Destroy* Skill must state **"Active Destroy"** when engaging a new enemy.

The effect will end if the character does not have a weapon in her hand for a period of ten seconds or more, is rendered unconscious, affected by any spell that prevents her from using in-game skills, is dropped to -1 Hit Points, or killed.

DETECT POISON

Medical

You have learned to detect even the faintest signs of poison and similar toxins in all manner of substances, from a poisoned beverage to the victim of a poisoned dart.

Prerequisite: None

Benefit: A character with the *Detect Poison* Skill may employ this Skill to determine when a poison has been applied to a substance such as a food item or a weapon, or when a creature has been poisoned. In order to use this Skill, the character must clearly state **"Detect Poison"** beforehand, and then must roleplay a detailed examination of the subject for at least ten seconds. When this time is complete, the character using the Skill may read any attached tags (in the case of a poisoned item) or ask the out-of-game question **"Detect Poison: Have you been poisoned?"** When the character using the skill asks another character if they have been poisoned they should be sure to do so quietly. Whispering is perfectly acceptable. This Skill may not be used for any other purpose.

DIABOLIC TORTURE

Medical

You have mastered the art of torture to such a frightening degree that you can inflict monstrous amounts of pain in a very short period of time while keeping your subject alive and totally coherent.

Prerequisite: *Torture, Surgeon*



Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of competence. A character may take *Diabolic Torture* once for every level of *Torture* she has.

A character with the *Diabolic Torture* Skill may torture a helpless captive in order to obtain information. In order to use this Skill the character must first have a "torture kit" item, and then must engage in at least ten minutes of roleplay. (This roleplay may be primarily verbal if the characters involved would be uncomfortable with any level of detail.) The character using the Skill must then state "**Diabolic Torture Complete**" followed by the level at which she has the Skill. If the character's skill level is higher than the target's Spirit Ability score (or Intellect Ability score if the target has the *Discipline* Trait, or the target's Spirit Ability score +2 if the target has the *Iron Will* Trait) the target must then truthfully answer a number of questions equal the level of the torturer's skill. If the torturer's skill level is not higher, the target must still answer one of the torturing character's questions. When the Skill is complete, the target character takes twenty points of damage directly to her Hit Points but will never be reduced to -1 Hit Points in this fashion.

This Skill may only be used once every ten minutes. Note that this is a very roleplay heavy Skill and may also require quite a bit of bookkeeping. Remember this is a game for mature players; you must be respectful of the other players and their boundaries.

DISARM*

Warfare (Maneuver)

You have developed your skills in combat so that you are able to knock items from your opponent's grasp. This skill is extremely valuable to warriors, as an enemy without a weapon is often a very easy target.

Prerequisite: Combat Training (or) Assassin Training

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

There is no limit to the number of times this Skill may be purchased as long as the prerequisites are met.

Disarm allows a character to remove a weapon or other held item or piece of equipment from her opponent's hand. She may do so once per day for each level of the Skill she has.

In order to use this Skill, the character must have a melee weapon ready. When she is ready, she must clearly state "**Activate Skill, Disarm <Item>!**" At which point her

Disarm ability becomes active. She must declare which item she is attempting to disarm if it is a held item. The character may attack her target calling "Disarm <item>" with each swing. If any of her attacks land and are not successfully defended by a combat skill or spell the item she is attempting to disarm is immediately disarmed. Note that certain items are resistant to the *Disarm* Skill and may suffer other effects.

If the attacking character has a carrier in effect that they wish to use, they can call that carrier in addition to using their *Disarm* Skill. In this situation they will call "<carrier type> **Disarm <item>**".

If the target of the attack is slain or otherwise removed as a viable target, the attacker may use this attack on another enemy for ten minutes or until it is used up. The character with the *Disarm* Skill must state "**Active Disarm**" when engaging a new enemy.

The effect will end if the character does not have a weapon in her hand for a period of ten seconds or more, or if she is rendered unconscious, affected by any spell that prevents her from using in-game skills, is dropped to -1 Hit Points, or killed.

DISARM TRAP*

Rogue (Thievery)

You are able to disarm traps almost instantly even during the heat of combat, with almost no chance of failure or accidentally triggering the trap.

Prerequisite: Thievery Training x2, *Artifice*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

A character with the *Disarm Trap* Skill may choose to disarm a trap of any kind without actually attempting to physically. In order to use this Skill the character must clearly state "**Disarm Trap**" at which point the trap is considered disarmed and destroyed, and the character may ignore any indication that one trap has been triggered. Be aware that if there is more than one trap in a single location, any subsequent traps after the first will still trigger as normal and have the normal effect. This Skill can only be used preemptively and may not be used after a trap has gone off.

DISCERN SCRIPTURE

Divine (Utility)

You have learned how to decipher, read, and ultimately draw the divine energy out of enchanted scriptures and scrolls.

Prerequisite: *Read & Write*, Spellcaster Level 1 (Divine)

Benefit: A character with the *Discern Scripture* Skill may read and decipher scrolls and texts enchanted with divine magic.

This allows them to learn new spells, cast the spells from the scrolls on which they are found, or interpret more powerful magical scrolls for use as components during more advanced ritual magic. This Skill does not allow a player to scribe or write magical scrolls or texts. You may only read and use scrolls of one level higher than your current Spellcaster Level.

DISSECTION

Medical

You are able to dissect dead creatures to carefully extract body parts that may be valuable magical or alchemical components such as the horns, eyes, or various organs.

Prerequisite: *Physician*, *Medical Lore* (5+ Levels)

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with the *Dissection* Skill may use it to remove organs or vital body parts which may be used for magical spells or rituals or for alchemical recipes later on.

In order for this Skill to be used, the target character must be currently dead and physically present. The character using the Skill must engage in at least **ten minutes** of uninterrupted roleplay and must have a Surgeon's Kit item and a vessel for storing the "organ". You must have one storage vessel per organ you wish to extract. (The container must be in game and can be a bottle or container but must be at 6 inches high and 2 inches wide.)

When you choose to use this Skill you must announce it by stating "**Dissection X**" where X is your level of skill. If you have used this Skill on a PC you must approach a Judge with acknowledgement of your use of the Skill from the target, where it will be determined if you had a high enough Skill level to receive the tag for the item. If you have used this Skill on a Cast member and your Skill level was sufficient, the player will provide you with a tag that must immediately be applied to the container that will list the name and item number of the organ you have extracted.

The process of extracting organs and body parts does not slow a character's death count, so you may only use this Skill for as long as they remain on the field. This Skill may be used after the character is permanently dead.



DIVINE LORE

Lore

You are learned in all things associated with and related to the divine and divine magic in all of its forms.

Prerequisite: Intellect 5+, *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Divine Lore* will have a deep understanding of the ways of divine magic, how deities grant their followers magic spells, or the rituals of the various religious groups of the world. A character with *Divine Lore* will occasionally receive items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career".**

DODGE*

Warfare (Maneuver)

You are exceptionally quick and nimble on your feet or are simply highly experienced at evading your enemy's strikes at the last possible moment.

Prerequisite: Agility 7+, Combat Training x2 (or) Agility 7+, Assassin Training x2

Benefit: A character with *Dodge* is highly skilled at avoiding enemy attacks that are directed at them.

When the character has been attacked by another character, she is able to clearly call out "**Dodge**" allowing her to ignore a single attack. This attack must be delivered from a weapon and may be an "Activate Skill" attack. This ability may not be used against *Spellstrikes*, *Assassinate* attacks or *Backstab* attacks. A character may not dodge if they are unable to move.

DOMINION

Persona

Where some rely on stoking the fires of hope and valor, there are others who would rather lead through fear and intimidation – harnessing the rage and fury in the hearts of those who follow them.

Prerequisite: Intellect 6+, Combat Training x1 (or) *Menace*

Benefit: A character with the *Dominion* Skill can use stern demeanor, iron command and in some cases, a threat of violence, to whip her soldiers into shape.

This ability may affect a group of characters no larger than the character's Intellect Ability score. To use this special ability, the player must clearly state "**Dominion Begin**" and then engage in one minute of uninterrupted roleplay with her

target group. The character inspires her fellow heroes with a rousing speech, song or poem. At the end of the minute, the player will clearly state "**Dominion Complete**". The affected characters will receive a +1 to all damage inflicted for the next ten minutes and 5 temporary hit points. When you use this ability it does not affect you.

If the character using this Skill also has the *Menace* Trait she may affect a number of targets equal to double her Intellect Ability score or double her Spirit Ability score (whichever is higher), and her allies who are affected by the ability receive 10 temporary hit points. In order to call this combination, the character using the *Dominion* Skill in conjunction with the *Menace* Trait will clearly state "**Menace 10**", thus following the rules given for *Menace*. A character may only ever benefit from one *Dominion* or *Menace* bonus at a time.

If use of this ability is interrupted it may be resumed at any time.

DRAGON LORE

Lore

Either through experience or study, you have become very knowledgeable in the life and ways of the various dragons and draconic creatures that cover the face of Sidereus in all their various forms.

Prerequisite: Intellect 6+, *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Dragon Lore* will have a deep understanding of the ways of Dragons and other draconic creatures. This includes their life and habits, and their history. Such knowledge is often rare and difficult to find and may have roleplaying repercussions. A character with *Dragon Lore* will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field.

She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career".

This may include maps or information about a specific Dragon's lair. This information may be highly sought after and very valuable – or dangerous.

DRUIDIC ATTUNEMENT

Nature (Utility)

You have learned how to decipher, read, and ultimately draw the magical energy out of enchanted druidic scrolls.

Prerequisite: Spellcaster Level 1 (Nature)

Benefit: A character with the *Druidic Attunement* Skill may read and decipher

scrolls and texts enchanted with nature magic.

This allows them to learn new spells, cast the spells from the scrolls on which they are found, or interpret more powerful magical scrolls for use as components during more advanced ritual magic. This Skill does not allow a player to scribe or write magical scrolls or texts. You may only read and use scrolls of one level higher than your current Spellcaster Level. As a note, *Read & Write* is not actually required to use Nature scrolls as they are rife with symbols and abstract images.

DRUIDIC LORE

Lore

You are learned in all things associated with and related to druidic magic and the magical aspects of nature in all its forms.

Prerequisite: Intellect 5+, *Read & Write* (or) *Verdant Oath*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Druidic Lore* will have a deep understanding of the ways of Nature magic and the natural flow of magic in the wilderness. A character with *Druidic Lore* will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field. This Skill is Nature Magic's equivalent to Divine Lore or Arcane Lore.

She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career" for that event.

DUELIST

Warfare (Style)

You are skilled in the use of light weapons such as the rapier, short sword, scimitar and dagger, as you rely on your speed and maneuverability to overcome your enemies.

Prerequisite: Agility 6+, Combat Training (or) Agility 6+, Assassin Training

Benefit: A character with this Skill is exceptionally proficient with light bladed weapons and can inflict more damage when using them.

When a character with this Skill uses a rapier, short sword, scimitar, or dagger type weapon they may add their ranged weapon damage bonus from their Agility Ability score to their melee weapon damage.

Note that the bonus damage gained from use of this Skill applies *instead* of the bonus damage normally gained from the Strength Ability score and not in addition to it. Also, characters using this Skill must employ one of the weapon types listed above to gain the



benefit. This Skill may be used in conjunction with any other fighting style Skill (such as *Shield*, *Florentine*, etc.).

DWARVEN LORE

Lore

Either through experience or study, you have become very knowledgeable in the life and ways of the Gündre, the stoic and stubborn people who dwell in masterfully constructed caves beneath the earth.

Prerequisite: *Read & Write* (or) Dwarf

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Dwarven Lore* will have a deep understanding of the ways of the Dwarven people. This includes their life and habits, and also their history. A character with *Dwarven Lore* will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill as long as the Skill is selected as her "Career" for that event.**

EIDOLON LORE

Lore

Either through experience or study, you have become very knowledgeable in the life and ways of the Eidolon, the mysterious race created from Human stock by the gods to battle the agents of Shadow.

Prerequisite: *Read & Write* (or) Eidolon

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Eidolon Lore* will have a deep understanding of the ways and culture of the Eidolon. This includes their life and habits, and also their history. A character with *Eidolon Lore* will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career" for that event.**

ELVEN LORE

Lore

In your research, travels and exploits, you have learned much about the Elven peoples of the world, including their traditions, history and culture.

Prerequisite: *Read & Write* (or) Elf

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Elven Lore* will have a deep understanding of the ways and culture of the Elves. This includes the culture and habits of the various different Elven ethnic groups, and also their history. A character with *Elven Lore* will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career" for that event.**

ENCOURAGE*

Persona (Conviction)

Through the power of your conviction you have learned to urge your allies to overcome their fears and move your enemies to support your cause or seek a peaceful resolution to conflict.

Prerequisite: *Conviction*

Benefit: This Skill may be purchased once per level of Heart bonus. The number of levels a character has in this Skill increases the number of times she may use it.

The *Encourage* Skill allows a character to remove Fear effects from friendly characters or cause a Charm effect on characters who engage in roleplay with her.

In order to use this Skill, the character must engage in one minute of roleplay uninterrupted. When beginning this roleplay, the player must choose which ability she wishes to use. If she wishes to use the *Remove Fear* effect, she will state "**Encourage, Begin!**". If she wishes to use the *Charm* effect, she will simply begin her roleplay.

Once the one minute of roleplay is complete, she will then state either "**Encourage Complete! Natural Charm!**" or

"**Encourage Complete! Remove Fear!**" depending on which effect she chose to use.

ESCAPE ARTIST

Rogue (Thievery)

You have learned to slip free of bonds and restraints incredibly quickly. There is little than can hold you down.

Prerequisite: Agility 6+

Benefit: This Skill may be purchased once per level of Alacrity bonus. The number of levels a character has in this Skill increases the number of times she may use it.

The *Escape Artist* Skill allows a character to instantly escape from bonds and restraints of any kind, magical or otherwise, without having to physically free herself or rely on magic to release her. To use this ability, a character must be conscious, and able to use in-game skills and must be tied up by physical bonds or bound by a magical binding spell or effect. When using this Skill, the player will clearly state "**Escape Artist Complete!**" at which time, she is removed from any binding effect she currently suffers.

EVADE*

Warfare (Maneuver)

You are remarkably agile, or perhaps you have begun to time your movements and are gaining experience at evading your enemy's attacks at the last moment. Either way, you are very hard to hit.

Prerequisite: Agility 6+, Combat Training x2 (or) Agility 6+, Assassin Training x2

Benefit: A character with *Evade* is skilled at avoiding enemy attacks that are directed at her, though she may falter a bit when the enemy is massively strong or particularly skilled.

When the character has been attacked by another character, she is able to clearly call out "**Evade**" allowing her to ignore the damage and effect from a single standard attack. This attack must be delivered from a weapon and cannot be a *Spellstrike* attack or an "Activate Skill" special attack. This ability may also not be used against an *Assassinate*, *Backstab*, or *Waylay* attack.





EVISCERATE*

Warfare (Maneuver)

You are supremely deadly on the field of battle. A master of your chosen style of combat, you are able to inflict terrible wounds, potentially felling your opponent outright.

Prerequisite: Combat Training x4

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Eviscerate allows a character to inflict potentially fatal wounds on her target opponent. There is no limit to the number of times this Skill may be purchased as long as the prerequisites are met.

In order to use this Skill the character must have a weapon ready. When she is ready, the character must clearly state “**Activate Skill, Eviscerate!**” At which point her *Eviscerate* ability becomes active. The

character may attack her target calling “*Eviscerate*” with each attack. If any of her attacks land and are not specifically defended by a combat skill or spell, the target character is horribly wounded and immediately drops down to -1 Hit Points.

If the target of the attack is slain by another character or otherwise removed as a viable target, the attacker may use this ability on another enemy for ten minutes or until it is used up. The character with the *Eviscerate* Skill must state “**Active Eviscerate**” when engaging a new enemy.

The effect will end if the character does not have a weapon in her hand for a period of ten seconds or more, or if she is rendered unconscious, affected by any spell that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

FAERIE LORE

Lore

Through study or perhaps personal experience, you have come to learn a great deal of the Faerie, the mysterious race that inhabits the secret places of Sidereus.

Prerequisite: *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character’s level of knowledge.

A character with *Faerie Lore* will have a deep understanding of the behaviors and culture of the Faerie. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her “Career”.**

FARMER

Craft (Profession)

Planting seeds and harvesting crops are how you make your way in the world. Its hard work, but it must be done.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character’s level of competence.

A character with *Farmer* will receive one silver piece per month per level of Skill, if the Skill is selected as her “Career”. Also, the character may bring food items into game for sale as long as they follow the standard guidelines and are approved by Logistics. A character with this Skill may receive raw materials to represent items she acquired between game sessions.

FEARLESS CALL*

Persona (Conviction)

Leading your warriors into battle, roused into a zealous frenzy, you have mastered the art of using fearless devotion to keep your allies powerfully motivated.

Prerequisite: *Rally Friends, Resist Fear*

Benefit: This Skill may be used once per day for each time it is purchased.

A character with *Fearless Call* can goad her allies into an unstoppable fervor, causing them to hurl themselves into battle with fearless devotion. In order to use this Skill, the character with *Fearless Call* must clearly state “**Fearless Call Begin**” and then roleplay giving a rousing speech for thirty seconds. The character must then clearly state “**Fearless Call Complete, Resist Fear.**” and touch the target character or characters, at which point any characters who were touched gain the ability to resist fear spells and effects as if she had purchased a level of the *Resist Fear* Trait. The effects of the Skill remain until used, or until she is dropped to



-1 hit points, killed, or until the next Logistics session.

Each use of this skill may affect one target character.

Aside from its effects, this Skill functions in a manner identical to *Valorous Call*.

FIRST AID

Medical

You are able to perform emergency first aid, treating the wounded and temporarily mending all but the most serious injuries.

Prerequisite: Intellect 4+

Benefit: A character with the *First Aid* Skill may use it to rescue an ally from the brink of death, remove a poison effect from a character that has been poisoned, or heal a small amount of damage.

In order for this Skill to be used, the target character must be alive. In addition, the character using the Skill must engage in at least two minutes of uninterrupted roleplay, and **must** have a First Aid Kit item before she may use this Skill. Using this skill without a tagged First Aid Kit item is considered cheating.

The character performing First Aid does not gain any special ability to ask questions about the target character's condition, but she may attempt to treat it. After the two minutes of roleplay is complete, the character using the Skill can choose to apply one of three effects to the target character. **A character who has received First Aid may either; be stabilized and restored to 0 hit points if they have been reduced to -1 hit points, be cured of one poison effect, or regain 10 hit points if they have more than -1 hit points.**

When a character is using this Skill, in addition to roleplaying her actions, she must also clearly announce "**First Aid Begin**" when she begins. The character using the Skill must be sitting, standing or kneeling. A character may only be healed by use of *First Aid* if they are stable.

Also, a character may not receive First Aid to restore Hit Points if she has had received First Aid for that purpose at any other point since the last Logistics session. Injuring the character to circumvent this is invalid and will be considered cheating.

For more on First Aid and healing, see *Life and Death in Sidereus* later in this book.

FISHER

Craft (Profession)

You have learned the craft of hunting for fish or other edible aquatic life through hooking, trapping or gathering.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with Fisher will receive one silver piece per month per level of Skill if the Skill is selected as her "Career". Also, the character may bring some items into game for sale as long as they follow the standard guidelines and are approved by Logistics.

FLAIL

Warfare (Weapon)

You are skilled in the use of the flail, a very difficult weapon to manage, though it is well known and widely used for its destructive potential.

Prerequisite: None

Benefit: A character with the *Flail* Skill may use any one-handed flail-type weapon unless the details on the weapon tag restrict the character from doing so.

FLETCHING

Craft (Creation)

You are skilled at creating bows, crossbows, arrows, bolts and javelins. You have focused your crafting talents, but as a result you are likely more skilled than others who would split their time between various crafts.

Prerequisite: Agility 5+

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of ability. **For every level of Fletching a character has, she gains 10 Production Points per month to create bows, crossbows, javelins and ammunition if she selects this Skill as her "Career".** This Skill may also be used to repair any item it can be used to create.

Making items with this Skill requires the character to use up her pool of Production Points. These points determine what a character is able to build in a given span of time. For more information on *Fletching* and similar Skills, see the *Sidereus* Rulebook.

You may also use the *Fletching* Skill to coat javelins and ammunition with a metal or other material in a way similar to the *Blacksmithing* Skill. It is more difficult for a Fletcher to do this than for a Blacksmith, and as such the cost in creation points is marginally higher.

FLORENTINE

Warfare (Style)

You have learned the ways of the Florentine style of fighting, mastering the use of a small weapon in your off hand for parrying and active defense in melee combat.

Prerequisite: Agility 6+ (or) Combat Training (or) Assassin Training

Benefit: A character with the *Florentine* Skill may use two one-handed melee weapons in conjunction. One weapon may be of any length as long as it is a one-handed weapon, but the off-hand weapon may be no longer than a dagger.

A character with this Skill may fight normally with both weapons. Any special attacks are only active in one hand at a time, but the player may choose either hand when she chooses to activate the skill.

If the character would normally do different damage with either weapon, she should be extremely cautious to avoid slurring her words, calling each damage amount clearly. This is to avoid out-of-game confusion.

FOE BANE

Warfare (Training)

You have become an expert at hunting a specific type of creature. You have learned so much about your chosen foe that you are able to eliminate them indiscriminately.

Prerequisite: *Foe Hunter*

Benefit: This Skill may be purchased any number of times. Each time it is purchased the bonus acquired applies to a different type of creature.

Foe Bane allows a character to inflict extra damage against her chosen enemy in combat. This ability may only be used against the particular enemy type the player has chosen and will have no effect against other creature types.

When using *Foe Bane*, a character will inflict an extra +2 points of damage against any enemy of the appropriate type. This damage can only be applied to a weapon with which the character is proficient but may not be used with any type of spell, alchemy or innate magical or psionic ability. This is a change to the base damage the character inflicts with the weapon and is fully cumulative with any other damage bonuses unless declared otherwise (e.g. Slay, Backstab). This bonus damage does stack with the bonus damage from *Foe Hunter*, so that a character with both Skills will receive a total +3 damage bonus from having both Skills.

When a character takes this Skill, it must be applied to a character race or creature type for which she already has the *Foe Hunter* Skill.



FOE HUNTER

Warfare (Training)

You have become very proficient at hunting a specific type of creature. You have learned much of their anatomy, habits and behavior, allowing you to be more deadly when facing them in combat.

Prerequisite: Combat Training

Benefit: This Skill may be purchased any number of times. Each time it is purchased the bonus acquired applies to a different type of creature.

Foe Hunter allows a character to inflict extra damage against her chosen enemy in combat. When using *Foe Hunter*, a character inflicts an extra +1 point of damage against enemies of the chosen type.

This damage can only be applied to a weapon the character knows how to use. This is a change to the base damage the character inflicts with the weapon and is cumulative with other damage bonuses unless declared otherwise (e.g. Slay, etc).

Upon selecting this Skill, the player must choose which race or creature type the bonus will apply to. In this way *Foe Hunter (Goblin)* is a different Skill from *Foe Hunter (Orc)*. Races and creature types that this Skill may be applied to are listed below;

Creature type	Examples
Animal	bear, lion
Angel	archon, aphelion
Construct	golem
Demon	infernal, banelord
Dragon	silver dragon
Extraplanar (air)	air elemental
Extraplanar (earth)	earth elemental
Extraplanar (ethereal)	hungry spirit
Extraplanar (fire)	fire elemental, salamander
Extraplanar (native)	Nephel, world walker
Extraplanar (water)	water elemental, leviathan
Faerie	nymph, banshee, redcap
Giant	ogre, minotaur, troll
Humanoid (aquatic)	merfolk, aquatic elf
Humanoid (Arxus)	Arxus
Humanoid (Chatûl)	Chatûl
Humanoid (Dwarf)	Dwarf
Humanoid (Elf)	Elf
Humanoid (Goblin)	goblin, bugbear
Humanoid (Gnoll)	Gnoll
Humanoid (Human)	Human, Eidolon
Humanoid (insectoid)	swarm
Humanoid (Orc)	Derew Orc
Humanoid (reptilian)	Naga
Lycanthrope	werewolf
Plant	forestlord
Undead	zombie, skeleton

FOE SLAYER

Warfare (Training)

You are a master hunter of a specific type of creature. The mere mention of your name strikes fear into the hearts of your prey.

Prerequisite: Combat Training (or) Assassin Training, *Foe Bane*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Foe Slayer allows a character to inflict substantial amounts of damage against her chosen enemy once per day for each level of the Skill she has. This ability may only be used against the particular enemy type the player has chosen and will do no damage and have no effect against characters or creatures of any other type.

When a character takes this Skill, it must be applied to a character race or creature type for which she already has the *Foe Slayer* Skill. In this way *Foe Slayer (Goblin)* is a different Skill from *Foe Slayer (Orc)*. If the target creature dies or is removed from combat, but the Skill remains active, the new target must be of the same race or kind as the previous target.

In order to use this Skill, the character must have a melee weapon ready. If a player is unsure of what race or creature type her target character is she is allowed to ask the question quietly and out-of-game. In all other respects this Skill is identical to the *Slay* Skill and follows the same restrictions, rules and guidelines.

FORGERY

Rogue (Thievery)

You are a skilled forger and are able to replicate even the most official documents, signatures and icons if given enough time and the proper materials.

Prerequisite: Thievery Training x3, *Read & Write*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of ability.

A character with *Forgery* may forge written documents or attempt to detect if a document is a forgery. To create or detect a forgery, a character using this Skill must have a copy of an original work so they may compare it to the forged copy. Any document deemed to be important (and therefore worth forging) will have a code written on the back upper right-hand corner, declaring it as authentic or as a forgery. The code will consist of at least one letter followed by a number.

Authentic documents will always have an "A" followed by a series of numbers. The first

number is the number of levels a character must have in the *Forgery* Skill in order to make a fraudulent copy of the document. Documents that cannot be forged will have the code AΩ.

When a character makes a forged copy of a document, she will write her character number, followed by a "F", followed by the level of her *Forgery* Skill.

A character trying to determine if a document has been forged must have a *Forgery* Skill equal to or greater than the skill level of the character that created the forged document. Otherwise, the document seems official to that character.

Any character may make forged letters or other writings that are not official without the use of this Skill, and as such does not need an original, however any other character may openly declare such writings are forged without restriction.

FORTUNE TELLING

Arcane (Utility)

You have studied the many methods of fortune telling that are practiced around the world. Whatever your method, your abilities and understanding of fate give you some insight into future events and ability to forecast things to come.

Prerequisite: Intellect 5+ (or) Spirit 5+

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with the *Fortune Telling* Skill can sometimes glean information about the future, learn some detail about other characters, and perhaps even discover enemies and threats that have yet to appear. For each level of this Skill that a character has, she may use this Skill once per day for one of the tasks listed below.

With one hour of preparation, a character can perform one of the following tasks per level of Skill;

- **Forecast the future:** This task gives a character the ability to ask a specific question about the future in-game. The question will be answered, but may be intentionally misleading.
- **Investigate a character:** This task gives a character the ability to learn more in-game about another character. This may include statistics, or simply vague role-playing information (such as details on the character's back history, etc.).
- **Scan the threads of Fate:** This allows a character to potentially gain some benefits for an individual character at the discretion of the Plot Committee.

To use these abilities, the character must inform Logistics which tasks she is using at least an hour in advance (more advance notice is preferred). As soon as a Judge is available, or at the next Logistics period the character will receive her results.

FREEDOM'S CALL*

Persona (Inspiration)

The power of your charismatic spirit and voice is able to soothe the hearts of your friends and allies and help them break free of mind-affecting influences.

Prerequisite: *Motivate*

Benefit: This Skill may be used once per day for each time it is purchased.

Through the use of this Skill, a character may remove all active Mental spells and effects on another creature in the same way as the *Break Enchantment* Trait.

In order to use this Trait you must clearly say "**Freedom's Call Begin**" when you begin using it. You must then spend one minute in uninterrupted roleplay with the target character. This must be represented by some form of verbal roleplay, such as a song, poem, or a rousing speech.

Once you have completed the required roleplay, you may then clearly say "**Freedom's Call Complete, Break Enchantment**". This signifies that you have completed using the skill, and any Mental effects on the character are immediately removed.

This ability is otherwise identical to the *Break Enchantment* Trait.

GEOGRAPHY

Lore

You are learned in the scientific study of the planet and its features, inhabitants, and phenomena. Your knowledge is highly sought after by explorers and mapmakers alike.

Prerequisite: *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Geography* will have an intimate physical understanding of the planet; including the people of Sidereus, major cities of note, and important features such as mountain ranges, oceans and rivers.

A character with the *Geography* Skill will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career".**

GEOLOGY

Lore

You have spend a great deal of time studying the science of rocks, minerals, soil and gemstones. You have a better than average understanding of anything made from stone.

Prerequisite: *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Geology* will have a significant understanding of rocks, minerals, soil and gemstones. A character with *Geology* will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field.

She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career".

GREAT SLAY*

Warfare (Maneuver)

You are able to inflict mortal wounds with your weapons, hitting your enemy with a single incredibly powerful strike that can debilitate or even kill.

Prerequisite: *Combat Training* x3

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Great Slay enables the character to inflict a large amount of damage in a single attack once per day for each level of the Skill purchased. *Great Slay* may be used in conjunction with any weapon the character has the Skill required to use. There is no limit to the number of times this Skill may be purchased as long as the prerequisites are met.

In order to use this Skill the character must have a weapon ready. When she is ready, the character must clearly state "**Activate Skill, 80 Slay!**" where '80' is the amount of damage she would inflict when the Slay affects the target character. At this point her *Slay* Skill becomes active. The character may continue to attack her target, calling out "80 Slay" with each attack. If any of her attacks land and are not specifically defended by a combat skill or spell, the target character is badly wounded and suffers the amount of damage called.

A *Great Slay* does 80 points of damage regardless of other modifiers or factors. A character can add other damage types and effect types as she is granted them by other abilities. This damage may be healed as normal.

Armor protects the target character as normal.

If the target of the attack is removed as a viable target, the attacker may use this attack on another enemy for ten minutes or until it is used up. The character using the *Slay* Skill must clearly state "**Active Great Slay**" when engaging a new enemy.

The effect will end if the character does not have a weapon in her hand for a period of ten seconds or more, or if she is rendered unconscious, affected by any spell that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

GUARD

Craft (Profession)

You have trained as a guard. You may use sword and brawn to defend your charge, or you may sling spells and whisper incants. Either way protection is your business.

Prerequisite: *Spellcaster* Level 1 (or) *Warfare* Skill

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Guard* is in the business of protecting objects and people and seeing that they are not harmed while in her care.

A character with *Guard* will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career". Also, the character may receive plot hooks during Logistics in the form of a lead on a job, or an offer to assemble a guard escort to get a caravan or noble from one place to another.

HARNESS ANGER*

Persona (Dominion)

For some, fury is a powerful tool. You have mastered the skill of whipping your warriors into a frenzy, drawing out their rage and unleashing it as a powerful weapon against your foes.

Prerequisite: *Demand Obedience*

Benefit: This Skill may be used once per day for each time it is purchased.

A character with *Harness Anger* may spur her allies on to otherwise impossible feats by stoking their hatred and anger into an impossible flame.

In order to use this Skill, the character must state "**Harness Anger Begin.**" and then roleplay giving a furious speech for thirty seconds. The character must then clearly state "**Harness Anger, Complete.**" and touch the target character, at which point the target character gains a +1 Might bonus and a +1 to weapon damage. The effects of the Skill remain until she is rendered unconscious, does not have a weapon in her hand for a period of ten seconds or more, affected by any spell or effect that prevents



her from using in-game skills, is dropped to -1 Hit Points, or killed.

If the character wishes to use this ability on more than one target at the same time, only one verbal roleplay session is required if the targets are all in the same room, though each new target requires an additional use of the Skill.

HARNESS FEAR*

Persona (Dominion)

Leading your warriors into battle, they have learned to obey you out of fear. Those under your command would rather throw themselves at an unimaginably wicked enemy than endure your wrath.

Prerequisite: *Chosen One, Leadership* (or) *Clerical Investment, Leadership*

Benefit: This Skill may be used once per day for each time it is purchased.

A character with *Harness Fear* can goad her allies into a religious fervor, causing them to hurl themselves into battle with fearless devotion.

In order to use this Skill, the character with *Harness Fear* must clearly state "**Harness Fear Begin**" and then roleplay giving a terrifying speech for thirty seconds. The character must then clearly state "**Harness Fear Complete, Resist Fear.**" and touch the target character or characters, at which point any characters who were touched gain the ability to resist fear spells and effects as if she had purchased a level of

the *Resist Fear* Trait. The effects of the Skill remain until she is dropped to -1 hit points, killed, or until the next Logistics session.

In order to use this Skill the character must declare a single target. In order to declare more targets, more uses of the Skill are required.

Aside from its effects, this Skill functions in a manner identical to *Harness Fear*.

HARVEST ESSENCE

Magic

Through minor rituals you are able to extract the essence or spirit of certain creatures; such harvested essences may be valuable as magical components.

Prerequisite: Spellcaster Level 5

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with the *Harvest Essence* Skill may use it to remove the essence from a dead character or creature. This essence may be used for magical spells or rituals or for alchemical recipes later on.

In order for this Skill to be used, the target character must be currently dead and physically present. Also, the character using the Skill must engage in one minute of uninterrupted roleplay and must have a "crystal vial" item.

When you choose to use this Skill, you must announce its use by clearly stating

"**Harvest Essence X**" where X is your level of skill. If you have used this Skill on a PC you must approach a Judge or Logistics officer as soon as possible with written or verbal acknowledgement of your use of the Skill from the PC in question, where it will be determined if you had a high enough Skill level to receive the tag for the item you have dissected. If you have used this Skill on a Cast member and your Skill level was sufficient, the target will provide you with a tag that must immediately be applied to the container that will list the name and item number of the essence you have extracted.

The process of extracting the creature's essence does not slow a character's death count, so you may only perform your harvesting for as long as they remain on the field and have not dissipated. This process may be performed after the character has permanently died.

Harvesting a creature's essence does not restrict resurrection in any way, nor does the creature successfully resurrecting cause the harvested essence to spoil or become invalid in any way.

HATCHET

Warfare (Weapon)

You are skilled in the use of the hatchet.

Prerequisite: None

Benefit: A character with the *Hatchet* Skill may use any hatchet type weapon unless the details on the weapon tag restrict the character from doing so.

HERBALISM

Craft (Harvesting)

You have learned how to harvest a variety of plants, ranging from the mundane to the unique, and prepare them for use in alchemical and magical formulas.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with this Skill can gather plants, roots, seeds, vegetables and fruits that can be refined and prepared to be used in alchemical recipes and magical spells and rituals. In order to use this Skill, a character may gather specific items from the game world or may bring items she gathered out of game for use in game. If those items fit the description of an in-game alchemical or magical component, she may give those items to Logistics where she will then receive tags and phys-reps for the refined component. The level of *Herbalism* Skill will determine how productive her harvesting was. **Additionally, for every level of**



Herbalism a character has, she can claim 1 silver piece worth of Herbalism crafting components per month if she selects this Skill as her "Career".

Keep in mind that many in-game plants and herbs are tagged and labeled. These must be gathered and turned in at Logistics in order to be refined as well.

For more information see the Item Creation section later in this book.

HERO'S REST*

Persona (Inspiration)

Through oratory, songs, or poems you can bolster your allies, removing most negative effects from them so they may fight again. As a result of your powerful words, they are lulled to sleep as their bodies are cleansed and purified.

Prerequisite: Spirit 7+, *Lament for the Fallen*

Benefit: This Skill may be used once per day for each time it is purchased.

Through the use of this Skill, a character may fully restore another character and remove any harmful effects from them.

In order to use this Trait, you must clearly say "Hero's Rest Begin" when you begin using it. You must then spend one minute in uninterrupted roleplay with the target character. This must be represented by some form of audible roleplay, such as playing an instrument.

Once you have completed the required roleplay, you may then clearly say "Hero's Rest Complete, Full Heal, Sleep." This signifies that you have completed using the skill, and any negative effects on the character are instantly removed. The target character then immediately succumbs to an *Absolute Sleep* effect, requiring an *Awaken* spell to end before the ten-minute duration.

HIGH ALCHEMY

Craft (Creation)

You have studied the dying art of High Alchemy, becoming learned in the laws of equivalent exchange. You have now come to understand how one thing may be alchemically transformed into another. Many who understand High Alchemy also refer to it as "True Alchemy", since the powers of High Alchemy represent the true power every Alchemist seeks.

Prerequisite: Intellect 7+, *Alchemy Lore* (10+ ranks), *Alchemy* (10+ ranks)

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

This Skill allows a character to understand *High Alchemy* recipes and manuals, as well

as create High Alchemical effects. Without this Skill, *High Alchemy* recipes and manuals cannot be understood. The higher the level of a character's *High Alchemy* Skill, the larger the range of recipes and manuals she will be able to comprehend.

For more details on the *High Alchemy* Skill and alchemy of all types, see the Alchemy section later in this book.

HISTORIAN

Craft (Profession)

There are a select few who study the history of the world of Sidereus and its people with incredible zeal and vigor. You are one of those few.

Prerequisite: *History* (3+ ranks), 3 other Lore Skills (not *Read & Write*)

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Historian* has studied the history of Sidereus extensively, learning truths about the past that others can barely comprehend. This Skill allows a character to conduct deeper research into any historical topic. This action, called "Delve" will allow a character to ask **three (3)** questions of the Plot Committee in their research submission. Regarding a specific person, place, event, or thing. The answers are not guaranteed to be entirely accurate and may – in fact – bring up more questions than they answer, but they will offer new vectors of approach that may not have otherwise been available, as well as pointing out important contradictions in past, current and future events.

She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career". A *Historian* may also receive unique items like relics and other artifacts that could lead to the discovery or creation of other items of great power.

HISTORY

Lore

You have spent a great deal of time studying the history of Sidereus and learning the tales the world has to tell.

Prerequisite: *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

The *History* Skill is essentially the Lore Skill of, well, Lore. A character with the *History* Skill tries to gather as much knowledge about nearly every important event throughout the history of the world as possible. A character with *History* will receive information and on rare occasion

ancient texts, maps, and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month if she selects this Skill as her "Career".**

HONED INSTINCT

Nature (Utility)

You have aligned your spirit so completely with the forces of Nature that you are able to reach beyond the flimsy stuff of the Prime Material plane and see things as they truly are. Your instincts have been sharpened to a degree of precision few beings can comprehend.

Prerequisite: Spellcaster Level 3 (Nature), *Pathfinder*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with the *Honed Instinct* Skill is able to extend her awareness beyond the world around her to see things others cannot, ask questions, and perhaps even discover new enemies and threats.

To use this Skill a Judge must be present; one hour of preparation time is required. Also, the character must engage in 10 minutes of uninterrupted roleplay as she meditates to focus her vision beyond what mortals can perceive. After the required time has passed she may state out loud "I, <character's name>, oathsworn guardian of Nature, seek aid from the Land and Sky to <ability>!" which will activate one of the following abilities;

- **Hear the whispers of the wind:** This task gives a character the ability to ask a specific or general question about the future in-game.
- **Invoke the wisdom of the mountains:** This task gives a character the ability to learn more in-game about another character, place, or event.
- **Stoke the fires of the spirit:** This allows a character to harness the power of Nature and potentially grant a benefit to themselves or an ally.

The player using this Skill should contact a Judge at least an hour before using it. Failing to do so may result in the Skill failing. There may be a Cast member present to play a Nature spirit and the character may interact with them. The Judge or Cast member will respond to the character's question depending on the character's level of Skill. The character using *Honed Instinct* may ask one question per level of Skill. This Skill may only be used once per day.



HUMAN LORE

Lore

There are many human cultural and ethnic groups around the world. You have studied most of them and are in the process of learning more as time goes on about this prolific race.

Prerequisite: *Read & Write* (or) Human

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Human Lore* will have a deep understanding of the culture of the Human and Eidolon races. This includes the culture and habits of the various different Human ethnic groups, and their history. A character with *Human Lore* will receive information and on rare occasion ancient texts, maps, and other items during Logistics to represent her constant research. **She will also receive one silver piece per month if she selects this Skill as her "Career".**

HUNTER

Craft (Profession)

Hunters have always been an important part of survival in Sidereus. After the creation of the Wyld, the need for skilled hunters has only increased since surviving in the wilderness has become even more challenging.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Hunter* is a skilled hunter or trapper and knows how and where to find game animals for feeding himself and his friends or family.

A character with Hunter will also receive one silver piece per month if she selects this Skill as her "Career". Also, the character may receive raw material items such as animal furs, hides and claws.

IDENTIFY MAGIC

Magic

You have gained a deep enough understanding of spells and enchantments to be able to decipher which magical effects may be upon a person or object.

Prerequisite: Spellcaster Level 1 (Any)

Benefit: A character with *Identify Magic* can identify magical effects and enchantments upon characters or objects in-game. In addition, she can learn what magical properties a magic item has so that it may be used to its fullest capacity.

Identify Magic has three primary modes of operation;

Detect Magic – When used to Detect Magic, this Skill allows the character to detect the presence of magical energy to determine if an item is magical or not, or if spells are present on an item or person. It may also be able to tell the character if the item in question is magical or psionic in nature, and what the type or source of the magic is. Detect Magic can also be used to determine if magical energy fields are present in an area or abstract space. *This ability may be used as long as the character is in visual range of the target, including through a Scrying medium.*

Analyze Magic – When used to Analyze Magic, this Skill allows the character to detect and begin to decipher magical fields and energy sources. Typically this will not reveal the presence or purpose of curses or obfuscated effects. It will identify (reveal) the nature of any enchantments or spell effects that are not otherwise hidden or obscured. This will give the character the ability to see an item's "analyzed" tag if it would otherwise not be available. *This ability may be used as long as the character would be able to touch an item, though it does not require touch.*

Decipher Magic – When used to Decipher Magic, this Skill allows the character to fully decode magical auras present on an item, person or location. Unlike the other two "modes", this use requires the character to touch the item or person in question, or to be fully in contact with any energy field present in a given location they wish to identify. This would give the character the ability to see an item's "identified" tag if it would otherwise not be available. Keep in mind that some more powerful magic items and artifacts may require special rituals or powerful spells to identify so she will not be able to identify every item.

If a character wishes to identify any magical spells or effects in place on another creature or character, she must simply walk up to the target creature or character, place her hand near them (not touching), state "**Analyze Magic.**", and then ask clearly; "What magical effects are you currently under?". The character does not need to be able to answer in-game because it is an out-of-game question. The character being identified must be willing. An unwilling character may only be identified through spells or rituals. The same procedure would be followed for Detect Magic and Decode Magic.

For more information, see the Magic section of this book and *Magic of Sidereus*.

ILITH'ARI LORE

Lore

Through many long hours of intense study and research, you have come to learn the true history of the Ilith'ari, the gods of Sidereus.

Prerequisite: Intellect 7+, *Divine Lore* (3+ ranks), *Arcane Lore* (3+ ranks)

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Ilith'ari Lore* has begun to delve into the deep and complex mysteries of the gods. Some of their information may be inaccurate, some may be far too true for any mortal to know, and it is up to the character to sort through all of her unusual knowledge.

Individuals with real knowledge of the gods are rare, and the character may find her insight is at a high premium. A character with *Ilith'ari Lore* will receive information and on rare occasion ancient texts, maps, and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career".**

INCITE*

Persona (Passion)

Some may call you a firebrand, but your passionate speech has always roused others to action when action is needed. You can weave words to evoke a passionate response from your allies or light the fires of hatred in the hearts of your foes.

Prerequisite: *Passion*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill determines the number of times it may be used.

For each use of this ability, the character must decide to use it to grant an ally a boon, or as a packet-delivered attack. The player can choose to either throw a "**Natural Berserk**" attack, or to grant one ally a +5 bonus to damage with weapons.

If the player chooses the "Natural Berserk" attack, she merely needs to say "Natural Berserk" and then throw a Sidereus-legal packet at the target. If the player chooses to use the damage bonus, a target character (other than the one using this ability) gains +5 to damage unless they are disarmed for ten seconds or more, become unconscious, are dropped to -1 hit points, or otherwise prevented from using in game skills or abilities.



INSCRIBE SIGIL

Magic

You have learned how to inscribe magical sigils designed to assist in the casting of magical rituals.

Prerequisite: Spellcaster Level 5

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with the *Inscribe Sigil* Skill has learned how to inscribe magical sigils within a ritual magic circle. These sigils are used to enhance the power of various rituals and are highly valuable. This Skill is required in order to inscribe a Sigil without this Skill, any attempt to inscribe a Sigil in a ritual circle may result in automatic failure of the ritual. Characters who take this Skill or who wish to expand their runic knowledge, must add a sigil to their library in game.

New sigils can be learned from a runic scroll. Runic scrolls are similar to spell scrolls, and will have a tag describing the type of sigil, as well as listing what Skills and Skill levels are required to learn the sigil in question. A character must have an *Inscribe Sigil* Skill level equal to or higher than the number stated in order to add that sigil to their repertoire. Sigils a character has learned may be inscribed in any of their spellbooks or ritual books or kept in any way that learned spells may be transcribed.

For more on Sigils and Rituals, see the Ritual Magic section in the Magic of Sidereus sourcebook.

INSIGHTFUL FIGHTING

Warfare (Style)

The ebb and flow of combat can favor those who know how to take advantage of an opportunity when it presents itself. You are one such individual. Seeing the best time to strike can often lend you an invaluable edge in combat.

Prerequisite: Intellect 6+, Combat Training (or) Intellect 6+, Assassin Training

Benefit: A character with the *Insightful Fighting* Skill has learned to pace herself to make the best of any openings in her opponent's defense.

When a character with this Skill attacks with any weapon, they apply a +1 damage bonus to the base damage they inflict. This bonus is cumulative with all other bonuses received.

INSPIRATION

Persona

The warriors who stand beside you in battle will not falter and will be able to resist the most insidious mind-altering effects.

Prerequisite: Spirit 6+, Performer 5 (or) *Charisma* (or) *Menace*

Benefit: A character with the *Inspiration* Skill can use her keen mind and force of personality to help keep her allies focused and resistant to mind-affecting attacks.

This ability may affect a group of characters no larger than the character's Spirit Ability score. To use this special ability, the player must engage in one minute of uninterrupted roleplay with her target group. The character inspires her fellow heroes with a rousing speech, song, or poem. At the end of the minute, the player will clearly state "**Inspiration, Resist Mental**". The affected characters will gain the ability to use the *Resist Mental* Trait once over the course of the next day. When you use this ability it does not affect you.

If the character using this Skill also has the *Charisma* Trait she may affect a number of targets equal to double her Spirit Ability score, and her allies who are affected by the ability receive the benefits of the *Charisma* Trait as well. In order to call this combination, the character using the *Inspiration* Skill in conjunction with the *Charisma* Trait will clearly state "**Inspiration, Resist Mental, Charisma X**" where 'X' is the "Heart" bonus of the character using the Skill. A character may only ever benefit from one *Inspiration* bonus at a time. The effects from separate uses do not stack.

If use of this ability is interrupted, it may be resumed at any time. The bonus granted by this Skill is not magical and cannot be removed or cancelled by *Dispel Magic* or similar abilities.

INSPIRE FAITH

Divine (Utility)

Thanks to your connection with the divine you are able to bless fellow servants of your deity during holy services, bolstering their faith and strengthening their minds, protecting them from hostile magic and other such attacks.

Prerequisite: *Sermon*

Benefit: A character with the *Inspire Faith* Skill may inspire a powerful sense of faith in a congregation gathered to pay homage to her patron deity.

In order to use this Skill, the character must have given or helped to give a Sermon (through the use of the Skill) in honor of her deity. As part of the service proceedings, she may go around the gathering, touching each of the characters in attendance and "blessing" them. She must clearly state "**Inspire Faith, Spell Shield. Do you accept?**" and touch the character in question on the shoulder. Each character so touched who

audibly accepts the blessing will receive the benefit of a *Spell Shield* Spell.

A character who does not accept the effect will not receive the *Spell Shield* and will not violate any oaths they may have taken with another church or organization.

This effect is identical to the *Spell Shield* Spell as if it had been cast by a divine spellcaster and may be dispelled or removed in the same manner as any spell. This Skill may not be used if the Sermon was interrupted in any way or if the character using the Skill did not participate in the Sermon directly. See the *Sermon* Skill entry for more information.

For more on Sermons and in-game use of Religion, see the Religion section later in this book, or the Faiths of Sidereus sourcebook.

INTIMIDATE*

Persona (Dominion)

You are particularly skilled at convincing people to heed your words and do as you say using threats and forceful speech.

Prerequisite: *Dominion*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

To use this Skill, the player must speak a coherent sentence, phrase or statement to the target character consisting of at least ten words. At the end of the exchange, the player will clearly state "**Intimidate, Natural Charm**". The targeted character will be affected by a *Charm* effect unless she can resist Mental effects.

INVOCATION MAGIC

Arcane (Ritual), Divine (Ritual), Nature (Ritual)

You are learned in the art of minor ritual magic known as "Invocations", allowing you to cast powerful spells in combat that can affect large groups or disable and defeat particularly monstrous foes.

Prerequisite: Spellcaster Level 5

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

This Skill allows a character to read *Invocation* scrolls, as well as cast *Invocation* spells. Without this Skill, *Invocation* scrolls cannot be understood. The higher the level of a character's *Invocation* Skill, the larger the range of spells she will be able to comprehend and cast.

For more details on ritual magic of all types, see the Magic of Sidereus sourcebook.



JEWELER

Craft (Profession)

You have learned the craft of designing, creating and repairing jewelry. This includes a wide range of more skills from gem-cutting to specialized knowledge of smithing.

Prerequisite: Agility 6+

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Jeweler* practices the craft of designing, creating and repairing jewelry, and can often create items of remarkable beauty, as well as providing items that are suitable for enchantment to become magic items.

A character with *Jeweler* will receive one silver piece per month if she selects this Skill as her "Career". In addition, a motivated player may bring jewelry items into game and sell them for in-game currency.

LABORER

Craft (Profession)

You specialize in a field where the primary skills involved are relatively basic, and being considered expert at your chosen profession has more to do with accumulated experience than honed talent.

Prerequisite: None*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Laborer* must declare what area she specializes in. Examples include; barber, barmaid, bartender, bookbinder, brewer, cartwright, chandler (candle-maker), clerk, courier, farmhand, lumberjack, masseuse, midwife, miller, porter, prostitute, sailor, scribe, shepherd, and undertaker.

A character with *Laborer* will receive one silver piece per month if she selects this Skill as her "Career". Silver earned is cumulative for all *Laborer* Skills regardless of specialization, but cannot equal more than 20 ranks of skill (or 2 gold pieces per month). Generally speaking, if you wish to do something in game that is not currently covered with the existing Craft Skills, you should take the appropriate *Laborer* Skill. If an appropriate Craft Skill is not available, a *Laborer* Skill will be created to remedy the problem (at least temporarily).

*The Logistics Team or Plot Committee may require that specific characters fulfill prerequisites before taking a version of the *Laborer* Skill. A *Laborer* Specialization may never mirror an existing Skill.

LAMENT FOR THE FALLEN

Persona (Inspiration)

Through dulcet tones, resonant harmonies or the retelling of legends past you are able to urge the souls of the recently dead to remain in their earthly bodies. While you cannot truly resurrect those who have fallen, you are able to help them cling to this mortal coil until they may be saved.

Prerequisite: Spirit 7+, *Last Stand*

Benefit: A character with the *Lament for the Fallen* Skill may keep an ally's body from dissipating and able to be resurrected for an extended period of time.

In order to use this Skill, the target character must be dead and actively engaged in their "death count". The character with the *Lament for the Fallen* Skill must be seated or kneeling near the character that has been killed. She must then touch the target character and clearly state "**Lament for the Fallen Begin, Halt Death Count!**" after which she must engage in audible roleplay of some kind. Any appropriately themed song, oratory or poem will suffice, and a musical instrument may be used to perform a song but the character using the instrument must have the appropriate *Performer* Skill.

For the duration of the audible roleplay, the dead character will halt their "death count" and will not continue it unless the audible roleplay is interrupted by combat or some type of hostile spell or effect.

If use of this Skill is ended or interrupted in any way, the character using it must wait one minute before reactivating it, even to use it on a different character. This Skill may not be used if the character is alive or bleeding out and may not be used if the character with the Skill is unable to use in-game skills and abilities.

LANGUAGE LORE

Lore

You have learned something of the ancient languages of Sidereus, thought all but lost to the world. You are one of a very small number of individuals, and your knowledge may be sought to translate ancient texts, or decipher archaic scrolls.

Prerequisite: Intellect 6+, Appropriate race, *History* (3+ Levels) (or) Appropriate Bloodline Lore Skill (5+ Levels) (or) *Read & Write, Sage* (3+ Levels)

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence. When this Skill is purchased, the player must choose which language the Skill applies to. This Skill may be purchased for different

languages as long as the prerequisites are met for the new version of the Skill.

A character with *Language Lore* has learned one of the ancient languages of Sidereus and is able to read and speak the language.

This Skill requires a very substantial commitment from the player to be used properly since the player will have to understand and be able to use the language out-of-game to some degree. If the character cannot speak and understand the language to an appropriate degree, she will not be able to add it to her character profile. For more on the languages available and the degrees of proficiency required to claim the Skill, see the Appendix at the end of the book. Keep in mind that the Plot Committee reserves the right to restrict any player from taking this skill and using the language if their level of real-world competence is no sufficient.

The languages available to a character who chooses this Skill are; Arcane, Arxus, Chatûl, Draconic, Dwarven, Elven, Faerie, Gnoll, Goblin, Naga, Orc and Satyr. More languages may be made available over time as the game progresses. Also be aware that the various languages may have different dialects.

A character with *Language Lore* will receive one silver piece per month for each level of the Skill she has if she selects this Skill as her "Career". Also, the character may receive special items during Logistics in the form of an ancient text, or assignments from groups seeking information. Failure to properly roleplay this Skill may result in it being removed from the character's profile.

LAST STAND*

Persona (Inspiration)

When hope is all but lost, you are able to rally your allies so they are able to fight to the last breath, ignoring even the most terrible wounds so they may fight on.

Prerequisite: Combat Training, *Motivate*

Benefit: This Skill may be used once per day for each time it is purchased.

A character with the *Last Stand* Skill can encourage her allies to stand fast in battle and face even the most terrifying injuries with iron resolve and determination.

In order to use this Skill, the character with *Last Stand* must be in an enclosed space (a bunker or outdoor encampment will do as long as it has tangible boundaries) she must then state "**Last Stand Begin**", followed by uninterrupted audible roleplay for thirty seconds. Any appropriately themed song, oratory or poem will suffice. If the roleplay is interrupted, the character using the Skill



must wait at least one minute before beginning again.

Once the roleplay is complete the character must then clearly state “**Last Stand Complete, Supernal Armor!**” and touch the target character or characters, at which point the targets gain the benefit of the *Supernal Armor* Spell as if it had been cast upon them. The effects of the Skill are supernatural in nature and otherwise identical to the Spell.

For each daily use of this Skill, the character using it may enhance up to five of her allies (including herself) as long as they are in the same enclosed space and can hear the audible roleplay.

LAWYER

Craft (Profession)

Many of the various cultures of Sidereus have a multitude of laws that help maintain order. While not all of these cultures have a specific court system or a written book of law, they all have some way to keep the peace and help hedge out those that would harm their own kind.

Prerequisite: Intellect 5+

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character’s level of competence.

A character with *Lawyer* has studied the laws of the various cultures of Sidereus.

A character with *Lawyer* will receive one silver piece per month per level of Skill if she selects this Skill as her “Career”. Also, a character with *Lawyer* may earn contacts between game sessions. These contacts may provide information or other resources in exchange for services rendered by the character between sessions.

This Skill requires a very substantial commitment from the player in order to be used properly. As with all Lore Skills, a character with *Lawyer* should learn what she can about the laws of Sidereus (at least the laws of the culture or cultures with which she intends to be the most involved). Failure to properly roleplay this Skill may result in it being removed from the character’s profile.

LEATHERWORKING

Craft (Creation)

You have learned the art of Leatherworking, and with it you can create a variety of clothing items, armor, pouches, and other such items that are highly sought after.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character’s level of ability. **In addition, for every level of *Leatherworking* a**

character has, she gains 10 Production Points per month to create armor and other leather items if she selects this Skill as her “Career”.

This Skill may be used to create all types of armor, clothing items and other accessories. It can also be used to refit suits of armor (leather or not) once their armor points have been depleted.

A character with this Skill can make leather items in any combination. Making these items requires the character to use up her pool of Production Points. These points determine what a character is able to build in a given span of time. For more information on *Leatherworking* and what can be made with this Skill, see the rules on Item Creation on page 219.

Leatherworking can be used for a variety of tasks:

Refitting Armor: The process of “Refitting” a suit of armor takes a total of one minute uninterrupted during which time you can use no other Skill and cannot walk around. The player must roleplay repairing the armor and must have a Repair Kit item in order to use this Skill. Armor is “breached” when it is reduced to zero Armor Points. A single suit of armor may only be breached and then refit three times. If the armor was not breached it may be refit without penalty.

Strengthening an item: A suit of armor cannot be truly improved after being created, however by adding reinforcing materials, it can be strengthened. This process makes them more durable and less likely to break in a manner similar to a “Masterwork” suit of armor.

MACE

Warfare (Weapon)

You are skilled in the use of maces, hammers, picks and similar weapons.

Prerequisite: Strength 3+

Benefit: A character with the *Mace* Skill may use any one-handed mace or club type weapon unless the details on the weapon tag restrict the character from doing so.

MATHEMATICS

Lore

You possess a keen understanding of this subtle science of mathematics and you are often able to use your skills to aid wizard and alchemist alike.

Prerequisite: *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character’s level of knowledge.

A character with the *Mathematics* Skill studies mathematics on all levels, from applied mathematics while aiding a noble in

building his castle, to theoretical mathematics while discussing the ebb and flow of magic with a wizard. A character with the *Mathematics* Skill will receive information and on rare occasion texts, formulae, and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her “Career”.**

MEDICAL LORE

Lore

You have studied the anatomy and physiology of the various life forms of the world in great depth, and you have studied the lore of medical science in all its forms.

Prerequisite: Intellect 5+, *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character’s level of knowledge.

All Lore Skills grant characters a certain amount of knowledge in-game that other character will most likely not have. A character with *Medical Lore* will be more likely to understand the physical makeup of the various creatures of Sidereus, as well as the unnatural creatures that were created as a result of the warping influence of the Wyld on the other species of the world.

A character with the *Medical Lore* Skill will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her “Career”.**

MELEE TRAINING

Warfare (Training)

You have been trained in the art of melee combat, and have begun learning methods of strategy, tactics and many forms of melee combat, both subtle and direct.

Prerequisite: Strength 5+, *Weapon Skill*

Benefit: This Skill may be purchased up to five times. It overlaps with Combat Training (Each Rank of Combat Training is cumulative with Melee Training to a maximum of five ranks, after which point Combat Training begins to replace Melee Training). A character that has higher levels of this Skill will gain access to other Skills in the game.

Melee Training represents the time a character has spent learning the fundamentals of warfare and melee combat. *Melee Training* is intended to grant a character access to individual Skills available in the Warfare category. *Melee Training* can be taken in conjunction with *Combat Training* and the bonuses do stack so that a



character with *Combat Training* can gain access to higher tier melee Warfare Skills by taking *Melee Training* and not improving her ranged skill. This Skill can fill prerequisites in the place of Combat Training.

Melee Training confers no other benefits.

MEND ARMOR

Warfare (Training)

You have learned the basics of maintaining your armor so that if it is damaged during combat you can refit it relatively quickly.

Prerequisite: None

Benefit: A character with the *Mend Armor* Skill has learned to conduct minor repairs on all types of armor.

The process of "Refitting" a suit of armor takes a total of one minute uninterrupted during which time you can use no other Skill, and cannot walk around. The player must roleplay repairing the armor and must have a Repair Kit item in order to use this Skill. Armor is "breached" when it is reduced to zero Armor Points. Armor may be refit as long as "Shattered" boxes remain.

MERCENARY

Craft (Profession)

Hired swords are commonplace in the war torn world of Sidereus. Mercenaries offer their swords and spells for any cause so long as the pay is good.

Prerequisite: Spellcaster Level 1 (or) Warfare Skill

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Mercenary* is a sell-sword who will work for any master and any cause so long as she gets her coin.

A character with *Mercenary* will receive one silver piece per month for each level of the Skill she has if she selects this Skill as her "Career". The character may also receive plot hooks during Logistics in the form of a lead on an assignment, or a mission for some noble or organization.

MERCHANT

Craft (Profession)

Despite the instability that plagues Sidereus, those who buy and trade weapons, armor, food and other sundries are plentiful and prolific as ever before. The life of a merchant in the volatile world of Sidereus means being prepared for anything in the pursuit of wealth.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a

character has in this Skill is an indicator of that character's level of competence. A character with *Merchant* is a skilled salesperson and trader, knowing how to barter, buy and maximize her own profits.

All Craft (Profession) Skills grant characters a certain set of skills and abilities in game that other characters will very often not have. A character with *Merchant* is skilled in the arts of buying and trading, and knows how to make a profit.

A character with *Merchant* will receive one silver piece per month for each level of the Skill she has if she selects this Skill as her "Career". Also, the character may receive plot hooks during Logistics in the form of a new job or business opportunity.

Note: This skill is *required* on some level in order to claim that your character has any level of skill as a merchant – and should be taken if you plan on selling items in-game through a shop or similar enterprise. This Skill does **not** confer any special ability to buy and sell items. This Skill is used primarily for small scale merchants who wish to sell goods and wares locally.

MINING

Craft (Harvesting)

Anyone can dig with a pick axe or a shovel. You have learned where to find the best selection of minerals and precious stones, and which mineral veins will bleed the highest quality metal ore.

Prerequisite: Strength 4+

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with the *Mining* Skill can gather metal ore, minerals and gems that can be refined and melted down to become raw materials for other Skills or precious items to be sold. In order to use this Skill, a character must go to a mine area.

Mines will be labeled out-of-game by a blue stripe or flag being placed on the location. In the mines there will be large chunks of "ore" or "unrefined minerals". These large chunks are really lightweight (but bulky) pieces of foam or rubber but each one must be carried to Logistics or a judge. Logistics will then give the character with the "ore" a number of raw material tags based on the level of their *Mining* Skill.

Additionally, for every level of *Mining* a character has, she can claim 1 silver piece worth of Mining crafting components per month if she selects this Skill as her "Career".

Other characters may help gather the "ore" but the character with the Skill should turn it in to Logistics. The level of a

character's *Mining* Skill will determine how productive her harvesting has been.

For more on *Mining*, see the details on Harvesting on page 219.

MOTIVATE*

Persona (Inspiration)

Your ability to inspire others stretches far beyond uses in combat. It is vital to be able to motivate your allies as well as your enemies, pushing those who stand beside you to keep fighting – and convincing those who stand against you to rethink their position.

Prerequisite: Inspiration

Benefit: This Skill may be purchased any number of times. Each level of this Skill provides an additional use of the associated abilities.

A character with the Motivate Skill is able to push her allies onwards and convince her enemies to come to her side. When using this ability, the character must first decide how she wishes to use it. The Motivate Skill may be used to *Remove Fatigue* from an Ally or *Charm* a target character.

If the character chooses to use *Motivate* to Remove Fatigue from an ally, she must engage in one minute of uninterrupted roleplay beginning with "**Motivate Begin!**". Once this is complete, she will then state "**Motivate Complete! Remove Fatigue!**"

If the character chooses to use *Motivate* to use a Charm effect on a target character, she must engage in thirty seconds of roleplay (it does not have to be announced), after which she will say "**Motivate Complete, Natural Charm!**"

As a reminder, this ability is non-magical, and as such a Spell Shield or similar defenses will not protect against its effects.

NECROMANTIC LORE

Lore

The study of Necromantic magic has led many upright mages along the swift path to spiritual oblivion. You have begun to walk that treacherous path, learning more of those forbidden secrets.

Prerequisite: Intellect 6+, *Arcane Lore*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Necromantic Lore* will have a deep understanding of Necromantic magic, the undead and other unliving creatures. This includes ancient rituals, paths to greater Necromantic power, and ancient Necromantic artifacts. A character with *Necromantic Lore* will receive information and on rare occasion ancient texts, maps,





and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her “Career”.**

NEPHEL LORE Lore

In your research, travels and exploits, you have learned a great deal about the unusual new race known as the Nephel, including hints of their true origin, their purpose, and why they may have been cast out of the Celestial Realm down to earth.

Prerequisite: Intellect 6+, *Read & Write* (or) Nephel

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character’s level of knowledge.

A character with *Nephel Lore* will have a deep understanding of the ways and oddities associated with the Nephel. This includes the rumors of their origin, stories told by some of the older Nephel about their purpose and what caused them to come into being, and possibly even a bit about their unusual magical nature. A character with *Nephel Lore* will receive information and on rare occasion ancient texts, maps, and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her “Career”.**

NOBILITY & ROYALTY LORE Lore

You have learned much about the various cultures of the many realms of Sidereus, but most particularly you have studied their Nobility and Royalty. Some say you can judge a culture by its criminals, you believe that you can learn a great deal about a culture through its leaders.

Prerequisite: *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character’s level of knowledge.

While some of the cultures of Sidereus do not have Nobles or a Royal household, this includes information on tribal leaders, heraldry, class systems and other related topics, so it may be employed across a relatively broad spectrum of cultures.

A character with *Nobility & Royalty Lore* will receive information and on rare occasion ancient texts, maps, and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her “Career”.**

ONE-HANDED BLADE Warfare (Mastery)

You have finally mastered the wide range of one-handed bladed weapons and can use any such weapon with consummate skill.

Prerequisite: Strength 4+

Benefit: A character with the *One-Handed Blade* Skill may use any one-handed bladed type weapon (this primarily includes any weapon included under the axe or sword

skill categories) unless the details on the weapon tag restrict the character from doing so.

A character with the *One-Handed Blade* Skill who has already purchased a Skill that this Skill overlaps may “sell back” the redundant Skill and receive a refund for the points they had spent.

ONE-HANDED BLUNT Warfare (Mastery)

You have finally mastered the wide range of one-handed blunt weapons and can use any such weapon with consummate skill.

Prerequisite: Strength 4+

Benefit: A character with the *One-Handed Blunt* Skill may use any one-handed blunt type weapon (this primarily includes any weapon included under the mace or flail skill categories) unless the details on the weapon tag restrict the character from doing so.

A character with the *One-Handed Blunt* Skill who has already purchased a Skill that this Skill overlaps may “sell back” the redundant Skill for a full points refund.

ONE-HANDED MASTER Warfare (Mastery)

After dedicating much of your life to training and practice you have finally mastered one-handed weapons of all varieties. You are able to use any one-handed weapon with consummate skill regardless of type, and you are likely known at least locally for your expertise.

Prerequisite: Strength 4+



Benefit: A character with the *One-Handed Master Skill* may use any one-handed weapon of any type unless the details on the weapon tag restrict the character from doing so.

A character with the *One-Handed Master Skill* who has already purchased a Skill that this Skill overlaps may “sell back” the redundant Skill as listed in the Character Development section of the Sidereus Rulebook.

OPEN LOCK*

Rogue (Thievery)

Sometimes locks must be opened quickly and quietly to prevent detection or facilitate escape. You are skilled enough with the tools of the thief that you can open a lock nearly instantly and with little effort.

Prerequisite: Thievery Training x2, *Artifice*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

The *Open Lock* Skill allows a character to instantly open locks of any kind, magical or otherwise, without having to physically unlock the item or rely on magic to do so. In order to use this ability, a character must be conscious, able to use in-game skills and there must be a Judge or GM present. When using this Skill, the player will clearly state “*Open Lock*” and tap the lock, at which point the Judge or GM present may remove or unlock the lock. If there are any traps that would be triggered by picking the lock, they are triggered immediately, and any other traps or devices remain intact. Any character with this Skill should be cautious since it will trigger traps automatically, it can create bad situations in the hands of a careless character.

This Skill may never be used without a Judge or GM present. Misuse of this Skill will result in it being removed from the character’s profile.

ORC LORE

Lore

In your research, travels and exploits, you have learned much about the various Orc cultures of the world, ranging from the docile and civilized Derew Orcs to the rampaging and brutal Blood Orcs.

Prerequisite: *Read & Write* (or) Orc

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character’s level of knowledge.

A character with *Orc Lore* will have a deep understanding of the ways and culture of the Orcs. This includes the culture and habits of

the various different species of Orc as well as their history.

A character with *Orc Lore* will receive information and on rare occasion ancient texts, maps, and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her “Career”.**

PARRY*

Warfare (Maneuver)

As you come closer to mastering your chosen weapon, you have learned how to maneuver your weapon with great skill, tossing aside enemy attacks just before they strike you.

Prerequisite: Combat Training x2 (Melee)

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it. **There is no limit to the number of times this Skill may be purchased as long as the prerequisites are met.**

A character with *Parry* is highly skilled at deflecting enemy attacks that are directed at them with their weapon. In order to use this ability, the character must have a melee weapon ready, must be conscious, and able to use in-game skills.

When the character has been attacked by another character she is able to clearly call out “*Parry*” allowing her to ignore the damage from a single attack. This attack must be delivered from a weapon, and cannot be a *Spellstrike* attack, though it can be an “*Activate Skill*” special attack. This ability may also not be used against an *Assassinate* attack or a *Backstab* attack. You may parry for another character, however in order to do so you must be able to reach the ally you wish to defend with your weapon and by making no more than a single short step of movement.

In addition this ability may not be used to defend against the *Waylay* Skill, spells or traps of any kind, though it may be used to defend against thrown alchemy. A character that has purchased *Parry* more than once may use it many times in rapid succession.

PASSION

Persona

The warriors who stand beside you in battle will not falter and will be able to resist the most insidious mind-altering effects.

Prerequisite: Spirit 6+, Performer 5 (or) *Charisma* (or) *Menace*

Benefit: A character with the *Passion* Skill can use her keen mind and force of

personality to help keep her allies focused and resistant to mind-affecting attacks.

This ability may affect a group of characters no larger than the character’s Spirit Ability score. To use this special ability, the player must engage in one minute of uninterrupted roleplay with her target group. The character inspires her fellow heroes with a rousing speech, song or poem. At the end of the minute, the player will clearly state “*Passion, Resist Mental*”. The affected characters will gain the ability to use the *Resist Mental* Trait once over the course of the next day. When you use this ability it does not affect you.

If the character using this Skill also has the *Charisma* Trait she may affect a number of targets equal to double her Spirit Ability score, and her allies who are affected by the ability receive the benefits of the *Charisma* Trait as well. In order to call this combination, the character using the *Passion* Skill in conjunction with the *Charisma* Trait will clearly state “*Passion, Resist Mental, Charisma X*” where ‘X’ is the “Heart” bonus of the character using the Skill. A character may only ever benefit from one *Passion* bonus at a time. The effects from separate ones do not stack.

If use of this ability is interrupted it may be resumed at any time. The bonus granted by this Skill is not magical and cannot be removed or cancelled by *Dispel Magic* or similar abilities.

PATHFINDER

Nature (Utility)

Those who have embraced Nature often become so intimately familiar with the ways of the natural world that they are able to navigate any environment with consummate ease, so much so that finding the correct path – even in harrowing situations – is often rather easy.

Prerequisite: Spellcaster Level 3 (Nature)

Benefit: A character with the *Pathfinder* Skill is so in tune with the natural world that they are able to move confidently through the most difficult terrain, finding hidden paths and tracking prey with ease.

A character with the *Pathfinder* Skill may add double their Spellcaster (Nature) level to their effective skill level with both the *Tracker* and *Survivalist* Skills. This bonus is permanent and **only** stacks with any existing levels in *Tracker* or *Survivalist*.

In addition, a character with the *Pathfinder* Skill can use her abilities between events to detect areas that are Aspected to various elements, or that are rich in various materials, food sources or water supplies.





PERFORMER

Craft (Profession)

You are skilled at some performing art form such as dance, acting, acrobatics, singing, and others.

Prerequisite: Agility 5+ (or) Spirit 5+

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence. This Skill may also be purchased a number of times to represent familiarity with different types of performance.

A character with *Performer* must declare what form of she specializes in.

Examples include; acting, acrobatics, buffoonery, chanting, comedy, dance (choose a particular style), drums, flute, harp, juggling, lyre, mime, oratory, opera, singing, stage magic, storytelling, and violin.

A character with *Performer* will receive one silver piece per month per level of Skill if she selects this Skill as her "Career". Generally speaking, a character should have the *Performer* Skill before attempting to use a related ability to make money, or before attempting to use a *Persona* Skill with that particular medium.

PERSEVERANCE*

Persona (Leadership)

Even when things are most grim, you can rally your allies so they can maintain their composure, gritting their teeth in the face of fear so they may fight on.

Prerequisite: Conviction (or) Dominion

Benefit: This Skill may be used once per day for each time it is purchased.

A character with the *Perseverance* Skill can encourage her allies to stand fast in

battle and face down even the most horrifying creatures with iron conviction.

In order to use this Skill, the character with *Perseverance* must be in a room or enclosed space. She will then clearly state "**Perseverance Begin!**" she must then engage in audible roleplay uninterrupted for thirty seconds. Any appropriately themed song, or oratory will suffice. If the roleplay is interrupted, the character using the Skill must wait one minute before restarting.

Once the roleplay is complete the character must then clearly state "**Perseverance Complete, Mind Shield.**" and touch the targets, at which point the targets gain the benefit of the *Mind Shield* Spell as if it had been cast upon them. The effects of the Skill are supernatural in nature and so may be dispelled.

For each daily use of this Skill, the character using it may enhance a number of allies equal to her Spirit Ability score (including herself) as long as they are in the same space and can hear the roleplay. This number may be doubled if the character has the *Charisma* Trait.

PHILOSOPHER

Craft (Profession)

Philosophy is the discipline devoted to questions of ethics, logic, metaphysics and genuine knowledge. Above all philosophers busy themselves with asking questions.

Prerequisite: Intellect 6+ (or) Spirit 6+

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

All Craft (Profession) Skills grant characters a certain set of skills and abilities in game that other characters will very often not have. A character with *Philosopher* is a asker of questions and a seeker of knowledge.

A character with *Philosopher* will receive one silver piece per month for every level of Skill she has if she takes this Skill as her "Career" Skill. Also, the character may receive plot hooks during Logistics in the form of an ancient text that has been recovered, or a noble seeking information.

PHYSICIAN

Medical

You have learned more advanced methods of medical care, allowing you to examine a subject in detail to discover the source of a malady rather than just treating it.

Prerequisite: Intellect 5+, *First Aid*, *Medical Lore* (2+ Levels)

Benefit: A character with the *Physician* Skill may use it to conduct an in-depth

examination on any character to determine her current physical status.

A character with *Physician* can determine if someone is diseased, sleeping, paralyzed, dead, dying, unconscious, or merely faking injury by examining them. The character with the *Physician* Skill can also determine if another character is under the effect of a drug, poison or alchemical substance as long as they are alive.

In order for this Skill to be used, the character must be physically present and be able to be affected by in-game Skills and abilities. The character using *Physician* must then clearly state "**Physician Begin**". In addition, the character using the Skill must engage in at least one minute of uninterrupted roleplay (checking pulse and otherwise examining the body). If use of the Skill is interrupted, it may be restarted as normal as soon as both characters are ready and available.

During the examination roleplay, the character using the *Physician* Skill may ask any and all questions pertaining to the health of the target character. These questions are out-of-game and may include things like; "How many hit points have you lost?", "Were you wounded by bladed weapons or claws?", "Are you diseased?", "Are you poisoned?", "Are you dying (at -1 hit points)?", "How much time remains until you wake up?", "How much time remains until you resurrect?", etc. Under no circumstances can a character using this Skill ask "What character/player killed you?" or similar questions regarding information that would be unavailable.

A character with this Skill may also assess the target's physical ability scores (Strength, Agility, Endurance) and find out their exact numerical value. She may also discover a target's maximum hit points and exactly how many points of healing are necessary for complete recovery.

Physician will not allow you to determine the cause of death if a creature was killed by poison, necromancy, or the use of psionics or other methods that would be similarly difficult to detect. It will, however, allow you to determine what kind of physical weapon killed the character. *Physician* may not function on some creatures that lack a metabolism or a normal anatomy. If a character attempts to use this Skill on such a creature, they will respond "no effect".

You may not use this Skill on a conscious person without their knowledge. A conscious person is allowed to prevent this Skill from being used on them unless they are bound or restrained.

Advanced rules for this Skill are available in the "Passions of Sidereus" Sourcebook, but in most situations, those rules are not

required. Please review that book if you wish to use the Advanced rules.

Remember this is a game for mature players; you must always be respectful of the other players and their boundaries.

PIERCE ARMOR*

Warfare (Maneuver)

Your attacks are able to pierce the plates of even the most well-made armor and inflict mortal injuries that could fell the toughest of soldiers.

Prerequisite: Combat Training x3

Benefit: *Pierce Armor* enables the character to deliver devastating strikes at an opponent, overcoming their armor. This Skill can be used once per day for each level of the Skill purchased. *Pierce Armor* may be used in conjunction with any weapon the character has the Skill to use.

In order to use this Skill the character must have a melee weapon ready. When she is ready to attack, she must clearly state "**Pierce Armor Begin!**" At which point her *Pierce Armor* ability is active.

While under the effects of the *Pierce Armor* Skill, the attacking character will add the "body" carrier to every melee attack she makes. These attacks count as normal weapon blows and not as special attacks, and as such they can be evaded. The character can choose to use any other carrier she would normally be able to use instead of "body" without causing the effects of the Skill to end.

The effects of *Pierce Armor* end immediately if the character does not have a weapon in her hand for a period of ten seconds or more, if she is rendered unconscious, affected by any spell or effect that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

PICKPOCKET

Rogue (Thievery)

You have mastered the skills of a cutpurse, and you are now able to steal items off of a person with even greater ease.

Prerequisite: Thievery Training x2, *Artifice*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

The *Pickpocket* Skill allows a character to instantly pick another character's pockets without having to actually perform the act. In order to use this ability, a character must be conscious and able to use in-game skills.

When using this Skill, the player will write their character number and the date on their *Pickpocket* Skill tag. They will then attempt to insert the *Pickpocket* Skill tag into another

player's bag, pouch or pocket. The container does not have to be held or worn in order for the Skill attempt to be valid. After delivering the tag, the player using the *Pickpocket* Skill will speak with a Judge who will approach the targeted player and inform them that they have been pick pocketed. The Judge will go through the container where the player using the Skill placed the tag, and randomly select one in-game item from the contents.

There is no way for the victim to determine who the thief was.

PLANAR LORE

Lore

The physical world of Sidereus is not the only dimension that houses sapient life. There are many planes of existence fit into the space of a single world, and you have devoted part of your life to studying those other realms of existence.

Prerequisite: Intellect 6+, *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Planar Lore* will have a deep understanding of the various planes of Sidereus. This includes the elemental planes, the ethereal plane, and the denizens of those exotic realms.

A character with *Planar Lore* will receive information and on rare occasion ancient texts, maps, and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month for each level of the Skill she has if she chooses this Skill as her "Career", to represent compensation for any work she did that month.**

POLEARM

Warfare (Weapon)

You are skilled in the use of polearms.

Prerequisite: Strength 5+

Benefit: A character with the *Polearm* Skill may use any two-handed polearm type weapon unless the details on the weapon tag restrict the character from doing so.

POWER SHOT*

Warfare (Maneuver)

You know how to push your ranged weapon to its limits, striking your enemy at her weakest point to inflict maximum damage.

Prerequisite: Combat Training x2 (Ranged)

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Power Shot allows a character to slightly increase the amount of damage they deal in



ranged combat for three attacks. *There is no limit to the number of times this Skill may be purchased.*

In order to use this Skill, the character must have a ranged weapon ready. When she is ready to attack, she must clearly state **"Power Shot Begin!"** At which point her *Power Shot* ability becomes active.

While under the effects of *Power Shot* a character with this Skill will inflict 10 additional points of damage with three ranged attacks directed against any target. These attacks count as normal weapon blows and as such they can be evaded. If all three attacks are blocked or defended against, the Skill is used up with no effect.

The effect will end if the character does not have a weapon in hand for a period of 10 seconds or more, is rendered unconscious, affected by any effect that prevents her from using in-game skills, uses a different in-game Skill, if she is dropped to -1 hit points, or if she is killed.

PRECISE SHOT*

Warfare (Maneuver)

You have learned how to time your attacks so that you can optimize the effect of each shot, severely wounding or disabling an opponent with one well-placed arrow.

Prerequisite: Combat Training x1 (Ranged ability)

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Precise Shot allows a character to do massive damage to an opponent with a single, well-placed shot. There is no limit to the number of times this Skill may be purchased.

In order to use this Skill, the character must have a ranged weapon ready and drawn to fire. When she is ready, she must clearly state **"Precise Shot 3! Precise Shot 2! Precise Shot 1!"** (This may be said quietly but may not be whispered and must be audible) At which point her *Precise Shot* ability becomes active.

While under the effects of *Precise Shot* a character with this Skill will inflict 50 points of damage with a single ranged attack. This attack counts as a normal weapon blow and can be evaded. If the attack is blocked or defended against, the Skill is used up with no effect.

The effect will end if the character is rendered unconscious, moves even a single step in any direction, is affected by any spell or effect that prevents her from using in-game skills, uses a different in-game Skill, if she is dropped to -1 hit points, or killed.

PRIMAL FRENZY*

Warfare (Maneuver)

You have learned to further harness the savage fury within your soul, hurling yourself at your foes and tearing them limb from limb with titanic blows.

Prerequisite: Combat Training x4 (Melee), *Primal Rage* x2

Benefit: This Skill may be purchased any number of times. *Primal Frenzy* may be used once per day for each time it has been purchased.

Primal Frenzy allows a character to leap into battle and slaughter her foes as she ignores all but the most powerful attacks and hands out grievous wounds in return. *Primal Frenzy* may be purchased once for every two levels of *Primal Rage* the character has.

In order to use this Skill, the character must have a melee weapon ready. When she is ready for battle, she must loudly shout **"Primal Frenzy Begin!"** at which point her *Primal Frenzy* Skill is active.

While under the effects of *Primal Frenzy* the character must attack whenever a foe presents itself. **In addition, the character must roar and howl whenever they are not directly engaged in combat.** Continually making audible noise is **required**.

A character under the effects of this Skill will inflict an additional 5 points of damage with every melee attack. These attacks count as normal weapon blows and not as special attacks, and as such they can be evaded. In addition, the character becomes totally immune to any normal weapon blows she receives and is temporarily immune to *Fear* and *Terror* effects, though she is affected by "Activate Skill" abilities, *Assassinate*, *Backstab*, *Spells* and similar effects as normal. This immunity does not count as an Immunity Shield.

The effects of *Primal Frenzy* end immediately if the character does not have an enemy to attack for a period of ten seconds or more, does not have a weapon in her hand for a period of ten seconds or more, if she is rendered unconscious, affected by any spell or effect that prevents her from using in-game skills, is dropped to -1 Hit Points, or killed.

PRIMAL RAGE*

Warfare (Maneuver)

The peoples of the North have long been rumored to be masters of a nearly unstoppable style of combat, flinging themselves into wave after wave of enemies, slaughtering them all.

Prerequisite: Strength 6+, Combat Training x2 (Melee)

Benefit: This Skill may be purchased any number of times. *Primal Rage* may be used

once per day for each time it has been purchased.

Primal Rage allows a character to slaughter her foes and resist many of the attacks directed at her in return. There is no limit to the number of times this Skill may be purchased.

In order to use this Skill, the character must have a melee weapon ready. When she is ready to use the ability, she must loudly shout **"Primal Rage Begin!"** at which point her *Primal Rage* Skill becomes active.

While under the effects of *Primal Rage* the character will inflict an additional 2 points of damage with every melee attack. These attacks count as normal weapon blows and as such they can be evaded. In addition, the character temporarily becomes immune to *Fear* and *Terror*. This immunity does not count as an Immunity Shield.

The effects of *Primal Rage* end immediately if the character does not have an enemy to attack for a period of ten seconds or more, does not have a weapon ready for a period of ten seconds or more, rendered unconscious, affected by any spell or effect that prevents her from using in-game skills, is dropped to -1 hit points, or if she is killed.

This Skill may not be used at the same time as *Primal Frenzy*.

PSIONIC LORE

Lore

You have studied the lore of Psychic power and the Psionists themselves. Your knowledge spreads far and wide, focusing on the secrets of Psychic individuals, but also touching upon things such as extraplanar beings, void-spawn, and the mysteries of the planes and dimensional travel.

Prerequisite: Intellect 5+, *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Arcane Lore* will be more likely to understand the fickle ways of magic, the rituals of the strangest cults, and the meanings of secret prophecies.

A character with the *Arcane Lore* Skill will occasionally receive texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career".**

RALLY FRIENDS*

Persona (Conviction)

A good leader is able to coordinate her troops and keep them in line even during the



most harrowing events. You have learned to help your allies stay focused during battle and shrug off the effects of fear, rage and sleep.

Prerequisite: *Encourage*

Benefit: This Skill may be used once per day for each time it is purchased.

Through the use of this Skill, a character may remove all active Mental spells and effects on another creature in the same way as the *Break Enchantment* Trait.

In order to use this Trait you must clearly say "**Rally Friends Begin**" when you begin using it. You must then spend one minute in uninterrupted roleplay with the target character. This must be represented by some form of verbal roleplay, such as a song, poem, or a rousing speech.

Once you have completed the required roleplay, you may then clearly say "**Rally Friends Complete, Break Enchantment**". This signifies that you have completed using the skill, and any Mental effects on the character are immediately removed.

This ability is otherwise identical to the *Break Enchantment* Trait.

RANGED TRAINING

Warfare (Training)

You have been trained in the art of ranged combat, and have begun learning methods of strategy, tactics and many forms of ranged combat, both subtle and direct.

Prerequisite: Agility 5+, Weapon Skill

Benefit: This Skill may be purchased up to five times. It overlaps with Combat Training (Each Rank of Combat Training is cumulative with Ranged Training to a maximum of five ranks, after which point Combat Training begins to replace Ranged Training). A character that has higher levels of this Skill will gain access to other Skills in the game.

Ranged Training represents the time a character has spent learning the fundamentals of warfare and ranged combat. *Ranged Training* is intended to grant a character access to individual Skills available in the Warfare category. *Ranged Training* can be taken in conjunction with *Combat Training* and the bonuses do stack so that a character with *Combat Training* can gain access to higher tier ranged Warfare Skills by taking *Ranged Training* and shunning her melee prowess.

Ranged Training confers no other benefits.

READ & WRITE

Lore

Literacy is a valuable skill in the world of Sidereus. While not all people know how to

read, it is common amongst the ranks of nobles, spellcasters, and lorekeepers.

Prerequisite: None

Benefit: A character with *Read & Write* can read anything except magical writing. Without this Skill a character cannot read anything in-game, not even the simplest maps, written signs or scrolls. This Skill does not grant any ability to decode ciphers or understand coded messages, although it is impossible to attempt to decode such messages without this Skill.

A character with this Skill may always read, even when they are prevented from using "in-game abilities". This Skill cannot be turned off by any means once it is purchased.

Any Lore Skill that requires *Read & Write* as a prerequisite may be purchased for double its usual Character Point cost rather than having the *Read & Write* Skill, though all other pre-requisites must be met.

READ MAGIC

Arcane (Utility)

You have learned how to decipher, read, and ultimately draw the arcane magical energy out of enchanted texts and scrolls.

Prerequisite: Intellect 5+, *Read & Write*

Benefit: A character with the *Read Magic* Skill may read and decipher scrolls and texts enchanted with arcane magic. This allows

them to learn new spells, cast the spells from the scrolls on which they are found, or interpret more powerful magical scrolls for use as components during more advanced ritual magic. This Skill does not allow a player to scribe or write magical scrolls. You may only read and use scrolls of one level higher than your current Spellcaster Level.

RECOVER TRAP*

Rogue (Thievery)

You are able to recover traps almost instantly even during the heat of combat, without setting them off so that they remain intact to be used at a later date.

Prerequisite: Thievery Training x3, *Disarm Trap*

Benefit: A character with the *Recover Trap* Skill may choose to disarm a trap of any kind without actually attempting to physically. In order to use this Skill the character must clearly state "**Recover Trap!**" at which point the trap is considered disarmed and recovered, and the character may ignore any indication that one trap has been triggered. The Judge or GM overseeing the character's work will hand them a tag for the trap type she disabled, allowing her to use a trap of that type another time. Be aware that if there is more than one trap in a single location, any subsequent traps after the first will still trigger as normal and have the normal effect. This Skill can only be used



preemptively and may not be used after a trap has gone off. Traps recovered in this fashion may be damaged or require repair before they may be used again.

RESIST DISARM*

Warfare (Maneuver)

You have sharpened your combat skills and honed your reflexes so that it has become markedly more difficult to disarm you.

Prerequisite: Combat Training (or) Assassin Training

Benefit: When you are affected by a disarm spell or effect you may resist it. To use this ability, simply call out **"Resist!"** when you are hit by a disarm spell or effect. You may use this ability once per day for each time that it is purchased.

RIPOSTE*

Warfare (Maneuver)

You have nearly mastered your chosen weapon, having learned how to maneuver your weapon with great skill, tossing aside enemy attacks and striking back through the gap in your enemy's defenses.

Prerequisite: Combat Training x4 (Melee ability)

Benefit: This Skill may be used once per day for each time it is purchased. *Riposte* may be purchased once for every four levels of Combat Training (or Melee Training) a character has.

A character with *Riposte* is highly skilled at deflecting enemy attacks and redirecting them back toward her attacker. In order to use this ability, the character must have a melee weapon ready, must be conscious, and able to use in-game skills.

When the character has been attacked by another character she is able to clearly call out **"Riposte!"** allowing her to ignore the damage from a single attack and reflect all damage and effects from the attack back upon the attacker.

This is ability essentially reflects melee attacks back upon your attacker. This attack must be delivered from a weapon, and cannot be a Spellstrike attack, though it can be an "Activate Skill" special attack. This ability may not be used against an *Assassinate* attack, or a *Backstab* attack. You may *Riposte* for another character, however in order to do so you must be able to reach the ally you wish to defend with your weapon and by making no more than a single short step of movement. Generally speaking, this should be easy enough to determine, see the *Defend* Skill for more.

The riposted attack can be defended against by any defense that would have

worked on the original, except another *Riposte*.

This ability may not be used to defend against the *Waylay* Skill, spells, traps, or alchemy. A character that has purchased *Riposte* more than once may use it in rapid succession on different attacks; however, *Riposte* may not ever be used twice on the same attack.

RITUAL CIRCLE

Magic

One of the most essential skills in a ritual spellcaster's repertoire is her ability to create casting circles in which to perform her rituals. These circles are essential pieces of the ritual magic process, and because they require a remarkably high level of precision in order to function, some mages have been known to spend hours perfecting a circle before beginning a ritual.

Prerequisite: Spellcaster Level 5

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with the *Ritual Circle* Skill has learned how to draw a ritual magic circle with exceptional skill. Ritual magic circles are used to cast ritual spells, bind summoned creatures and protect items of significant magical power. While not impervious to entry by those who are not invested in them, like a *Circle of Power* Spell, ritual magic circles are vital parts of a ritual magic user's rituals as they make the rituals possible.

Drawing a ritual magic circle requires appropriate conditions, and as such it can be difficult to do so in a less than ideal situation. A ritual magic circle must be as exact as possible, and will be judged based on its accuracy. Drawing a ritual magic circle involves creating a complete circle by either scrawling it in the dirt or by using chalk on a stone or wood floor, etc. The circle will have small rune symbols drawn all around its circumference that will help the Judge to determine if the circle is properly formed. Specific runes must be used and they must be placed in a particular order depending on what ritual you are planning to cast.

Ritual magic is a very involved part of the Siderous game. **While this Skill is not required to buy Ritual Circles, it will grant a bonus to any ritual conducted where the circle was drawn by a character with this Skill. In order for this bonus to apply, the character in question must have physically created the Ritual Circle themselves.**

RITUAL LORE

Lore

Many mages spend most of their lives attempting to master the art of ritual magic. A rare few seek out the hidden lore behind the rituals in an effort to understand the ebb and flow of the magical forces behind the rituals so they may learn to push the boundaries of what is possible with ritual magic as it is currently known. One who studies the lore of ritual magic will often find her knowledge highly sought after, since often times she will hold the key to unlocking the deeper secrets of magic.

Prerequisite: Intellect 6+, *Arcane Lore* (or) Spirit 6+, *Divine Lore* (or) Spirit 6+, *Wilderness Lore*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Ritual Lore* will be more likely to understand the unpredictable ways of ritual magic, the rituals of the many strange cults that pop up from time to time, as well as prophecies, legends, and hidden knowledge relating to ritual magic.

A character with *Ritual Lore* may also stumble across ancient rituals or ancient magical items that have been lost to the wizards of the world.

A character with *Ritual Lore* will receive information and occasionally texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career".**

RITUAL MAGIC

Arcane (Ritual), Divine (Ritual), Nature (Ritual)

You are learned in the art of ritual magic, allowing you to cast powerful spells that can enchant weapons, permanently affect a creature's spirit, banish or call powerful entities, and destroy cursed items. No magic is beyond your grasp, and as you grow in power so too will your control over the fickle winds of magic improve.

Prerequisite: Spellcaster Level 7 (type)

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

This Skill allows a character to read *Ritual Magic* scrolls, as well as cast *Ritual Magic* spells. Without this Skill, *Ritual Magic* scrolls cannot be understood. The higher the level of a character's *Ritual Magic* Skill, the larger the range of spells she will be able to comprehend. *Ritual Magic* levels do not stack with *Invocation* levels for the purpose



of casting lesser rituals and Invocations or reading lesser ritual and Invocation scrolls. Only levels in *Ritual Magic* count for reading or using greater ritual magic scrolls.

Ritual magic is an incredibly involved part of the *Sidereus* game. Players who wish to use Ritual magic should be prepared to spend time out-of-game learning the rules of the Ritual magic system. For more, see the *Magic of Sidereus Sourcebook*.

SAGE

Craft (Profession)

You have devoted your life to academic pursuits. Whether it is the study of ancient texts or searching for endless hours through musty libraries, you study knowledge for knowledge's sake, seeking answers where there are none.

Prerequisite: *Read & Write*, 4 Lore Skills (Level 3+)

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Sage* is well versed in many types of knowledge and lore, seeking to expand her knowledge through further study. This Skill allows a character to conduct research as if she has any other Lore Skill, with the same number of ranks as her *Sage* Skill. Alternatively, she may choose to add her levels of *Sage* to any Lore Skill she does have when conducting research or activating a Career. A library or similar facility is required for this use of the Skill.

A character with *Sage* will receive one silver piece per month for each level of the Skill she has if she chooses it as her "Career". Also, the character may receive special items during Logistics.

SATYR LORE

Lore

In your research, travels and exploits, you have learned much about the unusual race known as the Satyr, including a great deal of information about their remarkable progeny – the Satyr-kin.

Prerequisite: *Read & Write* (or) *Satyr* (or) *Satyr-kin*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Satyr Lore* will have a deep understanding of the ways and culture of the Satyr. This includes their culture, mannerisms and traditions, as well as information about the Satyr-kin.

A character with *Satyr Lore* will receive information and on rare occasion ancient

texts, maps, and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career".**

SCOUT

Craft (Profession)

Part explorer, part spy, you have learned to employ your talent at keen senses to gather information about nearly anything. You may frequently find yourself involved in military operations, ahead of the front line, or clearing a path for a caravan.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Scout* is a skilled explorer with keen senses and sharp wits who knows how to deal with difficult situations on her own.

She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career". Also, the character may receive in-game items or plot hooks like leads on assignments.



SCRIBE SCROLL

Arcane (Trade), Divine (Trade), Nature (Trade)

You have studied and learned the craft of scribing magical scrolls that store spells for later use.

Prerequisite: *Varies*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of ability. **In addition, for every level of *Scribe Scroll* a character has, she gains 10 Production Points per month to create magic scrolls if she selects this Skill as her "Career".**

A character with this Skill can create spell scrolls, rune scrolls or sigil scrolls that store spells and other magical information for later use by a spellcaster. Making these items requires the character to use up her pool of Production Points as well as being able to cast the spell in question. Production Points determine which scrolls a character is able to create in a given span of time.

There are other types of magic scrolls besides spell scrolls, and all of these may be created by use of this Skill. Spells cast from scrolls can be resisted in the same way as a normal spell.

SCRYING

Arcane (Utility)

You have mastered the practice of extending your own vision magically in some way or another to tell fortunes, divine the future, or witness events occurring elsewhere.

Prerequisite: *Read Magic* (or) *Clerical Investment* (or) *Verdant Oath*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with the *Scrying* Skill is able to gather information about the future or remote events, and perhaps even discover threats that have yet to appear.

In order to use this Skill the player must request a Judge (a minimum of one hour preparation required). Also, the character must engage in 10 minutes of uninterrupted roleplay. She must additionally have a Scrying medium. This will be a tagged item that will either be a scrying pool, a scrying bowl, a crystal ball, a scrying mirror, or a scrying crystal. After the required time has passed she may state out loud **"I call upon the mystic powers to <ability>!"** which will activate one of the following abilities;

- **Forecast the future:** This task gives a character the ability to ask a question about the future in-game.

- **Uncover the secrets of <target character>:** This task gives a character the ability to learn more in-game about another character.
- **Scan the threads of Fate:** This allows a character to potentially gain some benefits for an individual character.

The character should instead ask the question openly as if she is consulting her Srying medium. The Judge will then respond to the character's question quietly depending on the character's level of Skill. The character using *Srying* may ask one question, and an additional question for every fifth level of Skill. **This Skill may be used once per day.**

SEALING STRIKE*

Combat (Maneuver)

Expert fighters do not last long before learning how to ensure that spellcasters lose their capability to invoke their magical powers. The ability to speak is vital to a spellcaster, so whether it is a throat punch or a nerve pinch, an expert fighter learns how to deprive her enemy of their voice rather quickly.

Prerequisite:

Combat Training x2 (or) Assassin Training x2

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Sealing Strike allows a character to cause a very particular kind of injury, depriving her opponent of their voice. This Skill may be used once per day for each level of the Skill the character has.

In order to use the Skill, the character must have a weapon ready. When she is ready, she must clearly state "**Activate Skill, Natural Silence**". At this point her attack becomes active. If any of her attacks land without being defended against, the target takes a Silence effect.

The effect will end if she does not have a weapon in her hand for a period of ten seconds or more, if she is rendered

unconscious, affected by any spell or effect that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

SECOND WIND*

Persona (Inspiration)

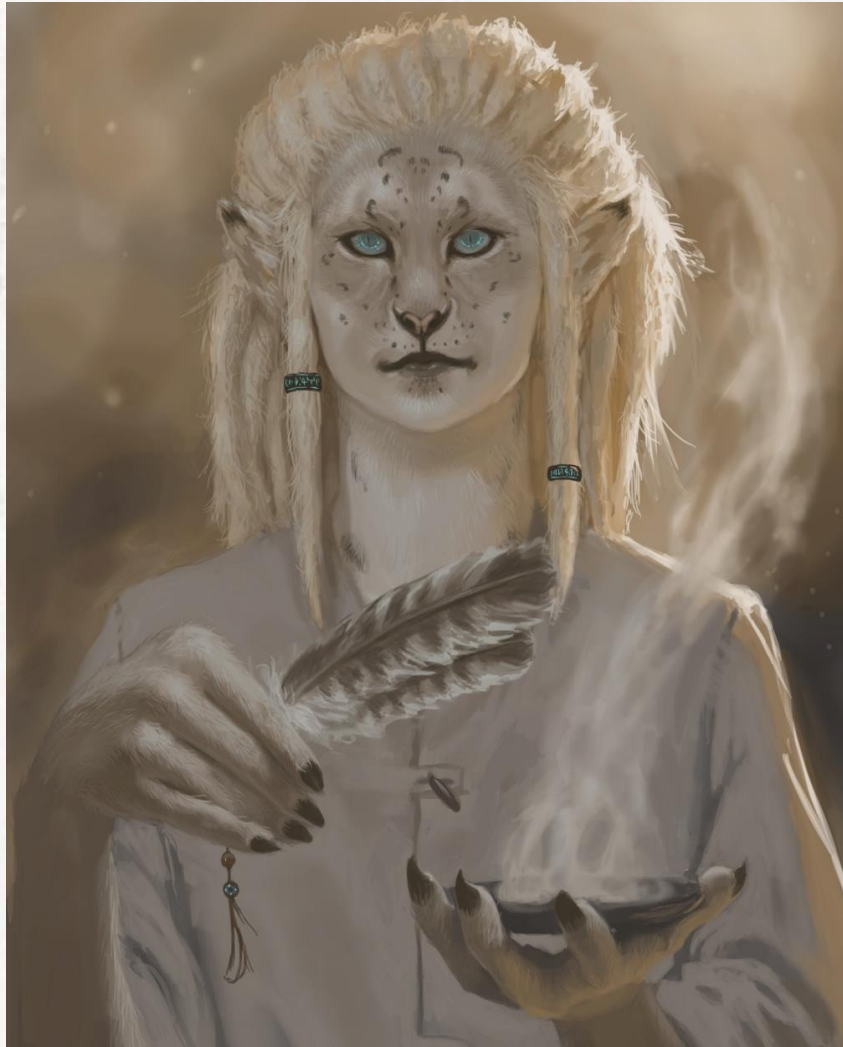
Through the nearly supernatural force of your personality you are able to invigorate your allies so that they may shake off the weight of fatigue and sleep.

Prerequisite: *Combat Training, Motivate*

Benefit: This Skill may be used once per day for each time it is purchased.

and clearly state "**Second Wind Complete, Remove Sleep**" or "**Second Wind Complete, Remove Fatigue**" at which point the appropriate effect is removed.

For each daily use of this Skill, the character using it may restore up to five of her allies (including herself) as long she does so while the Skill remains active. The Skill is no longer active if the character uses another in-game Skill, if she is rendered unconscious, affected by any spell or effect that prevents her from using in-game Skills, is dropped to -1 hit points, or killed.



SERMON

Divine (Utility)

As an invested member of the clergy of your deity, you have a strong connection to the divine power of your god. You have been given the divine privilege of conducting services for the followers of your deity to help them remain in touch with, and in faithful service to, the divine entity they most strongly associate with.

Prerequisite:

Spirit 6+, Clerical Investment

Benefit:

A character with the *Sermon* Skill is able to conduct holy services and rites in the name of her deity. Religion in the real world is a very delicate topic. In Sidereus religion is used to create a realistic history and environment for a fantasy world. The religions represented in this game are not real and are not intended to replicate, imitate or

show any resemblance to religions in the real world. Sermons given in game are not to contain any real-world religious symbolism or ritual, they are to be entirely in-game affairs centered on the Skills of the characters helping to conduct the gathering.

In order to use this Skill, a character with *Sermon* must be in a location consecrated by her deity and have a holy symbol of her deity in her possession. She must then engage in some manner of uninterrupted audible or physical roleplay appropriate to her deity for fifteen minutes. This may include reading of

A character with *Second Wind* can invigorate and enliven her allies, helping them to shake off the effects of sleep and fatigue.

In order to use this Skill, the player must clearly state "**Second Wind Begin!**" and then engage in audible roleplay uninterrupted for at least thirty seconds. Any appropriately themed song or oratory will suffice. If the roleplay is interrupted, the character using the Skill must wait one minute before attempting to use it again.

Once the roleplay is complete the character must touch her target characters



stories related to her deity or legendary followers of the church, playing of music, dancing or group silence.

During this time, no other in-game actions may take place and no other Skills may be used by any of the characters helping to conduct the service.

If a character wishes to benefit from the service she must not use any in-game Skills for the duration of the fifteen minute roleplay and must follow along with the remainder of the characters at the gathering. There must be a minimum of 5 characters present in addition to the characters performing the service in order for any of the characters there to gain the benefit of this Skill.

Once the roleplay is complete, the leader of the service may touch all characters in attendance (including herself) and grant them a boon given by her deity. She must touch the target character and clearly state "**The grace/might of <deity> is upon you. Sermon, Battle Shield. Do you accept?**" Each character so touched who audibly accepts the blessing will receive the benefit of a *Battle Shield* Spell. A character who does not accept the effect will not receive the *Battle Shield* and will not violate any oaths they may have taken with another church or organization.

Note that magically enhanced statues, altars and other items of worship present during the ceremony may allow the cleric conducting the service to bestow other spell effects upon those in attendance. Items such as these are rare, however.

This spell effect is identical to the *Battle Shield* Spell and may be dispelled or removed in the same manner as any spell.

If the Sermon is interrupted, it may not be attempted again for one hour. A Sermon may only be attempted three times per day.

Use of this Skill will be monitored and improper use of this Skill will result in it being removed permanently from your character along with the possibility of disciplinary action. Please be respectful of other players at all times.

For more on the in-game use of Religion, see the Religion section later in this book.

SEVER LIMB*

Warfare (Maneuver)

Whether through supreme precision or raw unbridled force you are able to inflict deep wounds on your opponent's limbs, rendering them completely useless until they are able to seek healing. You will often disable your enemies rather than slaying them outright.

Prerequisite: Combat Training x4, *Combat Expertise*

Benefit: *Sever Limb* allows a character to seriously injure her opponent so that the target character loses use of one of their limbs. She may do so once per day for each level of the Skill she has.

In order to use this Skill, the character must have a weapon ready. When she is ready, she must clearly state "**Activate Skill, Sever <Limb>**" declaring which limb she intends to disable is she wishes. Either arm or either leg are valid targets. At this point her *Sever Limb* ability becomes active. The character may attack her target calling "**Sever <limb>**" with each swing. If any of her attacks land and are not successfully defended by a combat skill or spell the limb she is attempting to disable is rendered unusable. If the character with the skill does not specify a limb the target character may choose.

If the attacking character has a carrier in effect that they wish to use, they can call that carrier in addition to using their *Sever Limb* Skill. In this situation they will call "<carrier type> **Sever <limb>**".

If the target of the attack is slain or otherwise removed as a viable target, the attacker may use this attack on another enemy for ten minutes or until it is used up. The character with the *Sever Limb* Skill must state "**Active Sever <limb>**" when engaging a new enemy. When fighting a new target the character using the Skill is free to choose a new limb to target.

A limb that has been disabled by a character using this Skill will remain unusable until the character receives aid from a character with the *Surgeon* Skill or until they receive a *Restore Limb*, *Lesser Restoration*, *Greater Restoration*, or *Heal* Spell. *Sever Limb* is otherwise identical to *Stun Limb*.

The effect will end if she does not have a weapon in her hand for a period of ten seconds or more, if she is rendered unconscious, affected by any spell or effect that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

SHATTER*

Warfare (Maneuver)

You have learned how to employ your combat skill to strike at the weakest points in an object, cracking it and rendering it unusable or damaging it severely.

Prerequisite: Combat Training x3

Benefit: *Shatter* allows a character to do a significant amount of damage directly to an object or piece of equipment held by an opponent once per day for each time she has the Skill available.

In order to use this Skill, the character must have a melee weapon ready. When she

is ready, she must clearly state "**Activate Skill, Shatter <Item>!**" At which point her *Shatter* ability becomes active. She must declare which item she is attempting to destroy if it is a held item. If it is a stationary object and she does not need to declare what object she is attacking since she must actually attack the object. The character may attack her target calling "**Shatter <item>**" with each swing. If any of her attacks land and are not successfully defended by a combat skill or spell the item she is attempting to destroy is immediately destroyed. Note that certain items are resistant to the *Shatter* Skill and may suffer other effects. This Skill cannot be used to force a door open.

If the attacking character has a damage type in effect that they wish to use, they can call that carrier in addition to using their *Shatter* Skill. In this situation, they will call "<damage type> **Shatter <item>**".

If the target of the attack is removed as a viable target, the attacker may use this attack on another enemy for ten minutes or until it is used up. The character using *Shatter* must state "**Active Shatter <item>**" when engaging a new foe.

The effect will end if the character does not have a weapon in her hand for a period of ten seconds or more, or if she is rendered unconscious, affected by any spell that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

SHIELD

Warfare (Style)

You have trained in fighting with a shield.

Prerequisite: None

Benefit: A character with the *Shield* Skill may use a shield to defend herself without penalty unless the details on the shield's item tag restrict the character from doing so in some way.

SHIELD FOCUS

Warfare (Training)

You have become so intimately familiar with your shield that it has become an extension of yourself, making you far more efficient on the battlefield.

Prerequisite: Combat Training, *Shield*

Benefit: A character with the *Shield Focus* Skill may increase the Shield Threshold of any Shield she is using by +10.





SHIELD SPECIALIST

Warfare (Training)

With your shield in hand you are less of a warrior and more of an artist. Other warriors come from far and wide to learn your methods and improve their own skills.

Prerequisite: Combat Training x2, *Shield Focus*

Benefit: A character with the *Shield Specialist* Skill may increase the Shield Threshold of any Shield she is using by an additional +10.

SHIPWRIGHT

Craft (Profession)

You have learned the craft of shipbuilding. The practitioners of this craft are held in high esteem by the people of Sidereus, for the ocean is cruel and unforgiving.

Prerequisite: None

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Shipwright* is a skilled shipbuilder who is intimately familiar with the construction and design of ships as well as many other things having to do with long distance travel over the sea.

A character with *Shipwright* will receive one silver piece per game day during Logistics for each level of the Skill she has. Also, the character may receive in-game rewards related work she completed in the time between events.

SKINNING

Craft (Harvesting)

You have refined your hunting skills and learned how to remove animal hides efficiently in order to take them intact and tan them so they may be used later to make clothing, armor and other goods.

Prerequisite: None

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with the *Skinning* Skill is allowed to harvest the hides from animal characters so they may be refined to become raw materials for use with other Skills.

Animal characters that have been defeated may be "skinned" by a character with this Skill. The character must have a knife ready, and must then clearly state to the target "**Skinning Begin**" followed by one minute of roleplay. When the roleplay is complete the character using the Skill must

clearly state "**Skinning Complete**" at which point the target will give the character a tag or tagged phys-rep representing the animal's hide. The "hide" must be turned over to Logistics, at which point the character will receive a raw material tags based on the level of their *Skinning* Skill.

The level of a character's *Skinning* Skill will directly determine how productive her harvesting has been.

Additionally, for every level of *Skinning* a character has, she can claim 1 silver piece worth of *Skinning* crafting components per month if she selects this Skill as her "Career".

For more on *Skinning*, see the Item Creation section later in this book.

SLAY*

Warfare (Maneuver)

You are able to inflict great damage with your weapons, hitting your enemy with a single massively powerful strike that can debilitate or even kill.

Prerequisite: Combat Training x2

Benefit: *Slay* enables the character to inflict a large amount of damage in a single attack once per day for each level of the Skill purchased. *Slay* may be used in conjunction



with any weapon the character has the Skill required to use.

In order to use this Skill the character must have a weapon ready. When she is ready, the character must clearly state "**Activate Skill, 40 Slay!**" where '40' is the amount of damage she would inflict when the Slay affects the target character. At this point her *Slay* Skill becomes active. The character may continue to attack her target, calling out "40 Slay" with each attack. If any of her attacks land and are not specifically defended by a combat skill or spell, the target character takes damage.

A *Slay* does 40 points of damage regardless of other modifiers or factors. A character can add other damage types and effect types as she is granted them by other abilities.

If the target of the attack is removed as a viable target, the attacker may use this attack on another enemy for ten minutes or until it is used up. The character using the *Slay* Skill must clearly state "**Active Slay**" when engaging a new enemy.

The effect will end if the character does not have a weapon in her hand for a period of ten seconds or more, or if she is rendered unconscious, affected by any spell that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

SMALL WEAPON

Warfare (Mastery)

You have finally mastered the range of one-handed small weapons and can use any such weapon in combat with amazing skill.

Prerequisite: None

Benefit: A character with the *Small Weapon* Skill may use any one-handed small weapon (this includes hatchets, daggers, mallets, and similar weapons) unless the details on the weapon tag restrict the character from doing so.

A character with the *Small Weapon* Skill who has already purchased a Skill that this Skill overlaps may "sell back" the redundant Skill as listed in the Character Development section of the Sidereus Rulebook.

SMUGGLER

Craft (Profession)

You make your living with the trade and transport of illicit and often illegal goods. The smuggler's life is one of danger and constant intrigue as you often have as much to fear from your business associates as you do from the authorities.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a

character has in this Skill is an indicator of that character's level of competence.

A character with *Smuggler* engages in the trade and transport of illicit or illegal goods in order to make money.

A character with *Smuggler* will receive one silver piece per month during Logistics if she chooses this Skill as her "Career". Also, on rare occasion the character may receive illicit in-game items for sale or her own personal use, representing a portion kept from the last shipment she made.

SNEAK ATTACK*

Rogue (Assassination)

You know how to strike when your enemy's guard is down, hitting them in a vital spot and dealing more damage than you would with a normal attack.

Prerequisite: Assassin Training

Benefit: *Sneak Attack* allows a character to slightly increase the amount of damage they deal in melee combat for three attacks.

In order to use this Skill, the character must have a melee weapon ready. When she is ready to attack, she must clearly state "**Sneak Attack Begin!**" at which point her *Sneak Attack* ability is active.

While under the effects of *Sneak Attack* a character with this Skill will inflict 5 additional points of damage with three melee attacks directed against a single target. These attacks are normal weapon blows and as such they can be evaded. The effects of *Sneak Attack* end immediately if the target enemy is slain or leaves the line of sight of the character using the ability. If all three attacks are blocked or defended against, the Skill is used up with no effect.

The effect will end if the character does not have a weapon in her hand for a period of ten seconds or more, or if she is rendered unconscious, affected by any spell that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

SPEAR

Warfare (Weapon)

You are skilled in the use of spears, tridents and other short polearms intended to be used as thrusting weapons.

Prerequisite: None

Benefit: A character with the *Spear* Skill may use any spear type weapon unless the details on the weapon tag restrict the character from doing so.

Note that a character using a spear may still use a shield even though a spear is technically a two-handed weapon. You may not use an off-hand weapon and a spear in conjunction.

SPECIALIST (AMETHYST)

Magic (Arcane)

Some arcane spellcasters choose to focus their study on a single school of magic, usually causing them to sacrifice their proficiency in other schools.

Prerequisite: *Read Magic*

Benefit: A character with the *Specialist (Amethyst)* Skill has chosen to exclude other colleges of arcane magic from her repertoire of spells entirely so she may focus single-mindedly on spells from the Amethyst College. The Amethyst College is the college of divination and illusion. These types of spells are among the most versatile. For more on Colleges see the Magic section later in this book.

To gain the benefits of specialization, a Spellcaster must first choose "Prohibited Colleges" of magic. These are types of arcane magic that the character cannot use. In exchange, the character will gain added benefits.

At a minimum, the character must choose one College of Magic to sacrifice. She can choose to sacrifice up to three colleges to get the maximum benefit. These benefits are as follows;

1 Prohibited College:

- Spellcaster Novice (Arcane) Skill
- Bonus Spell Slot (Amethyst); For every level of Spellcaster (Arcane) the character has, she will gain an additional spell slot exclusively for Amethyst spells – for free.

2 Prohibited Colleges:

- Arcane Sight: This ability grants the character a free use of the *Scrying* Skill that can be used without a Scrying medium.
- (or)
- Cloak of Illusion: This ability grants the character a single use of the *Withdraw* Skill per day.

3 Prohibited Colleges:

- Arcane Prescience: The character gains +10 in a single Lore Skill (even one she hasn't studied) for the purposes of gathering information or research between events, once per month.
- (or)
- Illusory Form: This character may use the *Phase* ability once per day.

Making a College prohibited is a complete ban. This includes using scrolls or wands of that school, or any magic item of that school requiring spellcasting ability to activate.

Colleges that may be restricted for the benefit of this skill are; Diamond, Emerald, Sapphire, Topaz, Ruby and Obsidian.



SPECIALIST (DIAMOND)

Magic (Arcane)

Some arcane spellcasters choose to focus their study on a single school of magic, usually causing them to sacrifice their proficiency in other schools.

Prerequisite: *Read Magic*

Benefit: A character with the *Specialist (Diamond)* Skill has chosen to exclude other colleges of magic from her repertoire of spells entirely so she may focus single-mindedly on spells from the Diamond College. The Diamond College is the college of protection and warding.

To gain the benefits of specialization, a Spellcaster must first choose "Prohibited Colleges" of magic. These are types of arcane magic that the character cannot use. In exchange, the character will gain added benefits.

At a minimum, the character must choose one College of Magic to sacrifice. She can choose to sacrifice up to three colleges to get the maximum benefit. These benefits are as follows;

1 Prohibited College:

- Spellcaster Novice (Arcane) Skill
- Bonus Spell Slot (Diamond); For every level of Spellcaster (Arcane) the character has, she will gain an additional spell slot exclusively for Diamond spells – for free.

2 Prohibited Colleges:

- Abjurer's Shield: This ability grants the character a free use of the *Resist Mental* Trait. Additionally, the character is highly resistant to possession from outside sources. She may *Resist Possession* once a day.

3 Prohibited Colleges:

- Abjurer's Aura: The character may use the *Counterspell* Skill to Resist Magic, Enchantment or Elements. Also, the character can create a *Circle of Protection* without casting a spell by engaging in a five-minute meditation roleplay. Once cast, the character cannot move or the circle will be dispelled.

Making a College prohibited is a complete ban. This includes using scrolls or wands of that school, or any magic item of that school requiring spellcasting ability to activate.

Colleges that may be restricted for the benefit of this skill are; Amethyst, Emerald, Sapphire, Topaz, Ruby and Obsidian.

SPECIALIST (EMERALD)

Magic (Arcane)

Some arcane spellcasters choose to focus their study on a single school of magic, usually causing them to sacrifice their proficiency in other schools.

Prerequisite: *Read Magic*

Benefit: A character with the *Specialist (Emerald)* Skill has chosen to exclude other colleges of magic from her repertoire of spells entirely so she may focus single-mindedly on spells from the Emerald College. The Emerald College is the college of conjuration and creation, allowing a spellcaster to bring forth powerful energies to combat her foes, or coat her weapons in powerful elements.

To gain the benefits of specialization, a Spellcaster must first choose "Prohibited Colleges" of magic. These are types of arcane magic that the character cannot use. In exchange, the character will gain added benefits.

At a minimum, the character must choose one College of Magic to sacrifice. She can choose to sacrifice up to three colleges to get the maximum benefit. These benefits are as follows;

1 Prohibited College:

- Spellcaster Novice (Arcane) Skill
- Bonus Spell Slot (Emerald); For every level of Spellcaster (Arcane) the character has, she will gain an additional spell slot exclusively for Emerald spells – for free.

2 Prohibited Colleges:

- Summoner's Skill: The character can ignore a spell component requirement for up to three spells during logistics with components that cost 5 sp or less each.

3 Prohibited Colleges:

- Ablative Armor: The character is able to summon a protective shell. Made of ectoplasm, the shell grants 10 armor points per point of Insight Bonus. It must be summoned at Logistics and lasts until destroyed. It can be repaired if it has not been reduced to 0. Once reduced to 0, it is gone. The shell can be shattered or dispelled. It has no armor weight.

Making a College prohibited is a complete ban. This includes using scrolls or wands of that school, or any magic item of that school requiring spellcasting ability to activate.

Colleges that may be restricted for the benefit of this skill are; Diamond, Amethyst, Sapphire, Topaz, Ruby and Obsidian.

SPECIALIST (OBSIDIAN)

Magic (Arcane)

Some arcane spellcasters choose to focus their study on a single school of magic, usually causing them to sacrifice their proficiency in other schools.

Prerequisite: *Read Magic*

Benefit: A character with the *Specialist (Obsidian)* Skill has chosen to exclude other colleges of magic from her repertoire of spells entirely so she may focus single-mindedly on spells from the Obsidian College. The Obsidian College is the magic of death and unlife, otherwise known as necromancy.

Any player who wishes to create an Obsidian College Specialist should be warned that their character may suffer greatly in their pursuit of dark power. Obsidian magic taints the spirit and body, and they are often judged harshly for practicing their dark art.

At a minimum, the character must choose one College of Magic to sacrifice. She can choose to sacrifice up to three colleges to get the maximum benefit. These benefits are as follows;

1 Prohibited College:

- Spellcaster Novice (Arcane) Skill
- Bonus Spell Slot (Obsidian); For every level of Spellcaster (Arcane) the character has, she will gain an additional spell slot exclusively for Obsidian spells – for free.

2 Prohibited Colleges:

- Necromancer's Mark: Any undead created by the character with battle magic spells have double hit points. Additionally, once per day the character may call "Absorbed" to a packet attack with the Shadow damage type and heal that amount of damage.

3 Prohibited Colleges:

- Necromancer's Kiss: The character can spend one minute of roleplay in physical contact with a corpse to be taught a Skill from the repertoire of the dead creature. This must be a skill for which the Necromancer meets the prerequisites, and the creature must be permanently dead or undead, not preparing for True Resurrection.

Making a College prohibited is a complete ban. This includes using scrolls or wands of that school, or any magic item of that school requiring spellcasting ability to activate.

Colleges that may be restricted for the benefit of this skill are; Amethyst, Diamond, Emerald, Sapphire, Topaz, and Ruby.



SPECIALIST (RUBY)

Magic (Arcane)

Some arcane spellcasters choose to focus their study on a single school of magic, usually causing them to sacrifice their proficiency in other schools.

Prerequisite: *Read Magic*

Benefit: A character with the *Specialist (Evocation)* Skill has chosen to exclude other schools of magic from her repertoire of spells entirely so she may focus single-mindedly on spells from the Ruby College. The Ruby College is the school of destruction, allowing spellcasters to hurl bolts of lightning and balls of fire to dominate their enemies.

To gain the benefits of specialization, a Spellcaster must first choose "Prohibited Colleges" of magic. These are types of arcane magic that the character cannot use. In exchange, the character will gain added benefits.

At a minimum, the character must choose one College of Magic to sacrifice. She can choose to sacrifice up to three colleges to get the maximum benefit. These benefits are as follows:

1 Prohibited College:

- Spellcaster Novice (Arcane) Skill
- Bonus Spell Slot (Ruby); For every level of Spellcaster (Arcane) the character has, she will gain an additional spell slot exclusively for Ruby spells – for free.

2 Prohibited Colleges:

- Evoker's Wrath: The character must choose an element (Air, Acid, Earth, Fire, Ice, Stone, Water). She can call forth blasts of raw elemental energy aspected to that element. Each blast does 10 damage of that type and can be thrown once per rest. The incant is "10 Magic <Element>".

3 Prohibited Colleges:

- Evoker's Devastation: Once per day, the character can call forth a blast assigned to the same element chosen for Evoker's Wrath. This blast does damage equal to the character's Spellcaster (Arcane) level x10. If the Spellcaster level is 9, the damage is 100 instead.

Making a College prohibited is a complete ban. This includes using scrolls or wands of that school, or any magic item of that school requiring spellcasting ability to activate.

Colleges that may be restricted for the benefit of this skill are; Amethyst, Diamond, Emerald, Obsidian, or Sapphire.

SPECIALIST (SAPPHIRE)

Magic (Arcane)

Some arcane spellcasters choose to focus their study on a single school of magic, usually causing them to sacrifice their proficiency in other schools.

Prerequisite: *Read Magic*

Benefit: A character with the *Specialist (Sapphire)* Skill has chosen to exclude other colleges of magic from her repertoire of spells entirely so she may focus single-mindedly on spells from the Sapphire College. The Sapphire College calls upon the power of magic to change the properties of some creature, object or condition. Particularly powerful Sapphire Mages have been known to change lead to gold.

To gain the benefits of specialization, a Spellcaster must first choose "Prohibited Colleges" of magic. These are types of arcane magic that the character cannot use. In exchange, the character will gain added benefits.

At a minimum, the character must choose one College of Magic to sacrifice. She can choose to sacrifice up to three colleges to get the maximum benefit. These benefits are as follows:

1 Prohibited College:

- Spellcaster Novice (Arcane) Skill
- Bonus Spell Slot (Sapphire); For every level of Spellcaster (Arcane) the character has, she will gain an additional spell slot exclusively for Sapphire spells – for free.

2 Prohibited Colleges:

- Transmute Flesh: Once per day, the character may transmute their flesh to steel – granting them 50 Temporary Armor Points. Alternatively, the character may choose to transmute their flesh in a way that makes it mend more quickly, granting themselves a 30 Heal effect.

3 Prohibited Colleges:

- Transmute Form: Once per day, the character may transmute their form to a substance without physical mass, granting them a single use of the *Phase* ability. Alternatively, the character may increase their density, allowing them to make a single attack with the *Massive* effect type.

Making a College prohibited is a complete ban. This includes using scrolls or wands of that school, or any magic item of that school requiring spellcasting ability to activate.

Colleges that may be restricted for the benefit of this skill are; Diamond, Amethyst, Emerald, Topaz, Ruby and Obsidian.

SPECIALIST (TOPAZ)

Magic (Arcane)

Some arcane spellcasters choose to focus their study on a single school of magic, usually causing them to sacrifice their proficiency in other schools.

Prerequisite: *Read Magic*

Benefit: A character with the *Specialist (Topaz)* Skill has chosen to exclude another school of magic from her repertoire of spells entirely so she may focus single-mindedly on spells from the Topaz College. The Topaz College manipulates and controls the minds of others, compelling them to act according to the whim of the Topaz Mage. Particularly powerful Topaz Mages have been known to turn the tide of entire battles by causing the enemy to revolt.

To gain the benefits of specialization, a Spellcaster must first choose "Prohibited Colleges" of magic. These are types of arcane magic that the character cannot use. In exchange, the character will gain added benefits.

At a minimum, the character must choose one College of Magic to sacrifice. She can choose to sacrifice up to three colleges to get the maximum benefit. These benefits are as follows:

1 Prohibited College:

- Spellcaster Novice (Arcane) Skill
- Bonus Spell Slot (Topaz); For every level of Spellcaster (Arcane) the character has, she will gain an additional spell slot exclusively for Topaz spells – for free.

2 Prohibited Colleges:

- Enchanter's Scream: Once per day, this character can deliver a *Magic Berserk*, *Magic Fear* or *Magic Hallucinate* effect as a cluster attack (a handful of packets thrown at once – everyone hit is affected).

3 Prohibited Colleges:

- Enchanter's Whisper: Once per day, this character can deliver a *Magic Suggestion* effect by touching another character. Remember if the character is not HELPLESS, they can simply refuse the spell. Alternatively, the character may use a packet to deliver this ability as a *Magic Dominate*.

Making a College prohibited is a complete ban. This includes using scrolls or wands of that school, or any magic item of that school requiring spellcasting ability to activate.

Colleges that may be restricted for the benefit of this skill are; Diamond, Amethyst, Emerald, Sapphire, Ruby and Obsidian.



SPELL SLOT LEVEL 1

Magic

You have trained your mind, enabling you to store the mystical energies required to cast an additional first tier spell.

Prerequisite: Spellcaster Level 1

Benefit: This Skill may be purchased any number of times. Spell Slots must be purchased in special fashion so that they form a “pyramid” with spells of other levels. See the end of the Skills section for more details on how to purchase spell slots.

Each Spell Slot allows a character to prepare and cast one spell of the appropriate level. You must purchase a new pyramid of spell slots for every type of Spellcaster Skill you possess.

SPELL SLOT LEVEL 2

Magic

You have trained your mind, enabling you to store the mystical energies required to cast an additional second tier spell.

Prerequisite: Spellcaster Level 2

Benefit: This Skill may be purchased any number of times. Spell Slots must be purchased in special fashion so that they form a “pyramid” with spells of other levels. See the end of the Skills section for more details on how to purchase spell slots.

Each Spell Slot allows a character to prepare and cast one spell of the appropriate level. You must purchase a new pyramid of spell slots for every type of Spellcaster Skill you possess.

SPELL SLOT LEVEL 3

Magic

You have continued to train your mind, enabling you to store the mystical energies required to cast another third tier spell.

Prerequisite: Spellcaster Level 3

Benefit: This Skill may be purchased any number of times. Spell Slots must be purchased in special fashion so that they form a “pyramid” with spells of other levels. See the end of the Skills section for more details on how to purchase spell slots.

Each Spell Slot allows a character to prepare and cast one spell of the appropriate level. You must purchase a new pyramid of spell slots for every type of Spellcaster Skill you possess.

SPELL SLOT LEVEL 4

Magic

You have continued to fine tune your mind, enabling you to store the mystical energies required to cast another fourth tier spell.

Prerequisite: Spellcaster Level 4

Benefit: This Skill may be purchased any number of times. Spell Slots must be purchased in special fashion so that they form a “pyramid” with spells of other levels. See the end of the Skills section for more details on how to purchase spell slots.

Each Spell Slot allows a character to prepare and cast one spell of the appropriate level. You must purchase a new pyramid of spell slots for every type of Spellcaster Skill you possess.

SPELL SLOT LEVEL 5

Magic

You have continued to fine tune your mind, enabling you to store the mystical energies required to cast another fifth tier spell.

Prerequisite: Spellcaster Level 5

Benefit: This Skill may be purchased any number of times. Spell Slots must be purchased in special fashion so that they form a “pyramid” with spells of other levels.

Each Spell Slot allows a character to prepare and cast one spell of the appropriate level. You must purchase a new pyramid of spell slots for every type of Spellcaster Skill you possess.

SPELL SLOT LEVEL 6

Magic

You have begun to master your magical abilities, enabling you to harness the mystical energies required to cast another sixth tier spell.

Prerequisite: Spellcaster Level 6

Benefit: This Skill may be purchased any number of times. Spell Slots must be purchased in special fashion so that they form a “pyramid” with spells of other levels. For more, see the end of the Skills section.

Each Spell Slot allows a character to prepare and cast one spell of the appropriate level. You must purchase a new pyramid of spell slots for every type of Spellcaster Skill you possess.

SPELL SLOT LEVEL 7

Magic

You have begun to master your magical abilities, enabling you to harness the mystical energies required to cast an additional seventh tier spell.

Prerequisite: Spellcaster Level 7

Benefit: This Skill may be purchased any number of times. Spell Slots must be purchased in special fashion so that they form a “pyramid” with spells of other levels.

Each Spell Slot allows a character to prepare and cast one spell of the appropriate level. You must purchase a new

pyramid of spell slots for every type of Spellcaster Skill you possess.

SPELL SLOT LEVEL 8

Magic

You have nearly mastered your magical abilities, enabling you to control the mystical energies required to cast an additional eighth tier spell.

Prerequisite: Spellcaster Level 8

Benefit: This Skill may be purchased any number of times. Spell Slots must be purchased in special fashion so that they form a “pyramid” with spells of other levels.

Each Spell Slot allows a character to prepare and cast one spell of the appropriate level. You must purchase a new pyramid of spell slots for every type of Spellcaster Skill you possess.

SPELL SLOT LEVEL 9

Magic

You have mastered your magical abilities, allowing you to finally harness the mystical energies required to cast an additional ninth tier spell. Little is beyond your grasp.

Prerequisite: Spellcaster Level 9

Benefit: This Skill may be purchased any number of times. Spell Slots must be purchased in special fashion so that they form a “pyramid” with spells of other levels.

Each Spell Slot allows a character to prepare and cast one spell of the appropriate level. You must purchase a new pyramid of spell slots for every type of Spellcaster Skill you possess.

SPELLCASTER NOVICE (ARCANE)

Magic (Arcane)

You have begun to dabble with the unrivaled power of Arcane magic, and now the weakest of spells are at your command.

Prerequisite: *Read Magic*

Benefit: A character with Spellcaster Novice (Arcane) has started along the path to becoming an arcane spellcaster.

A character with this Skill immediately gains the ability to cast Level 0 Arcane Spells, and also gains two Level 0 Arcane Spell Slots. In addition, she will gain another Level 0 Spell Slot every time she learns a new level of Spellcaster (Arcane). Also note that this Skill cannot be taken if the player has already selected a Specialist magic Skill. Specialists are essentially more focused versions of this Skill, so selecting both Skills would simply be redundant.



SPELLCASTER NOVICE (DIVINE)

Magic (Divine)

Your deity has given you command over Divine magic, deepening your connection with the divine will of the gods.

Prerequisite: *Clerical Investment*

Benefit: A character with the Spellcaster Novice (Divine) Skill has taken the first steps on the road to being a divine spellcaster.

A character with this Skill immediately gains the ability to cast Level 0 Divine Spells, and also gains two Level 0 Divine Spell Slots. In addition, she will gain another Level 0 Spell Slot every time she learns a new level of Spellcaster (Divine). Unlike an arcane spellcaster, a Divine Spellcaster Novice's spell selection is based entirely on the deity she has chosen to follow.

SPELLCASTER NOVICE (NATURE)

Magic (Nature)

Your connection to the natural world has grown stronger over time, and you have begun to learn how to call forth Nature's energy as spells to do your bidding.

Prerequisite: *Verdant Oath*

Benefit: A character with the Spellcaster Novice (Nature) Skill has taken the first steps on the road to being a nature spellcaster.

A character with this Skill immediately gains the ability to cast Level 0 Nature Spells, and also gains two Level 0 Nature Spell Slots. In addition, she will gain another Level 0 Spell Slot every time she learns a new level of Spellcaster (Nature). The Path of the Druid that the character selected when taking the *Verdant Oath* Trait will decide which spells are available to the character when she starts her spellbook.

SPELLCASTER LEVEL 1

Magic (Arcane, Divine, Nature)

You have mastered the first tier of your chosen type of magic, allowing you to cast some of the more simple spells.

Prerequisite: Spellcaster Novice (Type)

Benefit: A character with this Skill gains the ability to cast Level 1 Spells.

Upon taking this Skill, the character gains the *Skill Restriction (Psionicist Level 1)* Trait.

SPELLCASTER LEVEL 2

Magic (Arcane, Divine, Nature)

You have mastered the second tier of your chosen style of magic, allowing you to cast more simple spells.

Prerequisite: Spellcaster Level 1 (Type)

Benefit: A character with this Skill gains the ability to cast Level 2 Spells.

SPELLCASTER LEVEL 3 (ARCANE)

Magic (Arcane)

You have mastered the third tier of your spellcasting type, allowing you to cast an increasing number of spells.

Prerequisite: Intellect 6+, Spellcaster Level 2 (Arcane)

Benefit: A character with this Skill gains the ability to cast Level 3 arcane Spells.

SPELLCASTER LEVEL 3 (DIVINE)

Magic (Divine)

You have mastered the third tier of Divine spellcasting, allowing you to cast an increasing number of spells.

Prerequisite: Spirit 6+, Spellcaster Level 2 (Divine)

Benefit: A character with this Skill immediately gains the ability to cast Level 3 Divine Spells.

SPELLCASTER LEVEL 3 (NATURE)

Magic (Nature)

You have mastered the third tier of Nature spellcasting, allowing you to cast an increasing number of spells.

Prerequisite: Spirit 6+, Spellcaster Level 2 (Nature)

Benefit: A character with this Skill gains the ability to cast Level 3 Nature Spells.

SPELLCASTER LEVEL 4 (ARCANE)

Magic (Arcane)

You have mastered the fourth tier of Arcane spellcasting, allowing you to cast more complex spells.

Prerequisite: Spellcaster Level 3 (Arcane)

Benefit: A character with this Skill gains the ability to cast Level 4 Arcane Spells.

SPELLCASTER LEVEL 4 (DIVINE)

Magic (Divine)

You have mastered the fourth tier of Divine spellcasting, allowing you to cast more complex spells.

Prerequisite: Spellcaster Level 3 (Divine)

Benefit: A character with this Skill immediately gains the ability to cast Level 4 Divine Spells.

SPELLCASTER LEVEL 4 (NATURE)

Magic (Nature)

You have mastered the fourth tier of Nature spellcasting, allowing you to cast more complex spells.

Prerequisite: Spellcaster Level 3 (Nature)

Benefit: A character with this Skill immediately gains the ability to cast Level 4 Nature Spells.

SPELLCASTER LEVEL 5 (ARCANE)

Magic (Arcane)

You have mastered the fifth tier of arcane spellcasting, allowing you to cast more complex spells.

Prerequisite: Intellect 7+, Spellcaster Level 4 (Arcane)

Benefit: A character with this Skill immediately gains the ability to cast Level 5 Arcane Spells.

SPELLCASTER LEVEL 5 (DIVINE)

Magic (Divine)

You have mastered the fifth tier of Divine spellcasting, allowing you to cast more complex spells.

Prerequisite: Spirit 7+, Spellcaster Level 4 (Divine)

Benefit: A character with this Skill immediately gains the ability to cast Level 5 Divine Spells.

SPELLCASTER LEVEL 5 (NATURE)

Magic (Nature)

You have mastered the fifth tier of Nature spellcasting, allowing you to cast more complex spells.

Prerequisite: Spirit 7+, Spellcaster Level 4 (Nature)

Benefit: A character with this Skill immediately gains the ability to cast Level 5 Nature Spells.

SPELLCASTER LEVEL 6 (ARCANE)

Magic (Arcane)

You have mastered the sixth tier of Arcane spellcasting, allowing you to cast more complex spells.

Prerequisite: Spellcaster Level 5 (Arcane)

Benefit: A character with this Skill immediately gains the ability to cast Level 6 Arcane Spells.

SPELLCASTER LEVEL 6 (DIVINE)

Magic (Divine)

You have mastered the sixth tier of Divine spellcasting, allowing you to cast more complex spells.

Prerequisite: Spellcaster Level 5 (Divine)

Benefit: A character with this Skill immediately gains the ability to cast Level 6 Divine Spells.

SPELLCASTER LEVEL 6 (NATURE)

Magic (Nature)

You have mastered the sixth tier of Nature spellcasting, allowing you to cast more complex spells.

Prerequisite: Spellcaster Level 5 (Nature)



Benefit: A character with this Skill immediately gains the ability to cast Level 6 Nature Spells.

SPELLCASTER LEVEL 7 (ARCANE)

Magic (Arcane)

You have mastered the seventh tier of Arcane spellcasting, allowing you to cast complex spells as you approach the peak of your magical skill.

Prerequisite: Intellect 8+, Spellcaster Level 6 (Arcane)

Benefit: A character with this Skill immediately gains the ability to cast Level 7 Arcane Spells.

SPELLCASTER LEVEL 7 (DIVINE)

Magic (Divine)

You have mastered the seventh tier of Divine spellcasting, allowing you to cast complex spells as you approach the peak of your magical skill.

Prerequisite: Spirit 8+, Spellcaster Level 6 (Divine)

Benefit: A character with this Skill immediately gains the ability to cast Level 7 Divine Spells.

SPELLCASTER LEVEL 7 (NATURE)

Magic (Nature)

You have mastered the seventh tier of Nature spellcasting, allowing you to cast complex spells as you approach the peak of your magical skill.

Prerequisite: Spirit 8+, Spellcaster Level 6 (Nature)

Benefit: A character with this Skill immediately gains the ability to cast Level 7 Nature Spells.

SPELLCASTER LEVEL 8 (ARCANE)

Magic (Arcane)

You have mastered the eighth tier of Arcane spellcasting, allowing you to cast complex spells as you approach the peak of your magical skill.

Prerequisite: Spellcaster Level 7 (Arcane)

Benefit: A character with this Skill immediately gains the ability to cast Level 8 Arcane Spells.

SPELLCASTER LEVEL 8 (DIVINE)

Magic (Divine)

You have mastered the eighth tier of Divine spellcasting, allowing you to cast complex spells as you approach the peak of your magical skill.

Prerequisite: Spellcaster Level 7 (Divine)

Benefit: A character with this Skill immediately gains the ability to cast Level 8 Divine Spells.

SPELLCASTER LEVEL 8 (NATURE)

Magic (Nature)

You have mastered the eighth tier of Nature spellcasting, allowing you to cast complex spells as you approach the peak of your magical skill.

Prerequisite: Spellcaster Level 7 (Nature)

Benefit: A character with this Skill immediately gains the ability to cast Level 8 Nature Spells.

SPELLCASTER LEVEL 9 (ARCANE)

Magic (Arcane)

You have mastered the ninth and final tier of arcane spellcasting, allowing you to cast the most complex and powerful spells now that you have reached the pinnacle of your magical prowess and skill.

Prerequisite: Spellcaster Level 8 (Arcane)

Benefit: A character with this Skill immediately gains the ability to cast Level 9 Arcane Spells.

SPELLCASTER LEVEL 9 (DIVINE)

Magic (Divine)

You have mastered the ninth and final tier of Divine spellcasting, allowing you to cast the most complex and powerful spells now that you have reached the height of interconnectedness with your deity and the absolute zenith of your faith.

Prerequisite: Spellcaster Level 8 (Divine)

Benefit: A character with this Skill immediately gains the ability to cast Level 9 Divine Spells.

SPELLCASTER LEVEL 9 (NATURE)

Magic (Nature)

You have mastered the ninth and final tier of Nature spellcasting, allowing you to cast the most complex and powerful spells now that you have reached the pinnacle of understanding of the subtle ways of Nature.

Prerequisite: Spellcaster Level 8 (Nature)

Benefit: A character with this Skill immediately gains the ability to cast Level 9 Nature Spells.

SPIRIT OF DEFIANCE*

Persona (Passion)

When the last bell tolls, your powerful words can spur even the most defeated of warriors into staunch and intractable defiance. Drawing on the passions of those that stand with you, they glue their courage to the

sticking place and stand in the face of insurmountable odds.

Prerequisite: *Unbroken Resolve*

Benefit: This Skill may be used once per day for each time it is purchased.

A character with the *Spirit of Defiance* Skill can encourage her allies to stand fast in battle and face even the most terrifying injuries with iron resolve and determination.

In order to use this Skill, the character with *Spirit of Defiance* must be in an enclosed space (a bunker or outdoor encampment will do as long as it has tangible boundaries) she must then state “**Spirit of Defiance, Begin!**”, followed by uninterrupted audible roleplay for thirty seconds. Any appropriately themed song, oratory or poem will suffice. If the roleplay is interrupted, the character using the Skill must wait at least one minute before beginning again.

Once the roleplay is complete the character must then clearly state “**Spirit of Defiance Complete, Valor, Enchantment Shield!**” and touch the target character or characters, at which point the targets gain the benefit of the *Valor* Spell (20 Temporary HP) and the *Enchantment Shield* spells as if they had been cast upon them. The effects of the Skill are supernatural in nature and otherwise identical to the Spell.

For each daily use of this Skill, the character using it may enhance up to five of her allies (including herself) as long as they are in the same enclosed space and can hear the audible roleplay.

SPIRIT OF REBELLION*

Persona (Passion)

Through the nearly supernatural potency of your words you are able to push your allies to either rage or righteous valor, standing in the face of those who would oppress them.

Prerequisite: *Unbroken Resolve*

Benefit: This Skill may be used once per day for each time it is purchased.

A character with *Spirit of Rebellion* can enthuse and invigorate her allies, allowing them to stand against a force of greater power.

In order to use this Skill, the player must clearly state “**Spirit of Rebellion Begin!**” and then engage in audible roleplay uninterrupted for at least thirty seconds. Any appropriately themed song or oratory will suffice. If the roleplay is interrupted, the character using the Skill must wait one minute before attempting to use it again.

Once the roleplay is complete the character must touch her target characters and clearly state “**Spirit of Rebellion Complete, +10 Temporary Hit Points, +2 Damage to one attack**” at which point the bonus is given.



For each daily use of this Skill, the character using it may benefit up to five of her allies (including herself) as long as she does so while the Skill remains active. The Skill is no longer active if the character uses another in-game Skill, if she is rendered unconscious, affected by any spell or effect that prevents her from using in-game Skills, is dropped to -1 hit points, or killed.

STAFF

Warfare (Weapon)

You are skilled in the use of the staff as a melee combat weapon.

Prerequisite: None

Benefit: A character with the *Staff* Skill may use any staff type weapon unless the details on the weapon tag restrict the character from doing so.

STAGGERING STRIKE*

Rogue (Assassination)

You have become skilled at inflicting brutal wounds that can stagger your enemies and enabling you to dominate in battle as long as you avoid injury.

Prerequisite: Assassin Training x3

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Staggering Strike enables the character to inflict a debilitating injury upon an opponent once per day for each level of the Skill purchased. *Staggering Strike* may be used in conjunction with any weapon the character has the Skill required to use. There is no limit to the number of times this Skill may be purchased.

In order to use this Skill the character must have a melee weapon ready. When she is ready, she must clearly state "**Staggering Strike Begin!**" At which point her ability becomes active.

While under the effects of the *Staggering Strike* Skill, the character with this Skill will add the "Nausea" effect type to every melee attack she makes. These attacks count as normal weapon blows and not as special attacks, and as such they can be evaded. The character can choose to use any other carrier she would normally be able to swing instead of "Nausea" without causing the effects of the Skill to end.

The effects of *Staggering Strike* end immediately if the character is injured, if she does not have a weapon in her hand for a period of ten seconds or more, if she is rendered unconscious, affected by any effect that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

STUN LIMB*

Warfare (Maneuver)

You have learned to temporarily disable your opponent's limbs either through raw strength or unparalleled precision with your chosen weapon.

Prerequisite: Combat Training x3 (or) Assassin Training x3

Benefit: *Stun Limb* allows a character to temporarily disable her opponent so that the target character loses use of one of their limbs. She may do so once per day for each level of the Skill she has.

In order to use this Skill, the character must have a weapon ready. When she is ready, she must clearly state "**Activate Skill, Stun <Limb>**" declaring which limb she intends to disable is she wishes. Either arm or either leg are valid targets. At this point her *Stun Limb* ability becomes active. The character may attack her target calling "**Stun <limb>**" with each swing. If any of her attacks land and are not successfully defended by a combat skill or spell the limb she is attempting to disable is rendered unusable. If the character with the skill does not specify a limb the target character may choose.

If the target of the attack is slain or otherwise removed as a viable target, the attacker may use this attack on another enemy for ten minutes or until it is used up. The character with the *Stun Limb* Skill must state "**Active Stun <limb>**" when engaging a new enemy. When fighting a new target the character using the Skill is free to choose a new limb to target.

A limb that has been disabled by a character using this Skill will remain unusable for ten minutes, until the character receives aid from a character with the *Surgeon* Skill, or until they receive a *Restore Limb*, *Lesser Restoration*, *Greater Restoration*, or *Heal* Spell. *Stun Limb* is otherwise identical to *Rend Limb*.

The effect will end if she does not have a weapon in her hand for a period of ten seconds or more, if she is rendered unconscious, affected by any spell or effect that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

STYLE MASTER

Warfare (Mastery)

You are able to use any combination of weapon and shield, and you are likely known at least locally for your expertise.

Prerequisite: Combat Training x2

Benefit: A character with the *Style Master* Skill may employ a variety of Warfare (Style) Skills. This includes *Florentine*, *Shield* and *Two Weapons*.

A character with the *Style Master* Skill who has already purchased a Skill that *Style Master* overlaps may "sell back" the redundant Skills as with other Skills of the "Mastery" subgroup.

SURGE OF EMOTION*

Persona (Passion)

Your words are like fire in the hearts of your allies, stirring unquenchable fury and indomitable rage within them. Their wounds restored and weakness burned from their souls, they stand beside you and prepare to smash into the enemy's defenses like a tempest of devastation.

Prerequisite: Spirit 7+, *Spirit of Defiance* (or) Spirit 7+, *Spirit of Rebellion*

Benefit: This Skill may be used once per day for each time it is purchased.

Through the use of this Skill, a character may completely restore another character, removing any negative effects upon them.

In order to use this Trait you must clearly say "**Surge of Emotion, Begin**" when you begin using it. You must then spend thirty seconds in uninterrupted roleplay with the target character. This must be represented by some form of audible roleplay, such as giving a rousing speech.

Once you have completed the required roleplay, you may then clearly say "**Surge of Emotion Complete, Full Heal, Berserk.**" This signifies that you have completed using the skill, and any detrimental effects on the character are instantly removed. The target character then immediately succumbs to a non-resistible berserk effect.

SURGEON

Medical

You have learned some of the most advanced methods of medicine, allowing you to bring your patients back from the brink of death if you are given enough time.

Prerequisite: Intellect 6+, *Physician*, *Anatomy*

Benefit: A character with the *Surgeon* Skill may use it to revive an ally who is in need of a *Revive* Spell or similar magic, it may also be used to restore a limb that has been disabled, or remove foreign bodies from an ally's body.

Advanced rules for this Skill are available in the "Passions of Sidereus" Sourcebook, but in most situations, those rules are not required. Please review that book if you wish to use the Advanced rules.

In order for this Skill to be used, the character must be physically present and be able to be affected by in-game Skills and abilities. The character using *Surgeon* must then clearly state "**Surgeon Begin**". In



addition, the character using the Skill must have a Surgeon's Kit item before she may use this Skill. The character must then engage in ten minutes of uninterrupted roleplay as she begins intensive surgery. During this time the target character's death count and bleeding count are halted. If use of the Skill is interrupted the character using it must wait one minute before using it on the same target again. If the Skill is interrupted, the target character must continue any bleeding or death counts until the Skill is reactivated.

When the ten-minute roleplay is complete, the character using the Skill must say "**Surgeon Complete, <effect>**". The character using the *Surgeon* Skill may declare one of the following effects; *Natural 10 Heal*, *Natural Revive*, *Natural Restore Limb*. **Surgeon can be used for other purposes as well under the Advanced Medical rules in the *Passions of Sidereus Sourcebook*.** The patient will immediately suffer a non-resistible, non-removable sleep effect as they recover from the surgery. While using the *Surgeon* Skill, the character may make free use of the *Physician* Skill on the target.

Surgeon may not function on some creatures that lack a metabolism or a normal anatomy; it will also not function if the target character is undead or somehow unable to be assessed by medical skills. If a character attempts to use this Skill on such a creature, they will respond "no effect".

You may not use this Skill on a conscious person without their knowledge. A conscious person is allowed to prevent this Skill from being used on them unless they are bound or restrained. You cannot use this Skill to replicate the effects of the *Torture* Skill or the *Diabolic Torture* Skill, though you may use it to role-play torturing a character if you so choose.

Remember this is a game for mature players; be respectful.

SURGICAL STRIKE*

Medical

Your skill with surgery and knowledge of the anatomy and physiology has given you remarkable insight into the workings of the body. As much as this may grant you the ability to preserve life, it also gives you the ability to bring death.

Prerequisite: Combat Training x2, Surgeon (or) Assassin Training x2, Surgeon

Benefit: This Skill may be purchased up to two times. The number of levels a character has in this Skill increases the number of times she may use it.

Surgical Strike enables the character to instantly kill a target opponent. *Surgical Strike* may be used in conjunction with any

weapon the character has the Skill required to use. There is no limit to the number of times this Skill may be purchased as long as the prerequisites are met.

In order to use this Skill the character must have a weapon ready. When she is ready, the character must clearly state "**Activate Skill, Surgical Strike! Death Eviscerate!**". At this point her *Surgical Strike* Skill becomes active. The character may continue to attack her target, calling out "Death Eviscerate" with each attack. If any of her attacks land and are not specifically defended against by an appropriate ability, the target character suffers a Death effect.

If the target of the attack is removed as a viable target, the attacker may use this attack on another enemy for ten minutes or until it is used up. The character using the *Death Strike* Skill must clearly state "**Active Death Eviscerate**" when engaging a new enemy.

The effect will end if the character does not have a weapon in her hand for a period of ten seconds or more, or if she is rendered unconscious, affected by any spell that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

SURVIVALIST

Craft (Profession)

Many of the people of Sidereus see survival as a way of life and not as a specialized skill. Despite this common assumption, knowing how to survive in the wilderness is a demanding skill that few ever truly master.

Prerequisite: Endurance 4+, Intellect 4+

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Survivalist* is a skilled survivor who knows how to subsist in a harsh and unforgiving environment, often with limited supplies.

A character with *Survivalist* will receive one silver piece per month for each level of the Skill she has if she selects this Skill as her "Career". Also, the character may receive travel supplies and other sundries to represent items from her travels.

SWORD

Warfare (Weapon)

You are skilled in the use of most kinds of swords as melee combat weapons.

Prerequisite: None

Benefit: A character with the *Sword* Skill may use any one-handed sword type weapon unless the details on the weapon tag restrict the character from doing so.

TACTICAL STRIKE*

Persona (Leadership)

A good leader can lead from the afar as well as from the chaos of the front lines. You have mastered the skill of coordinating ranged fighters so they may maximize their efficiency.

Prerequisite: Combat Training x3, Leadership

Benefit: This Skill may be used once per day for each time it is purchased.

A character with the *Tactician* Skill may coordinate her allies so they become more efficient with their ranged attacks.

In order to use this Skill, the character with *Tactician* must clearly state "**Tactical Strike Begin!**" and then engage in roleplay giving a rousing speech uninterrupted for ten seconds. The character must then clearly state "**Tactical Strike Complete, Attack on my Command!**" and touch the target character or characters. As long as the Skill remains in effect each selected character will gain a **+10 bonus** to damage inflicted with ranged weapons if they attack at the command of the character with the Skill. Before giving the command to fire, the character with the Skill should state "**Tactical Strike! Fire!**".

This Skill is in effect until the character using the Skill does not have a ranged weapon in her hands for 10 seconds or more, is rendered unconscious, affected by any spell or effect that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

If the character wishes to use this ability on more than one target at the same time, only one verbal roleplay session is required. This Skill may be used on a number of targets equal to the character's Heart Bonus. The number may be doubled if the character has the *Charisma* or the *Menace* Traits.

TAILORING

Craft (Creation)

You have learned the craft of Tailoring, and with it you can create a variety of clothing items, pouches, and other such accessories that are frequently in high demand.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of ability. **In addition, for every level of *Tailoring* a character has, she gains 10 Production Points per month for use to create clothing and other items from cloth if she selects this Skill as her "Career".**

This Skill may be used to create clothing items and other accessories.



A character with this Skill can make cloth items in any combination. Making these items requires the character to use up her pool of Production Points. These points determine what a character is able to build in a given span of time. For more information on *Tailoring* and what can be made with this Skill, see Item Creation section.

TEACHING

Lore

You are one of the special individuals who have the ability to encourage others to learn things they did not know before.

Prerequisite: None

Benefit: In order to use this Skill, the character with the *Teaching* Skill (the "Teacher"), must declare at least one "Student" to be taught a Skill. The Teacher may declare a number of students equal to her Insight bonus or less.

The Teacher and her Students may engage in three hours or more of roleplay as the Teacher educates the Students on the use of the Skill or having a "class". This is optional and may take place at a game event, during online RP or during a tabletop. The time may be split between several sessions but must be completed by the end of the month.

Herborn "Students" will gain access to the Skill they've been taught at the end of the **next** game month. Mortalborn "Students" will gain access to the Skill after three game months. If the optional roleplay was completed, Herborn "Students" gain access at the beginning of the **next** game month, and Mortalborn "Students" will gain access after two game months.

If a Student or Students are declared within seven (7) days of the end of the game month, the teaching period counts as beginning the following month.

Every Skill needs only to be taught once, even if it may be taken multiple times. A character cannot teach a Skill she does not have. For more on *Teaching* see the *Passions of Sidereus* Sourcebook.

TERMINATE*

Rogue (Assassin)

You are able to pick out vulnerable points on your opponent's body and strike out at them, ending their life with a single mortal wound.

Prerequisite: Assassin Training x5

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Terminate enables the character to inflict a death blow in a single attack once per day for each level of the Skill purchased.

Terminate may be used in conjunction with any weapon the character has the Skill required to use. There is no limit to the number of times this Skill may be purchased as long as the prerequisites are met.

In order to use this ability, you must call out "*Death Assassinate*". A *Terminate* attack may only be performed from behind, and the target of the attack may not defend against it using *Dodge*, *Parry*, *Riposte*, or related abilities, though other characters may *Parry* the blow for them if they are able to.

In all other respects, this Skill is identical to the *Assassinate* Skill.

THIEVERY TRAINING

Rogue (Thievery)

You have been trained in the art of Thievery, and have begun learning methods of larceny, and fraud as well as a wealth of information about traps, tricks, and puzzles.

Prerequisite: Agility 5+, Intellect 5+

Benefit: This Skill may be purchased up to five times. The number of levels a character has in this Skill is an indicator of that character's level of competence. A character that has higher levels of this Skill will be granted access to other Skills.

Thievery Training represents the time a character has spent learning the fundamentals of theft and criminal behavior including knowledge of traps and puzzles.

Much like a Craft Skill, *Thievery Training* represents accumulated knowledge and not necessarily a single specific ability. *Thievery Training* is intended to grant a character access to individual Skills available in the Rogue (Thievery) category.

Thievery Training confers no other benefits.

THROWN WEAPON

Warfare (Weapon)

You are skilled in the use of most kinds of thrown weapons in ranged combat.

Prerequisite: None

Benefit: A character with the *Thrown Weapon* Skill may use any throwing type weapon (javelin, shuriken, throwing knife, etc.) unless the details on the weapon tag restrict the character from doing so.

TORTURE

Medical

You have learned to use the art of torture to tear information from your enemies against their will. Forcing an opponent to succumb is simple work for you.

Prerequisite: *Physician*, *Medical Lore* (4+ Levels

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with the *Torture* Skill may torture a helpless captive in order to obtain information. In order to use this Skill the character must first have a "torture kit" item, and then must engage in at least ten minutes of roleplay. (This roleplay may be primarily verbal if the characters involved would be uncomfortable with the details.) The character using the Skill must then state "**Torture Complete**" followed by the level at which she has the Skill. If the character's skill level is higher than the target's Endurance Ability score (or Intellect Ability score if the target has the *Discipline* Trait, or the target's Endurance Ability score +2 if the target has the *Iron Will* Trait) the target must then truthfully answer a number of questions equal the level of the torturer's skill. If the torturer's skill level is not higher, the target does not need to answer any questions. When the Skill is complete, the target character is immediately reduced to -1 Hit Points.

TRACKER

Craft (Profession)

You have learned to find creatures of all kinds as they pass through the wilds, following them based on the tracks they leave behind as well as other signs. While this skill is best used to find game animals, it can also be used to track down humanoids and other creatures.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Tracker* is skilled at following creatures through the wilderness. A character with *Tracker* may attempt to employ this Skill in game. To do so, a Judge must be available. The tracking character should tell the Judge out-of-game who or what she is tracking and what the level of her *Track* Skill is. The Judge will then tell the player if it is possible to track the target, and if so, the general direction in which the target is headed. This Skill may be used in this fashion freely so long as there is a Judge available. This Skill may also allow a character access to certain information in-game dependent on her level of skill.

The character will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career".





TRAPMAKING

Craft (Creation)

You have learned the art of designing, building, and creating traps of all kinds. Your expertise in your craft makes your handiwork highly sought after, as many from the security conscious adventurer to the overly paranoid noble seek to use traps to defend themselves.

Prerequisite: Intellect 5+, *Artifice*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of ability. **In addition, for every level of *Trapmaking* a character has, she gains 10 Production Points per month for use during *Logistics* to create traps if she selects this Skill as her "Career".**

A character with this Skill can create non-magical traps. Making these items requires the character to use up her pool of Production Points. These points determine which potions a character is able to create in a given span of time. Creating traps requires the use of raw materials and refined resources.

TRAP DODGE*

Rogue (Thievery)

You can quickly avoid traps as they trigger, evading the damage and dodging quickly out of harm's way. While this will usually protect you from danger, it does nothing to aid your companions, and you may frequently find yourself to be the last one alive if you are not careful.

Prerequisite: Agility 6+, *Thievery Training*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

A character with the *Trap Dodge* Skill may choose to dodge a trap of any kind that has already been triggered, avoiding the effects completely.

In order to use this Skill the character must clearly state "**Trap Dodge**" when a trap is triggered and/or the effect is called thereby evading the damage or effect. Other players nearby will be affected by the trap as normal and must have their own protective spells or abilities to remain safe. Other characters may dodge a trap once it has been dodged by another character.

Be aware that if there is more than one trap in a single location, any subsequent

traps after the first will still trigger as normal and have the normal effect. This Skill can only be used once a trap has been triggered, and may not be used preemptively in any way, shape or form. This Skill functions in all other respects as the *Dodge* Skill and may be used multiple times in rapid succession.

TRIAGE

Medical

During times of war or natural disaster physicians do their best to allocate the resources available as efficiently as possible in an effort to deal with the situation.

Prerequisite: Physician

Benefit: A character with the *Triage* Skill can set up an area that functions as an in-game hospital where the mortally injured have more time to be treated so they may have a greater chance of surviving when medical resources are limited.

To use this Skill, an indoor area must be available. The area must be at least large enough to stand and walk around in; a pavilion tent or similar structure will do. The character using the skill must clearly mark the entrances with chalk, white duct tape or a sign in the shape of a '+'. Once marked,



the character using the Skill must loudly declare **"Triage Begin"** for the Skill to become active.

In this area, bleeding and dead characters may halt their respective counts as long as they remain in the boundaries of this area. At least one character with the *Physician* Skill must be in the room and roleplay regular examination of all of the affected characters present in order for this Skill to remain active.

If combat of any kind occurs inside the *Triage* area the effect immediately ends, and all characters must resume their respective counts. This Skill may be reactivated in the same area once combat is complete by following the steps listed above.

TURN UNDEAD

Magic (Divine)

You are able to call upon the might of your deity to embolden your presence and cause certain undead to flee from you in fear.

Prerequisite: *Clerical Investment* (or) *Chosen One*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

A character with *Turn Undead* may use the holy symbol of her deity to attempt to cause undead creatures who can see her to suffer a Fear effect they cannot resist. A character may use this ability once per day for every time she has purchased the Skill.

In order to use this Skill the character must hold her deity's holy symbol in front of her for all to see, as if warding off the undead with the symbol. The character using this Skill must then clearly state **"By the power of <deity>, Turn undead X!"** where "X" is the value of the character's Heart bonus. If the attempt was strong enough, the undead before the character will suffer the Fear effect (even if normally immune to Fear) for as long as the character using the ability keeps her holy symbol raised in the air. For example, with a Heart bonus of +3, a priest of Sûldin would state **"By the power of Sûldin! Turn undead 3!"**. If the power level is high enough, some undead may be destroyed outright.

The effects of the Skill remain until the character with *Turn Undead* is rendered unconscious, is affected by any spell or effect that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

TWO-HANDED AXE

Warfare (Weapon)

You are skilled in the use of the two-handed axe and similar melee combat weapons.

Prerequisite: Strength 5+

Benefit: A character with the *Two-Handed Axe* Skill may use any two-handed axe type weapon unless the details on the weapon tag restrict the character from doing so.

TWO-HANDED BLADE

Warfare (Mastery)

You have finally mastered the wide range of two-handed bladed weapons and can use any such weapon with consummate skill.

Prerequisite: Strength 5+

Benefit: A character with the *Two-Handed Blade* Skill may use any two-handed bladed type weapon (this primarily includes any weapon included under the two-handed axe or two-handed sword skill categories) unless the details on the weapon tag restrict the character from doing so.

A character with the *Two-Handed Blade* Skill who has already purchased a Skill that this Skill overlaps may "sell back" the redundant Skill and get a points refund.

TWO-HANDED BLUNT

Warfare (Mastery)

You have finally mastered the wide range of two-handed blunt weapons and can use any such weapon with consummate skill.

Prerequisite: Strength 5+

Benefit: A character with the *Two-Handed Blunt* Skill may use any two-handed blunt type weapon (this primarily includes any weapon included under the two-handed mace or staff skill categories) unless the details on the weapon tag restrict the character from doing so.

A character with the *Two-Handed Blunt* Skill who has already purchased a Skill that this Skill overlaps may "sell back" the redundant Skill and get a points refund.

TWO-HANDED MACE

Warfare (Weapon)

You are skilled in the use of the two-handed mace and similar melee combat weapons.

Prerequisite: Strength 5+

Benefit: A character with the *Two-Handed Mace* Skill may use any two-handed mace type weapon unless the details on the weapon tag restrict the character from doing so.

TWO-HANDED MASTER

Warfare (Mastery)

You are able to use any two-handed weapon with consummate skill regardless of type, and you are likely known at least locally for your expertise.

Prerequisite: Strength 5+

Benefit: A character with the *Two-Handed Master* Skill may use any two-handed weapon of any type unless the details on the weapon tag restrict the character from doing so.

A character with the *Two-Handed Master* Skill who has already purchased a Skill that this Skill overlaps may "sell back" the redundant Skill and receive a points refund.

TWO-HANDED SWORD

Warfare (Weapon)

You are skilled in the use of the two-handed sword and similar melee combat weapons.

Prerequisite: Strength 5+

Benefit: A character with the *Two-Handed Sword* Skill may use any two-handed sword type weapon unless the details on the weapon tag prevent the character from doing so.

TWO WEAPONS

Warfare (Style)

You have refined your fighting skills, allowing you to use two weapons with remarkable skill and accuracy.

Prerequisite: *Combat Training, Florentine* (or) *Assassin Training, Florentine*

Benefit: A character with the *Two Weapons* Skill may use two one-handed melee weapons in conjunction. One weapon may be of any length as long as it is a one-handed weapon, but the off-hand weapon may be no longer than a shortsword. If the character chooses, she may use two weapons of equal length instead. In this case, neither weapon may be longer than 36". A character with this Skill may attack and defend as normal with both weapons. Any special attacks are only active in one hand at a time, but the player may choose either hand when she chooses to activate the skill.

If the character would normally do different damage with either weapon, she should be extremely cautious to avoid slurring her words, calling each damage amount clearly. This is to avoid abuse of the Skill by calling different damage amounts to confuse your opponent out of game. If the character is swinging different carriers with her weapons, she must call each damage and effect type out as normal with each and every swing.

UNBROKEN RESOLVE*

Persona (Passion)

Nothing can hinder or halt your allies under the banner of your leadership. Calling them to reach deep into their hearts to find their





strength, they are able to overcome any obstacle.

Prerequisite: *Motivate*

Benefit: This Skill may be used once per day for each time it is purchased.

Through the use of this Skill, a character may remove all active Mental spells and effects on another creature in the same way as the *Break Enchantment* Trait.

In order to use this Trait you must clearly say "**Unbroken Resolve Begin**" when you begin using it. You must then spend one minute in uninterrupted roleplay with the target character. This must be represented by some form of verbal roleplay, such as a song, poem, or a rousing speech.

Once you have completed the required roleplay, you may then clearly say "**Unbroken Resolve Complete, Break Enchantment**". This signifies that you have completed using the skill, and any Mental effects on the character are immediately removed.

This ability is otherwise identical to the *Break Enchantment* Trait.

UNCANNY AWARENESS

Rogue (Assassination)

After years of training in the arts of stealthy elimination of their enemies some assassins gain remarkable survival skills. These expert assassins are able to avoid even the most sinister of attacks from their peers.

Prerequisite: Assassin Training x4

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

A character with *Uncanny Awareness* is highly skilled at avoiding the attacks of other skilled assassins. In order to use this ability, a character must be conscious, and able to use in-game skills.

When the character has been attacked by another assassin using the *Assassinate* Skill, *Backstab* Skill, or the *Waylay* Skill she is able to clearly call out "**Withdraw**" allowing her to ignore the effects of a single attack. Unlike the *Withdraw* Skill, this ability only allows the character to avoid *Assassinate*, *Backstab*, and *Waylay*.

This Skill is identical to *Withdraw* in all other ways. A character that has purchased *Uncanny Awareness* more than once may use it many times in rapid succession.

USE POISON

Rogue (Assassination)

You have studied the science of Alchemy to a small degree, but your interest is in creating and using poison, not in healing the sick or creating elixirs.



Prerequisite: None

Benefit: A character with the *Use Poison* Skill is able to employ alchemical poisons as if she had one level of the Alchemy Skill. You may also make use of poison in Syringe items. This Skill may not be used for any other purpose.

VALOROUS CALL*

Persona (Conviction)

A skillful leader can inspire her warriors to great feats with only her words. You have mastered this art, turning those under your command into a formidable fighting force on the battlefield.

Prerequisite: *Rally Friends*

Benefit: This Skill may be used once per day for each time it is purchased.

A character with *Valorous Call* may spur her allies on to otherwise impossible feats by building on their courage and determination to complete their duty.

In order to use this Skill, the character must state "**Valorous Call Begin.**" and then roleplay giving a furious speech for thirty seconds. The character must then clearly state "**Valorous Call, Complete.**" and touch the target character, at which point the target character gains a +1 Might bonus and a +1 to weapon damage. The effects of the Skill remain until she is rendered unconscious, does not have a weapon in her hand for a period of ten seconds or more, affected by any spell or effect that prevents her from using in-game skills, is dropped to -1 Hit Points, or killed.

If the character wishes to use this ability on more than one target at the same time, only one verbal roleplay session is required

if the targets are all in the same room, though each new target requires an additional use of the Skill.

WAYLAY

Rogue (Assassination)

You know exactly how to strike an unaware foe to render them unconscious and unable to defend themselves. You must be careful not to use this ability too frequently however, as repeated blows to the head may cause serious injury or even death.

Prerequisite: Assassin Training

Benefit: A character with the *Waylay* Skill may attempt to render an unaware opponent unconscious.

In order to use this Skill, a character must have a one-handed weapon ready. This includes rocks and bludgeons but does not include thrown weapons or claws. The character attempting to waylay must then be fully behind her target (able to clearly see both shoulder blades), and must remain undetected by the target. The attacking character must use the butt of her weapon to initiate the waylay, being careful to strike one of the shoulders. A character using this Skill should take special care not to hit the target character's spine. This attack must be made from very close range, without fully extending the arm.

When *Waylay* is used, the attacking character must call out "<damage> **Waylay!**" *Waylay* damage is not determined in the same way as a normal attack. *Waylay* damage is calculated as follows; Base damage is 1 point, add the character's Strength damage bonus (which can be replaced by Agility damage bonus with the *Duelist* Skill as normal), and any bonus provided from the *Foe Hunter*, *Foe Bane*, or *Insightful Fighting* Skills. Damage bonuses granted from the *Sneak Attack* Skill apply, as well as any magical or supernatural damage bonuses. Weapon damage is not calculated into *Waylay* damage. No other Skills or abilities contribute to *Waylay* damage and *Waylay* damage may never be higher than 10.

A character using the *Waylay* Skill may choose to call out "zero Waylay" when attacking, causing no damage to their target but still rendering them unconscious should the attack succeed.

A character may only be the target of a standard *Waylay* attack once every thirty minutes without suffering adverse effects. The first waylay a character suffers works as normal. The second time a character is waylaid within a thirty-minute time period; she suffers the damage from the attack, but no other ill effects. The third



time she is waylaid within a thirty-minute time period, she suffers double damage but no other effects. Getting hit on the head repeatedly in a short period of time is a very, very bad thing.

The damage from a successful *Waylay* attack is protected against by armor, but even if all of the damage is prevented – the effects still take place. Helmets and other armor types that cover the head and neck can protect against a *Waylay* attack. These items give an amount of waylay protection equal to the armor points of one location that the armor covers. This behaves like a threshold and stacks with the *Damage Threshold* Trait. Natural armor counts as light armor that stacks with any other armor worn in this case for this purpose.

Alternatively, abilities like *Battle Shield*, *Withdraw*, and other avoidance abilities prevent the effects of a waylay attack as well.

Example: Dorma sneaks up behind a trio of Blood Orcs, hoping to catch them unaware and disable one before the rest can respond. Dorma has the Insightful Fighting Skill and the Duelist Skill. His Agility damage bonus is +2, giving him a total Waylay damage of 4. He strikes the nearest Blood Orc on the shoulder, calling out “4 Waylay!” The Blood Orc is wearing a leather helmet (Light Armor – 1 point), and also has the Natural Armor Trait (Light Armor – 1 point), giving him waylay protection of 2. Because the Dorma is hitting the Orc so hard, his armor does not protect him, and the Orc falls to the ground unconscious, taking 4 points of damage.

Example Two: Alexander sneaks up behind an Arxus fighter in the hopes of disabling her. Alexander has the Waylay Skill and a damage bonus of +1 from his Strength Ability Score. He strikes the fighter, calling out “2 Waylay!” The Arxus fighter is wearing a chain coif (Medium Armor – 2 points), and also has one level of the Damage Threshold Trait, giving her a waylay protection of 3. Because Alexander’s Waylay damage is below the fighter’s waylay protection, the fighter calls out “No Effect” when hit by Alexander’s attack.

WEAPON FOCUS

Warfare (Training)

You have become so intimately familiar with your weapon of choice that it has become an extension of yourself, allowing you to employ it to deadly effect on the field of battle.

Prerequisite: Combat Training, Weapon Skill (or) Assassin Training, Weapon Skill

Benefit: This Skill may be purchased multiple times. Each time it is purchased it must be applied to a different weapon type.

When this Skill is selected the character must assign it to a weapon type she has the Skill to use. A character with the *Weapon Focus* Skill may permanently add +1 damage to any attacks made with the weapon to which this Skill is assigned. This is a change to the base damage the character inflicts with the weapon and is fully cumulative with any other damage bonuses unless declared otherwise (e.g. Slay, Backstab).

WEAPON MASTER

Warfare (Mastery)

After dedicating much of your life to training and practice you have finally mastered the use of all standard weapons of any size. You are able to use any standard weapon with consummate skill regardless of type, and you are likely known at least locally for your expertise.

Prerequisite: *Combat Mastery*

Benefit: A character with the *Weapon Master* Skill may use any weapon of any type unless the details on the weapon tag restrict the character from doing so.

A character with the *Weapon Master* Skill who has already purchased a Skill that this Skill overlaps may “sell back” the redundant Skill as listed in the Character Development section of the Sidereus Rulebook.

WEAPONSMITHING

Craft (Creation)

You have learned the art of blacksmithing, though you have focused the skills of your trade and specialized as a weaponsmith. You are able to create weapons of all types for use on the many battlefields of Sidereus.

Prerequisite: Strength 5+

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character’s level of ability. **In addition, for every level of Weaponsmithing a character has, she gains 10 Production Points per month if she selects this Skill as her “Career”.** This Skill stacks with any ranks the character may have in *Blacksmithing*, so that a character with four ranks of *Blacksmithing* and two ranks of *Weaponsmithing* would have 6 ranks total.

This Skill may be used to create all types of weapons. It can also be used to repair weapons that have been damaged.

For more details see the *Blacksmithing* Skill entry.

WEAPON SPECIALIST

Warfare (Training)

With your chosen weapon in hand you are less of a warrior and more of an artist; few can stand against you. Other warriors may come from far and wide to learn your methods and improve their own skills.

Prerequisite: Combat Training x2, Weapon Focus (with chosen weapon)

Benefit: This Skill may be purchased multiple times. Each time it is purchased it must be applied to a different weapon type.

When this Skill is selected the character must assign it to a weapon type she already has *Weapon Focus* for. A character with the *Weapon Specialist* Skill may permanently add +2 damage to any attacks made with the weapon to which this Skill is assigned.

WILDERNESS LORE

Lore

You have studied the flora and fauna of Sidereus in great detail, as well as the nature of the ecosystems and behaviors of all of the creatures of the wild. Your knowledge of the natural world is extensive.

Prerequisite: None

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character’s level of knowledge.

A character with *Wilderness Lore* will be more likely to understand the wilderness of Sidereus, as well as the unnatural places that exist as a result of the warping influence of the Wyld. A character with *Wilderness Lore* will receive information and occasionally texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her “Career”.**

WITHDRAW*

Warfare (Maneuver)

You are able to remove yourself from harm’s way quickly, almost preternaturally avoiding danger when others would have failed. Your enemies find it nearly impossible to hit you.

Prerequisite: Agility 8+, Combat Training x4 (or) Agility 8+, Assassin Training x4

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

A character with *Withdraw* is highly skilled at avoiding enemy attacks that are directed at them.

When the character has been attacked by another character she is able to clearly call out “**Withdraw**” allowing her to ignore the damage from a single attack. This attack



must be delivered from a weapon, and can be a Spellstrike attack, or an "Activate Skill" special attack. Unlike *Dodge*, this Skill may also be used against Spells, *Assassinate* and *Backstab* attacks.

This ability may be used to defend against the *Waylay* Skill, the *Assassinate* Skill, and traps of any kind. It may also be used to defend against thrown alchemy and packet delivered attacks that are not magic (such as monster attacks and the like). In short, the *Withdraw* Skill may be used to avoid nearly any attack in the game, with the sole exception of attacks that explicitly state they cannot be avoided in any fashion.

A character may not *Withdraw* if they are *Pinned* or under a binding effect of any kind, since the Skill requires full mobility.

WRITER

Craft (Profession)

You are a skilled writer, using language to tell tales or report events from distant lands. You may be a poet or a playwright, but whatever your chosen profession, your skill with the written word is undeniable.

Prerequisite: *Read & Write*

Benefit: This Skill may be purchased up to twenty times. The number of levels a character has in this Skill is an indicator of that character's level of competence.

A character with *Writer* will receive one silver piece per month per level of Skill if she selects this Skill as her "Career". Also,

the character may bring written items into game like books and poetry to sell to other players, possibly even selling their services to write letters or other documents.

WOUND*

Warfare (Maneuver)

You know where to strike your enemies to cause the maximum amount of pain and suffering. You can often sicken an opponent preventing them from attacking effectively.

Prerequisite: Combat Training x4 (or) Assassin Training x4

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill increases the number of times she may use it.

Wound enables the character to deliver a devastating blow on an opponent, disabling and sickening them. This Skill can be used once per day for each level of the Skill purchased. There is no limit to the number of times this Skill may be purchased.

In order to use this Skill the character must have a melee weapon ready. When she is ready, she must clearly state "**Wound Begin!**" At which point her *Wound* ability becomes active. While under the effects of the *Wound* Skill, the attacking character will add the "nausea" effect type to every attack she makes. These attacks count as normal weapon blows and can be evaded.

The effects of *Wound* end immediately if the character does not have a weapon in her

hand for a period of ten seconds or more, if she is rendered unconscious, affected by any spell or effect that prevents her from using in-game skills, is dropped to -1 hit points, or killed.

WYLD LORE

Lore

You are one of the rare individuals who has dedicated much of your time to the study of the Wyld; the unholy, chaotic taint that infects much of the world's surface with blight, pestilence, and cursed magic.

Prerequisite: Intellect 6+, *Read & Write*

Benefit: This Skill may be purchased any number of times. The number of levels a character has in this Skill is an indicator of that character's level of knowledge.

A character with *Wyld Lore* will be more likely to understand the strange corrupting effects of the Wyld, and the changes it causes in living creatures and other beings. A character with *Wyld Lore* will receive information and occasionally texts, scrolls and other items during Logistics to represent her constant research in her field. **She will also receive one silver piece per month per level of Skill if she selects this Skill as her "Career".**



ARRIVAL

The third and final phase in character creation is to determine your character's **Arrival**. **Arrival** introduces the final character creation elements that have no cost in Character Points, but illustrate the opening events that have occurred to bring the character onto the "stage" of their first game – and into the Sidereus game world as a whole. Think of a character's **Arrival** as their "First Appearance" in the Sidereus game world, taking place just before you take the reins as the player and begin controlling the character.



STEP ONE: BELONGINGS

As an individual moves through life, they accumulate more than just experiences and memories. The material things we value carry far more than monetary worth, anchoring down those memories with feelings and tactile sensations, helping us pinpoint thoughts and ideas that may have otherwise escaped us before the inexorable march of time. Your character is no different. In Sidereus, every character begins their experience in game with **Belongings** they have accumulated prior to the point where they actual begin play.

Your character's **Belongings** are broken down into two groups: **Gear** and **Mementos**. **Gear** denotes your choices in determining what starting equipment your character enters the game with, from weapons and armor to more subtle items like potions and tool kits. **Mementos** are items from your character's past they carry with them to remind them of the past. The items are powerful to a Heroborn spirit and can reinforce them in times of danger or duress, not to mention their sentimental and personal value.

In game terms, **Mementos** offer characters limited use abilities that will assist in keeping them alive and moving forward. In addition, these items are valuable to the character – they would likely not trade them for anything – and losing them can be debilitating.

A character's **Gear** can vary widely and will have a substantial early impact on your first experiences in game. When making these early choices, it is important to consider more than just what weapon your character is carrying. What kind of community do they come from? How would they have prepared for their journey? Did they get a chance to prepare?

It is easy to believe that your character's "starting" equipment won't last long into their career, but in the Sidereus game there are some

characters who have been in play for a decade or more who are still using the same equipment they began the game with. After a while, these items maintain their own value. Your **Gear** will be labeled as such when you begin game, and after every 12 months of Experience your character accumulates, their **Gear** items will gain new minor abilities – becoming **Mementos** themselves. This represents the sentimental value that will come to be placed on these items over time.

After years of play, even the most durable item will eventually be so damaged and worn out that it may no longer be usable for in-game play. At this point, the items from your character's starting equipment can be hung up or put on display, gaining potent abilities as decorations in your character's home or (if they are wealthy enough) personal vault.



SELECTING YOUR GEAR

New characters will select their **Gear** before they begin their first game. If you have been playing the Sidereus game since before the 10th Edition of the rules, you will be allowed to select **Gear** as if you were a new character, but you will not be given the starting coin. Selecting your **Gear** is split into three steps. The first step is selecting your **Core Equipment**. This includes things like your weapons, armor, and clothing. The second step is selecting your **Support Equipment**. Support equipment includes items like holy symbols, spellbooks, power crystals for Psionics, and more. Finally, you will make three choices for **Accessories**. Accessories includes things like potions, alchemical components, and other vital tertiary and accessory items, as well as “trades” for items in other tiers.

Remember that even though you will be selecting items in-game, these items are not provided for you out-of-game. You will be responsible for providing your own physical representations (physreps) for each item your character has logged in their inventory. Time, energy, and careful consideration here can be rewarding in the long term as it will improve your own immersion as well as improving the immersion of others.



ITEM QUALITY

For Sidereus purposes, it should be noted that items of varying quality have six categories that determine not only their durability, but also their monetary worth.

- **Worn:** Lowest quality, barely holding together. Worthless.
- **Poor:** Substandard quality. Serviceable but visibly ragged. Almost no value.
- **Standard:** Standard quality. What most people own and use. Establishes the standard for pricing and value.
- **Fine:** Above-average quality. Expensive, but not prohibitively so. The top of what the average person can afford.
- **Good:** Significantly above average. Extremely expensive. Usually only available to nobles or better.
- **Exceptional:** The highest quality available. The most expensive and/or most valuable. May be a wide range of items when decorations or enhancements are calculated.

CORE EQUIPMENT (CHOOSE ONE)

Equipment Collection	Tags & In-game Items Provided
The Archer	• 1 gold piece, 5 silver pieces • 1x ranged weapon • 3x quivers of arrows (or) 3x quarrels of bolts • 1x dagger (or) hatchet (or) club • 1x armor item (up to 15 armor points) • 1x standard clothing
The Avenger	• 1 gold piece, 5 silver pieces • 2x one-handed weapons • 1x armor item (up to 20 armor points) • 5x throwing weapons (daggers, shuriken, similar) • 1x standard clothing
The Elite	• 2 gold pieces, 5 silver pieces • 1x dagger (or) hatchet (or) club • 1x fine clothing • 1x fine jewelry (signet ring or similar)
The Guardian	• 1 gold piece, 5 silver pieces • 1x one-handed weapon • 1x shield (any size) • 1x armor item (up to 30 armor points) • 1x standard clothing

The Scamp	• 1 gold piece, 5 silver pieces • 6x dagger • 1x standard clothing
The Scholar	• 3 gold pieces, 5 silver pieces • 1x staff (or) dagger (or) club • 1x fine clothing
The Traveler	• 4 gold pieces, 5 silver pieces • 1x staff (or) dagger (or) club • 1x standard clothing
The Vanguard	• 2 gold pieces, 5 silver pieces • 1x two-handed weapon • 1x dagger (or) hatchet (or) club • 1x standard clothing

SUPPORT EQUIPMENT (CHOOSE ONE)	
Equipment Collection	Tags & In-game Items Provided
The Cleric	• 1x prayerbook (divine spellbook - indicate deity) • 3x divine spell scrolls (Level 1) • 2x divine spell scrolls (Level 2) • 1x divine spell scroll (Level 3) • 1x standard holy symbol (indicate deity)
The Doctor	• 1x first aid kit • 1x physician's kit • 1x surgeon's kit • 3x elixirs of <i>cure light wounds</i> • 2x elixirs of <i>awaken</i>
The Druid	• 1x book of secrets (nature spellbook - indicate lodge or totem) • 3x nature spell scrolls (Level 1) • 2x nature spell scrolls (Level 2) • 1x nature spell scroll (Level 3) • 1x standard totem or fetish (indicate lodge or totem)
The Hunter	• 1x spear • 1x shield (small or medium) • 1x armor item (up to 5 armor points) • 5x units standard animal hide (or) animal fur • 1x first aid kit
The Minstrel	• 1x fine musical instrument (memento) • 1x standard musical instrument (memento) • 1x fine clothing • 1x fine wine (or) fine alcohol (or) fine food • 3x favor points (see Passions of Sidereus)
The Psion	• 1x potency stone (allows a Psionicist to rapidly recharge powers) • 3x convalescence stone (allows a Psionicist to use Cure Critical Wounds on herself) • 1x fine meditation focus (crystal ball, pendant, mirror, or similar item) • 1x worry stone (allows a Psionicist to Resist Fear 3x ever) • 1x fine jewelry (memento)
The Ranger	• 2x one-handed weapons • 1x armor item (up to 5 armor points) • 5x throwing weapons (daggers, shuriken, similar) • 5x units standard animal hide (or) animal fur • 1x first aid kit
The Warrior	• 1x ranged weapon • 2x quivers of arrows (or) 2x quarrels of bolts • 1x armor item (up to 15 armor points) • 3x potions of <i>cure light wounds</i> • 2x potions of <i>ethereal armor</i>
The Wizard	• 1x arcane spellbook (indicate specialty or focus if needed) • 3x arcane spell scrolls (Level 1) • 2x arcane spell scrolls (Level 2) • 1x arcane spell scroll (Level 3) • 1x fine jewelry (memento)



ACCESSORIES (CHOOSE THREE)

Accessory Collection	Tags & In-game Items Provided
The Acolyte's Cache	• 2x first level divine spell scrolls (random) • 1x uncommon holy symbol
The Alchemist's Cache	• 3x <i>Cure Light Wounds</i> elixirs • 1x <i>Cure Moderate Wounds</i> elixirs
The Archer's Footlocker	• 3x quiver of common arrows (random) • 1x quiver of uncommon arrows (random)
The Assassin's Companion	• 1x dagger • 1x vial of poison (random)
The Bard's Companion	• 1x common musical instrument (random / player choice with physrep) • 1x uncommon historical document or fragment (random)
The Blacksmith's Reserve	• 9x units of common metal (random) • 3x units of uncommon metal (random)
The Cleric's Stockpile	• 3x <i>Cure Light Wounds</i> potions • 1x <i>Cure Moderate Wounds</i> elixirs
The Cook's Pantry	• 12x common food items (random / player choice with physrep) • 4x uncommon food items (random / player choice with physrep)
The Druid's Cache	• 2x first level nature spell scrolls (random) • 1x common totem
The Fisher's Friend	• 12x units of common fish (random) • 4x units of uncommon fish (random)
The Herbalist's Reserve	• 9x common alchemical components (random) • 3x uncommon alchemical components (random)
The Historian's Vault	• 2x common historical documents or fragments (random) • 1x uncommon historical document or fragment (random)
The Hunter's Hoard	• 6x units of animal hide (random type) • 2x units of fine leather
The Initiate's Satchel	• 2x first level arcane spell scrolls (random) • 1x common jewelry
The Medic's Satchel	• 1x first aid kit • 3x <i>Cure Light Wounds</i> elixirs
The Miners' Hoard	• 12x units of common metal ore (random) • 4x units of uncommon metal ore (random)
The Outlaw's Stash	• 3x units of a common drug (random) • 1x unit of a uncommon drug (random)
The Veteran's Friend	• 1x armor repair kit • 1x armor item (up to 2 armor points)
The Woodcutter's Reserve	• 9x units of common wood (random) • 3x units of uncommon wood (random)



CHOOSING YOUR MEMENTOS

Each new character is given the ability to select three (3) **Mementos**. If you have been playing the Sidereus game since before the 10th Edition of the rules, you will be allowed to select **Mementos** as if you were a new character. In addition to these starting items, Mementos can also be earned during gameplay as reminders of special events, seasonal celebrations, and events you have participated in during the life of your character. Unlike other powerful items your character will accumulate over the course of their career, **Mementos** are unique in that they give your character tangible benefits even when they are not in the character's personal possession. If they can be accounted for along with the character's other property, the character may benefit from whatever aid the Memento offers. It is important to remember that **Mementos** – as representations of important moments in your character's life – can cause some difficult repercussions if they are lost.

Remember that even though you will be selecting items in-game, these items are not provided for you out-of-game. You will be responsible for providing your own physical representations (physreps) for each item your character has logged in their inventory. Time, energy, and careful consideration here can be rewarding in the long term as it will improve your own immersion as well as improving the immersion of others.



What follows is a list of qualities that can be assigned to Mementos. Each Memento item has two qualities; the *Memento* quality and one of the qualities you choose from the list below. The *Memento* quality identifies the item as a Memento, and acts as a form of non-magical *Spirit Link*, attaching the item to your character and giving your character special bonuses as long as the item remains under the character's ownership. For the purposes of the game, an item is within a character's ownership if it is on their person or kept somewhere secure that they own or have exclusive access to. Keeping things in a lockbox in your room at the tavern qualifies, for example.

Each new character may have three (3) Mementos, choosing one of the qualities from the list below for each. These choices should be reported to the Plot Committee along with your character's backstory – and should be supported in the backstory (or at least explained as part of your initial submission). More Memento qualities will be introduced in future sourcebooks and supplements.

ITEM RARITY

Certain items - things like crafting components, holy symbols, and the like – are sorted into categories according to rarity. More common items are easier to acquire and made of simpler components, while more rare items are harder to find and made of elements that are equally rare.

- **Common:** Readily available in most places. Items are easily purchased or made, and raw components are plentiful in the appropriate areas.
- **Uncommon:** Less common, but not impossible to acquire. Often used as status symbols, or as important elements in complex recipes.
- **Rare:** Difficult to acquire and often reserved for the most wealthy. Components are used in magical rituals or high elixirs, or for crafting items that are of unusual value.
- **Legendary:** Items of this rarity are either one of a kind, or very close to it. Immensely valuable.

MEMENTO QUALITIES (ONE PER MEMENTO – CREATE THREE MEMENTOS)

Memento Quality	Memento Summary & Abilities
Memory of Familial Love	A memento of family, home, and hearth – grants Resist Hallucinate 1/month
Memory of Ancestral Past	A memento of your family's ancient past – grants 10 temporary hit points 1/month
Memory of Romance Sustained	A memento of a current lover – grants natural 5 heal effect 1/month (self only)
Memory of Romance Scorned	A memento of a broken romance – grants Power Attack Skill use 1/month
Memory of Companionship	A memento of a pet or animal companion – grants Evade Skill use 1/month
Memory of Friendship	A memento of an enduring friendship – grants Resist Fear 1/month
Memory of Betrayal	A memento of betrayal by a friend – grants Resist Charm 1/month
Memory of Tragedy	A memento of a terrible loss – grants Defend 1/month
Memory of Vengeance Sworn	A memento of a promise of revenge – grants Resist Sleep 1/month
Memory of Survival	A memento of surviving against all odds – grants Resist Poison 1/month
Memory of Victory	A memento of a hard-won victory – grants Resist Dominate 1/month



ARRIVAL (Continued)

STEP TWO: INTRODUCTION

A character's first moments in game (in any LARP, really) can be truly magical moments. For good or for ill, your first moments as a player will be moments you remember for a long time. With the **Introduction**, you will choose the preliminary elements of your character's entry into the Sidereus world. Perhaps your character was traveling with a caravan and got separated. They could have been a town local who ventured too far afield and is now trying to get home. One of our favorites of all time is the story of the humble initiate of Tallis who had not yet discovered his faith but discovered it along the way. Whatever you choose, your **Introduction** is essentially the bridging point between your character's history (or backstory), and their **Arrival** into the Sidereus world where they will interact with other players. Whichever **Introduction** you select will give you one last in-game item or benefit (**Boon**) that will help smooth your character's transition into the Sidereus world.

Selecting an Introduction is a simple process. Simply choose an item from the following list or contact plot to select your own. If you do not choose, one will be assigned to you at random. For those who are experienced with other types of roleplaying, the **Introduction** is essentially a character's "Adventure Hook", for the entire world of Sidereus. If the provided Introductions are not enough or you have ideas of your own, contact the Plot Committee to discuss more options. Your character's Introduction gives the Plot Committee a jumping off point from where they can begin to plan the road your character will journey down, opening up opportunities for further adventure and exploration.

More options for **Introductions** will be introduced in future sourcebooks and supplements. Don't be afraid to be imaginative here and contact the Plot Committee with your ideas!

INTRODUCTIONS (CHOOSE ONE)		
Introduction	Description	Boon
The Prodigal	Nearly out of funds, you've found yourself headed for a new town. With little more than the clothes on your back, you're hoping either to find a way home or a path to new adventure.	Desperation: Your character may use the <i>Evade Skill</i> 1/rest for the first three months of play.
The Initiate	You have been sent on an errand by your mentor or employer, both for the sake of convenience and to sharpen your skills. Suddenly you are swept up into adventure.	Errand: Your character has been given 5 silver pieces and a <i>cure critical wounds</i> potion by their mentor or employer.
The Guardsman	Working with a traveling caravan as a guard, life was simple until you got separated from your charge. You tried to get back, but instead you find yourself beginning a new path.	Protector: Your character may use the <i>Deflect Skill</i> 1/rest for the first three months of play.
The Local	You have lived in this region all your life, but one day while traveling you got turned around. Now you are drawn into events far beyond what you could have ever expected.	Familiar: Your character "knows a guy". She begins play with a low-level contact and 5 units of a common food item.
The Foreigner	You live far from this place, but during your travels a series of unfortunate events led to an outcome you could not have expected. What lies ahead will determine your fate.	Outsider: Being foreign to the area, things you consider mundane are rather valuable. You gain 5 units of rare food items.
The Soldier	You are a member of a military force located in the region. In the course of normal operations, you have been separated from your unit. You're sure you'll get back without incident.	Basic Training: Still fresh from training, your character may use the <i>Power Attack Skill</i> 1/rest for the first three months of play.
The Traveler	It was supposed to be a simple voyage, but suddenly things flew out of control. You have been separated from your group or knocked from your path. Anything could happen next...	On the Road: Prepped for a long journey, your character has 10 units of common food items and a <i>cure mortal wounds</i> elixir.
The Devoted	A member or follower of a local religious order, you were sent out on an assignment but ended up thrown off course. Now you're far from home with a strange path ahead...	Growing Faith: You carry a gift from your order. You gain 2 units of Holy Water and a <i>cure critical wounds</i> potion.
The Servant	During your work as a servant of some form you were sent on a short errand to deliver a parcel. You have gotten lost, but no matter what you must make your delivery...	Responsibilities: You carry a parcel worth 20 gold pieces. If you deliver it successfully you will be rewarded. If not...
The Wayward	Perceived or genuine, you left home in disgrace. Now you find yourself far from where you started – caught up in a series of events you can barely understand.	Road Weary: Your character may use the <i>Resist Mental Trait</i> 1/rest for the first three months of play
The Aspirant	You have dreams of a promising future. You left home with little to your name, but you hope you will be able to find a path forward out on the road.	Adventurer: Hungry for adventure, you have already made some money. The character has 5 silver and 50 copper pieces.
The Scholar	It was just supposed to be a simple research trip. Then everything went wrong and now you're out here, nowhere near where you began. Who needs adventure?!	Historian: Your character has a trinket enchanted to use the <i>Lorecall Spell</i> 1/ever, as well as a common historical fragment.



ARRIVAL (Continued)

STEP THREE: DESTINY

Destiny is a powerful force in the Sidereus world. Nowhere is that truer than in the case of the Heroborn. Heroborn individuals are set apart from Mortalborn in many ways, all of them seem to be bound to an inexorable fate they can't escape. Few even have a hope of guiding this fate. In spite of the name, not all Heroborn are born heroes. They are gifted beyond the abilities of normal "Mortalborn" people, but they nevertheless suffer, risk failure and are capable of death. When a character enters play in the Sidereus universe, their **Destiny** is laid out before them, a winding road through a dark forest of hardship and emotional turmoil. It is up to each individual Heroborn whether or not they choose to follow that road or fight against it. It is a rare Heroborn soul that has been able to fight their **Destiny** and succeed, but it is not impossible. Unlike other elements of Character Design, **Destiny** is somewhat free-form, left open to interpretation by the Plot Committee.

Choosing your character's **Destiny** involves selecting a "card" drawn by "the Hand of Fate". Each card is illustrated below, and a list of the cards follows along with a short "fortune" associated with each card. To choose your character's **Destiny**, you may select a card from the images or the list below, or you may draw at Logistics. For in-game purposes, a character's **Destiny** is decided before they are born. In this way, drawing from the Deck of Destiny is intimately related to drawing from various Decks a character draws from later in their path when they are required to undergo True Resurrection, obtaining – in essence – the first wound upon their spirit the Heroborn will ever acquire; the wound of birth.



*Artwork depicted is temporary and will be replaced with custom artwork prior to final printing.



THE DECK OF DESTINY

(CHOOSE ONE)

Card Selected	Fortune
0 – The Fool	"Your birth heralds a new beginning, a start to a cycle of change that will sweep across everything you touch. Your body may age, but you will retain the vitality of your youth. Seek wisdom, lest you be led astray by the brave, reckless spirit that empowers you. Tread carefully, but not fearfully, as you dance upon the cliff's edge – for what awaits on the horizon will challenge the innocence within you."
I – The Magician	"The manifestation of your will upon the world will exceed that of most Heroborn, in ways you cannot anticipate. Gifted among the gifted, what roars inside you is a force that demands to be heard. Yet, you hold back – reticence and fear guiding choices that dilute your potency and prowess alike. Inspiration calls to you, saying 'summon forth the greatness within!' will your best laid plans dissolve, or will you rally what you need to succeed?"
II – The High Priestess	"Where others choose reason and logic, you seek the voice of intuition within you. You are right to trust that sacred light that burns within, the Divine Feminine – growing inside you from spark to flame as seek the truths buried in your subconscious mind. Do not fear your secrets, do not let doubt force you to withdraw. Do not remain silent when your truth must be spoken. Be loud, be brave, be true."
III – The Empress	"Your beauty abounds – inside or out – your inner nature calling to the greater forces of Nature outside of you and beyond. Greatness blossoms in your spirit like a field of flowers in spring, but untended this growth may burden and crush you under its weight. Call to your allies but do not allow your strength to grow stunted by depending on those who would stand by your side. Abundance is yours, if you are strong enough to grasp it."
IV – The Emperor	"Order above all. Do you toe the line, or do you define it? Your heart beats with the stoic resolve of a mountain, a bulwark for all you stand for. Will you establish your authority, or be dominated by principalities and powers beyond your ken? You must seek discipline, lest a lack of it drown you in the desires of others. You must seek balance, lest your desires turn your blood to stone."
V – The Hierophant	"The knowledge of the spirit and of the gods above is the point from which you draw your strength. Light or dark, you serve traditions, you serve your people, you serve the divine. On the other side of the mirror's edge is the sacred light of your own design, following the path of individual freedom and seeking your own truth on the road of challenging the status quo. Which will you choose?"
VI – The Lovers	"Love's call is hard for most to hear. Love of the self, love of the other. Platonic, familial, romantic love – these are all sources of power from which you are able to drink deep – growing in ways that you could never have imagined. Yet, you often find your choices polarized between two roads, sun or moon you must always be careful to seek balance in your thoughts and deeds – lest you lose your values in the pursuit of your desires."
VII – The Chariot	"Never has the concept of 'Force of Will' been as accurate as when it describes you. You are an unstoppable force to be reckoned with, determination and ambition are your watchwords. That fire that fuels you also consumes you, as you push forward – be wary lest you lose your way. Eyes wide, driven one, seek the guidance and wisdom of others before you find yourself best on all sides by opposition, or crushed by your own willpower."
VIII – Strength	"Strength of spirit and strength of body can be intimate fellows, but this is not required. Compassion and persuasion, springing from within are inner strengths often overlooked. They bloom within you, overpowering the beasts of self-doubt and unbridled rage and fear. Draw courage, stand before those who would follow you and raise you up – and use what lies within you to influence your fate and take what Destiny offers."
IX – The Hermit	"Wise beyond your years, or wisdom bound between – your keen eyes are drawn ahead. You piece the veil before you, cutting through the darkness like a lantern's light. You must search your own soul as deeply as you see into the souls of others, learning to hear the guiding voice within you through moments of introspection. Do not succumb – however – the perils of isolation and withdrawal. No one is an island."
X – Wheel of Fortune	"Luck has ever been your ally, catching your footfalls where caution fails. The mirror's edge stands between a steady step and a path plagued by pitfalls. Misfortune follows a fear of change, for Fortune's child surrenders their future to Fortune's whim. Bless that which blesses you, for stagnation is your greatest foe. Embrace all things as servants of the circle of life, and always remember – all turning points will turn again."
XI – Justice	"Servants of Justice walk a perilous path, for the responsibility of balance is great. Justice is blind, but mortal souls are not. Will you uphold Truth, or will you succumb to the power being placed in your hands and betray it? That choice is yours – but always remember that the blade of Truth may be turned easily in mortal hands, cutting a divide between truth and lie that few can traverse."
XII – The Hanged Man	"Each moment swells with the endless potential of what may be chosen, and what may be discarded. Surrender before the will of the universe and submit to the Divine. Sometimes a change of view is all one needs to find the path forward, but do not tarry. Indecisiveness may threaten to overwhelm you, drowning you in delays and resistance from sources within and without. Let go of your desire for control, and simply be."
XIII – Death	"Endings herald change. Within those transitions between what was and what is lies the power of transformation. Remember how it all began, look down the path that led you to where you now stand. Remember, the Wheel of Fortune still spins, and the Star still lies ahead – guiding you. Purify and purge, leave behind what you no longer need. Discard the parts of you that no longer serve who you desire to be. Death begets Life."
XIV – Temperance	"There is a higher path, and you seek it. There is a sense of tranquility and purpose within your heart, guiding you through a pursuit of Balance in all things. Will you listen? At the same time, an unquenchable desire cries out – excess and abandon, seeking your demise. Can you align yourself with the calling deep within you? When you stray – and you will – can you find your way back again?"



XV – The Devil	“It claws at your back. Can you feel its hot breath on your neck? Your shadow smiles, following you through the Light. Chains rattle behind you as it follows. It pulls against you, holding you back, binding you, holding you down. Embrace it. Do not fear your shadow, turn and face it. Bond with your shadow and it cannot bind you. Seek to explore your darkness and release that which limits you. Break your chains!”
XVI – The Tower	“It will come like a hurricane. The moment which will define you rests in the future, far down your path and beyond what you can see. You can sense it; it shapes every move you make. You may face it, stand like a bulwark against the storm – or you may choose to embrace the chaos and let it merge with you. Whatever you choose, it will unmake and redefine you, do not fear the chance it brings – for it brings revelation.”
XVII – The Star	“Hope defines us. Hope draws us together to stand against forces we cannot control, and rarely understand. Hope burns within you like a lantern’s light, illuminating the possibilities that drive you forward, and casting a warm light on the experiences of the past. Do not give into despair. Trust yourself, for the future has much to reveal, and even the very wise cannot see all ends.”
XVIII – The Moon	“Out of Darkness comes the Light, and so illusion sometimes bears the fruit of Truth. While fear weakens most, it empowers you – drawing a power from within you both pure and obscene. Within your subconscious you see with eyes sharpened by your fears, like the wolf hunting in the light of the moon. Draw strength from your feelings, do not repress or restrain them. Only by the light of what is hidden will you come to know your Truth.”
XIX – The Sun	“Light flows from within you, whether you want it to or not. Radiating outward, you warm and improve the lives of all around you. Your presence may be as the sun at its zenith, filling the hearts of those around you with warmth and vitality, or as the dawn – drawing hopeful eyes and minds toward the horizon. Pitfalls await you too, for as you shine like the eclipse, you may lose sight of the truth and become blind. Do not despair, continue to shine.”
XX – Judgement	“A steady rhythm, a resonant pulse beats inside you. Calling you toward a future you can’t help but dread, you hear the sound of blasting trumpets heralding the end of days. Self-doubt plagues you. What you do not hear is the call to resurrection, beckoning to you from the beyond to be reborn. Do not ignore the call, heed it. Obey the trumpets’ cry and prepare for your absolution. Your destiny lies in the hands of the realms beyond.”
XXI – The World	“The road of a Heroborn’s journey has no short-cuts. In truth there are no delays either. The path is what it was always meant to be, winding around mountains and cutting through paths more difficult than many are able to traverse. You stand here now, before your final challenge. Your spirit has ventured through much to arrive here, and now this incarnation will face completion, integration and synthesis. The World awaits.”

CHARACTER CREATION – FINISHING TOUCHES

You are almost done! When you are going through the process of putting the finishing touches on your character, put a little extra thought into the small details. Things like what profession skills you chose, or if they were the oldest child in their family can often yield a wide variety of wonderful options for embellishing the character’s history and background and allowing you a wonderful array of potential story points to choose from as you elaborate on the character’s backstory and begin the process of roleplaying with other characters.

Now that you have established the basics of who your character is and where your character comes from, start thinking about where this past might have led your character in her early years. Has she been adventuring for long? Perhaps she joined a town militia at some point, or maybe she stayed holed up in a library for much of her life. Ultimately it is all up to you to bring your character to life.

Regardless of what path you choose, it’s important that you remember other characters will be interacting with the character you create, and you should do your best to make sure your character isn’t too silly or too hard to believe. Sometimes a simple “I was a farmer, but I decided to sell my plow and buy a sword and try to make my fortune.” can work wonders. Similarly, tall tales about being singled out by ancient powers as a child or hunted down by a dragon when you were a youth may be harder to believe. **Remember: Your character story MUST be approved,** and you should always endeavor to create with humility!

Whatever you decide to do with your character, just remember to have fun! Your character is more than just a simple collection of numbers, statistics, and skills. Your character is everything you put into it; from the clothing you wear in-game to the story you submit to the Plot Committee before your first event. Creating a character that is compelling and believable can seem like a much larger challenge than it actually is. It is easy to be fooled into believing that a great character must be entirely different from who you are in real life, and that you must immerse yourself in the environment in some amazing way, dictating to the Plot Committee who your character is and what you want for their future before you’ve even ever step foot in game.

This isn’t true.

Some of the most memorable characters in the history of the Sidereus game are the ones that had the most in common with the person who created them. It is much easier to get into a character that you can associate with than it is to associate with a character you can’t get into.

Just remember, focus on having fun, and you will!

WELCOME TO SIDEREUS!



The Ilith'ari

Sidereus has a long mythological history detailing the world's progression from the First Age where the universe was created by the overgod Amin'Zerû, to the Fourth Age, where the game will begin. Sidereus is now ruled over by a group of immensely powerful beings known to the ancient races of the world as the Ilith'ari. According to legend, the Ilith'ari were the forces that created Sidereus, shaping the mountains and the oceans, and setting time itself into motion. Due to their tremendous power, the Ilith'ari are often revered by the people of Sidereus and elevated as gods.

Of the Ilith'ari there are Thirteen high deities who govern the others. Onûs, the betrayer, is the only truly fallen god of all the gods of Sidereus. He is the god of Darkness, and his goal is to undo the creation that has flourished until now. He is opposed by many of the other Twelve major Ilith'ari, though some of the remaining deities follow him.

To people in the world of Sidereus, the gods are a very real force in the world. They do not question their existence, for celestial beings and infernal creatures roam the earth just as surely as beasts of the land and birds of the air. Powerful magic can be invoked through the will of the gods, and creatures great and small succumb to the will of the divine without question.

If involving religious concepts in role-play makes you uncomfortable, you don't have to directly engage in most of the situations involving the gods. However, try thinking of it from the points of view of Greek or Roman mythology. The concept of the gods of Sidereus exists to assist in telling a story, for throughout history religion has been a major part in the evolution of every culture in the world. In an effort to make Sidereus its own living, breathing world, religion was a necessary piece of the puzzle.

In addition, religion can be an especially important part of character design. Perhaps your character finds a particular allegiance with one of the Ilith'ari who holds ideals that are similar to her own. Such choices are just as important to your fictional character as they are to any person in the real world. Even if your character chooses not to revere one of the deities, her choice means a great deal in terms of her personality and her world view. Perhaps your character does not believe the Ilith'ari are really gods, and instead decides to follow her own moral compass.

Ultimately the choice is up to you.

Religion in Role-playing

Religion has been a touchy subject in roleplaying games since early in their infancy. Roleplaying games provide a great deal of immersion and enjoyment, but they can be dangerous to individuals who have difficulty separating reality from fantasy. Because of this inherent issue, it is a common misconception that roleplaying games somehow cause a variety of social problems that can arise when people who are not able to form this separation take part in the games.

Religion is a particularly difficult subject in roleplaying games because it offers a link to an aspect of the real world that can be highly subjective, causing people to make inferences and draw connections where there may, in fact, be none. Therefore, putting any sort of religious system into a roleplaying game (particularly a highly immersive roleplaying game, such as a Live Action Roleplaying Game) can unsettle some people.

The core issue is that of the barrier between reality and fantasy. In Sidereus, you dress up as your character, speak as your character, and act as your character for the course of the event. This may mean playing a noble paladin or a vile necromancer. However, regardless of what role you play, it is important to always remember that it is, in fact, a role you are playing. The Ilith'ari of Sidereus are no more real than the Tooth Fairy or the Easter Bunny, and it is important that we are careful with other players' boundaries when we role-play our interaction with in-game issues such as religion.

That being said, we hope that the Religious systems included in the Sidereus Live Action Roleplaying Game will do more to enrich the roleplaying experience than to deter from it. We encourage any players who do not feel comfortable participating in the system directly not to do so, for choosing a "patron deity" is not a requirement of character creation. However, should you choose to select a deity, please keep in mind that other players should feel comfortable interacting with your character at all times. As always, be respectful of other players' boundaries so that everyone may enjoy the game and have a good time.



THE ILITH'ARI OF SIDEREUS

THE GREATER ILITH'ARI

AARÛN

The Morning Star, Favored son of Amin'Zerû, The Lightbringer, The Firstborn

Symbol: Multicolored sun at its zenith

Home Plane: Celestial Plane (the Halls of Light)

Portfolio: The Sun, Honor, Warfare, Royalty & Nobility, Righteous Force, The Greater Good, Elves, Good Dragons

Worshippers: Elves (most commonly Gold Elves), Good Dragons, Warriors, Knights, Rulers, Nobles, Protectors

Domains: Good, Law, Light, Protection, Purification, Sun, War

Favored Weapon: "Purity's Beacon" (longsword)

History: Aarûn is the first born of the gods of Sidereus, having come into existence mere moments before his twin brother Onûs. Since the beginning of creation, Aarûn has been his mother's favorite child, preferred for his purity of spirit and intention as well as his unfaltering and undying loyalty. As the creator of the Elven race, Aarûn receives at least marginal reverence from surface dwelling Elves everywhere. His forsaken children, the Iron Elves, typically ignore his existence as it was his curse that forced the Iron Elven people into the subterranean depths of the Abyss for a millennium. Now, the only time an Iron Elf will show reverence to the Lightbringer is when they wish to repent for their sins or the sins of their ancestors. On the rare occasion that the Ilith'ari go to war, it is the god Aarûn that leads the forces of Light into battle. As a martial deity, Aarûn favors those followers that can lift a weapon and fight courageously. Aarûn was given domain over the sun by Amin'Zerû and with that power he grants the people of Sidereus great bounty and hope as the sun enters the sky and lights the world from above. While Aarûn can be rigid and stubborn, he always knows when to temper his weaknesses in the light of doing what is right and what will aid the most people. He holds a special place in his heart for those mortals who are willing to give of themselves for the greater good – self-sacrifice is considered to be a virtue of the highest regard among those who follow his example.

Relationships: Aarûn is wed to Tal'rëa, the mistress of dreams. The goddess Jolarä is fiercely loyal to him, though they do not always see eye to eye. While Aarûn and Sûldin have different approaches to reality, the Landforger respects Aarûn even in spite of his secret envy of the Lightbringer. Kal'rën and Aarûn are boon companions as they have fought many battles side by side against the hordes of Onûs. Aarûn's hatred of Onûs stems from deep mourning, as he greatly loved his brother and had high hopes for him before he fell into Darkness.

- | | |
|---------------------------------|-------------------------------|
| • Tal'rëa – Wife | • Tallis – Friend (Loyal) |
| • Jolarä – Friend (Loyal) | • Endëllion – Neutral |
| • Sûldin – Friend (Competitive) | • Vârsha – Neutral |
| • Kal'rën – Best Friend (Loyal) | • Snædis – Neutral |
| • Fënrir – Neutral | • Zephyr – Friend |
| • Zörena – Neutral | • Kiala – Daughter |
| • Eäminn – Neutral (Troubled) | • Melantha – Enemy (Distant) |
| • Roëna – Neutral (Distant) | • Perdita – Neutral (Distant) |
| • Asteria – Friend (Loyal) | • Dúnmharú – Enemy (Hostile) |
| • Xi'rian – Enemy (Hostile) | • Sléachta – Enemy (Distant) |
| • Gilana – Neutral | • Revati – Enemy (Distant) |
| • Onûs – Archenemy (Hostile) | • Iotama – Neutral |
| | • Ophira – Neutral (Distant) |
| • Aviaz – Son | • Nypris – Neutral |
| • Zaria – Daughter | • Callixta – Neutral |
| • Solon – Son (Distant) | • Raziya – Friend (Distant) |
| • Selora – Friend (Loyal) | |

Dogma: Protect the weak, poor, and innocent. Defend those who cannot defend themselves, and perfect your body and mind so that you are able to offer such protection when the situation demands it. Never betray your word or an oath sworn. Be vigilant against the evils of the world and stand sure against adversity should it come your way. Banish doubt and fear from your mind, for only through



perseverance and clarity can the spirit overcome hardship. Be always ready for war - evil will not wait for you to prepare. Watch each sunrise and sunset. Live a pure life as an example to others and never falter in your creed.

Clergy & Temples: Clergy of Aarûn are not only healers and holy people, but also warriors. From the beginning of their training, priests of Aarûn learn to study the arts of warfare. While Aarûn is not a god of war specifically as is Roëna, Aarûn does value skill at arms and teaches his followers to do the same. Those that specialize in healing focus primarily on battlefield medicine and other such methods as well as learning to use a weapon, usually a longsword. Clerics of Aarûn dress simply, usually in white and gold surcoats or tunics, and are rarely seen without their armor. Temples of Aarûn are grand structures built of marble and gold, usually large enough to house the masses in the event of a disaster or similar event. Many followers of Aarûn organize into orders of holy knights devoted to protecting the weak. The most notable of these orders is the Order of the Morning Star, a well-known order of Paladins. The church of Aarûn follows a relatively strict hierarchy where achievement in times of war is highly valued, and many of the older members of the clergy are seasoned veterans of many wars.

Appearance: When Aarûn chooses to appear in physical form he manifests as a muscular, athletic man. Wearing heavy and ornate golden armor and a golden halo of radiant light around his head, he often appears suddenly and with great fanfare – his shield in one hand and “Purity’s Beacon”, his trusted weapon in the other.

Other Details: Typically, all followers of Aarûn make it a point to take a moment aside for prayer during each sunrise and sunset. Particularly devout followers will do this at noon of each day as well. More so than most faiths, followers of Aarûn will carry an amulet or trinket showing their devotion – even if they revere other gods as well (or even primarily). Aarûn is commonly worshipped by royalty and nobility among Elves and Humans and as such most individuals from these backgrounds will have at least a passing familiarity with (if not reverence for) the Lightbringer.





JOLARÄ

Mistress of the Wild, The Huntress, The Beastmother

Symbol: Feline paw with white fur and claws extended

Home Plane: The Solace of Nature

Portfolio: Animals, Hunting, Agility, Rebirth, Tracking, Survival, Chatûl

Worshippers: Chatûl, rangers, hunters, druids, good lycanthropes, dryads, nymphs and other woodland creatures

Domains: Animal, Chaos, Good, Passion, Protection, Strength, War

Favored Weapon: "Feline Claws" (twin daggers)

History: Jolarä is the goddess of the wild and patron of animals and those who live off of the wilderness. Since the beginning of creation, Jolarä has felt a special connection with the wilderness of Sidereus and has sought to steward and teach those that dwell within it. She is the creator of the Chatûl, who were brought into existence thanks to the power of Jolarä's own blood. This intimate connection to her chosen race has resulted in a bond that cannot be broken – and Jolarä is well known for interfering in the path of her children – even when the One has forbidden it. Jolarä is directly connected to her children through magical "spirit daggers" she has given each of them the power to create. These conduits enhance her awareness even as a deity and allow her to see first-hand the lives of each of her children as they live through each day. Jolarä is among the most proactive deities not only in mortal affairs but also within the society of the Ilith'ari themselves. Jolarä's perspective is that the mortals of the world are to be loved and cared for as children – a view few of the other Ilith'ari possess but one that has been commonly echoed by the One. Some of the Ilith'ari have accused Jolarä of being too enamored with mortals, a statement that may have some truth to it. Near the end of the Second Age, Onûs seduced Jolarä by disguising himself as a mortal man. Using this ruse, he was able to trick Jolarä into having carnal relations with him – causing her to become pregnant with the god Sléachta. Now her rage with Onûs knows no bounds and she has dedicated herself to the destruction of the Void Serpent and the redemption of her son.

Relationships: Jolarä is wed to no deity, though she has engaged in brief flirtations with Eäminn. She is fiercely loyal to Aarûn, Tal'rëa and Roëna, and will quickly jump to the defense of any of the gods of light should the need arise. She is hesitant to combat her son Sléachta but will do so if the situation is truly dire. Her hatred for Onûs knows no bounds. The Beastmother will lash out at him whenever the opportunity arises. She is dear friends with Kal'rën as she has had to rescue the Judge of the Slain from his own melancholy on many occasions.

- | | |
|----------------------------------|------------------------------|
| • Aarûn – Friend (Loyal) | • Tallis – Friend (Loyal) |
| • Sûldin – Friend (Distant) | • Endëllion – Neutral |
| • Tal'rëa – Friend (Loyal) | • Vârsha – Friend |
| • Kal'rën – Friend (Loyal) | • Snædis – Friend |
| • Fënrir – Neutral (Competitive) | • Zephyr – Friend |
| • Zörena – Neutral | • Kiala – Neutral |
| • Eäminn – Romantic (Distant) | • Melantha – Enemy (Distant) |
| • Roëna – Best Friend (Loyal) | • Perdita – Enemy (Distant) |
| • Asteria – Friend (Loyal) | • Dúnmharú – Enemy (Hostile) |
| • Xi'rian – Enemy (Hostile) | • Sléachta – Son (Hostile) |
| • Gilana – Neutral (Sympathetic) | • Revati – Enemy (Distant) |
| • Onûs – Archenemy (Hostile) | • Iotama – Friend |
| | • Ophira – Friend (Distant) |
| • Aviaz – Neutral | • Nypris – Neutral |
| • Zaria – Friend (Distant) | • Callixta – Neutral |
| • Solon – Neutral | • Raziya – Neutral |
| • Selora – Friend (Loyal) | |

Dogma: Respect the natural world, for it is the steward of your daily existence and to mistreat it is to endanger your own wellbeing. Maintain the natural balance of the wilderness but show kindness when you can. Teach others how to live in peaceful harmony with the forest so that your animal cousins may be protected as well. Teach those that hunt to make good use of what they take from nature and teach them also to help replace it. Punish with unrelenting fury those who would practice cruelty on wild creatures. For every tree that is felled, plant another in its place, for the trees are our cousins as well and their boughs keep us safe in the night.

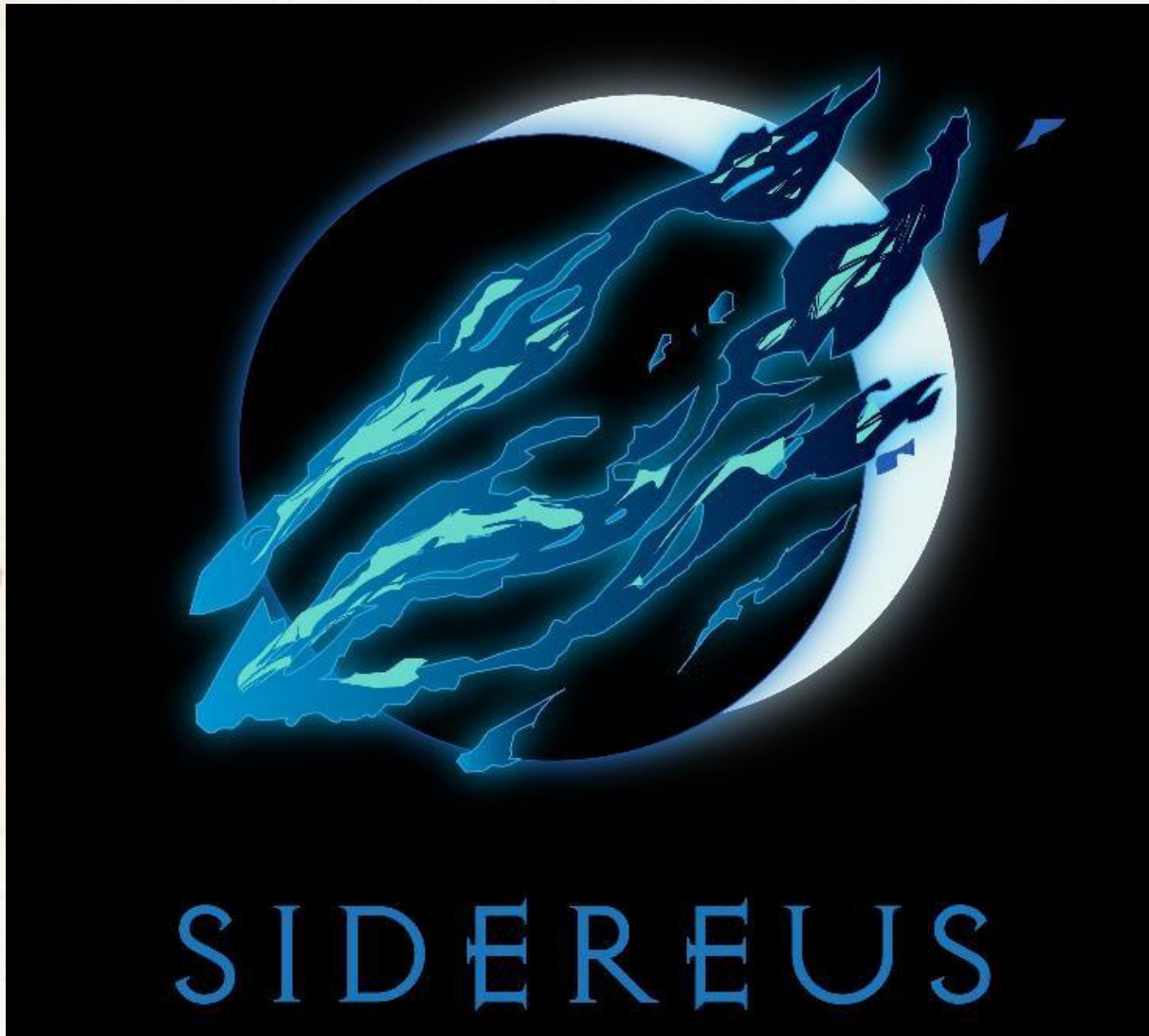


Protect the untamed places of the world from the touch of evil, and never let the armies of darkness overtake that which we hold most sacred.

Clergy & Temples: Clerics of Jolarä are dedicated to protecting nature from the forces of darkness. Their practices go beyond mere coexistence with nature, as their methods make them more a part of the untamed wild than most civilizations have the capability of being. The ceremonial clothing of the church of Jolarä consists of formal white robes with a red trim, as well as a red cloak with a white fur mantle. Sometimes, priestesses will wear similar garb into combat, in the form of a tabard or surcoat that is long sleeved in the winter and sleeveless in the summer. The church of Jolarä has only a loose formal hierarchy, but the elders of the faith are greatly respected. The Chatûl practice a somewhat different form of worship from most of the non-Chatûl worshippers of Jolarä, as certain Chatûl cultural practices like the Great Hunt are integrated in the worship of Jolarä.

Appearance: When Jolarä chooses to appear in mortal form, she often appears as a Chatûl though she is not restricted to this appearance. Her skin or fur is always stark white, like alabaster, with feline eyes and silver hair regardless of her physical shape. If she chooses not to appear naked (preferring her natural state of being) she dons expertly crafted armor made from dragon hide and scales.

Other Details: In most cases, followers of Jolarä pray at sunset and at midnight. Particularly devout followers may also pray at dawn and before every meal. Followers of Jolarä will commonly have the symbol of the Beastmother tattooed somewhere on their body, usually on the back of their hand, shoulder, or palm. If an individual reveres Jolarä as a secondary or tertiary deity, she may not carry or wear any markings. Nearly all Chatûl worship Jolarä at least in passing since they all have a divine connection to their creator. Only a few Chatûl choose to eschew this connection, but those who do are often ousted by their people.



SÛLDIN

The Landforger, The Master Smith, The Father of the Gûndre

Symbol: Hammer and Anvil

Home Plane: Sidereus

Portfolio: Creation, Earth, Metal, Smithing, Crafts, Protection, Dwarves

Worshippers: Gûndre, craftsmen, warriors, miners, blacksmiths, explorers, elementals

Domains: Craft, Earth, Law, Metal, Protection, Strength, War

Favored Weapon: "Fury of Ages" (maul)

History: Sûldin is arguably the most secretive and silent of all the deities of Sidereus. He is an intensely private deity who respects the same in his followers and constituents. Despite this trait, he loves his creations fiercely – and this includes his chosen people the Gûndre. Though there are other breeds of Dwarves across Sidereus, the Gûndre are the only group of Dwarves that Sûldin claims as his own. Sûldin is also known to the people of Sidereus as the Landforger, as it was his hand that first shaped the world of Sidereus – creating mountains and valleys from rock and stone. As a result of his inventive perspective and intrepidity, Sûldin was given domain over soil, metal and stone by Amin'Zerû when the world was first formed. It was Sûldin who played the largest role in the formation of the towering peaks and sloping valleys of Sidereus, as it was his very hands that shaped the landscape. Sûldin abides by the laws that Amin'Zerû set forth from the beginning of time, but he did falter once – when he gave into his fear and created the Gûndre in secret. Sûldin is one of the few gods who physically inhabits Sidereus, and watches over his people very closely. In war, he wades into battle with his trusty maul – the Fury of Ages – in his hand. He is unrelenting when he has chosen a path and expects his followers to be the same. Sûldin has often warred with Onûs, as the treacherous Void Serpent frequently works against the Land Forger either out of envy or spite. Even to this day, Sûldin lashes out against Onûs wherever possible holding a deep hatred in his heart for the harm Onûs inflicted upon Sûldin's lost love – the goddess Gilana.

Relationships: Sûldin has never been wed, though he has bound his spirit to Gilana and hopes one day for her return to the gods of the Light. It is said that when the earth quakes it is because Sûldin weeps heavy tears for his beloved. Sûldin is close with Aarûn, but the two bicker from time to time. Sûldin is somewhat distant with the other deities, though he is a stalwart friend and companion and will always stand by those he cares for. Above all is Sûldin's hatred for Onûs and Xi'rian. Sûldin hates Onûs with an unbridled passion, but his personal vendetta against Xi'rian knows no bounds.

- | | |
|----------------------------------|---------------------------------|
| • Aarûn – Friend (Competitive) | • Tallis – Son |
| • Jolarä – Friend (Distant) | • Endëllion – Neutral (Distant) |
| • Tal'reä – Friend (Distant) | • Vârsha – Neutral (Distant) |
| • Kal'rën – Friend | • Snædis – Daughter (Distant) |
| • Fënrir – Neutral (Competitive) | • Zephyr – Neutral (Distant) |
| • Zörena – Neutral (Distant) | • Kiala – Neutral (Distant) |
| • Eäminn – Friend (Distant) | • Melantha – Enemy (Distant) |
| • Roëna – Neutral (Distant) | • Perdita – Enemy (Distant) |
| • Asteria – Neutral | • Dúnmharú – Enemy (Hostile) |
| • Xi'rian – Archenemy (Hostile) | • Sléachta – Enemy (Distant) |
| • Gilana – Romantic (Distant) | • Revati – Neutral |
| • Onûs – Archenemy (Hostile) | • Iotama – Friend |
| | • Ophira – Neutral (Distant) |
| • Aviaz – Neutral (Distant) | • Nypris – Neutral (Distant) |
| • Zaria – Neutral (Distant) | • Callixta – Neutral (Hostile) |
| • Solon – Neutral (Distant) | • Raziya – Neutral (Distant) |
| • Selora – Daughter | |

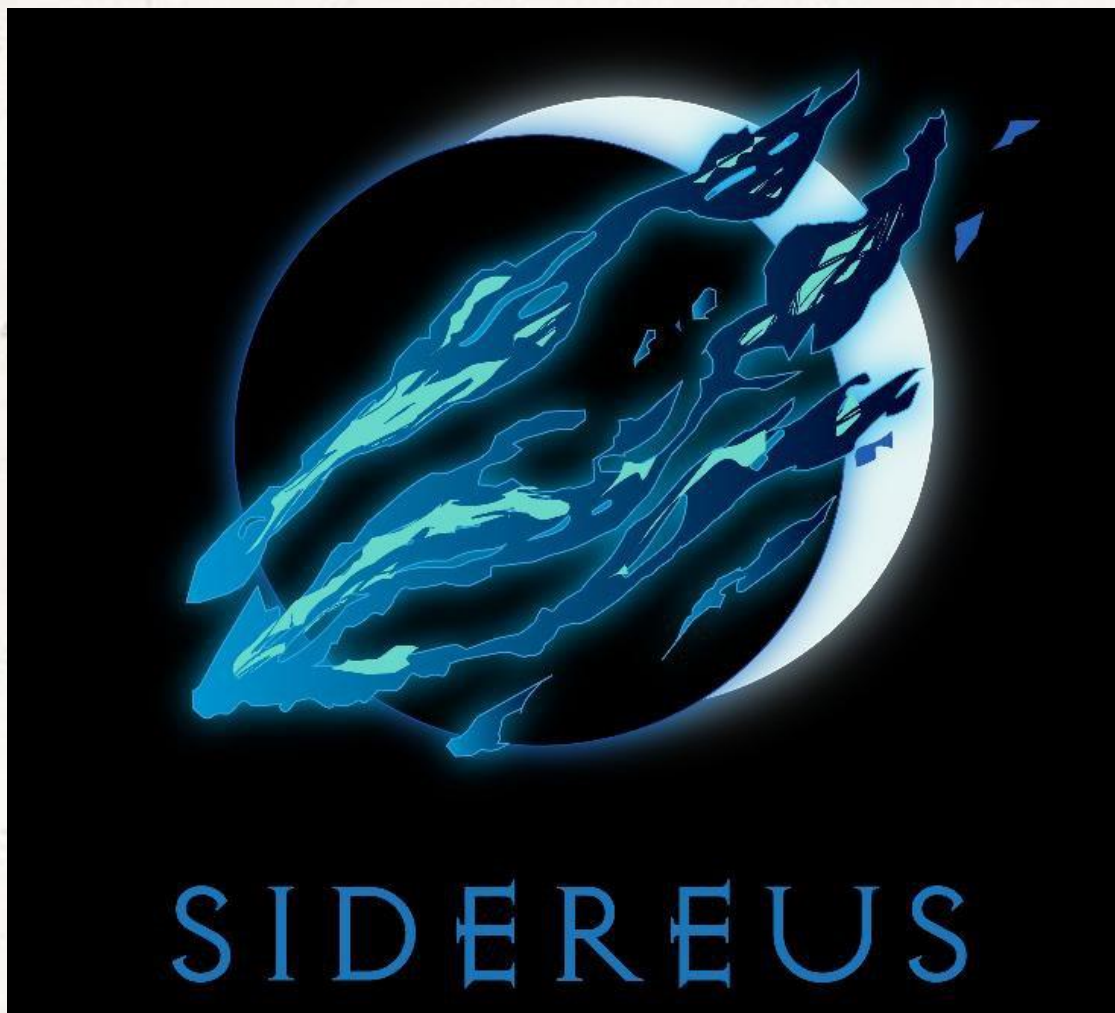
Dogma: Revel in the earth's bounty. Delve deep within her caverns and bring forth gems and metals so they may glitter in the light of day. Be wary lest you delve too deep and disturb the things you were not meant to know. Do not give your word lightly, but keep it once given. Sûldin abhors those that cannot keep a promise. A secret kept is a greater treasure than any gem or any stone, to betray a friend's trust is to sign one's soul over to damnation. Stand by your family and your house, for they are your strength in times of tribulation. Create to give praise to the One that created you, for sharing in the work of the Creator gives glory to the Mother of All.



Clergy & Temples: Priests of Sûldin are a pragmatic group that focuses on planning ahead to deal with the trials that come their way. The temples of Sûldin are normally decorated with gems and precious metals, ornate wall hangings and other crafts, to give praise to the Landforger. The clergy of Sûldin wear ornate robes of deep yellow or golden brown with a trimming of black in a bendy motif, decorated with elegant jewelry of silver, gold and platinum and fitted with all manner of gems. All clerics of Sûldin are accomplished craftsmen in one way or another, and many of Sûldin's temples are wealthy due to the value of the items that they trade. The majority of Sûldin's followers are Dwarves, though a fair number of Humans and Arxus have been known to follow him. Clerics of Sûldin from other races are often welcomed with special praise into Dwarven cities and strongholds, since any who respect the work of Sûldin respect the maker of the Dwarves, and therefore the Dwarves themselves.

Appearance: Sûldin chooses to appear in physical form only rarely, preferring to remain in spirit form and out of sight of mortals. When he does choose to appear, he is a towering figure with skin that takes on the appearance of granite or shale. Masterfully crafted armor of adamantium covers his body, his favored weapon – “Fury of Ages” – gripped tightly in his hands. His thick brown hair and long beard tied tight into heavy braids and eyes the color of molten metal, he is an intimidating figure to behold.

Other Details: In most cases, followers of Sûldin pray at their evening meal or when they begin a crafting project of some kind. Particularly devout followers may also pray immediately upon waking every morning. Sûldin worshippers will typically have a holy symbol they have crafted of some material, usually concealed somewhere on their person. It is considered a disgrace for a priest or paladin of Sûldin not to have crafted their own holy symbol – regardless of how crude the craftsmanship it is better that it be made with their own hands. Paladins and Priests of Sûldin will wear their holy symbol openly, but only in good company or if they know they could win any fight that may arise. If an individual reveres Sûldin as a secondary or tertiary deity, she may not carry or wear any markings. Nearly all Dwarves revere Sûldin at least in passing, as a mark of respect for the deity that created them.



TAL'RĒA

The Dreamweaver, The Mind Phantom, The Twilight Empress

Symbol: A feminine eye surrounded by nine stars on a white or black field

Home Plane: Celestial Plane (the Halls of Light)

Portfolio: Art, Dreams, Nightmares, Prophecies, Sleep, Twilight, Eidolon

Worshippers: Eidolon, artists, musicians, dancers, bipolar individuals, writers, teenagers, oracles, insomniacs

Domains: Chaos, Charm, Foresight, Good, Knowledge, Magic, Trickery

Favored Weapon: "Rod of Twilight" (quarterstaff)

History: Tal'rëa is a deity with three aspects. In her aspect as the Dreamweaver, Tal'rëa brings peaceful and happy dreams to the people of Sidereus – bringing hope to the hopeless and strength to the weak. In her aspect as the Twilight Empress, Tal'rëa enters the minds of those who sleep and shows them that there is more to the world than they can see with their waking eyes. She has been known to take special Hero born into the realm of the ethereal plane while they sleep to reveal important truths to them. In her aspect as the Mind Phantom, Tal'rëa brings nightmares to warn the good and to punish the wicked. When the Exalted Ones gather to decide on the fate of Sidereus, it is Tal'rëa that speaks for the One. While many on the face of Sidereus see Tal'rëa as capricious and unpredictable, she is entirely in control of her various aspects and knows the limits and dangers of her power. She is utterly beholden to the will of the One, and only acts in the manner that her mother wishes. Tal'rëa tends to avoid conflict herself, but she will not hesitate to act when it is needed of her. Since the machinations of Onûs began in earnest following the Celestial War, Tal'rëa has worked extremely hard to interfere with the workings of the Void Serpent – particularly in his attempts to undermine and destroy the Blessed Living. Just before the climax of the Third Age, Tal'rëa created the Eidolon for reasons few know. As the Eidolon entered the world for the first time, the power of Psionics was also created, allowing her children and others to see into the minds of the living and understand more of what was to come.

Relationships: Tal'rëa is wed to Aarûn, and is also the mother of Aviaz, Zaria, Solon and Kiala. She spends much of her energy working to aid and protect her family to the best of her ability. She has become particularly close friends with Selora and Vârsha since the young deities entered the world. Kal'rën is her twin brother, and the two remain close to this day, often allowing the dead to speak to their loved ones through the realm of dreams. Gilana and Tal'rëa were once the closest of friends, though Gilana's fall has tarnished their relationship. Tal'rëa still deeply mourns her friend.

- | | |
|----------------------------------|------------------------------------|
| • Aarûn – Husband | • Tallis – Friend |
| • Jolarä – Friend | • Endëllion – Neutral (Distant) |
| • Sûldin – Friend (Distant) | • Vârsha – Friend (Loyal) |
| • Kal'rën – Twin Brother | • Snædis – Neutral (Distant) |
| • Fënrir – Neutral | • Zephyr – Neutral (Distant) |
| • Zörena – Friend (Loyal) | • Kiala – Daughter |
| • Eäminn – Friend | • Melantha – Neutral (Sympathetic) |
| • Roëna – Neutral | • Perdita – Neutral |
| • Asteria – Best Friend (Loyal) | • Dúnmharú – Enemy (Distant) |
| • Xi'rian – Enemy (Distant) | • Sléachta – Enemy (Distant) |
| • Gilana – Best Friend (Distant) | • Revati – Enemy (Distant) |
| • Onûs – Enemy (Hostile) | • Iotama – Friend |
| | • Ophira – Neutral |
| • Aviaz – Son | • Nypris – Friend |
| • Zaria – Daughter | • Callixta – Friend (Loyal) |
| • Solon – Son | • Raziya – Friend |
| • Selora – Friend (Loyal) | |

Dogma: Sleep is the domain of peace. Let dreams come to those who need them, and let pain come in the night to those who are wicked. The waking world is predictable and dull, in the Dreamscape come into the embrace of the Celestials and learn of the greater things that await those who are pure of heart. Be unwavering in your pursuit of inspiration, and always strive to bring inspiration to others. Assist those who cannot find their way to sleep so that they may feel the comfort of a rested mind and body. Seek to experience

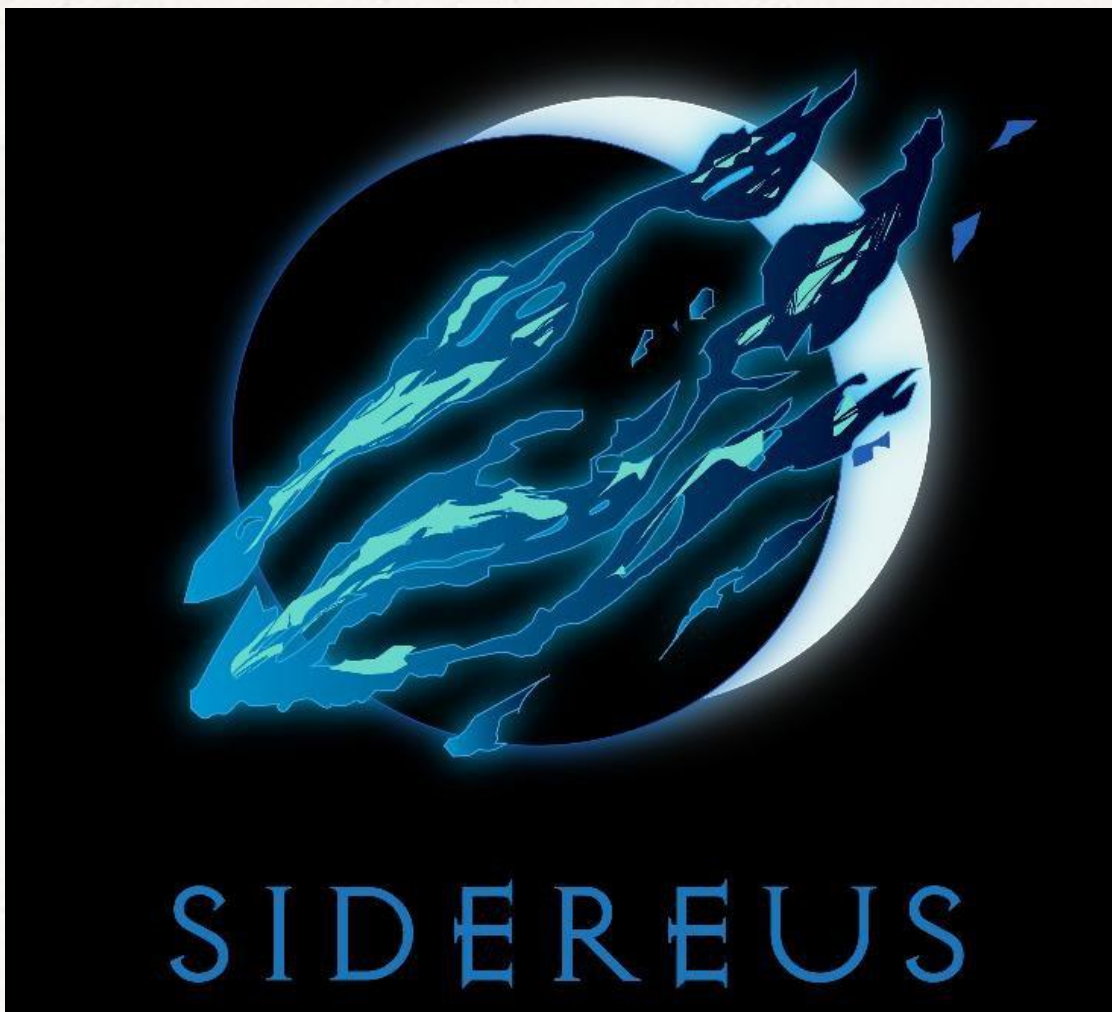


your dreams for they are a communication from the divine. Always allow yourself and others time to rest. Hard work is necessary, but without rest, such work cannot be done well.

Clergy & Temples: The Church of Tal'rëa is split into three distinct sects. The Clerics of the Dreamweaver aspect are a benevolent group, seeking to support artists and performers of all kinds. Many in their ranks are artists of some kind or another, and they favor imagination and creativity. They dress in pale blue robes adorned in malachite and silver. The Clerics of the Twilight Empress aspect focus on her aspect as a bringer of sleep are also a benevolent group, though they tend to stay out of worldly affairs. Many in their ranks succumb to the use of drugs or other illicit substances. They dress in royal blue robes and do not typically adorn themselves with jewels. The Clerics of the Mind-Phantom aspect are mischievous and often cruel. They revel in Tal'rëa's work as a bringer of nightmares, and many of them are murderers or thieves. Their presence is rarely, if ever, welcome in towns across Sidereus. They typically wear midnight blue and dark purple robes.

Appearance: Tal'rëa in her physical form is a lithe and graceful figure, imposing and overwhelming to behold. Her skin takes on shifting tones, from a dusky blue when she is at peace to a deep and endless midnight black laced with opalescent points of light when she is enraged. She wears ornate robes and a crown of stars about her head. Her thick brown hair hangs in heavy curls down to her shoulders, and her eyes sparkle like expertly cut peridot gems.

Other Details: In most cases, followers of Tal'rëa pray at twilight or before going to sleep in the evening. Particularly devout followers may also remain awake to pray at midnight. Tal'rëa worshippers will typically have a holy symbol crafted of silver or malachite, usually concealed somewhere on their person. Paladins and Priests of Tal'rëa will wear their holy symbol openly regardless of company. If an individual reveres Tal'rëa as a secondary or tertiary deity, she may not carry or wear any markings. Nearly all Eidolon revere Tal'rëa to some degree, and Eidolon priests of the Dreamweaver are possible if not common.



KAL'RËN

Warden of the Halls of the Dead, Judge of the Slain, Steward of the Afterlife

Symbol: A skeletal fist clutching a crossed hammer and olive branch

Home Plane: The Halls of the Dead

Portfolio: Death, Justice, Dying, The Dead, The Afterlife, Law, Judgment

Worshippers: The dying, judges, families of the dying, gravediggers, undead hunters, morticians, law officers

Domains: Death, Fate, Good, Law, Light, Protection, Purification

Favored Weapon: "The Hammer of Justice" (warhammer)

History: Kal'rën is the twin brother of Tal'rëa, but is nothing like his exuberant and somewhat unpredictable sister. Kal'rën is a somber and pragmatic deity who accepts his duty with an earnest and focused devotion. Though he remained silent during much of the Celestial War in the Second Age, Kal'rën's contribution to the world of Sidereus during the tumultuous time was nevertheless invaluable. At the behest of the One, Kal'rën was able to wrest many of the souls Onûs attempted to devour during that time from the Void Serpent's grasp. When the demonic agents of the gods of darkness fell upon the Halls of the Dead to collect more souls, it was Kal'rën and his beloved Zörena that stood alone in defense of the souls of the deceased. While Kal'rën is primarily known in his role as the god of death, he is also a god of justice. Many across the world revere him in this regard, particularly judges and officers of the law. In addition, Kal'rën intensely hates the undead. Viewing the undead as monstrosities and abominations that fly in the face of everything that is natural, particularly the natural coming of death, Kal'rën instructs all of his followers not to tolerate the presence of undead in any form even for a brief moment. Since the dawn of the Fourth Age, Kal'rën has taken more significant steps to eradicating undead wherever they may be found – particularly those under the thrall of Onûs. It is said that Kal'rën's motivations have changed because he has plans to act against Onûs directly, but no one can confirm this in one way or another.

Relationships: Kal'rën is wed to Zörena, the goddess of Fate. Bound together by the will of the One, they are an inseparable pair and frequently abide within Kal'rën's domain within the Halls of the Dead. Kal'rën is particularly close with his sister Tal'rëa and her husband Aarûn. Vârsha, the daughter of Kal'rën and Zörena, is an unusual parallel to her parents' somber and otherwise quiet demeanor, but as a family they are very close and associate well. Kal'rën has only one true enemy – the god Dúnmharú, as he entreats mortals to send others to die long before their time.

- | | |
|-------------------------------|----------------------------------|
| • Zörena – Wife | • Tallis – Friend (Distant) |
| • Aarûn – Friend (Loyal) | • Endëllion – Neutral |
| • Jolarä – Friend | • Vârsha – Daughter |
| • Sûldin – Friend | • Snædis – Friend (Loyal) |
| • Tal'rëa – Twin Sister | • Zephyr – Friend (Loyal) |
| • Fënrir – Neutral | • Kiala – Friend |
| • Eäminn – Friend (Loyal) | • Melantha – Neutral (Distant) |
| • Roëna – Neutral | • Perdita – Neutral |
| • Asteria – Friend (Loyal) | • Dúnmharú – Archenemy (Hostile) |
| • Xi'rian – Neutral (Distant) | • Sléachta – Neutral |
| • Gilana – Neutral | • Revati – Neutral |
| • Onûs – Enemy (Hostile) | • Iotama – Neutral |
| | • Ophira – Friend (Distant) |
| • Aviaz – Friend (Distant) | • Nypris – Neutral |
| • Zaria – Friend (Distant) | • Callixta – Neutral |
| • Solon – Friend (Loyal) | • Raziya – Friend (Student) |
| • Selora – Friend (Loyal) | |

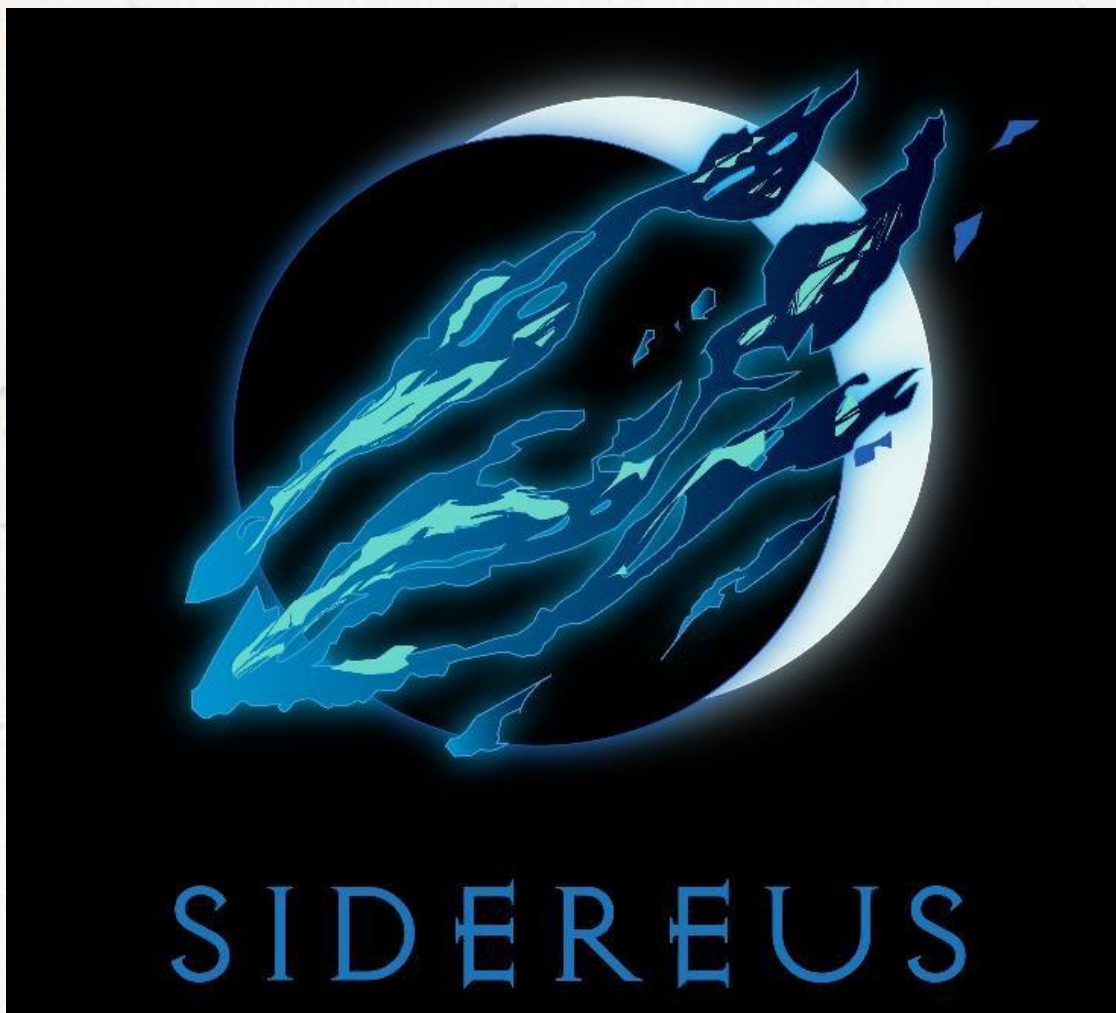
Dogma: Death is a sacred part of the cycle of life. It is not an ending but a stage of transcending the mortal coil to pass on into the realm of the divine. It is not a punishment but a way to allow the old souls of the world to seek their rest and to allow the younger spirits to take their place upon the stage of life. Help others die with dignity at their appointed time and no sooner. Speak against those that would artificially prolong their life or steal the life of others, such as the undead. Honor the dead; forgetting them is to forget where we are now – and why. Bring solace and peace to the dying and their kin so that all may know the light of the divine awaits them at the end of the cold and lonely walk of life.



Clergy & Temples: The Church of Kal'rën is arguably one of the most well-known churches across the face of Sidereus. People of all races and creeds flock to the halls of Kal'rën and his clergy because of one simple fact; all things die. With the exception of the Nephel and the Elves, all of the Bloodlines of Sidereus seek out the clerics of Kal'rën in order to ensure their loved ones are properly cared for as they exit their mortal existence. Clerics of Kal'rën come from all races, even the immortals participate in the faith as their greater understanding of the cycle of existence makes them perfect counselors for grieving members of mortal families. Clerics of Kal'rën typically wear dark blue robes with black trim and sometimes white sashes. Any jewelry they do wear is silver, and commonly adorned with topaz, jade, or garnet. Clerics of Kal'rën always wear their holy symbols openly, as they do not fear retribution from any source. In addition, Clerics of the Judge of the Slain will hunt down and slay undead wherever they may find them.

Appearance: When Kal'rën chooses to appear in physical form, he takes the form of a tall and somewhat slender male, clad in heavy ebon armor carved in exquisite detail. His skin is pure white like driven snow and his hair is black as night. Kal'rën avoids direct conflict whenever possible, but when he does choose to enter battle he is a terrifying opponent to behold.

Other Details: Followers of Kal'rën typically make time for prayer at midnight and at sunset. Particularly devout followers will also find time for prayer before sleeping and when they wake. Non-clerical followers of Kal'rën do not typically wear or carry a holy symbol with them – though they will often hang olive branches in or around their place of residence, particularly at the foot or head of their bed. Kal'rën is commonly revered widely by just about every person on the face of Sidereus since his stewardship of the Halls of the Dead means every mortal creature will encounter him at some point.



FËNRIR

The Windrider, The Soaring Spirit, The Watcher in the Sky

Symbol: A silver-winged pegasus before a crescent moon.

Home Plane: Celestial Plane (The Supernal Aerie)

Portfolio: Air, Navigation, Avian Beasts, Sailing, Daring, Swiftiness, Humans

Worshippers: Bards, rogues, rangers, travelers, winged beings, humans, sailors

Domains: Air, Animal, Chaos, Good, Knowledge, Luck, Trickery

Favored Weapon: "Swiftwind Razor" (rapier)

History: Fënrir may appear to be aloof and distant to those who do not know the deity well. He rarely, but randomly, intercedes in the affairs of mortals. As far as anyone can determine he seems to choose random and somewhat unrelated times to involve himself with his followers – with little rhyme or reason as to the how or why of it. What may appear at first glance to be a detached perspective is in fact the heart of Fënrir's genius. Fënrir only chooses to act at the last moment and often only when it will have the most significant impact. Aside from these pivotal movements, Fënrir will generally remain isolated from the major events of the world. During the Celestial War, Fënrir was all but uninvolved aside from making a few choice moves during the early stages of the war that eventually played a part in convincing Roëna to leave the side of the gods of Shadow. A similar pattern can be seen in Fënrir's creation of humanity. When Fënrir created Humans he was barely present as they entered the world, refusing to coddle and care for them as the other gods did. Fënrir wished that his children would become free and unhindered by the constraints of his design, leaving them free to evolve as they would. As a result, the human race became the "Unfettered Children" able to adapt and change more freely than any of the other races on Sidereus. As the Third Age came to a close, Fënrir's concern for the fate of Sidereus became more apparent, as his tricks and taunting of Xi'rian moved to outright warfare following the fall of Asteria. Now Fënrir remains a powerful, if unpredictable force in the world.

Relationships: Fënrir is bound to no other deity. Aside from a mildly competitive relationship with the goddess Jolarä, Fënrir tends to prefer his own company to anyone else's. He also tends to tease and taunt Sûldin, though his attempts are generally meant with a humor in mind. Fënrir loathes Xi'rian and Onûs for their part in the Celestial war and the damage they did to the human race. Since the dawn of the Fourth Age, Fënrir has developed a flirtatious interest in the goddess Vârsha, and while she shares his interest, she knows nothing of his affections.

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|----------------------------------|----------------------------------|
| • Aarûn – Neutral | • Tallis – Friend (Distant) |
| • Jolarä – Neutral (Competitive) | • Endëllion – Friend |
| • Sûldin – Friend (Competitive) | • Vârsha – Romantic (Conflicted) |
| • Tal'rëa – Neutral | • Snædis – Friend (Distant) |
| • Kal'rën – Neutral (Distant) | • Zephyr – Friend |
| • Zörena – Neutral | • Kiala – Neutral |
| • Eäminn – Friend (Distant) | • Melantha – Neutral (Distant) |
| • Roëna – Neutral (Distant) | • Perdita – Neutral (Distant) |
| • Asteria – Neutral (Distant) | • Dúnmharú – Enemy (Distant) |
| • Xi'rian – Enemy (Hostile) | • Sléachta – Enemy (Distant) |
| • Gilana – Neutral | • Revati – Enemy (Distant) |
| • Onûs – Enemy (Hostile) | • Iotama – Neutral |
| | • Ophira – Neutral (Distant) |
| • Aviaz – Neutral (Distant) | • Nypris – Neutral (Distant) |
| • Zaria – Neutral (Distant) | • Callixta – Friend (Distant) |
| • Solon – Neutral | • Raziya – Neutral |
| • Selora – Neutral (Distant) | |

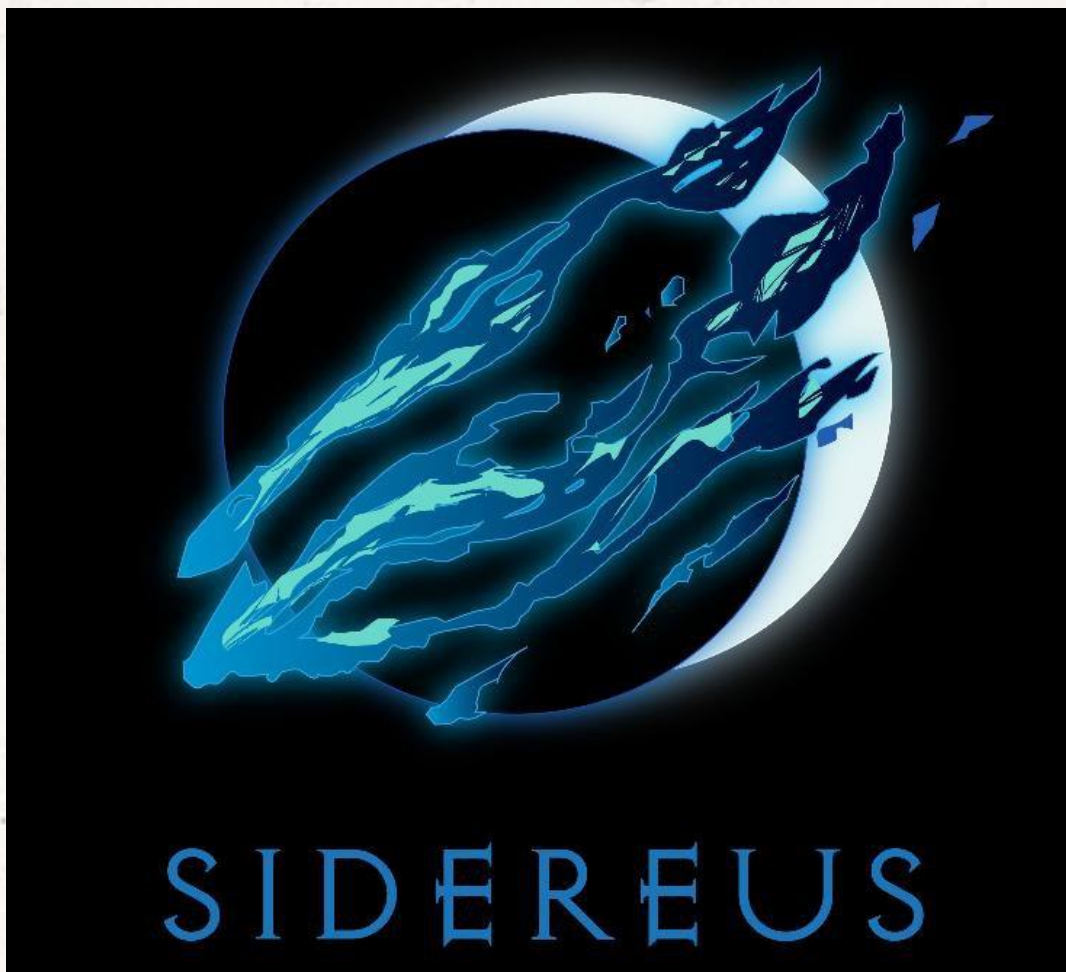
Dogma: The endless expanse of the heavens is a holy place, and the winds are a gift from the Windrider to show you the love of the sky above you. Embrace the winds and follow their example, for on the face of Sidereus there is much to see. Journey to distant horizons and seek out new things to experience and behold. Strive to bear witness to each sunrise and sunset, move out amongst the mountain peaks and the plunging valleys. Spread stories and knowledge as the wind spreads seeds and rain. Uncover and restore relics of the past wherever you find them. Never turn away a traveler in need, for travelers do the work of Fënrir with every step they take.



Clergy & Temples: Members of the Church of Fënrir are expected to be self-sufficient and rely on the hospitality of others, often working as trailblazers, guides and protectors of those who must travel to survive. It is the noble quest of the servants of Fënrir to help restore the lost portal networks from the Second Age. They are often aided in this cause by many of the Blessed Living since it is the portal network that keeps the lands of Sidereus safe from the powers of Shadow. While there is no organized church, and temples to Fënrir are rare, the individual Clerics will always provide services to travelers, explorers and adventurers free of charge. Clerics of Fënrir typically wear plain traveling clothes, the only indication of their faith being the holy symbol that they carry with them. Despite their penchant for exploration, the true followers of Fënrir are sure to leave all things they see undisturbed. The Church of Fënrir is popular among circles of thieves however, as the Windrider's dogma is generally lenient when it comes to issues of personal property. Spies and other agents of secrecy also find a home within the Church of Fënrir's walls, because the Church's information network is often vast.

Appearance: Fënrir does not often appear in physical form to mortals, preferring to observe from afar. When he does appear, he frequently takes the form of a Human or Elven male in his middle years. Typically, he has skin the color of aquamarine stones with eyes that take on an opalescent hue. He wears his hair cut short and it tends to blow about constantly as if always caught in an unseen breeze.

Other Details: Followers of Fënrir pray, as a rule, whenever they feel the need. Even the most devout followers will only take time aside from prayer when they feel the need. Fënrir's instruction is that prayer is secondary to actually experiencing life, so generally the more devout the follower the less stringent they are about adhering to any strictures of worship. The same general rule applies to holy symbols, which may or may not reflect the more "official" holy symbol of Fënrir. Everything from wings to feathers to various birds of prey have been used as images to illustrate a devotion to Fënrir. There is no particular racial attachment to Fënrir as a god, in fact devotion to the Windrider is especially common among Satyr.



ZÖRENA

Hand of the One, The Fateweaver, The Doomgiver, Bringer of Endings

Symbol: A broadsword pointed upward flanked by unfurled wings

Home Plane: The Halls of the Dead

Portfolio: Fate, Death, Life, Past, Future, Balance, Watchfulness

Worshippers: Warriors, risk-takers, gamblers, judges, executioners, wizards, soldiers, fortune tellers

Domains: Death, Fate, Foresight, Good, Knowledge, Law, Life

Favored Weapon: "Doomgiver" (bastard sword)

History: Of all the gods of Sidereus, Zörena is the only one of the Ilith'ari who knows what will transpire at the end of the world. Zörena has been burdened with the great and dread knowledge of the end times that is known only to the One, her consort, and Zörena herself. Not even her husband Kal'rën knows the secrets that have been bound inside Zörena's mind, a fact that troubles him – not for a need to have the knowledge for himself, but rather because it troubles his heart to know of how his beloved must be burdened with this knowledge. Zörena was given the knowledge of the lay of the end of days. Along with that knowledge was the terrible burden of forever being apart from her fellow Ilith'ari. At every juncture of the history of Sidereus, she has opposed Onûs and his attempts to undermine the ultimate plan of the One. Zörena is the only one among the Ilith'ari who has been able outmaneuver Onûs, and despite his best efforts he has not once been able to best her. Since the dawn of the Fourth Age, Zörena has taken a considerably more aggressive stance against Onûs, to the point of finding mild loopholes in the laws of the One in order to stop him. Now, as time moves forward, rumors stand of a handful of Heroborn handpicked by the Fateweaver for the express purpose of interfering with the designs of the Void Serpent and stopping him wherever they may.

Relationships: Zörena is wed to Kal'rën. Bound together by the will of the One, they are an inseparable pair and frequently abide within Kal'rën's domain within the Halls of the Dead. Despite her tendency to be distractible and morbid, Kal'rën's love brings light to her eyes. Zörena has adopted Solon and Zephyr as her students, hoping that by influencing them she will have more tools at her disposal to stop Onûs. Vârsha, the daughter of Kal'rën and Zörena, is an unusual parallel to her parents' somber demeanor, but as a family they are very close and associate well.

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|-------------------------------|---------------------------------|
| • Kal'rën – Husband | • Tallis – Neutral (Distant) |
| • Aarûn – Neutral | • Endëllion – Neutral (Distant) |
| • Jolarä – Neutral | • Vârsha – Daughter |
| • Sûldin – Neutral (Distant) | • Snædis – Neutral |
| • Tal'rëa – Friend (Loyal) | • Zephyr – Friend (Student) |
| • Fënrir – Neutral | • Kiala – Neutral |
| • Eäminn – Friend (Loyal) | • Melantha – Neutral |
| • Roëna – Friend (Distant) | • Perdita – Neutral |
| • Asteria – Friend (Loyal) | • Dúnmharú – Enemy (Distant) |
| • Xi'rian – Neutral (Distant) | • Sléachta – Neutral (Distant) |
| • Gilana – Friend (Distant) | • Revati – Neutral (Distant) |
| • Onûs – Archenemy (Hostile) | • Iotama – Neutral |
| | • Ophira – Friend (Loyal) |
| • Aviaz – Neutral (Distant) | • Nypris – Neutral |
| • Zaria – Friend (Loyal) | • Callixta – Neutral |
| • Solon – Friend (Student) | • Raziya – Friend |
| • Selora – Neutral | |

Dogma: No creature but the One can see all ends. All other creatures are powerless before Her infinite power. Succumb to your fate without complaint, for you are powerless before the grinding wheels of inevitability. Birth and death are the same before the power of Fate, and ultimately no mortal can change these things. Only birth and death are absolute, and even then only at their appointed hours. Seek to maintain the balance in all existence, for Order cannot exist without Chaos, nor can Chaos exist without Order. Just as all things must come to an end, so too must all endings give way to a beginning. Commit to writing all events that you witness before you, so that the cycle of beginnings and endings may be recorded for future posterity.



Clergy & Temples: There is no one Church of Zörena. The Churches of the Bringer of Endings is separated into many disparate cults who all see the message of Zörena in many different lights. Ranging from the Order of Infinite Beginnings, who focus on aiding expecting mothers and their families as they give birth to the newer members of the populace of Sidereus, all the way to the Church of the Doomgiver, whose clergy record every death that occurs across the face of Sidereus. There is a relatively large variety of faiths based on the teachings of Zörena, and as such there is no way to tell what type of person you are dealing with when you face a Cleric of the Bringer of Endings. While some Clerics of Zörena dabble in darker arts and may even be considered evil, no true follower of Zörena would murder or end life without just cause. Many followers of Zörena are fortune tellers or diviners of some kind or another, making use of a wide variety of divinatory methods to see the strands of fate as they unravel and understand the plan of the One.

Appearance: When Zörena does appear in physical form, she is clad in heavy black robes that conceal her entire form. On the rare occasion that she removes her robes, she stands as a glorious and imposing figure. When fully exposed she is adorned in blazing silver-white armor with a winged helm upon her brow. Her powerfully enchanted blade "Doomgiver" in one hand and her golden shield in the other, all of the other Ilith'ari take pause before her obvious power. Her skin is opalescent or obsidian in hue and her hair the opposite depending on her mood, and her eyes are like blazing sapphires.

Other Details: Those who revere Zörena frequently pray at dawn, dusk or midnight. Particularly devout followers will often set aside an hour every day to undertake a silent vigil. Priests and paladins will often undertake a longer vigil. Followers of Zörena are often as somber as their goddess, knowing that there is more to the world than even the most gifted individual can see. Followers of Zörena will typically conceal their holy symbol unless they are a member of the clergy or a paladin. While there are fewer direct followers of Zörena than of nearly every other deity across Sidereus, all revere her in some fashion or another – for what power in the world is greater than that of Fate.



EÄMINN

Finder of the Lost, The Silent Hunter, The Wanderer

Symbol: A broken sword pierced by an arrow

Home Plane: Celestial Plane (the Honden of Tranquility)

Portfolio: Diplomacy, Freedom, Peace, Exploration, Travel, Discovery, Adventure

Worshippers: Travelers, explorers, diplomats, healers, hunters, rangers, adventurers, archers

Domains: Charm, Foresight, Good, Knowledge, Life, Protection, Purification

Favored Weapon: "Peacebringer" (longbow)

History: From his creation Eäminn was a quiet being, hesitant in action and often reluctant to participate in the creation of Sidereus. When the Celestial War ravaged Sidereus and the surrounding planes, it was Eäminn who tried to force his brethren on both sides to see the error of their ways and end the conflict. Early on, Eäminn acted against those Ilith'ari on the side of Light and those on the side of Shadow in an attempt to end the conflict before it began. The goddess Zörena understood Eäminn's intentions and warned him that he could not change the course of the future, but the Wanderer persisted – stubborn in his own hope. While Eäminn's actions made a slight impact, the die had been cast and the machinations of Onûs were elaborate and deeply set. By the time Eäminn decided to stand firmly with the other gods of Light there was little left for him to do. It was at this time that Eäminn set out to destroy Onûs. During the final conflict of the gods before Amin'Zerû ended the Celestial War herself, Onûs was engaged in personal combat with Aarûn as the melee of gods, angels and demons swirled around them. Seeing his opportunity, Eäminn knocked an arrow he had woven with words of unmaking from the Celestial Tongue – the language of the gods – and took aim. Onûs foresaw Eäminn's plan and managed to put the Wanderer in a difficult position. Manipulating the battle, Onûs positioned Aarûn between Eäminn and himself, nearly causing the Silent Hunter to mistakenly slay Aarûn. Were it not for the further manipulation of Zörena, Aarûn would surely have been unmade at Eäminn's hand.

Relationships: Eäminn is not joined with any other deity. To this day Aarûn has not forgiven Eäminn for his fault during the Celestial War. While Eäminn did not heed Zörena's counsel originally, he now takes her advice very seriously. Eäminn is romantically inclined toward Zaria, but as she is Aarûn's daughter he is fearful of approaching her. Eäminn and Melantha share a romantic involvement that is made difficult by their affiliations. In addition, Jolarä expresses some romantic affection for Eäminn, though this is frequently complicated by her own secret motivations.

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|-------------------------------|----------------------------------|
| • Aarûn – Neutral (Troubled) | • Tallis – Friend (Loyal) |
| • Jolarä – Romantic (Distant) | • Endëllion – Neutral |
| • Sûldin – Friend (Distant) | • Vârsha – Neutral |
| • Tal'rëa – Friend | • Snædis – Neutral (Distant) |
| • Kal'rën – Friend (Loyal) | • Zephyr – Neutral |
| • Fënrir – Friend (Distant) | • Kiala – Romantic (Distant) |
| • Zörena – Friend (Loyal) | • Melantha – Romantic (Troubled) |
| • Roëna – Friend (Loyal) | • Perdita – Neutral (Distant) |
| • Asteria – Friend (Loyal) | • Dúnmharú – Neutral (Hostile) |
| • Xi'rian – Enemy (Hostile) | • Sléachta – Enemy |
| • Gilana – Neutral | • Revati – Neutral (Distant) |
| • Onûs – Archenemy (Hostile) | • Iotama – Neutral |
| | • Ophira – Neutral |
| • Aviaz – Neutral | • Nypris – Neutral |
| • Zaria – Romantic (Secret) | • Callixta – Neutral |
| • Solon – Neutral (Distant) | • Raziya – Neutral |
| • Selora – Friend (Loyal) | |

Dogma: Do not raise your hand in violence unless there is no recourse. Hands were made to love and heal, not to cause harm or pain. If you have no other option, end whatever conflict you are forced to enter quickly and without malice or spite. If you must kill, offer a prayer for the soul you dispatch to the Halls of the Dead. Be an example to those around you and offer any joy or healing you can wherever it is needed. Think of others first and yourself last always. Look for peace with keen eyes, lest you be fooled by those who

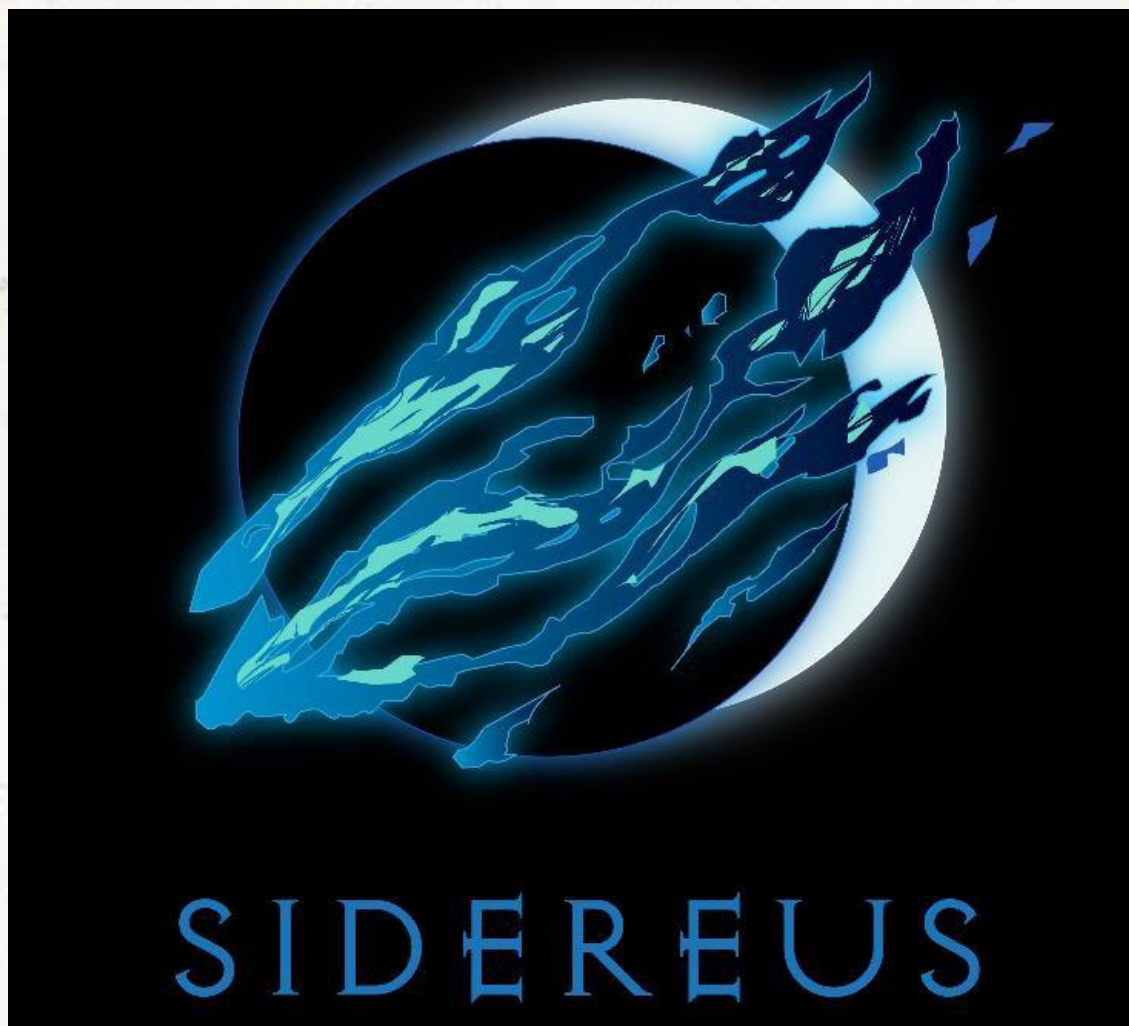


seek only war. Never turn away a worthy soul who is in need of your aid. Travel often and enjoy the world's bounty. Always extend your hand to the weak, the innocent, and the poor.

Clergy & Temples: The Clerics of Eäminn can generally be separated into two groups. Those that follow the Path of the Wanderer are devoted to providing healing and rescue wherever there are individuals in need. They have a large conglomerate of shelters which provide aid to individuals who have fallen on hard times. Their priests and priestesses are particularly skilled in the art of healing, and while many of them are pacifists, they are talented in providing battlefield healing nevertheless. Those that follow the path of the Silent Hunter are skilled hunters and archers beyond compare. Clerics of Eäminn rarely display any qualms about battling undead and demons. Such creatures are seen as being beneath contempt and not worth sparing. It is rumored that a powerful enough cleric of Eäminn can destroy undead creatures with nary a glance. Clerics of Eäminn that follow the path of the wanderer dress in simple, yet elegant clothing. They wear bright reds with black trim, and commonly adorn their clothing with jewels of various types that they frequently give away to the poor. Clerics of Eäminn that follow the path of the silent hunter typically wear grey and green and rarely carry anything with them aside from what they need. Some even work as assassins for righteous causes.

Appearance: Eäminn is a shadowy figure, wearing his hooded cloak pulled low and rarely revealing his true face. On the rare occasions where he wades into battle, he carries "Peacebringer", his powerful bow, to end the conflict with a single well-placed shot before it even begins. He has a slim, but well-muscled build and deep eyes that are dark as flint. It is said that his gaze is so precise he can see the true intentions of any being's soul from miles away.

Other Details: Followers of Eäminn make time for prayer when they wake and before embarking on any journey. Typically, more devout followers will pray at dawn as well. Followers of Eäminn may carry a holy symbol made of simple materials – usually wood or steel. This is less likely if Eäminn isn't their primary deity. Eäminn is often worshipped by Elves and Humans, and as a result there is at least a moderate amount of cultural familiarity.



ROËNA

The Warbringer, The Mistress of Flames, The Burning Scourge

Symbol: A raging flame surrounding a feminine form

Home Plane: The Elemental Plane of Fire

Portfolio: Fire, Passion, Fury, War, Rebellion, Retribution, Obsidian Elves

Worshippers: Warriors, barbarians, berserkers, pyromaniacs, prostitutes, vengeful individuals, rebels, Obsidian Elves

Domains: Chaos, Destruction, Fire, Passion, Purification, Retribution, War

Favored Weapon: "Soul's Inferno" (battleaxe)

History: Roëna is a dramatic, chaotic and impatient deity full of fire and passion, and possessed of a singular thirst for warfare and conflict. She cares not who she fights, only that a fight is taking place. In the early days of the First Age Roëna was seduced by Onûs, who played to her considerable vanity and convinced her to lay with him. She realized her folly shortly afterwards, but too late discovered she was with child. It was not long after that Endëllion was born into the world. Since those days, Roëna has held an unbridled hatred for Onûs, seeking only his destruction. To this end, she has gained many followers who choose the path of Light over the millennia, even though she follows neither Light or Shadow herself. Later, as the Celestial War came to pass, Roëna stood on the side of the gods of Shadow for a time – despite her hatred of Onûs - because it was in her nature to seek balance in war. It was not long before she realized her error and stood beside the gods of Light. Since those dark days she has been redeemed, and while she still has not firmly chosen a side she will never again side with Onûs on any issue. Roëna has taken part in everything from the creation of the phoenix to the creation of the Satyr, but she has never actually created a living part of Sidereus herself. It is said that Roëna loves creation as much as the other gods, save for Onûs, but that she cannot interact with it too closely for fear of destroying it. While chaotic, Roëna is anything but fickle, and will stand by those she counts as friends or loyal constituents regardless of the obstacles that may bar her way.

Relationships: Roëna is not wed to any deity. While Aarûn is still reluctant to associate with Roëna, he has since forgiven her for her misstep during the Celestial War. Roëna has a rather considerable amount of romantic affection for Selora, but the interactions between the two are often unpredictable, preventing any long term romantic associations. As a result, Roëna tends to avoid romantic entanglements in general, preferring to occasionally interact with mortals. Roëna trusts Eäminn implicitly, more than most. Ultimately Roëna would like to see Xi'rian caged and Onûs squarely defeated.

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|---------------------------------|--------------------------------|
| • Aarûn – Neutral (Distant) | • Tallis – Neutral (Distant) |
| • Jolarä – Best Friend (Loyal) | • Endëllion – Son |
| • Sûldin – Neutral (Distant) | • Vârsha – Friend (Student) |
| • Tal'rëa – Neutral | • Snædis – Neutral (Distant) |
| • Kal'rën – Friend (Loyal) | • Zephyr – Neutral |
| • Fënrir – Friend (Distant) | • Kiala – Neutral |
| • Zörena – Friend (Loyal) | • Melantha – Neutral (Distant) |
| • Eäminn – Friend (Loyal) | • Perdita – Neutral (Distant) |
| • Asteria – Neutral | • Dúnmharú – Neutral (Distant) |
| • Xi'rian – Archenemy (Hostile) | • Sléachta – Neutral |
| • Gilana – Neutral (Distant) | • Revati – Neutral (Distant) |
| • Onûs – Romantic (Hostile) | • Iotama – Neutral (Distant) |
| | • Ophira – Friend (Distant) |
| • Aviaz – Neutral | • Nypris – Neutral |
| • Zaria – Neutral (Distant) | • Callixta – Friend (Student) |
| • Solon – Neutral (Distant) | • Raziya – Neutral |
| • Selora – Romantic (Troubled) | |

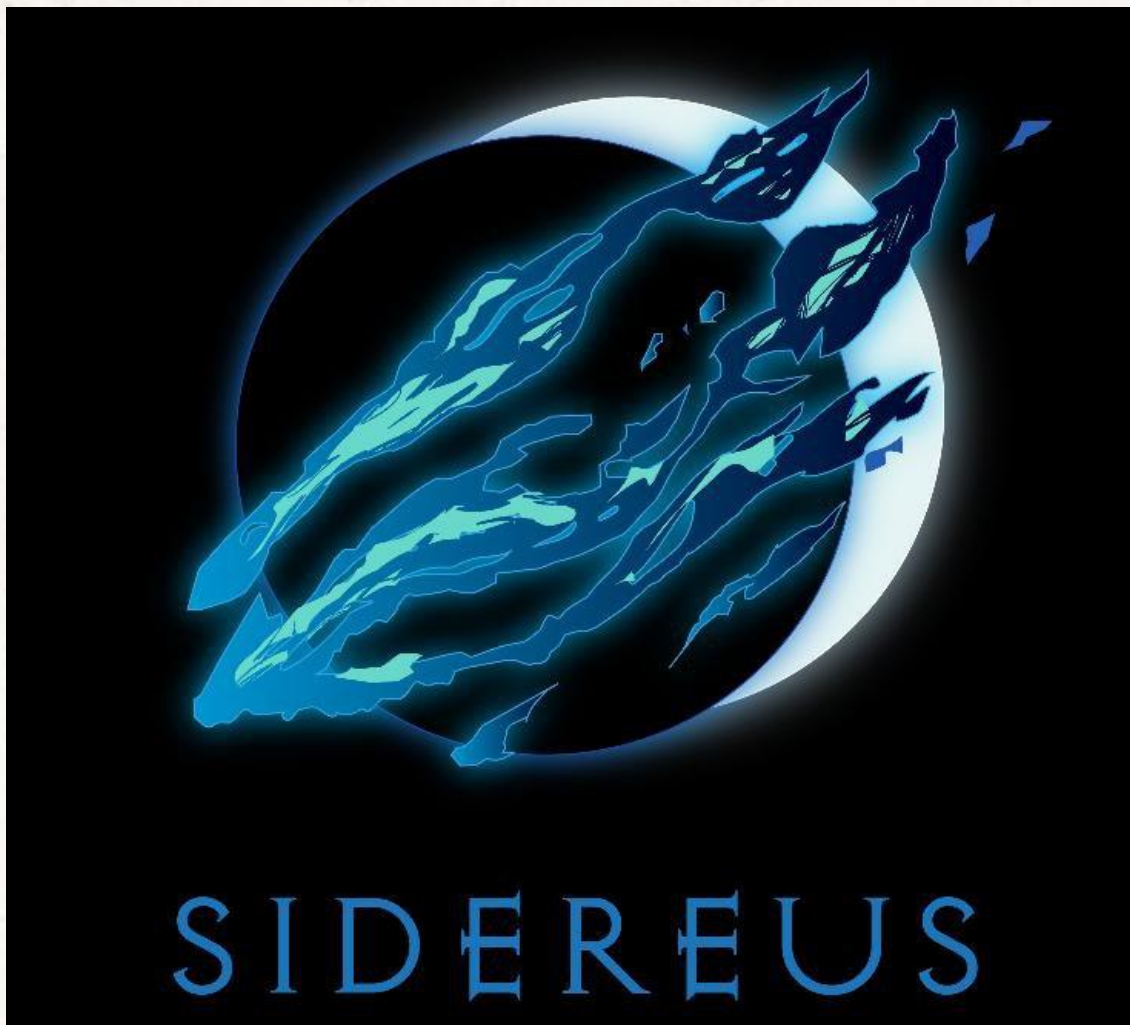
Dogma: Revel in the glorious beauty of flame. Let your heart be free of the shackles and restraints of doubt and fear. Revel in every experience - in pleasure and pain - as every experience is a chance to feel passion. Let your heart race in anticipation of every moment of life you are given. Act on your impulses and let your wants and needs drive you. Raise your blade and speak your mind, do not let anyone stifle you or stand in your way. Fill the night with revelry; battles and song, sex and blood. Celebrate with your body and share your desire with those who will. Never back down from a fight and never turn your back on an enemy.



Clergy & Temples: Those who follow Roëna do not gather in any manner of formal organization. Many of them are warriors, and a great number of them are women. Clerics of Roëna do tend to wear robes of deep reds and oranges; however this is more to reduce the visibility of bloodstains on their clothing than to celebrate any sort of religious affiliation. Priests and Priestesses of Roëna frequently offer martial training to townsfolk in various areas so that they do not find themselves poorly defended when agents of Onûs assail them. They will often go to the most poorly defended areas and take up residence, purely with the intent of provoking potential enemies into attacking so they can soundly defeat them. Often times priests and paladins of Roëna take up the stance that only the strong deserve to survive, but they also stand by the idea that any person can be strong. Clergy of Roëna will stand beside the weak in a conflict, only to drag them up by their collars and force a blade in their hands when they believe they cannot fight. In times of great duress, followers of Roëna are often welcome. On some occasions, clergy of Roëna are driven to more evil motivations and as a result they can bring war to the innocent. While Roëna frowns on an uneven battle, she will give her blessing to anyone who creates war.

Appearance: When she chooses to manifest in physical form, she appears as a breathtakingly gorgeous woman with basalt skin and glittering eyes of roiling magma. Tall, and well-muscled, with a grace that belies her strength. In battle, her fiery mane of red hair seems to animate as she charges into battle with a bloodcurdling war cry. In some cases, she chooses to appear with massive wings of flame, complimenting her blood red and silver armor.

Other Details: Followers of Roëna typically pray at sunset or before rest, and always whisper a quick prayer before any battle. Typically, more devout followers will pray at dawn as well. Followers of Roëna always wear a holy symbol, usually brazenly, and on occasion will have the holy symbol tattooed onto some part of their body. It is rare for anyone aside from Obsidian Elves and Arxus to pay homage to Roëna unless she is their primary deity, though some barbarians (particularly Arzhel and Gahiji) will pay homage to her as part of their tribal pantheon.



ASTERIA

The Lady of Light, The Mistress of Magic, The Starlight Empress, The Shattered Star

Symbol: A four-pointed silver star within a ring

Home Plane: Celestial Plane

Portfolio: Magic, Insight, Wisdom, Starlight, Intuition, Sacrifice, Triumph

Worshippers: Wizards, astrologers, women, fortune-tellers, artists, musicians, dreamers

Domains: Foresight, Good, Knowledge, Light, Luck, Magic, Trickery

Favored Weapon: "Stargazer – Staff of the Equinox" (staff)

History: Asteria is the only deity in the history of Sidereus to have been "killed". When Asteria still existed, the ebb and flow of magic was reliable and steady. Magic was something anyone could learn and knowledge was freely shared. It is for these reasons that Onûs first sought to unmake her. As the Celestial War raged on, Asteria knew what must be done. She conducted an elaborate ritual in secret, binding words of the Celestial Tongue together as they had never been used before and violating many of the laws that had been set forth by the One. To this day none of the gods aside from Zörena know what Asteria's ritual was intended to do, but it must have succeeded. At the last moment, just as it seemed that Onûs would snatch victory away, Asteria threw herself upon the Void Serpent's blade. For a moment, it seemed as if Onûs had finally won, but then after a few moments Onûs knew something had transpired. Asteria's essence blew apart and her star fell from the heavens. Onûs's magical blade shattered into thousands of pieces and scattered across the surface of Sidereus. Once Asteria had been slain, the laws of Magic fell into disarray and panic swept across Sidereus. It became difficult for all but the most powerful mages to use magic at all. The dark god Onûs had endeavored to steal Magic from Asteria's portfolio, and it was only the quick thinking of Tal'rëa and Zörena that prevented him from fully succeeding. Now, as the result of some unknown catalyst, Asteria seems poised to return. Though she has not physically appeared to her followers – she is once again granting spells to those who pray to her. It is unknown where this unexpected change will lead.

Relationships: The current status of Asteria's is nearly the same as it was before her departure. She has recently taken on the mantle of mentor with the young goddess Nypris and resumed her friendship with Tal'rëa. Widely liked by many of the gods, she has few enemies – but her enmity with Onûs still burns strong.

- | | |
|---------------------------------|---------------------------------|
| • Aarûn – Friend (Loyal) | • Tallis – Neutral (Distant) |
| • Jolarä – Friend (Loyal) | • Endëllion – Friend (Distant) |
| • Sûldin – Neutral | • Vârsha – Neutral |
| • Tal'rëa – Best Friend (Loyal) | • Snædis – Neutral (Distant) |
| • Kal'rën – Friend (Loyal) | • Zephyr – Son |
| • Fënrir – Neutral (Distant) | • Kiala – Neutral |
| • Zörena – Friend (Loyal) | • Melantha – Neutral (Distant) |
| • Eäminn – Friend (Loyal) | • Perdita – Daughter (Troubled) |
| • Roëna – Neutral | • Dúnmharú – Neutral (Hostile) |
| • Xi'rian – Neutral | • Sléachta – Neutral |
| • Gilana – Friend (Loyal) | • Revati – Neutral (Hostile) |
| • Onûs – Enemy (Hostile) | • Iotama – Friend |
| | • Ophira – Friend (Loyal) |
| • Aviaz – Neutral | • Nypris – Friend (Student) |
| • Zaria – Neutral | • Callixta – Neutral |
| • Solon – Neutral | • Raziya – Friend (Neutral) |
| • Selora – Neutral | |

Dogma: Magic is the lifeblood of reality. Love magic for itself. It is not simply a weapon or a tool, but the essence of reality made manifest. True wisdom is knowing when to employ other options, not relying on magic as a crutch. Hone your other talents as well as your magical abilities, lest you focus too much one talent as your others decay. Magic is a most sophisticated art form, a gift from the Lady of Light, and it must be treated as such by those with the aptitude and strength of will to practice it. As a user of the Art, conduct yourself with humility and respect. Be mindful of your weaknesses. Use the Art with care and caution, and always seek to learn.



Clergy & Temples: Asteria's temples and clergy have recently begun to undergo a sort of rebirth and are beginning to be recovered and restored all over the face of Sidereus. As of this time, however, there is little in terms of a uniform structure or overall church.

Appearance: Long ago, when Asteria still appeared to people across the face of Sidereus, she would appear as a gorgeous woman with opalescent skin and lustrous hair of shimmering blue flame that followed her like a cloak and fell to the earth near her feet. In her hand she carried her weapon of choice, the "Rod of Starlight" which enhanced her ability to control the ebb and flow of magic and call upon the power of the stars above. Dressed in an elegant gossamer gown, with a halo of starlight about her head, she would often appear to young mortal mages who were pure of heart and needed her aid. Her new form is not dissimilar



XI'RIAN

The Crucible of Storms, The Fury of the Ocean, The Destroyer

Symbol: A cresting ocean wave destroying a mountain

Home Plane: Sidereus

Portfolio: Water, Oceans, Storms, Anger, Malice, Destruction, Naga

Worshippers: Pirates, seafaring people, fishermen, warriors, murderers, the insane, Naga

Domains: Chaos, Destruction, Evil, Hatred, Strength, War, Water

Favored Weapon: "Claw of Storms" (trident)

History: All of the Ilith'ari ever created were born of some part or another of the essence of the One. Xi'rian is no exception, though from his inception he was different from his brethren in many ways. From the first moment he entered reality Xi'rian was cruel and malicious, possessed of a terrifying temper and overwhelming power. His first act of creation was to fill the world with crashing waves and set out to unmake the works of the other Ilith'ari. All Xi'rian knows is violence and tumultuous destruction. The Destroyer has the greatest impact on the seas of Sidereus, where he causes violent storms, hurricanes and typhoons. His works make the seas a dangerous and tormented place, striking terror into the hearts of the people of Sidereus who must live off of the mercy of the oceans. While deadly, Xi'rian is not known for his intellect. He has frequently been the pawn of Onûs in many of the dark god's schemes, and in fact was the primary tool of the Void Serpent in sparking the chain of events that led to the Celestial War. Following the Celestial War, Xi'rian was forced to come to terms with the radical changes he had made to join Onûs in his crusade against the forces of Light. Most of Xi'rian's angels had been warped into demons using the fell powers of the Infernal Tongue, and as punishment for his actions he was cut off from the One and lost his ability to create. While he maintained his portfolio and his other powers, he was forever changed and disgraced, and remains that way until this day. It is for this reason that Xi'rian still follows Onûs even though he hates him for leading him astray.

Relationships: Xi'rian has no friends, though Onûs and Gilana are his erstwhile allies. Xi'rian trusts neither of them at all, since it is not in Xi'rian's nature to trust. Xi'rian and Sûldin have a long-running rivalry, as Xi'rian constantly strives to tear apart the coastal regions of Sidereus with fierce storms and giant waves. There is also a significant amount of bad blood between Xi'rian and Roëna as their spheres of control tend to conflict. Much of the remainder of the pantheon believes Xi'rian to be a fool and a dullard, and barely consider him a threat outside of his obvious effects on Sidereus.

- | | |
|--------------------------------|-------------------------------------|
| • Aarûn – Enemy (Hostile) | • Tallis – Enemy (Hostile) |
| • Jolarä – Enemy (Hostile) | • Endëllion – Enemy |
| • Sûldin – Archenemy (Hostile) | • Vârsha – Enemy (Hostile) |
| • Tal'rëa – Enemy (Distant) | • Snædis – Neutral (Distant) |
| • Kal'rën – Neutral (Distant) | • Zephyr – Neutral |
| • Fënrir – Enemy (Hostile) | • Kiala – Enemy |
| • Zörena – Neutral (Distant) | • Melantha – Daughter (Competitive) |
| • Eäminn – Enemy (Hostile) | • Perdita – Neutral (Distant) |
| • Roëna – Archenemy (Hostile) | • Dúnmharú – Neutral (Distant) |
| • Asteria – Neutral | • Sléachta – Friend (Distant) |
| • Gilana – Neutral | • Revati – Neutral |
| • Onûs – Friend (Hostile) | • Iotama – Neutral (Distant) |
| | • Ophira – Enemy (Hostile) |
| • Aviaz – Enemy | • Nypris – Neutral |
| • Zaria – Enemy | • Callixta – Neutral |
| • Solon – Enemy | • Raziya – Neutral |
| • Selora – Enemy (Hostile) | |

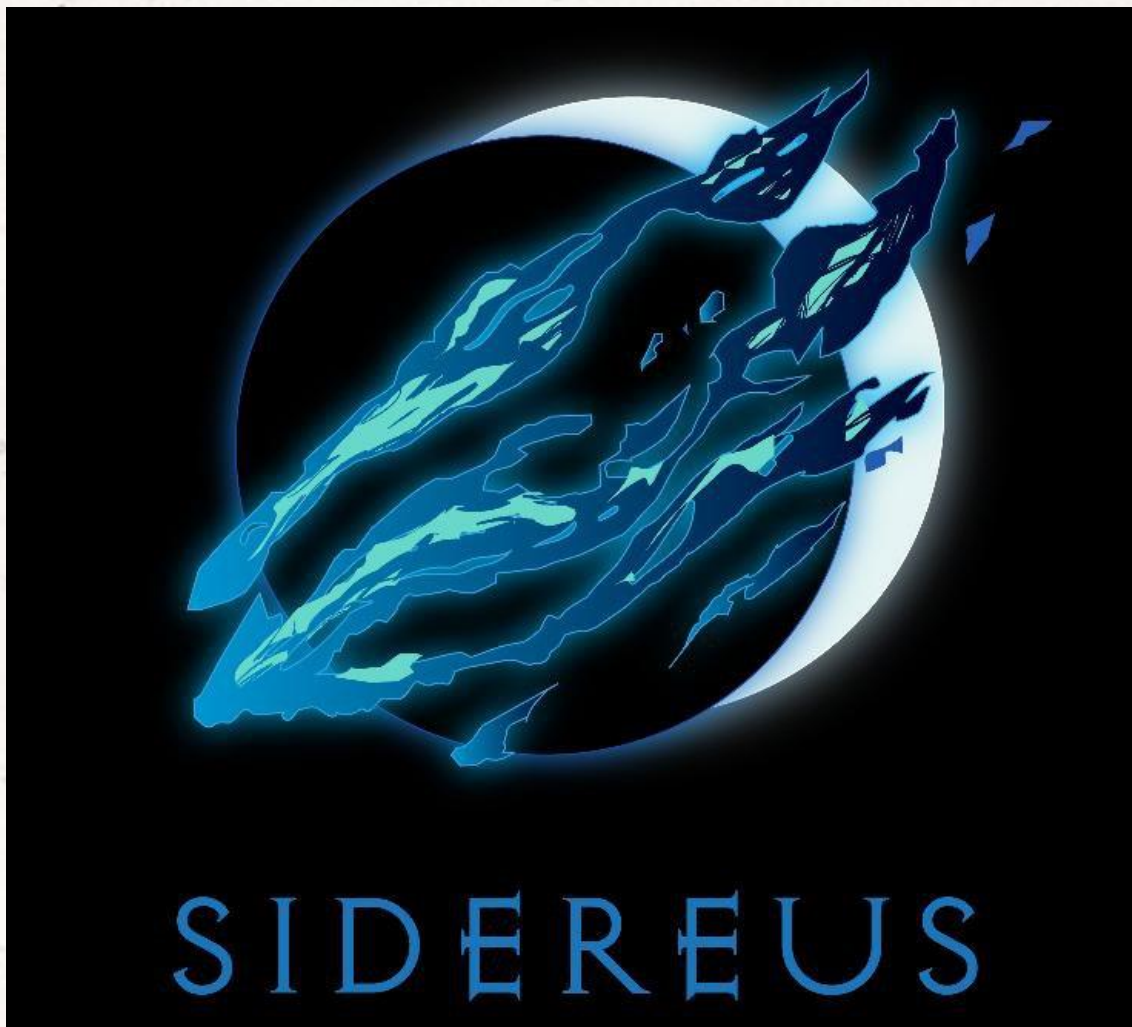
Dogma: The world is a fickle and ever-changing sphere, where only the strong survive. Take what you want by force, and lash out at anyone who tries to take things from you, for the seas could come crashing down upon you at any moment. Do not show mercy to anyone, for mercy sows weakness, and weakness displeases Xi'rian. The only true beauty can be found in the wake of utter destruction. Do not strive to create, only strive to harden yourself so that you may become strong in the face of all adversity. Make your mark on the world and give glory to Xi'rian for you are like dust before his might.



Clergy & Temples: The followers of Xi'rian have no church as such, but they do band together on rare occasion to revel at the awesome power of hurricanes, typhoons, and other such phenomenon. Clerics of Xi'rian are all trained in at least one form of combat, and many of them know some amount of arcane magic which they make use of almost solely for its destructive capacity. Clerics of Xi'rian wear robes that are a dark green in color with a grayish-blue or grey trim. Any manner of hierarchy is determined by who is the most powerful; as such there are frequent duels and battles between various members of Xi'rian's clergy. It is believed that Xi'rian supports this behavior, and it is rumored that on rare occasion Xi'rian will appear in avatar form to participate in such power struggles.

Appearance: Xi'rian often appears as an imposing figure, heavily muscled – with hair so black that it shines blue in the light. His eyes are a deep blue like the sea at night; his face is always carved into a frown. His skin often takes the appearance of swirling waves in ocean at night. Whenever he ventures out in physical form, he has his weapon, the Claw of Storms, at his side and ready for battle. He rarely wears armor, preferring to let his dominating physique intimidate his enemies into submission.

Other Details: Followers of Xi'rian typically pray after twilight or before rest, and always whisper a quick prayer before any battle. Especially devout followers may offer a blood sacrifice at midnight (usually their own blood or blood from a weapon that has killed or injured a foe). Followers of Xi'rian always wear a holy symbol either as a physical object or tattooed somewhere on their person. Traditionalist Jade Elves still worship Xi'rian as a terrifying and powerful entity who rules over the oceans.



GILANA (Historical – This profile represents Gilana’s aspect as the former goddess of Hope)

The Radiant Flower, The Fountain of Endless Hope, The Joyful

Symbol: A golden chalice filled with flowers

Home Plane: Sidereus

Portfolio: Joy, Revelry, Hope, Beauty, Mirth, Poetry, Dance

Worshippers: Widows, the grieving, the betrayed, the cursed, thieves, assassins, nihilists

Domains: Charm, Good, Joy, Light, Passion, Plant, Purification

Favored Weapon: “Rule of Sorrow” (heavy mace)

(Elements with a strike through them have been reassigned)

History: Gilana was once the goddess of joy, genuine in her intentions, giving and kind. It was her desire to heal the bitter heart of Sûldin that started her down the path of pain that would lead her to her current wretched state. It was Gilana’s dancing that first caused the flowers, trees and other plants to spring up across the face of Sidereus. She danced to relieve Sûldin from his despair, and in that moment of grace, Sûldin was overcome by desire for her. In her purity, Gilana felt only love for the dour deity, and gave herself to him. Sûldin’s heart was cold, however, and he left Gilana soon after. Near the beginning of the Second Age, Onûs attacked and wounded Gilana. She fell into despair because of her lost beauty and forever turned away from the Light. Her scars grew deep within her soul and poisoned her, shattering her mind and leaving her broken. Now, convinced that her former existence was nothing but a lie, her followers spread the gospel of despair – teaching the people of Sidereus that hope is a waste of energy. Some still believe and hold out hope that the spirit of Gilana as the goddess of hope will return and grace the world of Sidereus yet again. While many scholars and priests refute this, it is well known that there are some followers of Gilana in her former aspect that are still granted spells. If her return is truly impossible, then how could this be?

Relationships: Gilana is not wed to another deity. However, her love for Sûldin remains strong and undiminished. While the two Ilith’ari never speak and frequently avoid each other it is obvious their feelings for each other still burn brightly. Of the little kindness that remains in Gilana’s heart, most is reserved for her son Tallis and her two daughters Snædis and Selora. She fears for the wellbeing of her daughter Melantha, and has difficulty relating to her. She hates her son Dúnmharú in spite of herself. Most of the rest of the Ilith’ari do not trust Gilana as she can be fickle and selfish.

- | | |
|-----------------------------------|------------------------------------|
| • Aarûn – Neutral | • Tallis – Son |
| • Jolarä – Neutral | • Endëllion – Enemy |
| • Sûldin – Romantic (Distant) | • Vârsha – Friend (Distant) |
| • Tal'rëa – Best Friend (Distant) | • Snædis – Daughter |
| • Kal'rën – Neutral | • Zephyr – Enemy (Distant) |
| • Fënrir – Neutral | • Kiala – Enemy (Hostile) |
| • Zörena – Friend (Distant) | • Melantha – Daughter (Conflicted) |
| • Eäminn – Neutral | • Perdita – Enemy (Distant) |
| • Roëna – Neutral (Distant) | • Dúnmharú – Son (Hostile) |
| • Asteria – Friend (Loyal) | • Sléachta – Neutral (Hostile) |
| • Xi'rian – Friend (Hostile) | • Revati – Granddaughter (Distant) |
| • Onûs – Romantic (Hostile) | • Iotama – Friend (Distant) |
| | • Ophira – Enemy (Hostile) |
| • Aviaz – Neutral (Distant) | • Nypris – Daughter (Loyal) |
| • Zaria – Enemy (Hostile) | • Callixta – Daughter (Loyal) |
| • Solon – Neutral (Distant) | • Raziya – Daughter (Loyal) |
| • Selora – Daughter | |

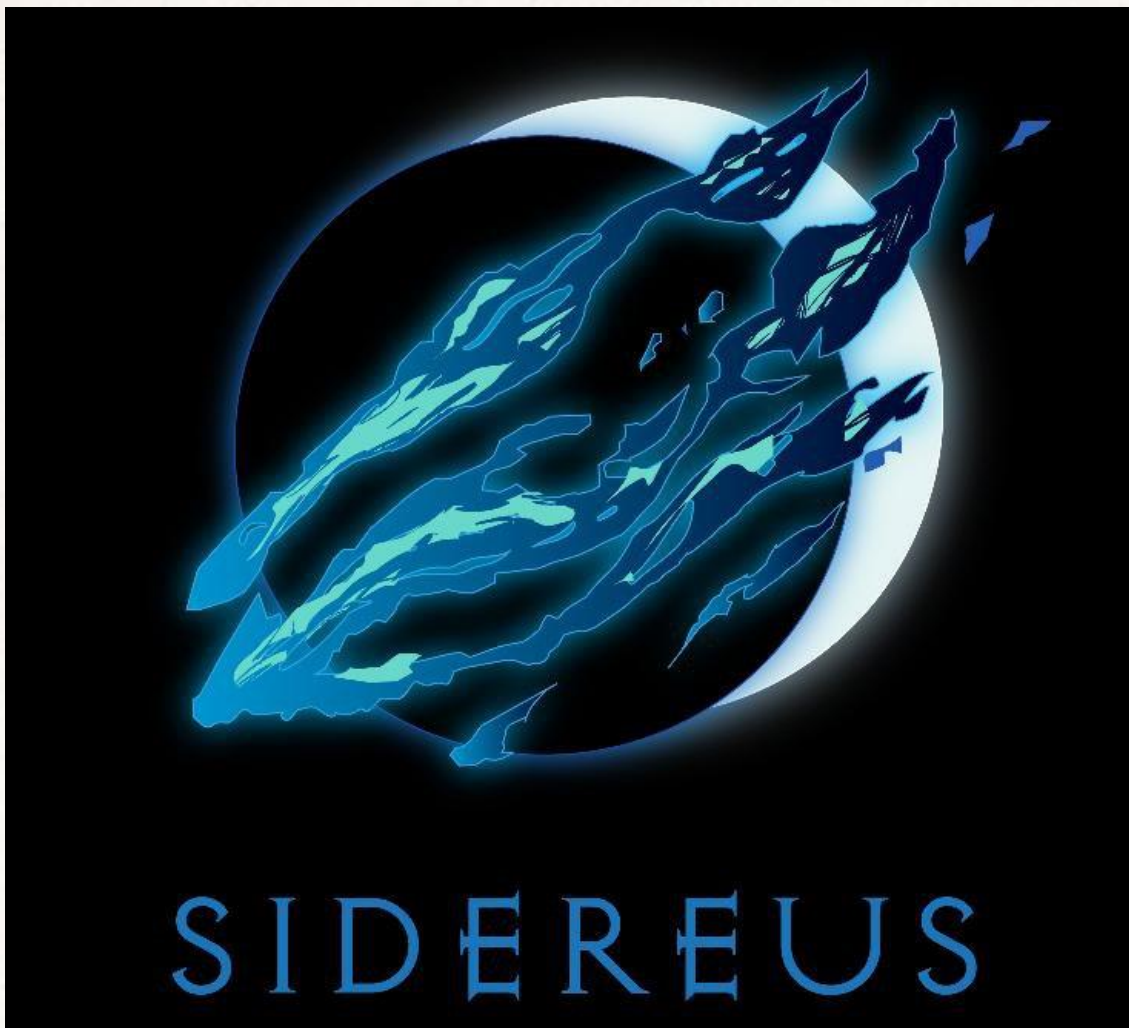
Dogma: Hope is eternal and immortal. Hope looks back from the future toward the past and beckons us to push forward. Hope promises us that our efforts will be rewarded and that our wishes will be granted. Even in failure, hope spurs us ever onward. The road that is built in hope is more pleasant to the traveler than the road built in despair, even though they both lead to the same destination. Find joy in everyday activities, in the small things and in the substantial. Share your joy and your hope with others and help them to see the glory that life has to offer.



Clergy & Temples: The Church of Gilana is a shadowy organization whose real motives are nearly impossible to nail down. Their myriad followers are arranged into a strict hierarchy that governs the distribution of information throughout the church's network of spies, thieves and assassins. Clerics of Gilana dress in robes of deep purple, dark crimson and black. They are always very much in style, and frequently adorn their clothing with onyx, black sapphire, or black pearl jewelry. A relatively new sect of the Church of Gilana has recently formed in the cities of the Dwarves. Since late in the Third Age, the Daughters of the White Rose (as they are known) have been spreading their dogma across the face of Sidereus, hoping that their efforts will help redeem Gilana from her dark fate. Other groups have risen up as well since the year 200 of the Fourth Age, also showing Gilana reverence in her prior form as the goddess of Joy and Hope. Despite all logical understanding of Gilana, she seems to be granting them spells. Little else is known about churches that focus on Gilana's aspect as the goddess of Hope.

Appearance: When she first entered the realm of Sidereus in physical form, she appeared as a sublime maiden dressed in white, with hair of gold and a circlet of holy light about her head. Her skin was the purest white like alabaster, and her eyes were radiant like the sky on a summer's day.

Other Details: Gilana's followers typically pray at dawn or when they rise from sleep, and always whisper a quick prayer before any birth or celebrations of any kind – usually delivered as a toast. Especially devout followers may offer a sacrifice of flowers and incense at dawn. Followers of Gilana typically wear a holy symbol either as a physical object or tattooed somewhere on their person, usually wearing the symbol openly so others may admire it. **If you wish to play a character who reveres Gilana in this aspect, please contact the Plot Committee at plot@sidereus.net**



GILANA

Queen of Despair, Font of a Thousand Tears, The Broken

Symbol: A single feminine eye shedding a tear of blood

Home Plane: The Pit of Eternal Sorrow

Portfolio: Loss, Despair, Fear, Motherhood, Solitude, Forgetfulness, Manipulation

Worshippers: Widows, the grieving, the betrayed, the cursed, thieves, assassins, nihilists

Domains: Charm, Darkness, Death, Evil, Passion, Suffering, Water

Favored Weapon: "Rule of Sorrow" (heavy mace)

History: Gilana was once the goddess of joy, genuine in her intentions, giving and kind. When she first entered the realm of Sidereus in physical form, she appeared as a sublime maiden dressed in white, with hair of gold and a circlet of holy light about her head. It was her desire to heal the bitter heart of Sûldin that started her down the path of pain that would lead her to her current wretched state. It was Gilana's dancing that first caused the flowers, trees and other plants to spring up across the face of Sidereus. She danced to relieve Sûldin from his despair, and in that moment of grace, Sûldin was overcome by desire for her. In her purity, Gilana felt only love for the dour deity, and gave herself to him. Sûldin's heart was cold, however, and he left Gilana soon after. Near the beginning of the Second Age, Onûs attacked and wounded Gilana. She fell into despair because of her lost beauty and forever turned away from the Light. Her scars grew deep within her soul and poisoned her, shattering her mind and leaving her broken. Now, convinced that her former existence was nothing but a lie, her followers spread the gospel of despair – teaching the people of Sidereus that hope is a waste of energy. Some still believe and hold out hope that the spirit of Gilana as the goddess of hope will return and grace the world of Sidereus yet again. While many scholars and priests refute this, it is well known that there are some followers of Gilana in her former aspect that are still granted spells. If her return is truly impossible, then how could this be?

Relationships: Gilana is not wed to another deity. However, her love for Sûldin remains strong and undiminished. While the two Ilith'ari never speak and frequently avoid each other it is obvious their feelings for each other still burn brightly. Of the little kindness that remains in Gilana's heart, most is reserved for her son Tallis and her two daughters Snædis and Selora. She fears for the wellbeing of her daughter Melantha, but has difficulty relating to her. She hates her son Dúnmharú in spite of herself. Most of the rest of the Ilith'ari do not trust Gilana as she can be fickle and selfish.

- | | |
|-----------------------------------|------------------------------------|
| • Aarûn – Neutral | • Endëllion – Enemy |
| • Jolarä – Neutral | • Vârsha – Friend (Distant) |
| • Sûldin – Romantic (Distant) | • Snædis – Daughter |
| • Tal'rëa – Best Friend (Distant) | • Zephyr – Enemy (Distant) |
| • Kal'rën – Neutral | • Kiala – Enemy (Hostile) |
| • Fënrir – Neutral | • Melantha – Daughter (Conflicted) |
| • Zörena – Friend (Distant) | • Perdita – Enemy (Distant) |
| • Eäminn – Neutral | • Dúnmharú – Son (Hostile) |
| • Roëna – Neutral (Distant) | • Sléachta – Neutral (Hostile) |
| • Asteria – Friend (Loyal) | • Revati – Granddaughter (Distant) |
| • Xi'rian – Friend (Hostile) | • Lotama – Friend (Distant) |
| • Onûs – Husband (Hostile) | • Ophira – Enemy (Hostile) |
| | • Nypris – Daughter (Loyal) |
| • Aviaz – Neutral (Distant) | • Callixta – Daughter (Loyal) |
| • Zaria – Friend (Distant) | • Raziya – Daughter (Loyal) |
| • Solon – Neutral (Distant) | |
| • Selora – Daughter | |
| • Tallis – Son | |

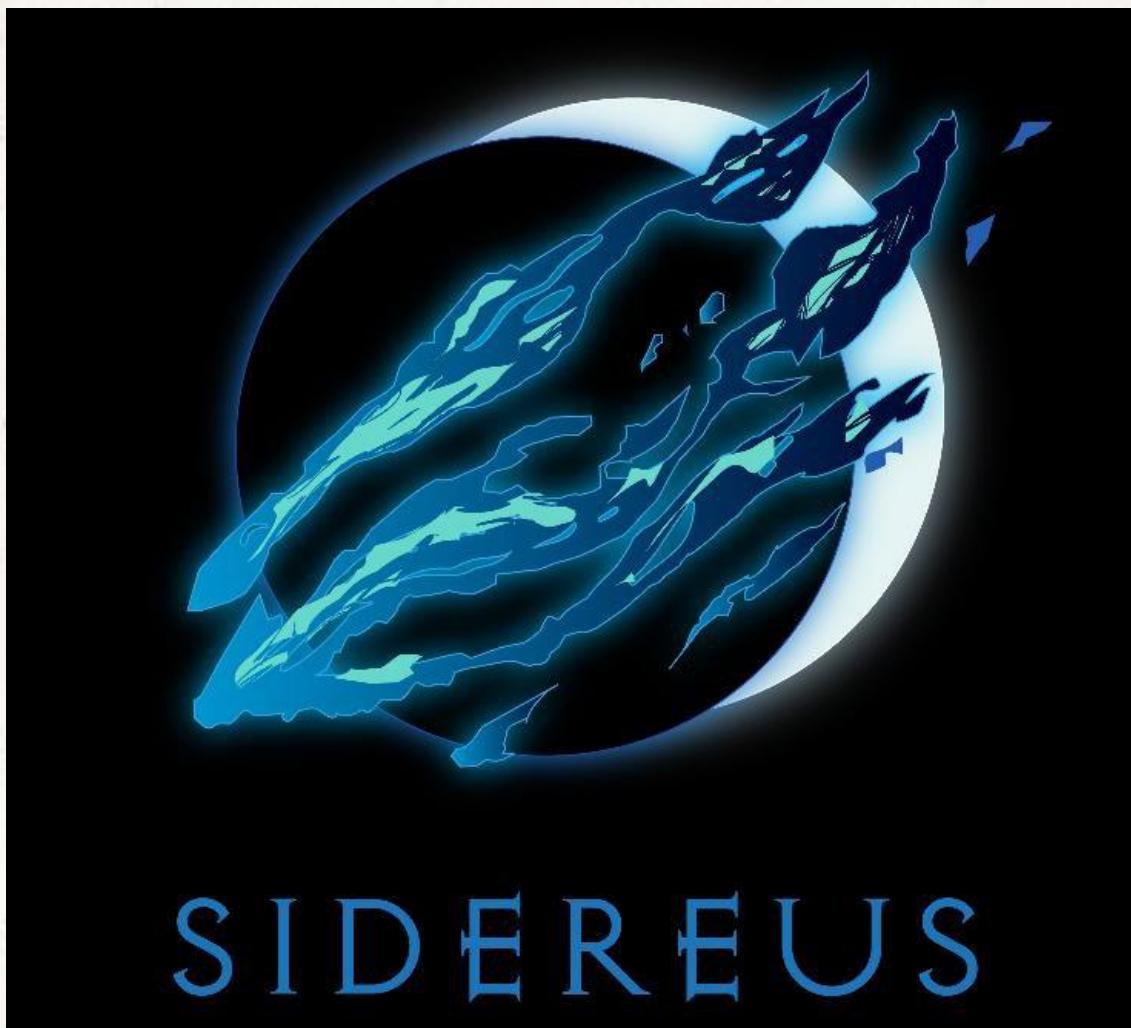
Dogma: Do not give into the allure of hope, for hope is an illusion that will lead you ultimately to failure, suffering and pain. Hope is an illusion enjoyed by the young, the foolish, and the weak. Do not strive to better yourself or make plans in an effort to improve your situation, for any such attempt is futile and vain, and you will only invoke the wrath of the Queen of Despair. Do not pray for sanctuary or solace, to do so is a waste of effort. Surrender to your fear and your pain, for in life misery is the only truth.



Clergy & Temples: The Church of Gilana is a shadowy organization whose real motives are nearly impossible to nail down. Their myriad followers are arranged into a strict hierarchy that governs the distribution of information throughout the church's network of spies, thieves and assassins. Clerics of Gilana dress in robes of deep purple, dark crimson and black. They are always very much in style, and frequently adorn their clothing with onyx, black sapphire, or black pearl jewelry. A relatively new sect of the Church of Gilana has recently formed in the cities of the Dwarves. Since late in the Third Age, the Daughters of the White Rose (as they are known) have been spreading their dogma across the face of Sidereus, hoping that their efforts will help redeem Gilana from her dark fate. Other groups have risen up as well since the year 200 of the Fourth Age, also showing Gilana reverence in her prior form as the goddess of Joy and Hope. Despite all logical understanding of Gilana, she seems to be granting them spells.

Appearance: Gilana now appears as a lithe and graceful woman with skin the color of granite, adorned in raven's feathers and crowned in a circlet of black roses - cascades of pure white hair flow from her head and her eyes blaze like sapphires in the dark. In battle she wields the Rule of Sorrow, a weapon crafted from an enchanted willow wand bathed in sacrificial blood.

Other Details: Gilana's followers typically pray at twilight or when they rise from sleep, and always whisper a quick prayer before any birth or at funeral proceedings. Especially devout followers may offer a blood sacrifice at midnight (usually the blood of a young animal prepared for this purpose). Followers of Gilana typically wear a holy symbol either as a physical object or tattooed somewhere on their person, though they will take great pains to conceal it from others.



ONÛS

The Lord of Darkness, The Deceiver, The Betrayer, The Void Serpent

Symbol: A coiled red king cobra preparing to strike on a black field

Home Plane: Elemental Plane of Shadow

Portfolio: Tyranny, Shadow, Deception, Intrigue, Hatred, Conquest, Void, Evil Dragons

Worshippers: Conquerors, evil warriors, tyrants, bullies, the power-hungry, murderers, liars

Domains: Evil, Darkness, Hatred, Law, Magic, Ruin, War

Favored Weapon: "Void" (longsword)

History: Onûs is the darkness in the hearts of mortals. Onûs is the Betrayer, the Deceiver, and the King of Lies. He is the Ilith'ari who defied the will of the One and stands against the Light wielding the power of the Void. Onûs was the instigator of the Celestial Wars. It was Onûs who led many of the gods to the path of Darkness and twisted their minds through confusion and despair. Since his first transgression in the First Age, Onûs has since fallen very far into darkness. He is now wholly evil and beyond redemption. He has raped, murdered and manipulated his fellow Ilith'ari – betraying his brethren and introducing dark magic and necromancy to the world. His schemes have resulted in the death of angels and the loss of mortal souls. None can know the myriad plots and plans Onûs has laid out in his never-ending scheme to undo creation and undermine the will of the One. Shortly after the end of the Celestial War, following the death of Asteria, Onûs crafted a special type of destruction. Calling upon all of the dark power of the Void, he unleashed a new ritual upon the world. He called this new ritual "the Crucible". The ritual was intended to literally unmake the world of Sidereus – rendering it down into its base components and restructuring it in Onûs's image. Much to the chagrin of the Void Serpent, his ritual was not entirely a success. At the last moments of casting the Crucible ritual, Zörena foresaw the Betrayer's plan and intervened. Unable to stop him entirely, she used her considerable power to shift the ritual ever so slightly. Instead of unmaking Sidereus as a whole, the Crucible instead created something that would slowly unmake it. The Darkstorm was born. The Darkstorm tore across the landscape of Sidereus like a massive hurricane, tearing everything it touched out of existence and into nothingness. Massive swathes of land were either laid waste or corrupted with the twisted and malevolent magic of the Wyld. While Onûs had not succeeded, he had not failed. The people of Sidereus were forced into seclusion and the world entered a dark age. Little is written of what occurred during that dark time, but it is known that the servants of Onûs ruled over the world for a time uncontested. The ancient cities of the Elves and the Chatûl were brought low and much of what the world once was became lost forever. Unbeknownst to Onûs, the Darkstorm played havoc on the fabric of reality that made up Sidereus, creating strange pockets of instability that allowed creatures from other realities to pass into this one. The goddess Zörena used this instability to call for more aid from across the planes. Reaching out through space and time, she called many; the brave, the strong, powerful relics and terrifying creatures, as well as those worthy of being Hero born from many other realities and many other worlds. They were all brought to Sidereus by the will of the Fateweaver to stand against the tyranny of the Betrayer. Now, early in the Fourth Age, the followers of Onûs continue to wage war against the forces of Light. As the Blessed Living fight to restore their former glory, none can know what Onûs plots as he hides away on the Elemental Plane of Shadow and gathers more monsters, powers and Heroborn to his cause. The years rolling on, whispers speak of an alliance between the gods of Shadow, led by Onûs for some dark design. Only time will tell what the Void Serpent plans, and all of Sidereus quakes in fear as that moment approaches.

Relationships: Onûs hates Aarûn above all. He blames Aarûn for his fall and his loss of Amin'Zerû's favor. Onûs does his best to control Gilana but she is wary of his motivations and their alliance is strained at best. He despises his daughter Perdita as she is constantly battling against him for aspects of his portfolio. The other Ilith'ari fear or despise Onûs as they know of his machinations and dark plans for the world of Sidereus. Only his son Dûnmharú respects and admires him, even looking up to his father and coveting his dark power.

- | | |
|--------------------------------|-----------------------------------|
| • Aarûn – Archenemy (Hostile) | • Asteria – Enemy (Hostile) |
| • Jolarä – Archenemy (Hostile) | • Xi'rian – Friend (Hostile) |
| • Sûldin – Archenemy (Hostile) | • Gilana – Wife (Hostile) |
| • Tal'rëa – Enemy (Hostile) | |
| • Kal'rën – Enemy (Hostile) | • Aviaz – Enemy (Hostile) |
| • Fënrir – Enemy (Hostile) | • Zaria – Enemy (Hostile) |
| • Zörena – Archenemy (Hostile) | • Solon – Enemy (Hostile) |
| • Eäminn – Archenemy (Hostile) | • Selora – Enemy (Hostile) |
| • Roëna – Romantic (Hostile) | • Tallis – Enemy (Hostile) |
| | • Endëllion – Son/Enemy (Hostile) |



- Vârsha – Enemy (Hostile)
- Snædis – Enemy (Hostile)
- Zephyr – Son/Enemy (Hostile)
- Kiala – Enemy (Hostile)
- Melantha – Neutral
- Perdita – Daughter
- Dúnmharú – Son (Competitive)
- Sléachta – Son
- Revati – Granddaughter (Loyal)
- Iotama – Neutral (Distant)
- Ophira – Archenemy (Hostile)
- Nypris – Daughter (Troubled)
- Callixta – Daughter (Loyal)
- Raziya – Daughter (Distant)

Dogma: Serve none but Onûs. Spread darkness wherever you go, snuff out the Light at every opportunity. Move under the cover of darkness, for day is a time of vulnerability. Strike out at your enemies when they least expect it, and crush them beneath your boot if they resist. Speak the truth only if it furthers your plans, for knowledge is power and it must be guarded jealously. Trust no-one, for trust weakens your resolve and makes you vulnerable to attack. Crush any who oppose the will of Onûs, and take what you desire through artifice and skill, lest it be taken from you.

Clergy & Temples: The Church of Onûs is a complex organization of immense power. Each individual temple is ruled by a “Shadowlord” who oversees all of the temple’s members. In addition, the Shadowlord is commander of that particular temple’s army, and will march onto the battlefield himself if necessary. Temple hierarchy is decided through a rigid set of trials that culminates in divine intervention. If any temple bearing the name of Onûs violates this order, the other temples of Onûs will mobilize against it and bring it crashing down. Clerics of Onûs dress in armor covered in black robes. Their robes typically have a dark purple trim, and clerics of Onûs wear their holy symbols openly regardless of locale. If a fight occurs because of their faith they will battle on gleefully for their god. Priests and paladins of Onûs do not fear anyone. Even though they are typically hated by others, the military might of Onûs and his followers is so great they are feared across Sidereus and few would dare face them openly.

Appearance: On the occasion that Onûs chooses to manifest in physical form, he will typically appear as a heavily muscled male. He manifests with pitch black skin marked in intricate patterns with white markings of arcane power. He is bald with piercing eyes the color of infernal flame. He wears ornately carved armor of fire-blackened and bloodied iron. His shield is forged from the bones of giants and the blood of children. In his hand he carries *Void*, a sentient blade from another reality that seethes with the power to split and rend reality.

Other Details: The followers of Onûs have thirteen specific prayers they pray – as a strict rule – at thirteen different times during the day. At dawn they pray to Onûs to ward off the invasive eyes of Aarûn and the gods of light. At noon they pray for the might to slay the foes of Shadow. At nightfall they pray for bounty and the blessings of the Void Serpent. At midnight they awake from their slumber to thank Onûs for allowing them to live another day. Before meals they thank Onûs for granting them the ability to eat. Before battles they pray for the blessing of Onûs to stop those who stand against them. Especially devout followers may offer a blood sacrifice at midnight (usually the blood of a young animal prepared for this purpose and sometimes even a sapient being). Followers of Onûs typically wear a holy symbol either as a physical object or tattooed somewhere on their person, brazenly and in the open.





SIDEREUS



THE ILITH'ARI OF SIDEREUS

THE LESSER ILITH'ARI

AVIAZ

The Herald of Dawn, The Champion of Youth, The Scion of Light

Symbol: The dawning sun on the horizon

Home Plane: Celestial Plane (the Halls of Light)

Portfolio: Youth, Courage, Vitality, Dawn, Athleticism, Victory, Summer

Worshippers: Youth, Nobles (particularly young nobles), Warriors, Undead Hunters, Athletes

Domains: Good, Law, Light, Strength, Sun, War

Favored Weapon: "Arcis the Dawn's Light" (spear)

History: Aviaz is the first born child of the first born of the Ilith'ari. The young and intrepid deity holds a place of special honor among the lesser Ilith'ari thanks to the fortune of his birth. The favorite child of the favorite offspring of the One, Aviaz has always held an unfalteringly positive perspective of life – as befits one who has been given so many blessings. In many ways Aviaz is a literal copy of his father. His more open-minded and positive stance on life makes him more appealing to many who would otherwise worship Aarûn, so despite his relative youth he has a fairly robust following. Though young, Aviaz has existed since the First Age, and his exploits among the gods are well documented in legend and myth. He is well known for his love of walking the earth in Avatar form, his exploits alongside the god Tallis being of particular note among his followers. Aviaz is a martial deity like his father, but he favors sport and athleticism over outright conflict. However, when the time comes to go to war he does not tarry – for he understands the need for decisive action when the time is right. It is said that Aviaz has the responsibility of bringing the light of the dawn across the horizon each morning to herald the coming of the sun. While many scholars have proven that this is not *physically* the case, the metaphorical meaning of this is fairly clear; Aviaz is essentially his father's herald and squire. Like his father, Aviaz values those mortals who understand the importance of self-sacrifice and who are willing to fight for the greater good. Courage especially is a virtue that Aviaz respects in all mortals.

Relationships: Aviaz is the son of Aarûn and Tal'rëa. The firstborn child of the pair, Aviaz is the oldest of four children, the most recent of his siblings being Kiala, goddess of hope. He is also the brother of Zaria and Solon. The family of Aarûn are closely knit, with Kiala being the only one who ever wanders far from home. Tallis and Aviaz are boon companions, and spend much of their time in Avatar form exploring the world of Sidereus, battling demons and slaying undead. Like Tallis, Aviaz holds a deep and abiding hatred for Dúnmharú. Aviaz constantly pursues Selora, with little success.

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|-------------------------------|----------------------------------|
| • Aarûn – Father | • Tallis – Best Friend (Loyal) |
| • Tal'rëa – Mother | • Endëllion – Neutral (Troubled) |
| • Jolarä – Neutral | • Vârsha – Friend (Distant) |
| • Sûldin – Neutral (Distant) | • Snædis – Neutral (Distant) |
| • Kal'rën – Friend (Distant) | • Zephyr – Friend |
| • Fënrir – Neutral (Distant) | • Kiala – Sister (Loyal) |
| • Zörena – Neutral (Distant) | • Melantha – Enemy (Distant) |
| • Eäminn – Neutral | • Perdita – Neutral (Distant) |
| • Roëna – Neutral | • Dúnmharú – Archenemy (Hostile) |
| • Asteria – Neutral | • Sléachta – Enemy |
| • Xi'rian – Enemy | • Revati – Enemy (Hostile) |
| • Gilana – Neutral (Distant) | • Iotama – Neutral |
| • Onûs – Enemy (Hostile) | • Ophira – Neutral (Distant) |
| | • Nypris – Neutral (Distant) |
| • Zaria – Sister | • Callixta – Neutral |
| • Solon – Brother | • Raziya – Neutral |
| • Selora – Romantic (Distant) | |

Dogma: Awake each morning to greet the dawn. Breathe in deeply with each day you rise from your slumber and be thankful to be alive. Life is a precious gift not to be squandered, as there will always be some less fortunate than you are. Be resolute in the face of adversity, for only through perseverance can one be certain to achieve victory. Cherish and defend the young, for they are the future.



Honor and courage are the highest ideals and must always be upheld, regardless of the personal cost. Should conflict find you, never shy away from it - let your courage be the steel in your veins, and let the enemies of the Light know that they should tremble in fear before the children of the Sun.

Clergy & Temples: More frequently than in other churches the clergy of Aviaz hail from a variety of backgrounds. The prevailing trait among clergy of Aviaz is their youth. Even the members of the clergy who are further along in chronological age display an uncommon amount of vigor and youthfulness in their demeanor and perspective. Well known for his activism, courage and romanticized sense of honor, Aviaz appeals to the young a great deal – and as a result many are called to his service. As they advance in years, a somewhat significant number of his followers will turn to devotion to Aarûn, leaving devotion of Aviaz to the younger individuals. While this is not always the case, it results in the majority of priests and paladins of Aviaz being fairly young. Many of his followers are of noble birth, though a substantial number hail from less auspicious backgrounds. Additionally, artists are commonly called to follow and revere Aviaz. As a result, many of the priests and paladins of Aviaz have some modicum of artistic ability, be it with performing arts or visual arts. Regardless of background or origin, Aviaz charges all of his followers with the duty of destroying undead wherever they are encountered.

Appearance: Aviaz frequently roams the world in avataric form, though he rarely selects a single physical form with which to do so. While his avatars may appear in any number of guises, when he chooses to manifest his full divine power he appears as a golden-haired and youthful figure, with radiant skin of bronze and copper and iridescent sapphire eyes. He prefers to wear light and unrestrictive clothing, though when he does don armor it is not unlike his father's armor. When he enters battle he wields "Arcis", a deific spear forged of pure light.

Other Details: Followers of Aviaz always endeavor to pray at the dawn when possible – and barring making time for prayer they will always at least wake to observe it. Time is also generally set aside at noon for at least token reverence for Aviaz as well as Aarûn and the remainder of the solar family. Like the devotees of Aarûn, worshipers of Aviaz will carry some trinket or amulet showing their devotion more frequently than most other faiths, even if they revere other gods as well. Aviaz is commonly revered by royalty and nobility among Elves and Humans, but also enjoys at least token reverence among Derew Orcs, Eidolon and some Satyr.



ZARIA

The Morning Rose, the Flower of Love, the Whispered Oath

Symbol: A blooming red rose before the sun at its zenith

Home Plane: Celestial Plane (the Halls of Light)

Portfolio: Love, Beauty, Purity, Oaths, the Zenith, Creativity, Humility

Worshippers: Young Women, Lovers, Artists, Dancers, Musicians, Explorers, Virgins

Domains: Charm, Good, Joy, Light, Protection, Purification

Favored Weapon: "Rosehorn" (rapier)

History: Daughter of Aarûn and Tal'rëa, and second-born child of the solar family, Zaria is one of the most well known and most celebrated deities of Sidereus. The perfect illustration of the loving union between her mother and father, Zaria is a manifestation both of the power of dreams and the life-giving light of the sun. It is only logical that her domain would be love given her origins. Exemplifying the best traits of both her mother and her father; Zaria is gentle, kind and forgiving. Despite her benevolence, she is not without strength of will nor is she a spirit to be trifled with. While she is a paragon of femininity and grace, she is also a terrifying warrior – as adept in battle as either her brother or her father. During the 211th year of the Fourth Age, Zaria fell from her home on the Celestial Plane and was trapped in her avatic form. Her divine essence was split an unknown number of times, and upon her return to the Celestial Plane she emerged somewhat changed. She had witnessed firsthand the suffering of her constituents and has been moved with increased earnestness to try and lighten their burden. As a child of Aarûn, Zaria has been given domain over the sun at its zenith. It is by her grace that life flourishes and benefits from the warmth of the sun, not languishing under its sometimes oppressive heat, as Zaria softens the harshness of her father's oft stubborn rigidity. Zaria is well loved among all of the people of Sidereus, even finding some reverence among the followers of darkness, as few sentient beings can imagine a life without love.

Relationships: Daughter of Aarûn and Tal'rëa, sister of Aviaz, Solon and Kiala, Zaria is a part of the deific family known as the "solar family". She is very close friends with Selora, though their duties prevent them from spending much time together. While she knows of Eäminn's feelings for her, she does not entirely share them as his wounded spirit causes her to grow weary in his presence. The relationship between Melantha and Zaria is a troubled and complex one, a nearly unbreakable bond of friendship borne of similarity woven with hatred born of competition.

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| • Aarûn – Father | • Tallis – Friend (Loyal) |
| • Tal'rëa – Mother | • Endëllion – Neutral |
| • Jolarä – Friend (Distant) | • Vârsha – Friend (Loyal) |
| • Sûldin – Neutral (Distant) | • Snædis – Friend (Distant) |
| • Kal'rën – Friend (Distant) | • Zephyr – Friend (Distant) |
| • Fënrir – Neutral (Distant) | • Kiala – Sister (Loyal) |
| • Zörena – Friend (Loyal) | • Melantha – Archenemy (Troubled) |
| • Eäminn – Friend (Loyal) | • Perdita – Neutral (Distant) |
| • Roëna – Neutral (Distant) | • Dúnmharú – Enemy (Hostile) |
| • Asteria – Neutral | • Sléachta – Neutral |
| • Xi'rian – Enemy | • Revati – Enemy (Hostile) |
| • Gilana – Friend (Distant) | • Iotama – Friend (Loyal) |
| • Onûs – Enemy (Hostile) | • Ophira – Neutral (Troubled) |
| | • Nypris – Neutral (Improving) |
| • Aviaz – Brother | • Callixta – Neutral (Distant) |
| • Solon – Brother | • Raziya – Neutral |
| • Selora – Best Friend (Loyal) | |

Dogma: Love is a many-splendored thing, replete with shades of meaning and intensity, and at the heart of all creation and life on this sphere. Bring light to the lives of others no matter the cost, for the joy and hope can often be given to others by the simplest of actions. Love lifts us above mortal concerns and cares, allowing us to begin to understand the Divine plan and see what the One intends for us. Love is immortal, igniting the spirit and inspiring the mind, an eternal muse that cannot be extinguished by despair – but is instead enlivened by all emotions. Extend your arms in love and embrace all who do not know affection or kindness. Beauty is not skin deep, it emerges from the spirit deep within and cannot be diminished or extinguished by time or the burdens of this life. Be a steward of



all that is beautiful and pure, do not let ugliness and darkness pollute the world. Perform an act of love every day, and do what you can to awaken love in others. Seek out beauty in all its forms and protect, champion and encourage all those who would create beauty. Allow your physical form to reflect your inner beauty and grace as much as possible and conduct yourself in a fashion that exemplifies that beauty to others. Let compassion and sympathy flow from within you when love cannot, and never forget that love will always prevail.

Clergy & Temples: The Church of Zaria is a very well-known organization, comprised of people from all races and all walks of life. While the core church of Zaria has many facets, all of the various sects and facets provide roughly similar services, ranging from adjudicating weddings and coming-of-age rituals, to blessing newborn children and educating young people (particularly nobles) on matters of chivalry, manners and behavior. Regardless of the race in question, clerics and paladins of Zaria make it a point to familiarize themselves with the various racial and ethnic concepts of dignity, grace and beauty. While Zaria calls more women to her service than men, there is no shortage of male worshipers, as beauty is genderless according to the dogma of the Morning Rose. Clerics and priests of Zaria adorn themselves in light and flowing robes of white, peach, lavender and rose. When they must engage in battle, they will often wear crimson or blood red and white instead, representing the resilient strength of the thorny rose. Regardless of the situation, the clergy of Zaria are always dressed to the height of fashion – though they always guard themselves against vainglory and haughtiness.

Appearance: Prior to her exodus on the material plane, Zaria always appeared as a young woman with alabaster skin and vibrant red hair. While this remains her preferred appearance, she has since been known to appear in many guises. She always appears with brilliant emerald or sapphire eyes, depending on her mood, draped in flowing robes of cream, crimson and silver. She usually wears jewelry crafted from skeleton keys encrusted with gems, and similar accoutrements pointing to her association with oaths and hidden places. A shimmering halo often hangs above her head, cascading light all around her. It is said that all are humbled by her appearance, even those of the darkest intent. Only the god Onûs is said to be immune to her glorious presence, as his heart is devoid of love. When she must march into battle, Zaria dons armor of glittering platinum, inlaid with rubies and emblazoned with the image of the blooming rose. She always has her rapier “Rosethorn” by her side, a weapon of remarkable power and beauty.

Other Details: Followers of Zaria make it a point to put time aside for reverence and prayer when the sun is at its zenith. Prayers are varied, many being written as songs in their own right. Followers of Zaria frequently compose and perform love songs or poems as prayers, with Zaria herself as the subject, or dedicating their love of their partner to the deity. As with the other members of the solar family, followers of Zaria will more commonly carry amulets or trinkets showing their reverence and devotion, even if they revere other gods as well (or primarily). Zaria is worshipped equally across all economic tiers, but is most commonly revered by Humans, Elves, Derew Orcs and Satyr. She is least common as a choice of patron among the Arxus. Surprisingly, reverence for the Morning Rose is fairly common among Gûndre.



SOLON

The Blind Seer, The Steward of Wisdom, The Maimed Sage

Symbol: A book with pupil-less eyes played across a sunburst field

Home Plane: Celestial Plane (the Halls of Light)

Portfolio: Knowledge, Literature, Philosophy, the Eclipse, History, Enlightenment, Truth

Worshippers: Scribes, Historians, Seekers of Enlightenment, Students, Sages, Scholars, the Blind

Domains: Craft, Fate, Foresight, Knowledge, Law, Magic

Favored Weapon: "Omen" (longsword)

History: The second son of Aarûn and Tal'rëa, Solon was a unique and insightful being from the moment of his creation. At the moment of his birth, he asked the One to grant him knowledge and wisdom, and his request was granted. His singular blessing is beyond that of nearly all of the gods, save for Zörena who holds the intrepid deity in the highest regard. In the days before Onûs unleashed the Darkstorm on the world, Solon confronted him – a warning on his lips. Solon could see the eventual outcome of the Void Serpent's hateful actions and attempted to advise him to change his course lest his own hate destroy him. Onûs laughed at the young god and mocked him before felling him in single combat. Defeated, Solon could not defend himself when Onûs stole his eyes and his right hand. Horribly maimed, Solon returned to his father too late to warn him of Onûs's plot. When the One offered to heal Solon, he refused, preferring instead to keep his wounds as a reminder of his own shortsightedness. As a reward for his repentance, the One blessed him with increased foresight and gave him domain over enlightenment itself. At this point, Solon came to more fully understand the plan of the One and no longer sought to directly interfere with the machinations of Onûs, instead leaving those tasks to his followers in the same fashion as Zörena. Now Solon has relegated himself primarily to the role of observer and scribe, only bothering to intercede occasionally in order to prevent Onûs from gaining too much power in any given circumstance.

Relationships: Solon is the son of Aarûn and Tal'rea. The second son of the solar family, he is also brother to Aviaz, Zaria and Kiala. While the solar family is closely knit, Solon has difficulty associating comfortably with his father, who has trouble understanding him. He has a very close relationship with his mother, from who he draws a great deal of inspiration and confidence. Zörena has taken Solon on as something of a pupil or apprentice, and he often finds himself engaged in lively debates or philosophical discussions with Zephyr and Iotama. Solon secretly loves Selora but fears she will not accept him because of his wounds – and the competition of his brother Aviaz.

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|------------------------------|---------------------------------|
| • Aarûn – Father (Distant) | • Tallis – Neutral |
| • Tal'rëa – Mother | • Endëllion – Neutral (Distant) |
| • Jolarä – Neutral | • Vârsha – Friend (Distant) |
| • Sûldin – Neutral (Distant) | • Snædis – Friend |
| • Kal'rën – Friend (Loyal) | • Zephyr – Friend (Loyal) |
| • Fënrir – Neutral | • Kiala – Sister (Loyal) |
| • Zörena – Friend (Teacher) | • Melantha – Neutral (Distant) |
| • Eäminn – Neutral (Distant) | • Perdita – Neutral (Distant) |
| • Roëna – Neutral (Distant) | • Dúnmharú – Neutral (Distant) |
| • Asteria – Neutral | • Sléachta – Neutral (Distant) |
| • Xi'rian – Enemy | • Revati – Enemy (Distant) |
| • Gilana – Neutral (Distant) | • Iotama – Friend (Loyal) |
| • Onûs – Enemy (Hostile) | • Ophira – Neutral |
| | • Nypris – Neutral (Distant) |
| • Aviaz – Brother | • Callixta – Neutral |
| • Zaria – Sister | • Raziya – Neutral |
| • Selora – Romantic (Secret) | |

Dogma: Seek knowledge and wisdom in all things and in all places, no matter where your journeys take you. Unravel mysteries as they appear and share your newfound knowledge with anyone who is eager to learn. Never act rashly, but neither shall you hesitate needlessly. There is a time to act and a time to observe. True wisdom lies in knowing the difference. Idleness is a slight against the world and a disgrace to oneself. Do what you can to alleviate suffering where you find it, even if it is at the cost of taking that suffering upon yourself. Bear your burdens with dignity and do not impose upon others, for it is in bearing our wounds with determination that

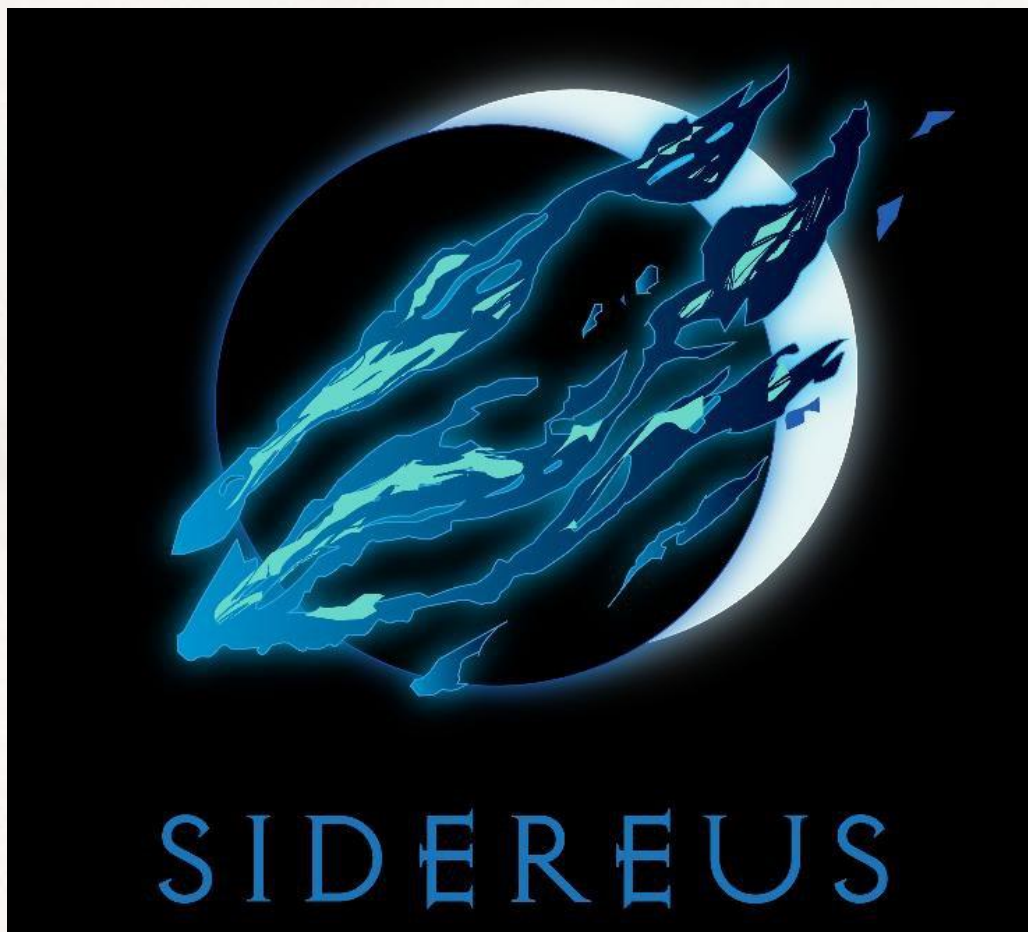


we discover our true inner strength. Knowledge that is not recorded is knowledge that is lost. Record everything in its time, and teach the gift of literacy where you can, for all deserve the right to gain knowledge and share it with others. Write or copy a text of value at least once a year and give it away, spread knowledge wherever it is wise to do so, and do what you must to prevent its abuse.

Clergy & Temples: Followers of Solon are often the bookish sort, finding solace in libraries and hidden away among mountains of dusty tomes. The young and the old alike come to reverence of Solon, as the only trait required is a desire to learn and know more about the world around them. Philosophers seeking enlightenment and sages seeking knowledge all revere Solon for the gifts he gives. Clergy of Solon are known across Sidereus as teachers, storytellers and scribes. Priests and paladins of Solon are charged by their lord to spread knowledge and wisdom wherever they go. Temples of Solon rarely exist in the wilderness, however at least a small shrine is present in nearly every populated area in Sidereus. Libraries especially usually feature at least a small shrine to Solon, since many such organizations have been founded by priests and paladins of Solon. Clergy of Solon are always literate, since part of the rite of initiation into the church is learning how to read and write. Clerics of Solon typically wear brown robes with blue trim. They do not typically wear jewelry aside from their holy symbol – but they almost always keep a book in their immediate possession.

Appearance: On the rare occasion that Solon chooses to manifest in physical form, he frequently appears as a maimed young man with jet black hair and silvery skin. His eye sockets are bandaged over, as his eyes are missing, and his right hand is also missing. Solon has an iridescent and shimmering aura that resembles the corona of the sun around the silhouette of the moon during an eclipse. Despite his injuries, Solon fights with consummate skill in battle – a master of his longsword “Omen”.

Other Details: Followers of Solon always pray at noon and midnight when possible, taking prayer times very seriously. Typically celebrating solar eclipses as holy days, it is the belief of Solonites that it is the times when the light of the sun is obscured that can yield the most vibrant and miraculous light. Martyrdom is not uncommon among Solonites, as many paladins have been known to sacrifice their lives to protect innocents when the opportunity arises, though they rarely do without need. Followers of Solon typically carry a holy symbol or trinket of Solon, and many more zealous devotees have been known to get tattoos of Solon’s symbol somewhere on their body. Worship of the Blind Seer is most common among Humans, Silver Elves and Eidolon.



SELORA

The Dancer in Silver, the Moonmaiden, the Silver Hand

Symbol: A circle of stars in a ring around the full moon, crescent moon or half moon

Home Plane: Celestial Plane (the Twilight Vale)

Portfolio: the Moon, Women, Wanderers, Attraction, Abundance, Journeys, Song

Worshippers: Women, Good Lycanthropes, Sailors, Female Spellcasters, Navigators, Astrologers, Hunters

Domains: Foresight, Good, Joy, Nature Magic, Moon, Protection

Favored Weapon: "Kamaria the Shadowsbane" (double-bladed sword/longbow)

History: Though she was conceived without the permission of the One by Gilana and Sûldin early in the First Age, Selora has always been a true and loyal servant to the One and her designs. Welcomed with open arms into the Celestial Court, Selora is a stalwart soul who endears herself to those who show her respect and loyalty and causes her enemies to tremble in fear. When Amin'Zerû accepted Selora into the Celestial Court, she gifted the young deity with domain over the moon and the powers of attraction that ebb and flow through the universe. Following the death of Asteria, Selora is one of three deities given the ability to govern the flow of Magic in her stead. Selora is a benevolent entity that is kind and loving toward her followers, however she does possess some of the emotional instability of her mother. While Selora can appear emotionally cold, she in fact feels very deeply – choosing only to express herself to those she most trusts or in situations where she feels entirely secure. When her words fail, Selora will often dance to express herself to others, and it is said that her movements are so imbued with grace that she can captivate any soul with her dance. The same was once said of her mother Gilana. In recent years, Selora has moved to increase her influence on the Material Plane, calling more followers to her cause. Many believe she is hoping to rally sufficient belief to redeem her mother and save her from an eternity of despair.

Relationships: The daughter of Gilana and Sûldin, and the first child conceived by the pair before their love was tainted by the fears of Gilana and the coldness of Sûldin's heart, Selora is a unique being. She and Zaria have become the closest and truest of friends, though their duties often prevent them from spending time together. Selora shares a lingering amount of romantic interest with Roëna, though the interaction between the two is fickle at best so any interaction is unpredictable and chaotic.

- | | |
|-------------------------------|--------------------------------------|
| • Sûldin – Father | • Tallis – Brother (Loyal) |
| • Gilana – Mother | • Endëllion – Friend (Distant) |
| • Aarûn – Friend (Loyal) | • Vârsha – Friend (Loyal) |
| • Jolarä – Friend | • Snædis – Sister (Loyal) |
| • Tal'rëa – Friend (Loyal) | • Zephyr – Friend (Distant) |
| • Kal'rën – Friend (Loyal) | • Kiala – Friend |
| • Fënrir – Neutral (Distant) | • Melantha – Sister (Hostile) |
| • Zörena – Neutral | • Perdita – Enemy |
| • Eäminn – Friend (Loyal) | • Dúnmharú – Brother (Hostile) |
| • Roëna – Romantic (Troubled) | • Sléachta – Brother/Enemy (Hostile) |
| • Asteria – Neutral | • Revati – Neutral (Distant) |
| • Xi'rian – Enemy (Hostile) | • Iotama – Friend |
| • Onûs – Enemy (Hostile) | • Ophira – Neutral (Distant) |
| | • Nypris – Sister (Loyal) |
| • Aviaz – Romantic (Distant) | • Callixta – Sister (Hostile) |
| • Zaria – Best Friend (Loyal) | • Raziya – Sister (Distant) |
| • Solon – Friend (Loyal) | |



Dogma: The night is not a time to hide, but a time to celebrate and rejoice. Be brave when the darkness embraces you – for the creatures that lurk in the shadows will ultimately be revealed and defeated by the pure light of the moon. All of Creation is good by nature, do not let the minions of evil take the solemn and sacred hours of the night from you. Celebrate the earth's bounty beneath the light of the full moon, rejoice and revel in the abundance before you – for life itself is meant to be a celebration. Be firm in your convictions, but not obstinate or stubborn – for kindness is just as surely a sign of strength. Look to the sky for guidance, for there is a divine order to the universe and the heavens will always show you the way when you are lost.

Clergy & Temples: The various Churches of Selora are well-organized and welcoming groups. They do not discriminate or exclude individuals from membership based on superficial factors and will forgive new initiates from any past misdeeds or transgressions as long as they display an appropriate amount of contrition and remorse. They open their arms to all followers, though most followers of Selora are female. Individual temples of Selora become socially influential in their surrounding communities, as they often become shelters for the downtrodden, travelers, and those in need. Priests and paladins of Selora often act as midwives when the need arises, and when expecting mothers need counseling or aid the various Seloran sects are usually available to provide that assistance. Nearly every female cleric or paladin of Selora is also an arcane magic user of some skill. Clerics of Selora typically wear pale blue or white robes with a silver trim. A number of sects have groups of dedicated Ranger-Paladins or Ranger-Priests in the service of the Moonmaiden that hunt evil Lycanthropes and protect villages that cannot protect themselves. These groups typically favor greens and browns, using longbows and silver arrows to eliminate their enemies at range. Depending on the phase of the moon, followers may adorn their robes with jewelry made of opal, ruby or sapphire. Seloran clergy come from all walks of life and all races fairly equally, and can be found all across the face of Sidereus, though a large number of Elves follow Selora because of her dominion over the moon – and a large number of Derew revere her because of her relation to Tallis.

Appearance: When the Moonmaiden chooses to appear in physical form, she will appear in one of three aspects; a playful young girl, a lithe and graceful woman, or a wise old crone. In her purest form, she is a tall and imposing paragon of femininity, with silver-white skin that gives off a soft opalescent radiance. Her hair flows all around her effortlessly, ranging in color from jet black to violet to the purest silver. When she is enraged or focused, her eyes are endless and seem black as night with the faintest hint of gold and emerald behind them. Selora is known to be able to move with the speed of both Shadow and Light, able to be miraculously in two places at once – even in avatic form. She has been known to take the form of a statue on occasion within her temples to observe her followers or simply to be around mortals. Because of her mother's former devotions, Selora has a particular affinity for forested areas and woodlands and will often walk forested paths at night in avatic form, delighting in the feel of the grass beneath her feet. Selora rarely ventures into combat, but when she does she carries her shapeshifting double-bladed sword – “Kamaria the Shadowsbane” with her. This artifact has the ability to change into a longbow at Selora's behest, and was given to Selora by Amin'Zerû herself, giving Selora the ability to restore life to any creature and utterly unmake the fabric of Shadow magic.

Other Details: Seloran followers celebrate the full moon and the new moon as holy days of great importance, marking the passing of each with a different festival depending on the season. Seloran followers will often participate in the Jolarān Great Hunt for this very reason, offering glad tidings and other boons to the worshipers of the Beastmother (Chatûl or not) who they find themselves in the company of. Frequently revered by mothers, Selora will often take special care to offer protection to mothers as they travel. She will also sometimes assist Varsha in her efforts to protect children and the innocent. On a day to day basis, followers of Selora typically set time aside to pray at twilight, moonrise, or midnight. Seloran devotees will frequently carry a holy symbol or trinket related to the Dancer in Silver, though this is by no means mandatory. Worship of the Moonmaiden is most common among Silver Elves, Derew Humans and Gûndre.



TALLIS

The Lord of Spring, the Verdant Prince

Symbol: A green living oak leaf

Home Plane: Sidereus (The Solace of Nature)

Portfolio: Spring, Agriculture, Strength, Endurance, Loyalty, Nature, Derew Orcs

Worshippers: Derew Orcs, Farmers, Gardeners, Rangers, Druids, Youth, Peasants, Warriors

Domains: Earth, Good, Plant, Protection, Strength, War

Favored Weapon: "Nature's Hand" (maul)

History: Tallis is known across the face of Sidereus as the Lord of Spring or the Verdant Prince. Like his sister Selora, he is the child of Gilana and Sûldin, conceived outside of the will of the One. In her divine mercy, Amin'Zerû embraced Tallis and gave him domain over plants, trees and all things that grow upon the earth – a gift she had formerly given to Gilana, which she was no longer able to use. A good-natured and lively deity, Tallis is very well known for his exploits since the first age alongside the deity Aviaz. Together, the two deities often walk Sidereus in Avatar form doing various good deeds, writing wrongs and slaying demons where they find them. Like his boon companion Aviaz, Tallis is known to favor athletic contests – specifically those that test an individual's strength and endurance. Near the beginning of the Third Age, Tallis created the Derew Orcs, one of the only lesser Ilith'ari to create a race of their own. Cultivated in secret, but with the blessing of the One, the Derew Orcs are incredibly special to the Verdant Prince even now. Intended to serve the world of Sidereus as both part of the forested realms and as their indentured protectors, the Derew Orcs still serve Tallis proudly to this day. Often invoked by commoners and farmers specifically, he has been known to intervene on minor levels or even to send his angels in times of dire need to protect farmers and those who are deeply devoted to him. As a result he is favored by farmers and common folk in just about every region of Sidereus.

Relationships: Tallis proud of his origins as the son of Sûldin and Gilana. Even with his mother's current condition, he has high hopes she will one day be redeemed. Tallis is deeply at odds with both his sister Melantha and his brother Dúnmharú, being bitter and hated enemies with the latter. Selora and Tallis share a lukewarm but stable relationship, and he is particularly close to his sister Snædis. Aviaz and Tallis are legendary friends, and legends of their exploits are well known across the face of Sidereus.

- | | |
|---|--|
| <ul style="list-style-type: none">• Sûldin – Father• Gilana – Mother• Aarûn – Friend (Loyal)• Jolarä – Friend (Loyal)• Tal'rëa – Friend• Kal'rën – Friend (Distant)• Fënrir – Neutral (Distant)• Zörena – Neutral (Distant)• Eäminn – Friend (Loyal)• Roëna – Neutral (Distant)• Asteria – Neutral (Distant)• Xi'rian – Enemy (Hostile)• Onûs – Enemy (Hostile) | <ul style="list-style-type: none">• Selora – Sister (Loyal)• Endëllion – Friend (Distant)• Vârsha – Friend (Loyal)• Snædis – Sister (Loyal)• Zephyr – Friend• Kiala – Friend• Melantha – Sister (Troubled)• Perdita – Enemy (Hostile)• Dúnmharú – Archenemy/Brother (Hostile)• Sléachta – Enemy (Distant)• Revati – Enemy (Hostile)• Iotama – Neutral• Ophira – Neutral (Distant)• Nypris – Sister (Friendly)• Callixta – Sister (Distant)• Raziya – Sister |
| <ul style="list-style-type: none">• Aviaz – Best Friend (Loyal)• Zaria – Friend (Loyal)• Solon – Neutral | |

Dogma: Life is precious, celebrate it in all forms. The world was created for the people of Sidereus, and stewardship of the planet is yours as well. Respect the wild places of the world and do not despoil the land. Plant a seed in every new place that you encounter so that the bounty of nature can spread ever further. Nature in all of its forms must be protected from those that would destroy the wild places needlessly. Open warfare should be your last resort. Be watchful and wary, always observe carefully before you act. Nature, and in fact all of reality, are merely parts of a greater whole – a cycle that never ends, perfect and Flawlessly balanced. Help others to understand the true balance of Nature, so that they too may one day come to engage in the stewardship of this world you have been given. Give back to nature an equal amount to what you take, and fight against those who would strip the natural world bare for their

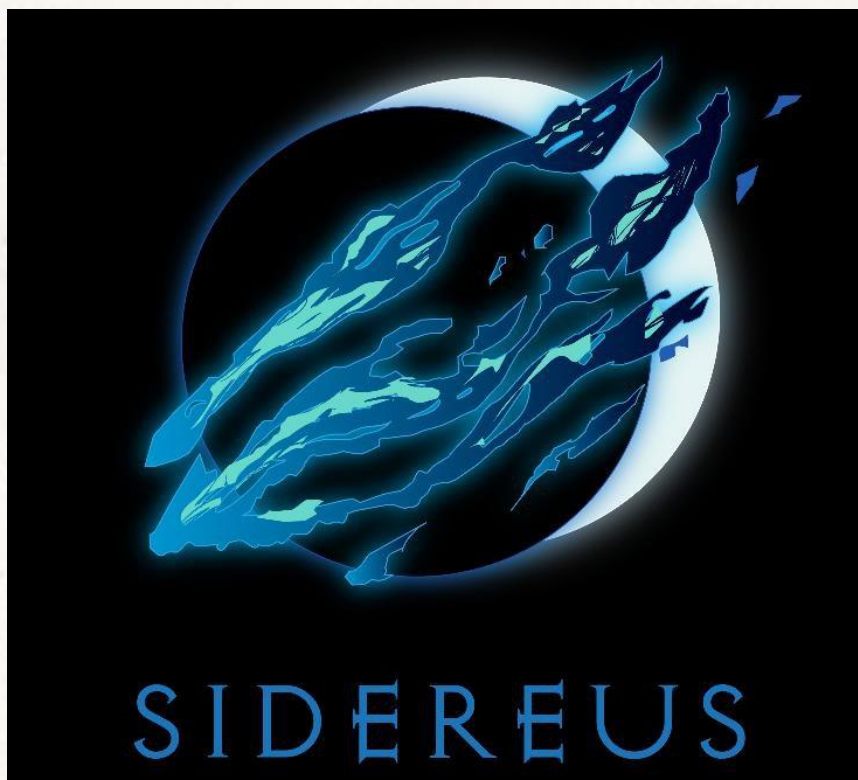


own selfish designs. Do not hesitate to kill in defense of Nature, for it cannot defend itself. Find your peace in nature's bounty, walk the wilds and breathe deep the air, for they are blessings from the One and they will strengthen and invigorate you. Remember that all things are connected, and the material vessel your spirit inhabits will one day return to the earth and stone beneath your feet.

Clergy & Temples: The Church of Tallis is known all over Sidereus as protectors of the forests and wild places of the world. The Clerics and Paladins of Tallis act as stewards of the wilds and woodlands, and take great pains to plant trees and make sure the various flora and fauna of Sidereus continue to flourish. In many ways, the clergy of Tallis are the caretakers of the ecological balance of Sidereus. The clergy of Tallis also make it a point to wander the various inhabited areas of Sidereus and assist the farmers of the world with advanced farming techniques or the blessings of their lord so that their crops may flourish, as well as aiding the poor and destitute so they will not suffer. According to the world view of the followers of Tallis, the natural world provides for all of the world's inhabitants, and all people should share in its abundance. Clerics of Tallis wear lightweight robes that are usually colored dark brown or green with black or grey trim. Aside from holy symbols they rarely adorn their garb with jewelry. Clerics of Tallis do not hesitate to join a battle when needed, following their lord's example, though they are cautious about why their participation is warranted. Clerics and paladins of Tallis are not easy to manipulate into participating in any cause. Clerics of Tallis commonly gather together in monasteries, choosing to isolate themselves from the bustle of the more populated world and perfecting their understanding of the natural world, agriculture and animal husbandry.

Appearance: Tallis frequently travels the world in one avatic form or another, though he rarely selects a single physical form with which to do so. Despite the varied appearances he chooses when creating an avatic form, when he chooses to manifest his full deific power he appears as a youthful and powerfully build male, typically adorned in the trappings of a druid or a ranger. He has long and often tangled hair that appears to be made of stone or branches, and his skin is hard and thick as wood or stone. His eyes are as intense and unyielding as if they had been cut from basalt, and he always travels with his maul "Nature's Hand" by his side.

Other Details: Devotees of Tallis practice their faith in an extraordinarily wide variety of ways. Typically, followers of Tallis gather for prayer shortly after noon, preferring to share a meal together or even just engage in a planting together. While the Church of Tallis is made of up a wide variety of disparate sects, all of them tend to practice similar rites and rituals. Depending on which sect one encounters, there may be any number of feast days and celebrations as the church of Tallis finds such occasions often inspire the common folk to persevere in a difficult and unforgiving world. Tallis is most commonly worshiped among Derew Orcs, Humans and Gûndre, but there is absolutely no shortage of followers anywhere in the world.



ENDÉLLION

Lord of Luck, the Prince of Fortune

Symbol: A gold coin featuring a spade symbol

Home Plane: Celestial Plane (Paradox)

Portfolio: Luck, Music, Poetry, Mirth, Communication, Wit, Humor

Worshippers: Bards, Rogues, Gamblers, Adventurers, Performers, Musicians, Prisoners

Domains: Chaos, Charm, Joy, Luck, Passion, Trickery

Favored Weapon: "Weal & Woe" (twin daggers)

History: Endéllion was born to Roëna as a result of her brief interaction with Onûs during the First Age. Despite the nature of his creation, Endéllion was accepted by the One, and given domain over luck, freedom, song and poetry. Endéllion is known as a passionate deity who loves the world of Sidereus with all of his heart despite his tendency toward capricious and fickle behavior. Endéllion hates the nature of his origin and his heritage – resenting his mother and loathing his father for the evil he perpetrates against the world. Endéllion will either avoid conflict entirely or leap in happily depending on what mood strikes him, and it is not uncommon for him to feign disinterest in order to ensure that he may later play an even more pivotal role. A thorn in his father's side, Endéllion is an embodiment of the pure chaotic force of luck and chance in the world, flying in the face of order and structure – particularly when they are used for tyrannical means. Endéllion is known to travel the world of Sidereus in avatic form, getting drunk in festhalls or gambling incessantly. While luck is Endéllion's responsibility, he is usually of the mind that luck should truly be random and he is known to flip a coin to determine if a spirit will gain his boon or not, regardless of his own motivations. His long history of romantic association with mortals may have resulted in a number of demigods that have yet to be identified. Because of his unpredictability, Endéllion has a complex reputation among the people of Sidereus. Just as many souls love him as hate him.

Relationships: Endéllion and his mother Roëna are very close, though the Lord of Luck resents his mother somewhat for the conditions of his conception. He hates Onûs utterly and without reservation. Endéllion has a deep and abiding hatred for the young goddess Revati who represents the hoarding and selfish accumulation of wealth. He is occasionally close with his half-brother Zephyr, though the two do not frequently associate or spend time together. He has no romantic associations to speak of, though he interacts romantically with humans frequently.

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|---------------------------------|------------------------------------|
| • Roëna – Mother | • Selora – Friend (Distant) |
| • Onûs – Father/Enemy (Hostile) | • Tallis – Friend (Distant) |
| • Aarûn – Neutral | • Vârsha – Friend (Distant) |
| • Jolarä – Neutral | • Snædis – Neutral (Distant) |
| • Sûldin – Neutral (Distant) | • Zephyr – Brother |
| • Tal'rëa – Neutral (Distant) | • Kiala – Friend |
| • Kal'rën – Neutral | • Melantha – Neutral (Flirtatious) |
| • Fënrir – Friend | • Perdita – Sister (Distant) |
| • Zörena – Neutral (Distant) | • Dúnmharú – Brother (Distant) |
| • Eäminn – Neutral | • Sléachta – Brother (Hostile) |
| • Asteria – Friend (Distant) | • Revati – Enemy (Hostile) |
| • Xi'rian – Enemy | • Iotama – Friend (Flirtatious) |
| • Gilana – Enemy | • Ophira – Neutral (Distant) |
| | • Nypris – Sister (Distant) |
| • Aviaz – Neutral (Troubled) | • Callixta – Sister (Loyal) |
| • Zaria – Neutral | • Raziya – Sister |
| • Solon – Neutral (Distant) | |

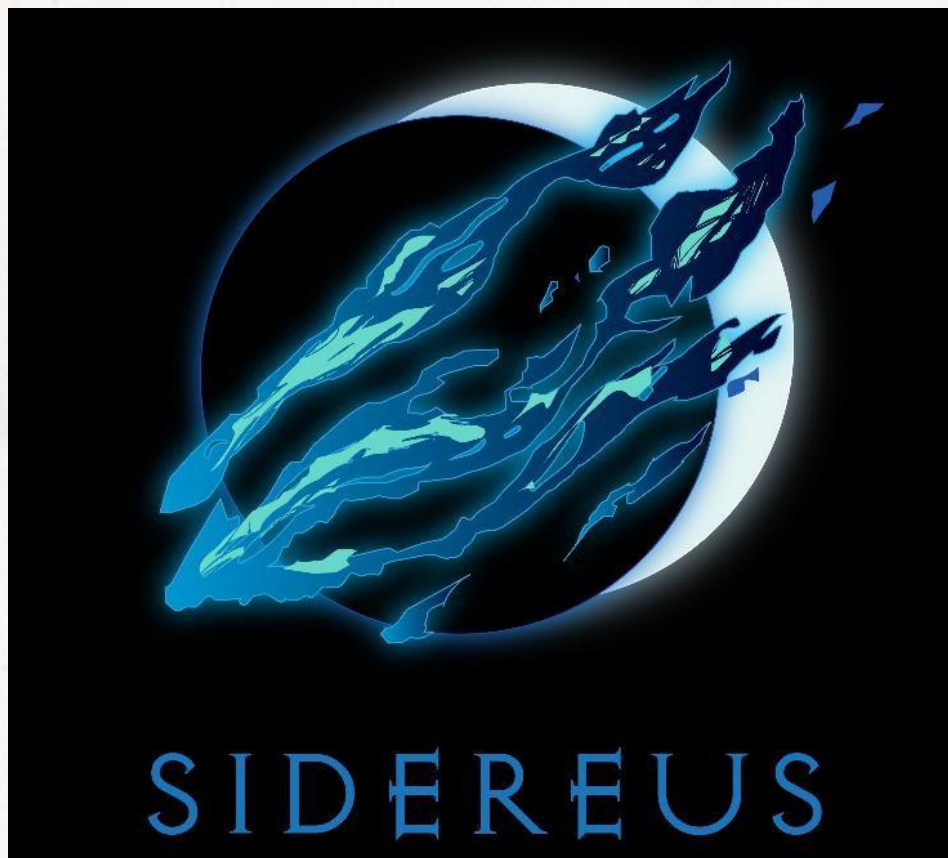
Dogma: Never cower from fate or fortune. Accept what life sends your way with the dignity of courage and defiant resolve, for good fortune comes to those who seek it. Always be intrepid, courageous and sure – for a willingness to take risks can reap the greatest rewards. Let go of the illusion of control and cease your struggles against the unrelenting forces of chaos and chance. Trust and give into your own luck and allow fortune to bear you to safe shores. Compose stories and songs, write poems and revel in the complex performance that is life. Never allow yourself to fall idle, for a spirit that does not endeavor to experience life will soon succumb to the whim of misfortune and strife.



Clergy & Temples: The core Church of Endëllion is an oddly complex organization. For a group dedicated to a chaotic deity, they exhibit a rather substantial degree of order and structure – albeit in an unconventional fashion. While the church has no distinct hierarchy, it does have a rather complex ranking structure that few outside of the church fully understand. Clergy within the core church of Endëllion seem to change their rank and responsibilities somewhat randomly, holding elections every seven days, seven weeks and seven months. Every seven years, the church holds its “Festival of Fortune” on the seventh day of the seventh month. At this festival, the church will give out magic items – some of them quite powerful – as prizes for games of chance. Clerics of Endëllion do not have any one unifying color or clothing scheme, but they do wear artfully crafted garments frequently adorned with valuable jewels. There are many sects of Endëllion worshipers aside from the core church, all of whom practice different variations of the rites and rituals involved in worship – though most celebrate the “Festival of Fortune” in a fairly uniform fashion. Most priests of Endëllion are also thieves, assassins or bards – not as a rule but more as a matter of coincidence. There is no economic standard among priests of the Lord of Luck. They hail from all walks of life and all races. While Endëllion does have paladins, they rarely meet the traditional definition of the term as most of them are rogues in their own right. The wide variety of sects, sub-sects and cults aside – most followers of Endëllion are actually fairly uninvolved in church politics or in any specifically organized church structure, preferring instead to show their reverence in other ways.

Appearance: A favorite trick of Endëllion’s is to disguise himself as a prominent mortal when he appears in physical form in an attempt to fool as many people as possible. He usually grows bored with this game however, and will eventually return to his lecherous and carousing ways. When he appears in his actual form, he has skin like sapphire stones and eyes that seem to catch the light like eldritch fire. His hair varies in color and texture, but it always suits the occasion. On the rare occasion that he does enter battle, he wields his twin daggers “Weal & Woe” into battle, powerfully enchanted to be able to change the fate of anyone they wound, turning luck in his favor and cursing his enemy.

Other Details: To put things bluntly, followers of Endëllion pray either whenever they want to or at random intervals as needed. The dogma of Endëllion encourages its constituents to embrace random chaos and as a result organized and predicable worship does not generally occur. Holy symbols may or may not be carried, though there is no established standard.



VÂRSHA

Lady of the Dance, the Rainbow Maiden, the Rainmaker

Symbol: A dragonfly or a butterfly

Home Plane: Sidereus (the Solace of Nature)

Portfolio: Satyr, Joy, Revelry, Dancing, Restoration, Rain, Coastal Waters

Worshippers: Bards, Dancers, Rogues, Entertainers, Revelers, Singers, Virgins, the Wounded

Domains: Chaos, Charm, Good, Joy, Passion, Water

Favored Weapon: "Enfys the Redeemer" (longbow)

History: Vârsha was born to Zörena and Kal'rën shortly after the two finally consummated their marriage during the Second Age. In her joy as a result of her pregnancy, Xi'rian began to lust after Zörena and his evil heart bade him to take from her what she would not give him freely. Weakened as her power fed the growing deity inside of her, Zörena was no match for Xi'rian as he attacked her viciously. Her purity immutable, even to time, Vârsha could not allow her mother to suffer. She sprang from her mother's form already fully grown, her powerfully manifested in a blinding array of colors and light. In a swift movement, the Rainbow Maiden hefted her mother's sword and impaled Xi'rian. The wounded god was confused and genuinely frightened of the bright star and fled. When the One discovered the newborn Ilith'ären covered in Xi'rian's blood, she was enraged. With a single word uttered from her lips, she ripped part of Xi'rian's portfolio from him and gifted it to the young deity. Naming her Vârsha, she also blessed her with domain over the rains, additionally granting her power over the spheres of dancing, joy and revelry. Since her first appearance, Vârsha has done a great deal to bring joy to the hearts of the people of Sidereus, easing their burden when it became too much to bear. With the aid of Roëna, Vârsha even created the Satyr as agents of her will on the material plane. It is even said that Vârsha aided Tal'rëa in restoring the Humans of Sidereus when the dark god Onûs had all but destroyed them. Vârsha is well loved among many of the people of Sidereus, particularly farmers and those who live off of the land.

Relationships: Vârsha and her mother Zörena are quite close. For some time, Zörena worried that the power given to her from Xi'rian's portfolio would taint her intentions and turn her toward evil, but this has proven not to be the case. Her father Kal'rën is exceptionally proud of his daughter, both for her responsibility and stewardship of her followers, but also for her vigor and tenacity in undertaking her duty as a deity. Vârsha periodically toys with romantic inclinations toward Fënrir, which he shares, though she knows nothing of his feelings.

- | | |
|----------------------------------|--------------------------------|
| • Zörena – Mother | • Solon – Friend (Distant) |
| • Kal'rën – Father | • Selora – Friend (Loyal) |
| • Aarûn – Neutral | • Tallis – Friend (Loyal) |
| • Sûldin – Neutral (Distant) | • Endëllion – Friend (Distant) |
| • Tal'rëa – Friend (Loyal) | • Snædis – Friend |
| • Fënrir – Romantic (Conflicted) | • Zephyr – Friend (Loyal) |
| • Jolarä – Neutral | • Kiala – Friend (Distant) |
| • Sûldin – Neutral (Distant) | • Melantha – Neutral |
| • Eäminn – Neutral | • Perdita – Enemy (Hostile) |
| • Roëna – Friend (Mentor) | • Dúnmharú – Enemy (Distant) |
| • Asteria – Neutral | • Sléachta – Neutral (Distant) |
| • Xi'rian – Enemy (Hostile) | • Revati – Enemy (Distant) |
| • Gilana – Friend (Distant) | • Iotama – Friend |
| • Onûs – Enemy (Hostile) | • Ophira – Neutral (Distant) |
| • Aviaz – Friend (Distant) | • Nypris – Neutral (Hostile) |
| • Zaria – Friend (Loyal) | • Callixta – Friend |
| | • Raziya – Neutral |

Dogma: In its own way Life is a great dance, one that should be performed with vigor and excitement. Let go of your cares and enjoy each new day that is given to you. Immerse yourself in appreciation for the common joys that too often pass you by. Seek out happiness in all that you do by ceaselessly aiding others in their pursuit of it. Jubilation and celebration need know no boundaries, for when positivity and joy are birthed into the world only the Light can prevail. Gather into each celebration the lost, the lonely, the forlorn,



the abandoned, the shunned, the poor and even your own foes. Help others seek out the desire of their hearts and never fail to let your own heart guide you.

Clergy & Temples: Ultimately the Church of Vârsha is an organization built around the celebration of freedom. Without the inspiration of a festival or other significant celebration, there is rarely any formal gathering of followers of Vârsha, since personal freedom requires they all spend their time pursuing their own desires and bettering the lives of those around them. Priests of Vârsha have few formal rituals, and even fewer social constraints. It is up to each individual priest or cleric to determine what is right for them in terms of ceremonial garb or attire. Despite this, many followers of Vârsha choose to wear lightweight, multicolored clothing when engaging in a ritual or any action dedicated to their goddess. Followers of Vârsha are much more common in the warmer climes of Sidereus, as they prefer to dress lightly they typically avoid cold weather. Most priests of Vârsha are at least passable dancers, though those who do not dance are often skilled musicians.

Appearance: Vârsha frequently appears in mortal form. Preferring the appearance of a Derew Orc youth or a young Elven maiden to that of anything else. Her ideal form is that of a youthful Elven woman with hair of spun gold and skin of a polished metallic blue. Her eyes blaze with a pure white light. On the rare occasion that she does wade into battle, she does so with her deific bow “Enfys (en VIS) the Redeemer”, a bow that is said to be enchanted by the One to restore the soul of any entity in all of creation – though few know what exactly that means.

Other Details: Much like Endëllion and the other chaotic deities, priests of Vârsha pray when it most suits them. While some priests set aside regular times for devotion, this is by no means all inclusive as there are many priests who prefer to only pray when the mood strikes them. Holy symbols are often carried, typically crafted from stained glass or insects of the appropriate kind trapped in amber. When a dragonfly or butterfly lands upon an individual it is widely believed to be a blessing from the goddess Vârsha herself and a very good omen.



SNÆDIS

The Icemaider, The Queen of Winter, The Snow Princess

Symbol: A snowflake

Home Plane: Sidereus (the Solace of Nature)

Portfolio: Arxus, Winter, Cold, Ice, Temperance, Mercy, Endings

Worshippers: Rangers, druids, the hopeless, the elderly, survivalists, healers, Arxus

Domains: Cold, Craft, Death, Protection, Retribution, Strength

Favored Weapon: "Winter's Wrath" (various weapon types)

History: Snædis (sny DEES) was born to Gilana and Sûldin during the tumultuous years of the Second Age. Gilana birthed the child far to the north while in the guise of a Human woman. Despite Gilana's shame and misery, the One blessed Snædis with dominion over Winter. The One also blessed the Snow Princess in secret words that remain unknown to all but Snædis and Zörena even to this day. For the first years of her existence, early in the Second Age, Gilana raised the Icemaider in the frost and snow of the world of Sidereus. When the time came, Gilana revealed to her daughter the beauty of the Celestial Realm and her true fate as the mistress of Winter. Snædis is both a bringer of endings and a bringer of change. Her duties are absolutely vital to the progression of life on Sidereus, ensuring each fall ends with the frost and snow, and each winter succumbs to the warmth of spring in due course. Early in the Third Age, Snædis created the Arxus to be children of her own and like their creator, the Arxus share many of Snædis' ideals. Snædis is possessed of a preternatural calm, even among the gods, able to weather the most difficult times with a stoic resolve that makes her father very proud. While she feels deeply, it is said that she feels her emotions with such depth that she does not need to display them for anyone else to see. Snædis knows all too well the price of joy and the inevitability of pain, but nevertheless she holds out hope that the new day will bring some promise for the future.

Relationships: Devoted daughter of Gilana, Snædis is a strange counterpoint to her mother's eternal mourning and sadness. Snædis rarely speaks to her father but has shown a remarkable interest in his people, choosing to send her own agents to defend Dwarves in need. As a result of this intercession, many Dwarven churches of Snædis have sprung up over the ages. Tallis and Snædis get along rather well despite the disparity between their two domains. Tallis understands full well that there must be death for life to continue, and Snædis finds great joy in her brother's creations. Her sister Selora is also very close to her heart, and the two of them share many secrets, especially during the Spring and Autumn months where Snædis' duties are light. It is believed that Snædis and Zephyr share some romantic interest.

- | | |
|-------------------------------|---------------------------------|
| • Sûldin – Father (Distant) | • Selora – Sister (Loyal) |
| • Gilana – Mother | • Tallis – Brother (Loyal) |
| • Aarûn – Neutral | • Endëllion – Neutral (Distant) |
| • Jolarä – Friend | • Vårsha – Friend |
| • Tal'rëa – Neutral (Distant) | • Zephyr – Romantic |
| • Kal'rën – Friend (Loyal) | • Kiala – Friend (Distant) |
| • Fënrir – Friend (Distant) | • Melantha – Sister |
| • Zörena – Neutral | • Perdita – Neutral |
| • Eäminn – Neutral (Distant) | • Dúnmharú – Brother (Hostile) |
| • Roëna – Neutral (Distant) | • Sléachta – Neutral |
| • Asteria – Neutral (Distant) | • Revati – Enemy (Hostile) |
| • Xi'rian – Neutral (Distant) | • Iotama – Friend |
| • Onûs – Enemy (Hostile) | • Ophira – Neutral (Distant) |
| | • Nypris – Sister (Loyal) |
| • Aviaz – Neutral (Distant) | • Callixta – Sister (Hostile) |
| • Zaria – Friend (Distant) | • Raziya – Sister (Loyal) |
| • Solon – Friend | |

Dogma: All things come in time, as the Spring ends, so too will the chill of Winter. Show the people of Sidereus that the touch of the Icemaider is not to be feared, but embraced. Revel in celebration when the claws of winter have all but passed, but also prepare for the coming of the first snow with anticipation and jubilation. Take in the total situation, being careful not to latch on to the popular idea of what is best. All life moves in a cycle, finely balanced so that the great wheel of time may continue. Help others to respect the

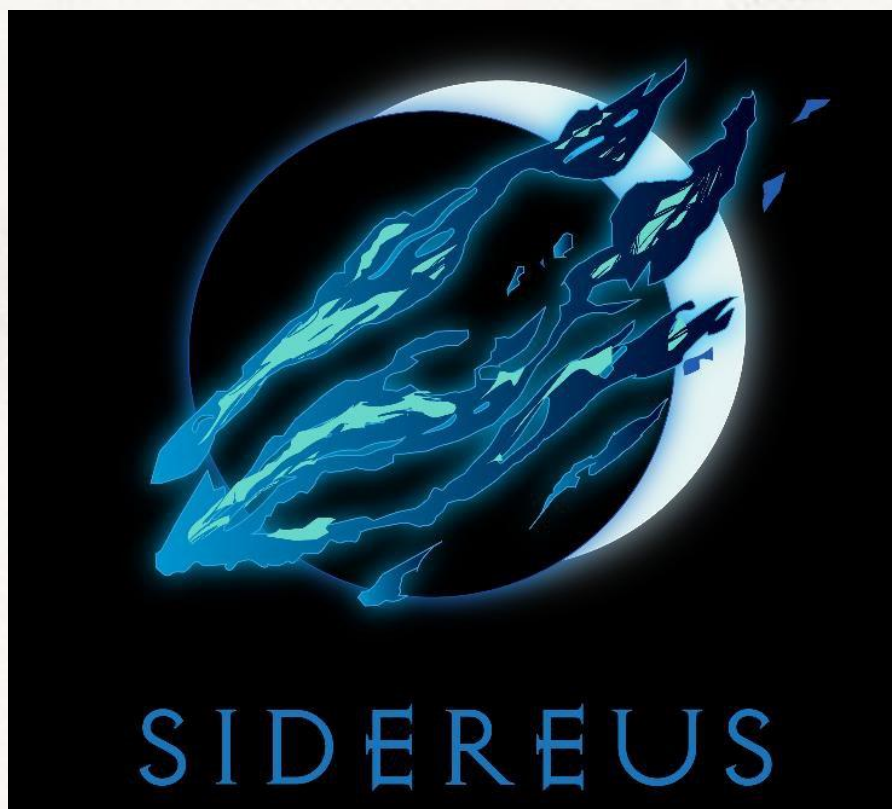


Balance of All Things, and do what you can to hinder those that would disgrace it. As with the coming of Winter, endings come to all things in time. Do not fight against change but rather accept it and prepare yourself and others to move along with it and allow peaceful transitions to occur. Do not fight the flow of the world, rather learn to become a part of it, for that is the way of the Icemaiden and thusly so too should it be your way.

Clergy & Temples: The Church of Snædis works ceaselessly to preserve nature's sacred Balance. There are many druids and rangers among the Church, all of whom see the vital importance of ensuring that the Winter proceeds as it should. Snædis' clergy do what they can to ease the difficulty and pain of winter, but also try to ensure that when an ending should come, it arrives without delay. The Church of Snædis does have a few major temples established across Sidereus, though most of her temples and shrines are small, local and hidden. Clergy of the Snow Princess commonly dress in silver and white, with a deep blue trim. When they do adorn themselves with gems they commonly wear diamonds and blue sapphires. Many priests and paladins of Snædis are also craftsmen of some stripe, and more than a few are visual artists.

Appearance: Snædis is one of the Ilith'ari who enjoys walking the world in avataric form. When she chooses to do so, she appears in the guise of a lithe but strongly built woman of early adulthood. She appears as whatever race best suits her, but her favorites appear to be Gündre, Arxus and Elven. When in her truest form, she has glistening alabaster skin that sparkles with the slight iridescence of stone covered in new fallen snow. Long, thick raven hair is tied tight in a single braid that falls to her lower back. Her father's daughter, she wears full plate crafted of Mithril and silver, adorned with star sapphires and blue diamonds. Her eyes are the crisp cold grey of a winter sky in the midst of a storm. When she does wade into battle, she has her weapon "Winter's Wrath" by her side. A mystical weapon crafted by her father for her of an alloy of Mithril and Adamantium, it changes shape according to her will into any weapon that would suit her purposes. It is said that with a mere whisper, it would return to her hand even across the planes.

Other Details: The Church of Snædis is a captivating organization. Snædis is a goddess of change and the duality of life, and as such her Church calls to people from all walks of life. Generally, followers of Snædis pray privately and at times of specific personal significance, usually deciding on a specific time each day that has the most meaning to them. Snædis teaches that it is better to use one's devotional time to produce and create rather than waste it on prayer only as a matter of habit. Holy symbols are frequently carried by followers of Snædis, but again the goddess has indicated many times that she prefers simply made symbols that were made by the hands of the follower personally to something ornate or gaudy. While not all of the clergy take this perspective to heart, it can often illustrate the difference between a true follower and one who merely pays lip service.



ZEPHYR

The Celestial Scribe, The Runelord, The Supreme Magus

Symbol: A scroll with a four-pointed star inscribed upon it

Home Plane: Celestial Plane (the Celestial Archive)

Portfolio: Foresight, Logic, Discipline, Arcane Magic, Learning, Planning, Runes

Worshippers: Scholars, mages, wizards, scribes, sages, historians, archivists

Domains: Air, Craft, Foresight, Knowledge, Law, Magic

Favored Weapon: "The Rod of Starlight" (quarterstaff)

History: Zephyr was born to Asteria near the end of the Second Age shortly before she was slain by Onûs. Zörena knew Asteria's eventual fate and felt great pain at the potential loss of her sister. In an attempt to warn her, Zörena broke her vows and showed Asteria the future she knew would come to pass. Rather than frightening her, Asteria was infuriated and immediately formulated a plan. Asteria set out to seduce Onûs and bear a child, knowing that in her absence from the world the subtle flow of magic would need a caretaker. As a result, Zephyr was born. Shortly after Asteria's death at the hands of the Void Serpent, the One gifted Zephyr with the role of caretaker of magic. To this day, Zephyr fulfils his role with solemn loyalty to his mother's memory. Zephyr is a logical and calculating deity who has a keen eye for facts and a desire to learn all there is to know in the world of Sidereus. In the years since his creation near the middle of the Second Age, Zephyr has rapidly become an important player in the trials and tribulations of the gods. He is known as the Celestial Scribe because he records all of the events that take place in the Celestial Realm, on the physical plane and beyond. Even now, long since his mother's death, Zephyr mourns her loss. His followers keep many of Asteria's holy days and much of the membership of his current church still reveres Asteria in some way (albeit indirectly).

Relationships: Zephyr loathes his father with every fiber of his being. He works against Onûs at every turn, and in fact it was the actions of Zephyr almost exclusively that stripped from Onûs the small amount of Asteria's power he was able to grasp. Zephyr has a very positive relationship with Zörena who sees him as an intrepid young pupil and something of an apprentice. Zephyr also gets along rather well with Solon as the two share a great deal when it comes to their opinions of the world of Sidereus as a whole. Zephyr has an unhealthy fascination with Melantha that he can't entirely explain. Her morbid outlook appeals to his normally logical sensibilities in some way, or so it is claimed. Zephyr and Lotama briefly shared romantic feelings until their personality differences drove them apart. It is also believed that Zephyr and Snædis share some romantic attraction.

- | | |
|---------------------------------|---------------------------------|
| • Asteria – Mother (Loyal) | • Selora – Friend (Distant) |
| • Onûs – Father/Enemy (Hostile) | • Tallis – Friend |
| • Aarûn – Friend | • Endëllion – Brother |
| • Jolarä – Friend | • Vârsha – Friend (Loyal) |
| • Sûldin – Neutral (Distant) | • Snædis – Romantic |
| • Tal'rëa – Neutral (Distant) | • Kiala – Neutral (Distant) |
| • Kal'rën – Friend (Loyal) | • Melantha – Romantic (Distant) |
| • Fënrir – Friend | • Perdita – Sister (Loyal) |
| • Zörena – Friend (Teacher) | • Dúnmharú – Brother (Distant) |
| • Eäminn – Neutral | • Sléachta – Brother (Distant) |
| • Roëna – Neutral | • Revati – Friend (Distant) |
| • Xi'rian – Neutral | • Lotama – Romantic (Distant) |
| • Gilana – Enemy (Distant) | • Ophira – Friend (Distant) |
| | • Nypris – Sister |
| • Aviaz – Friend | • Callixta – Sister |
| • Zaria – Friend (Distant) | • Raziya – Sister (Loyal) |
| • Solon – Best Friend (Loyal) | |

Dogma: Magic is just as much as science as it is an art. Logic and reason will eventually unravel all mysteries, given enough time and patience. Practice restraint and maintain a cool head when using magic, lest you make errors that even spells cannot undo. With the great power of the Arcane, must also come the great responsibility of wielding that power with respect and discipline. Always be aware of the times when it is best not to use magic. When you have mastered your craft, adopt at least one apprentice so that the art and science of the arcane may be passed on to future generations. Make a copy of every new spell that you learn and donate it to the



temple library. Do not keep your knowledge hidden from others, and encourage others to learn and explore the realms of magic wherever possible.

Clergy & Temples: The Church of Zephyr has many followers across Sidereus. Many of his mother's followers turned to his stewardship once the divine magic of Asteria began to fade. In conjunction with Tal'rëa and Zörena, Zephyr does his part to ensure magic can still function as intended, and as a result his clerics do everything they can to ensure that Arcane magic continues to be taught around the world, always taking new charges into their temples to learn the most intimate secrets of the Arcane. Clerics of Zephyr often wear long wizard's robes in various designs and styles, frequently bearing arcane symbols. Though it can vary, clerics of Zephyr often wear black or dark grey clothing with a royal purple trim and accents of both silver and gold jewelry and embroidery.

Appearance: Zephyr will occasionally appear in avataric form, though he prefers to keep top himself when he does so. Generally he prefers to observe the trifling of mortals from a distance. When he does choose to manifest as an avatar, he typically appears as a wizened man between late middle age and his older years. A silver-white or graying beard is fully grown and he is frequently adorned in fine robes of crushed velvet in black and royal purple. Upon closer examination, one would see illuminated runes and glyphs tattooed all over his arms and exposed ski, leaving only his head and face uncovered. His eyes pulse in color, weaving between silver and a deep, swirling brown. Zephyr is generally loathe to participate in combat directly, preferring to rely on his magic. However when he does enter battle he carries his mother's staff – "the Rod of Starlight".

Other Details: The Church of Zephyr is not a church in the traditional sense. Most of the church's clergy aren't even divine spellcasters, but rather arcane spellcasters who have only been invested as clerics. Of the church's comparatively small number of divine spellcasters, many of them are actually trained in both arcane and divine magic. Study and scholarship are extremely important to Zephyrite clergy, and as a result nearly all churches, temples and shrines feature some kind of library. Since knowledge in the world of Sidereus is so valuable, this also means (almost ironically) that Zephyr's temples are typically among the most well guarded. Holy symbols are often worn, and usually fashioned from very simple materials by hand.



KIALA

The Beacon of Hope, the Pristine, the Light of Aarûn

Symbol: The setting sun split in two by the path of a winding road

Home Plane: Celestial Plane (the Halls of Light) / Sidereus

Portfolio: Autumn, Homecomings, Sunset, the Harvest, Hope, Redemption, Roads

Worshippers: Travelers, healers, wanderers, storytellers, artists, runaways, the lost

Domains: Chaos, Charm, Good, Light, Life, Luck

Favored Weapon: "Dreamer's Hope & Warrior's Faith" (twin shortswords)

History: Only recently born into existence in the year 212 of the Fourth Age, Kiala is the youngest daughter born of the bond between the god Aarûn and the goddess Tal'rëa. Kiala was immediately accepted by Amin'Zerû as a beacon of hope and light in times of darkness and despair. Given domain over the sunset, Kiala's birth also heralded the return of her sister Zaria from her exile. Kiala is very much like her father, a being of light and purity, but she bears a number of her mother's traits as well - being highly intemperate in times of duress. Regardless of her volatile nature, she always hopes and strives for the best for others, even at the expense of herself. Like her father, Kiala is a warrior above all, and believes in the defense of children and the helpless above all else. A positive and loving deity, her fury is a sight to behold should one of her beloved followers come to harm. While she has not had much time to make her mark on the face of Sidereus, she is already well known across the face of Sidereus, and people in all corners of the world have already begun to revere her as their patron deity.

Relationships: The newest member of the "Solar Family", Kiala is extremely close with her older siblings, even Solon with him she shares a special and unspoken bond. She is her mother's "favorite", who sees a great deal of herself in the young goddess. Her father Aarûn appreciates her eagerness to make her mark on the world, but constantly chides her to be more aware of her temper. She has become fast friends with the other newcomer Iotama but has been known to have an unhealthy attraction for Dúnmharú who she periodically teases with her games and playful trickery. It is also believed that she holds some romantic affection for Eäminn, and though there is little that can pry his gaze from Zaria's radiance, it seems that Kiala may have succeeded in catching his eye as of late. She utterly and completely loathes Revati with an abiding and full hatred. Whenever they lay eyes upon each other it is not long before they come to blows. The reason is unknown, but the animosity between the two young gods is already famously well known.

- | | |
|-------------------------------|----------------------------------|
| • Aarûn – Father | • Selora – Friend |
| • Tal'rëa – Mother | • Tallis – Friend |
| • Jolarä – Neutral | • Endëllion – Friend |
| • Sûldin – Neutral (Distant) | • Vârsha – Friend (Distant) |
| • Kal'rën – Friend | • Snædis – Friend (Distant) |
| • Fënrir – Neutral | • Zephyr – Neutral (Distant) |
| • Zörena – Neutral | • Melantha – Enemy (Hostile) |
| • Eäminn – Romantic (Distant) | • Perdita – Enemy (Distant) |
| • Roëna – Neutral | • Dúnmharú – Romantic (Troubled) |
| • Asteria – Neutral (Distant) | • Sléachta – Neutral (Hostile) |
| • Xi'rian – Enemy | • Revati – Archenemy (Hostile) |
| • Gilana – Enemy (Hostile) | • Iotama – Friend (Loyal) |
| • Onûs – Enemy (Hostile) | • Ophira – Neutral (Distant) |
| | • Nypris – Neutral |
| • Aviaz – Brother (Loyal) | • Callixta – Neutral |
| • Zaria – Sister (Loyal) | • Raziya – Friend |
| • Solon – Brother (Loyal) | |

Dogma: Though the roads may wind and wander, the true heart always finds her way home. As daylight falls, welcome those who are lost into your home and hearth that they may find solace in the embrace of those who care. Remember even the most disturbed and distraught souls can be redeemed, for no misdeed is so great that it cannot be overcome by faith, hope and love. Protect the young souls who wander, for they are most in need of aid and often have trouble finding their way. Watch every sunset, and think of your home often. Home is where you find love, companionship and acceptance, not merely where you lay down to sleep. Share stories

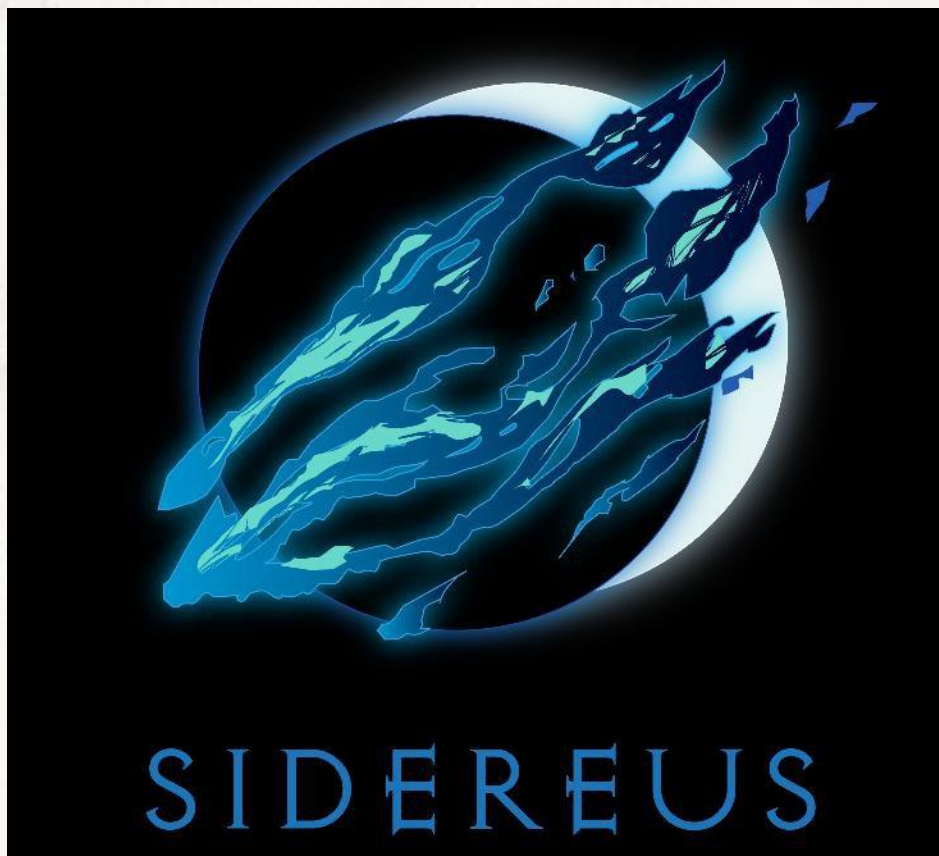


when the dark hours draw about you, and support the hopes of others when it seems most ready to falter. Remember that in our darkest hours, hope is often all we have, and it is essential that we do not let that fickle flame fade away.

Clergy & Temples: The Church of Kiala is impossibly young and remarkably fast moving. Immediately upon the birth of the young goddess, small portions of the churches of Aarûn, Tal'rëa, Aviaz, Zaria and Solon all departed their home churches to hearken to the new deity with whom they felt a special connection. Kiala's birth was heralded by a wide array of miracles, restoring long lost souls to life, returning runaways home, and repairing broken homes that had been destroyed by strife long, long before. A burst of positivity and light was born into the world that none who live had seen before, and as such the young Ilith'ari was able to draw many new followers to her banner. Priests and paladins of Kiala have taken to wearing form-fitting and well-styled clothing in the spirit of their deity. Typically this garb is primarily black or deep maroons and crimsons, with a white or pink trim. Many adventurers and Heroborn have also come to Kiala's cause.

Appearance: Though it has only happened a small number of times so far, when Kiala chooses to manifest in physical form, it is as a lively and excitable young woman which childlike tendencies and hair gold, copper and bronze like the sunset. She dresses in dark robes and gowns like her mother, but these are often adorned with sparkling gems, with rose and pink trim and cut short to allow free movement in battle. Her eyes sparkle like masterfully cut emeralds, glowing with a hidden inner light that is said to hide many secrets. She travels with two enchanted animals, cats with silvery-purple wings that she has infused with sapient intelligence. When they sleep, they rest on her body as tattoos. Kiala is in many ways her father's daughter, so her skill in battle is without equal – but she is also her mother's child and her intemperate fury makes her truly astonishing on the battlefield. She carries with her the twin blades "Dreamer's Hope" and "Warrior's Faith", created by and given to her by her parents.

Other Details: The Church of Kiala has already begun to settle itself into a precise structure. Despite its chaotic and somewhat free-spirited leanings, it is a well organized church that frequently holds loud and boisterous gatherings to celebrate everything from the return of warriors home from long wars to the birth of newborn children to just about everything else. Drug use of some of the less potent variety is common, and those who follow Kiala will frequently dress in the wide variety of colors that can be seen at sunset to dance and celebrate whatever it is they happen to be celebrating. Travel is very important to devotees of Kiala, who frequently leave their homes to try and find a place of true belonging and satisfaction. While some never return, the return of those who is celebrated with great fervor. Holy symbols are often fashioned from gold, but just as often they are tattooed onto the skin in some visible place.



MELANTHA

The Black Rose, the Flower of Lust, the Song of Secrets

Symbol: A blooming black rose fallen in a pool of blood (alternatively tears)

Home Plane: Celestial Plane (the Twilight Vale)

Portfolio: Lust, Envy, Seduction, Secrets, Lies, Unfulfilled Desire, Vanity

Worshippers: Assassins, capricious individuals, gamblers, rogues, sadists, jilted lovers, courtesans, artists, poets

Domains: Chaos, Charm, Darkness, Evil, Suffering, Trickery

Favored Weapon: "Blackbriar" (rapier)

History: Shortly after Gilana was raped by Xi'rian late in the Second Age, Gilana gave birth to Melantha. Gilana's pain and misery was fed into her child, and Melantha was born the product of rage, hatred, misery and suffering. Despite this dark origin, Melantha emerged with a strangely sophisticated and refined nature. She showed none of the signs of Xi'rian's stormy temper or his lack of self-control. Despite her origins, the One chose to bless Melantha with incomparable beauty, such remarkable beauty that she grew in true parallel to the goddess of beauty herself. Zaria and Melantha are often compared in terms of beauty, for while Zaria is the current goddess of beauty, Melantha is heir to her mother's previous hold on the aspect. In fact she was remarkably skilled in keeping secrets and in the art of deception. With whispered secrets and half-kept promises, Melantha quickly rose in power. Though she has become tamer as years have gone by, Melantha is no less dangerous or unpredictable. Jilted by Aviaz shortly after expressing her affection for him, Melantha has held the seed of bitterness in her heart for thousands of years. Despite her Chaotic nature, Melantha appears as an unnervingly calm entity. She is known for her cutting and ruthless decisions that have often swayed the balance of power among the gods of Sidereus.

Relationships: The daughter of Gilana, Melantha is a strange creature. Beautiful with only one rival known, she is the paragon of all most women could want to be, but yet she wants more. As the parallel of Zaria, the two deities share a remarkable and complex rivalry that often borders on friendship, but more frequently delves fully into competition. Jilted by Aviaz, she has never healed the wound he left in her heart. She hates Xi'rian for having fathered her, but she loves her mother dearly – even if the two bicker frequently. While she is aware of other affections, she only truly desires Eäminn for reasons none of the other gods claim to understand.

- | | |
|--------------------------------|---|
| • Gilana – Mother (Troubled) | • Solon – Neutral (Distant) |
| • Xi'rian – Father (Hostile) | • Selora – Sister (Troubled) |
| • Aarûn – Enemy (Distant) | • Tallis – Brother (Troubled) |
| • Jolarä – Enemy (Distant) | • Endëllion – Neutral (Falsely Flirtatious) |
| • Sûldin – Enemy (Distant) | • Vârsha – Neutral |
| • Tal'rëa – Neutral (Distant) | • Snædis – Sister |
| • Kal'rën – Neutral (Distant) | • Zephyr – Romantic (Distant) |
| • Fënrir – Neutral (Distant) | • Perdita – Friend (Loyal) |
| • Zörena – Neutral | • Dúnmharú – Brother (Distant) |
| • Eäminn – Romantic (Troubled) | • Sléachta – Friend |
| • Roëna – Neutral (Distant) | • Revati – Best Friend (Hostile) |
| • Asteria – Neutral (Distant) | • Iotama – Friend (Loyal) |
| • Onûs – Neutral | • Ophira – Neutral |
| • Aviaz – Enemy (Distant) | • Nypris – Sister (Improving) |
| • Zaria – Archenemy (Troubled) | • Callixta – Sister (Loyal) |
| | • Raziya – Sister (Distant) |

Dogma: Life is a capricious and unpredictable river, sweeping along all in its path. You have no chance to stand against it; instead revel in its merciless chaos and join the dance. Desire is the fuel of all motivation, so embrace your desires and they will lead you to possess what it is you crave. Keep secrets safe within your heart, for ultimately the only value in this world is that of knowledge which is hidden. Your appearance will flicker and fade like a delicate flame, but you must do what you can to maintain your beauty even as it falters, for the world will not be gentle with your frailty. When life brings you pain, use your inspiration to create dark and wonderful masterpieces. Create one piece of art every day, even if it is small, so that others may come to praise you for your gifts. Never speak too much of the truth when you can avoid it, for you never know who will one day be your friend and the next day be your enemy. Make your desires manifest in your movements and actions, for when our desires are known to us we have power to move worlds.



Clergy & Temples: Members of the largest sect of followers of Melantha are called Thornmaidens by many of the people of Sidereus. The largest Church of Melantha is a loosely knit group; composed primarily of women from all races and creeds. These women act almost as mortal replicas of their mistress, invigorating desires and stoking the fires of lust wherever they tread. The followers of Melantha typically wear dark purple, black and silver robes, and often wear a variety of jewelry usually crafted from platinum, silver and onyx or jet. Many of Melantha's followers are skilled warriors or assassins as well. Temples of Melantha are often places where hedonistic pleasure is pursued, either in the form of drugs, alcohol or rampant and free sexual activity.

Appearance: Melantha often disguises herself when she chooses to walk the world as an avatar. However her most "honest" appearance is that of a graceful young woman with an athletic build. Sultry and full lips are often colored blood red, her skin the color of marble. Her hair is cut short, cropped sharp around her jaw and the color of ebony. Her eyes are like dark pits of emotion, pulling down any who dare to look her straight in the eye. She often wears tight-fitting leathers, the armor of a thief or an assassin, with an armored corset bound up tight to show off her other physical assets. Her shoulders are often left bare save for a loose-fitting cloak, with a tattoo of a black rose and briar thorns wrapped around her left arm. When she engages in battle, she fights with her beloved "Blackbriar", a rapier crafted and enchanted for her by cultists in her honor, bathed in the blood of sacrifice and enchanted by the tears of those whose desires remained unfulfilled.

Other Details: The Church of Melantha has many smaller facets and subdivisions, but the primary church goes through great pains to keep the smaller organizations from gaining any headway. While Melantha is a chaotic deity, prone to fits of seemingly random and chaotic behavior, she likes a certain amount of organization from her followers. Churches of Melantha are frequently dens of hedonistic delight. Everything from prostitution to heavy drug and alcohol use is common. The core concept of these gatherings is the pursuit of one's desires. Holy symbols are often fashioned masterfully and from fine jewels and precious metals. Melantha followers are nearly always dressed to the height of fashion, though in a more sexually oriented manner.



PERDITA

The Spider's Kiss, the Maiden of Poison, the Widow Spider, the Queen of Blight, the Misguided Star

Symbol: A black widow spider on a white field

Home Plane: Elemental Plane of Shadow

Portfolio: Affliction, Corruption, Decay, Disease, Madness, Poison, Strife

Worshippers: Assassins, politicians, the insane, murderers, thieves, disease victims, healers

Domains: Chaos, Darkness, Death, Evil, Pestilence, Ruin

Favored Weapon: "Manflayer" (war scythe)

History: For ages, the goddess Perdita did not know the truth of her origins. Shortly after the dawn of the Fourth Age, she finally became aware of the truth and it has forever changed her sense of identity, and the face of the world of Sidereus. Near the end of the Celestial War, Asteria was mortally injured in a battle with Onûs. As Asteria struggled against the corrupting influence racing through her form, her essence was shattered and broken. The Queen of Magic rapidly diminished, as her power bled away into the various shards of her essence. Perdita was created as Onûs grasped a shard of Asteria's essence - in an attempt to claim some of the goddess's power for himself - and it burned his hand. Casting the shard down, his blood merged with the razor fragment and Perdita was born from the pain of the Void Serpent and shattered soul of the Mystic Star. Over the next three hundred years, Perdita gathered power to herself, stealing much of her father's portfolio. The people of Sidereus call Perdita "the Misguided Star" because of her association with Asteria and her divine birthright. When Perdita was born into the world she brought with her the dawning of a myriad of new diseases and afflictions that have begun to corrupt the world. The harbinger of pestilence and plague, Perdita now strives to create new afflictions to sate her needs.

Relationships: Perdita is a uniquely emotionless entity. While she does have drives, desires and feelings of her own – she is uniquely able to restrain herself from displaying them. She doesn't understand her father's consuming preoccupation with hatred – particularly of Aarûn and his brood. She longs for the affection of her mother, and deeply wishes she could have known her. Perdita despises Zaria, the favored granddaughter of Amin'Zerû, for her privileged status. Zaria is barely aware of Perdita's existence, but the two have met in battle once thus far. Perdita desires Tallis, if only to ultimately kill him, for many of the same reasons that she envies and hates Zaria.

- | | |
|-------------------------------|---------------------------------|
| • Asteria – Mother (Troubled) | • Selora – Enemy |
| • Onûs – Father | • Tallis – Romantic (Hostile) |
| • Aarûn – Neutral (Distant) | • Endëllion – Brother (Distant) |
| • Jolarä – Enemy (Distant) | • Vârsha – Enemy (Hostile) |
| • Sûldin – Enemy (Distant) | • Snædis – Neutral |
| • Tal'rëa – Neutral | • Zephyr – Brother (Loyal) |
| • Kal'rën – Neutral | • Kiala – Enemy (Distant) |
| • Fënrir – Neutral (Distant) | • Melantha – Enemy (Distant) |
| • Zörena – Neutral | • Dúnmharú – Brother (Distant) |
| • Eäminn – Neutral (Distant) | • Sléachta – Brother |
| • Roëna – Neutral (Distant) | • Revati – Friend |
| • Xi'rian – Neutral (Distant) | • Iotama – Friend (Loyal) |
| • Gilana – Enemy (Distant) | • Ophira – Neutral |
| | • Nypris – Sister |
| • Aviaz – Neutral (Distant) | • Callixta – Sister |
| • Zaria – Archenemy (Unknown) | • Raziya – Sister (Loyal) |
| • Solon – Neutral (Distant) | |

Dogma: What doesn't kill you makes you stronger. Disease is the great equalizer and the great teacher. It hardens the unformed clay of the physical form and leaves only strengthened survivors in its wake. The physical world is temporary and will ultimately come to an end in one way or another, do not cling to anything corporeal for it is fleeting and impermanent. Do not fear death, learn to understand its ebb and flow, study it – become comfortable with it and learn to master its earthly impact. Every day of mortal life is spent dying; moving one step closer to what is ultimately not an end, but a beginning. Just as winter's chill moves across the realm, so

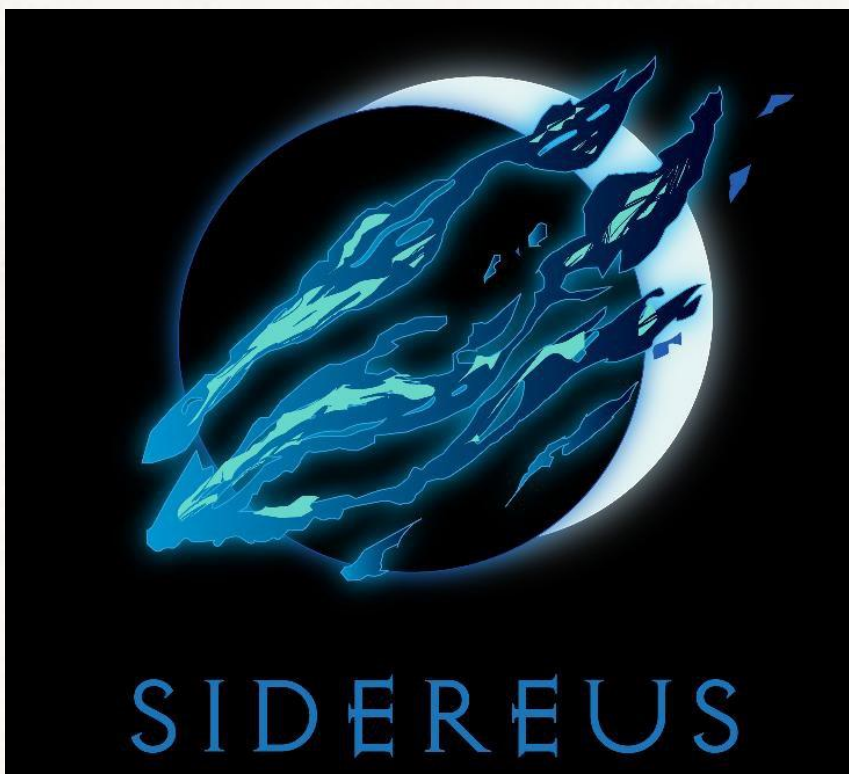


does Perdita's touch embrace the weak, the old, and the sick. Her reach is long, and none can hope to escape her grasp, for disease is the great equalizer, and all people are the same before the Spider's Kiss. Walk forth and do the work of the Maiden of Poison, and let it always be known that when Death comes, it comes at her behest.

Clergy & Temples: Temples of Perdita are oddly sophisticated structures, crafted from iron, steel and other inorganic materials. Temples are often painted white and adorned in white fabrics, keeping up a disturbingly sterile appearance. Clerics of Perdita are often herbalists or alchemists, and just as they are skilled in making poisons they are also well known for their skill in making tinctures and remedies. Clerics of Perdita wear white robes trimmed in pale green or pallid pinks. They often wear jewelry made of silver, citrine and peridot. A disproportionate number of Perdita worshipers are assassins, as a result of her association with poison. Many healers and doctors are also followers, as healing aids in the understanding of disease and death.

Appearance: Perdita greatly enjoys traveling the world in avataric form, and does it often. When she walks the world, she commonly chooses to appear in one of two forms as best suits her purposes. In one form, she appears as a broken old woman, crippled with disease and injury – her weapon disguised as a simple walking stick. Her hair is a stark shock of white, and her eyes are a pale and sickly grey. In her alternate form, she is a dignified and regal human woman of youth and vitality. Her long hair is a bright golden blonde color and her eyes a vibrant and piercing blue. Her true avataric form is that of a fearsome priestess, her wicked war scythe in one hand, and long thick robes of white and pallid green cut to be revealing and tied with various belts and straps to be even more revealing. Like some grim parody of a nurse's uniform, her skin fluctuates between a greenish quartz-like material and the smooth featureless black of hematite. Perdita carries with her a war scythe called "Manflayer" which she crafted herself out of a fragment of Asteria's essence within her combined in dark ritual with the souls of one thousand Elven innocents that she personally slew through months of starvation, forcing them to consume each other before they died slowly and painfully.

Other Details: Most of the people of Sidereus can't actually decide what to think of the Church of Perdita. On the surface the church often appears to be a benevolent organization, initiating massive drives to help stem the spread of disease. The church's public face goes to great lengths to ensure that the natural spread of disease is enough, and that they merely wish to study and contain diseases to gain the favor of their goddess. What is unusual is the incredibly rapid response time of the church once a new disease breaks out. What is also suspicious is the alarming frequency with which new diseases appear following the founding of a new church or temple. Churches of Perdita often resemble research hospitals, with constant experiments being run both above and below ground. Holy symbols of Perdita are frequently owned or tattooed on, but only worn openly if the individual is certain they will not be persecuted. Perdita followers nearly always dress in the same fashion as their goddess, in a uniform reminiscent of a nurse's outfit.



DÚNMHARÚ

The Black Dawn, the Scion of Shadows, the Silent Scream

Symbol: A white jawless skull on a red circular field

Home Plane: Elemental Plane of Death

Portfolio: Apathy, Betrayal, Discord, Mischief, Murder, Stalking, Torture

Worshippers: Murderers, assassins, the depraved, sadists, torturers, interrogators

Domains: Darkness, Death, Evil, Foresight, Knowledge, Ruin

Favored Weapon: "Soulshriver" (dagger)

History: Dúnmharú was born the son of Onûs and Gilana. Unlike many of the Ilith'ari, Dúnmharú knows no emotion. Dúnmharú is cold and apathetic to an unimaginable degree. Dúnmharú knows no passion, no hatred, no love and no envy. Dúnmharú knows only cruelty. It was by Dúnmharú's hand that the children of Tallis, the Derew Orcs were corrupted and twisted against their original purpose. Spawned from mushrooms and fungus, Dúnmharú changed half of Tallis' creation into the Blood Orcs who are bent on slaughter, and the Shadow Orcs who pursue only darkness and evil. Dúnmharú is feared and loathed by nearly all of the other deities in the pantheon of Sidereus. His followers are responsible for incredible amounts of death and destruction, throwing even the best laid plans of good and evil deities completely out of balance. He cares nothing for any alliance, friendship or rivalry – only for his own twisted motivations. Even among the gods, he views the entire universe as his own perverse playground, moving his followers to act as if they were merely pieces on a chessboard. Dúnmharú's baseless cruelty is so potent that even Onûs has learned to fear it. Among all of the gods, even his father, Dúnmharú is the most feared.

Relationships: Dúnmharú cares little for the other Ilith'ari, though they do play a major part in his day to day activities. His father Onûs is generally supportive as long as Dúnmharú's experiments do not get in the way of Onûs's personal plans. Gilana is deeply wounded that her son has become the creature he is today. Dúnmharú's black heart drives Gilana even further into the despair that is her curse. Among all the Ilith'ari, only Tallis could call himself Dúnmharú's enemy, since it is the Verdant Prince's creation that was twisted by Dúnmharú's pale hand. He is the first of the second generation Ilith'ari to have conceived his own child. Born of a mortal woman who was destroyed in the process, Dúnmharú finds a great deal of perverse pleasure in the activities of his daughter Revati.

- | | |
|---------------------------------|--|
| • Gilana – Mother (Distant) | • Selora – Sister (Hostile) |
| • Onûs – Father (Competitive) | • Tallis – Archenemy/Brother (Hostile) |
| • Aarûn – Enemy (Hostile) | • Endëllion – Brother (Distant) |
| • Jolarä – Enemy (Hostile) | • Vârsha – Enemy (Distant) |
| • Sûldin – Enemy (Hostile) | • Snædis – Sister (Hostile) |
| • Tal'rëa – Enemy (Distant) | • Zephyr – Brother (Distant) |
| • Kal'rën – Archenemy (Hostile) | • Kiala – Romantic (Distant) |
| • Fënrir – Enemy (Distant) | • Melantha – Sister, Romantic (Unrequited) |
| • Zörena – Enemy (Distant) | • Perdita – Sister (Distant) |
| • Eäminn – Neutral (Hostile) | • Sléachta – Brother (Distant) |
| • Roëna – Neutral (Distant) | • Revati – Daughter (Loyal) |
| • Xi'rian – Neutral (Distant) | • Iotama – Neutral (Distant) |
| • Asteria – Neutral (Hostile) | • Ophira – Archenemy (Hostile) |
| | • Nypris – Sister |
| • Aviaz – Archenemy (Hostile) | • Callixta – Sister (Hostile) |
| • Zaria – Enemy (Hostile) | • Raziya – Sister |
| • Solon – Neutral (Distant) | |

Dogma: Believe what you will but know that there is only one truth; Death comes to all things in due course, Power only goes to those who choose to take it. Consider your actions carefully, but do not hesitate when the time comes to act. Be swift as the serpent when it is time to strike, but cunning as well lest your enemy outthink you. Knowledge is power, and one must spare no expense in gaining power. Death is a dance that must be carefully practiced and honed to perfection. The art of the kill is one that few live to master, but each skillful murder brings power to Dúnmharú, and in turn he gives power to you. Kill first, kill best. Never give away your power, never give away anything unless there some gain in it for you. Carefully calculate every action, do not let emotions cloud your

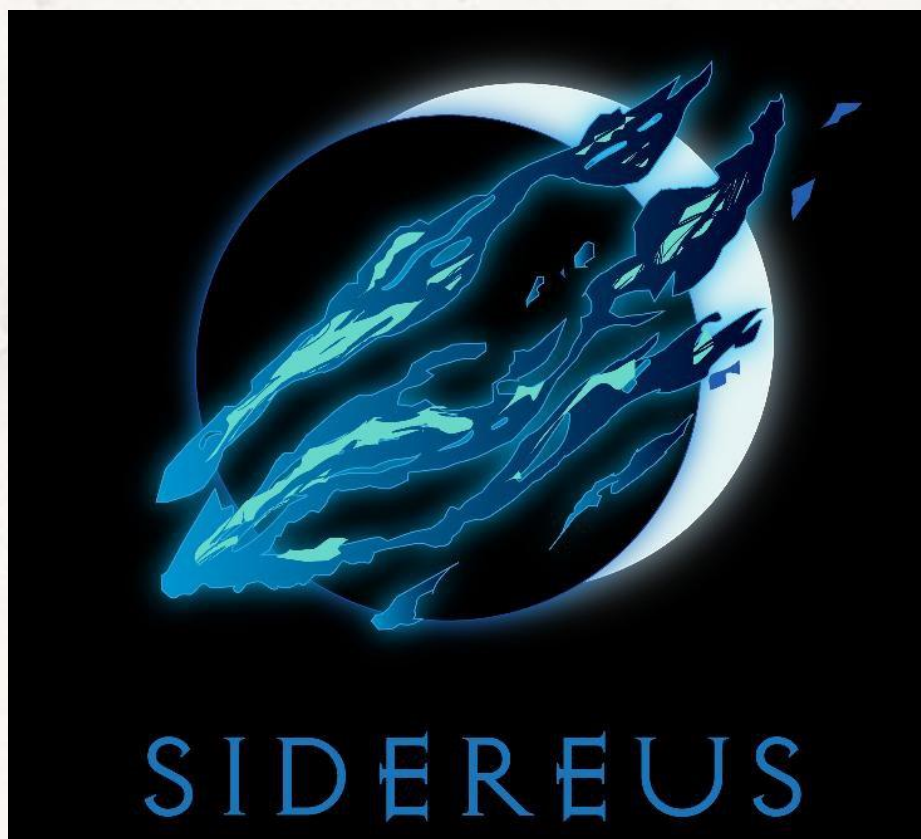


judgment. Be still of mind, and kill without passion or concern. Kill because it proves you deserve to live. Kill because the Black Dawn demands it.

Clergy & Temples: Dúnmharú is a cold-hearted and indifferent liege. Many times in the past his followers have been left wondering if he even cares to interfere in their actions one way or the other. For the most part, Dúnmharú only pays attention to his followers out of bland, unsentimental, morbid curiosity. Dúnmharú's clergy are often doomsayers, and many are skilled at creating undead or summoning death elementals from beyond the material plane. Clerics of Dúnmharú often wear robes that are a combination of solid black and gray. Many Clerics of Dúnmharú are skilled interrogators and torturers, and often times they are murderers or hired killers in their own right. Clerics of Dúnmharú often keep their identities secret, since they are rarely welcome in towns, but their services frequently demand a high price. Brazenness is seen as reckless, foolish and unprofitable and is typically looked down upon. While ritualized murders are certainly seen favorably, any murder will do. As would be expected, a large number of Dúnmharú worshippers are assassins, but just as many are serial killers.

Appearance: The Black Dawn commonly appears as a young teenager, around 16 years old. He cares not which race his physical form mimics, he simply chooses whichever form seems most fitting at the time. He appears with pitch black hair and silver eyes. His pure avatar form is the same, but midnight deep blue skin shot through with veins of white. His silver eyes complete with no distinction in shade between his iris and pupil. His smile is cold and constant, uncaring as he rips the life from his victims. His chosen weapon, "Soulshriver" is pure white in color, the hilt carved in the image of a tortured androgynous form being brutalized in many different ways. It is said that merely gazing upon the weapon can cause madness.

Other Details: There is no church of Dúnmharú. There are a number of organizations that claim to be "the" Church of Dúnmharú, but none have any legitimate commission or claim to the title. As a result, while there is no official Church of Dúnmharú it is possible to take on the perspective that all of the disparate churches are legitimate. In the end, Dúnmharú only has one commandment; taunt, torture and kill. Priests and paladins of Dúnmharú are habitual murderers; many of them are even serial killers (particularly paladins). They are cold and unfeeling people prone to bouts of severe emotional disturbance, antisocial behaviors or purely sociopathic behavior. In order to gain the favor of Dúnmharú you must commit murders on a daily basis, this is true without exception. While many may wear the symbol of Dúnmharú, few do it in public. Dúnmharú himself only approves of such brazenness if it helps to generate fear in the hearts of intended victims.



SLÉACHTA

The Shadow Hunter, the Black Wolf, the Reaver

Symbol: A bestial maw with wicked fangs dripping blood

Home Plane: Sidereus

Portfolio: Blood, Bloodlust, Killing, Pain, Predators, Savagery, Slaughter

Worshippers: Lycanthropes, hunters, sapient carnivores, rangers, druids, murderers, assassins, serial killers

Domains: Animal, Chaos, Destruction, Evil, Hatred, Strength

Favored Weapon: "Hakata & Piina, the Claws of Suffering" (twin daggers)

History: Sléachta is the bane of all that is civilized and good. He is the favored son of Onûs, created by the Dark Lord when he disguised himself as a mortal to have carnal relations with Jolarä. Since the dawn of the Third Age, Sléachta has stalked through the shadows of Sidereus, giving birth to the plague of lycanthropy and the first werewolves. Everything Sléachta has created has in some way been a perversion of the creations of Jolarä, warping and twisting creatures of the natural world and creating new monstrosities to afflict the good people of Sidereus. Since his creation, Sléachta has done everything in his power to steal power from the other Ilith'ari, since he was born without his own portfolio. Thanks to the trickery of Onûs and the incomprehensible power of the Void Speech, Sléachta was able to wound Jolarä and create a corrupted copy of her portfolio, giving him divine power. Sléachta has remained relatively clandestine since then, working silently to foster the growth and development of his people – the werewolves – and running further divine magical experiments to exploit the Chatûl and infect even more of them with the disease of lycanthropy. Sléachta believes that Chatûl infected with lycanthropy are the supreme race that are meant to rule Sidereus with tooth and claw.

Relationships: Sléachta is a loyal son to his father. He and Onûs share a strange relationship, as Onûs frequently competes with Sléachta to keep his powers at their peak. Sléachta and Tallis battle on occasion, as do he and Jolarä, though Sléachta is no match for Jolarä and Onûs will frequently interfere to turn the tide. Sléachta will commonly send his chosen lycanthropes to interfere with the Great Hunt of Jolarä's children, particularly the Chatûl followers of Jolarä. Selora hates Sléachta with a passion, and was by her magic that lycanthropes find themselves grievously injured by silver and manipulated by the moon. Sléachta and his brother Dúnmharú have a somewhat argumentative relationship, and he finds himself unsettled by his sister Perdita. He has no romantic interests among the Ilith'ari, though like his mother he finds himself occasionally attracted to uncommonly singular mortals.

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|------------------------------|---------------------------------|
| • Jolarä – Mother (Hostile) | • Tallis – Enemy (Distant) |
| • Onûs – Father | • Endëllion – Brother (Hostile) |
| • Aarûn – Enemy (Distant) | • Vârsha – Neutral (Distant) |
| • Sûldin – Enemy (Distant) | • Snædis – Neutral |
| • Tal'rëa – Enemy (Distant) | • Zephyr – Brother (Distant) |
| • Kal'rën – Neutral | • Kiala – Neutral (Hostile) |
| • Fënrir – Enemy (Distant) | • Melantha – Brother (Distant) |
| • Zörena – Neutral (Distant) | • Dúnmharú – Brother (Distant) |
| • Eäminn – Enemy | • Perdita – Sister |
| • Roëna – Neutral | • Revati – Friend (Distant) |
| • Asteria – Neutral | • Iotama – Neutral (Distant) |
| • Xi'rian – Friend (Distant) | • Ophira – Enemy (Hostile) |
| • Gilana – Neutral (Hostile) | • Nypris – Sister (Distant) |
| | • Callixta – Sister (Distant) |
| • Aviaz – Enemy | • Raziya – Sister (Distant) |
| • Zaria – Neutral | |
| • Solon – Neutral (Distant) | |
| • Selora – Enemy (Hostile) | |

Dogma: Only the fittest survive in the harsh darkness of the world. The weak have no place in any tribe, and they should be left to fend for themselves in the wilderness so they may be reclaimed by the world that spawned them. Blood is the link between all living things, revel in spilling the blood of your foes and drink deep to savor the blood of your fallen allies – thereby absorbing their might. The vibrant core of what it means to be alive is the quintessential conflict between hunter and prey, the constant struggle between life and death. Revel in the pain of those you slay, never cower behind a bow or an arrow to slay from a distance. Do not slay the young

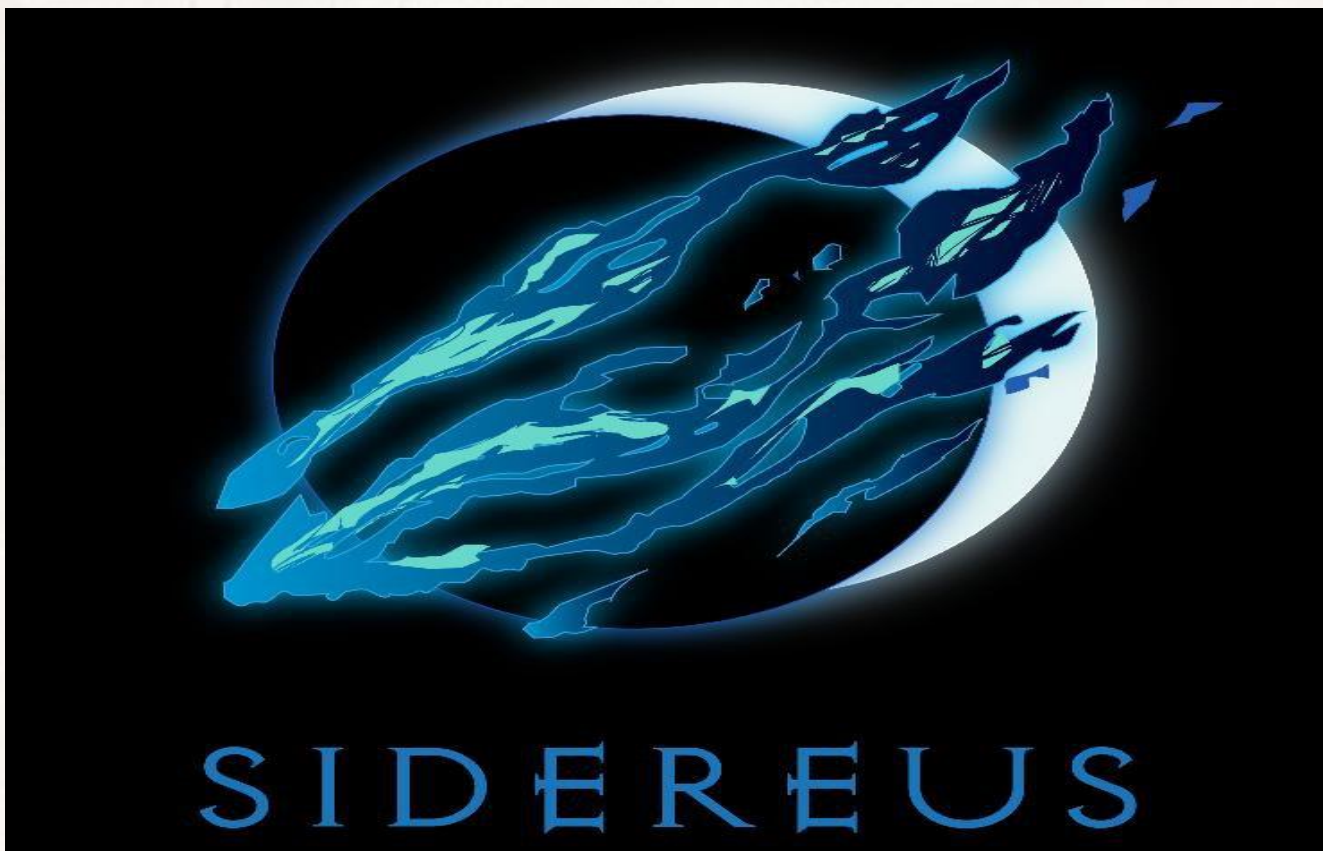


or those with child so that your prey will remain plentiful, for to do otherwise is to endanger your own survival. Think quickly and act decisively. Do not allow doubt to cause you to falter. Hesitation is a trick of the mind meant to separate the weak from the strong. Pain should be respected but not feared. If you suffer pain and survive you will only be stronger for it. You shall always be strong.

Clergy & Temples: The Church of Sléachta is an incredibly young organization. Since Sléachta only acquired divine power very late in the Third Age, he has only just begun to gain followers. Many of his followers are Lycanthropes, frequently reveling in their savage might and using it to further their own selfish ends. Priests of Sléachta indulge in hunting as often as possible. They push themselves and their prey to extremes to ensure that the hunt is as bloody and climactic as possible; often ending the pursuit in carefully planned areas so other faithful can watch the final confrontation. On the rare occasion that sapient prey manages to defeat a hunter of Sléachta, they are often invited into the fold. A surprising number accept, or not so surprising considering the alternative is death. Priests of Sléachta typically wear brown, black and crimson. Crimson is usually the predominant color, representing the blood of the prey.

Appearance: Sléachta takes on many forms when he appears on Sidereus, typically adopting the form of an unusually large predatory animal of some kind. He has even been known to appear as a massive dragon. However, in humanoid form – he typically appears as a lean but heavily muscled male, unusually tall in height. His eyes are blood red, like pools of blood, and his raven black hair is knotted into many confused matted braids. His skin is the color of dark granite, splotches of browns and grey shot through with mineral impurities. His fangs set him apart from most of the Ilith'ari. None are mistaken, Sléachta is a force to be reckoned with. In battle he either fights with his claws, or he wields “Hakata & Piina”, twin daggers he has called “The Claws of Suffering”.

Other Details: Calling the loose organization of individuals who revere Sléachta a “church” would be like calling a group of predators feeding on a slain carcass a “dinner party”. Sléachta’s followers are a unique blend of barely-controlled savagery and a disturbingly sophisticated degree of elegance and skill. While Sléachta wants his charges to hunt and kill, there are specific rules that must be followed, and one of them is a twisted sense of respect for one’s prey. This is one of many reasons that serial killers are commonly attracted to Sléachta’s banner. Some wear the holy symbol of Sléachta, but far more bear the “holy symbol” in the form of bite marks from a former victim, from a predatory animal kept as a pet, or from a lover “gifted” to them. Many who are also Lycanthropes wear their “holy symbol” as the mark of the wound that turned them into a Lycanthrope.



REVATI

The Kiss of Avarice, the Mistress of Ruin, the Insatiable

Symbol: A silver masquerade mask on a black circular field

Home Plane: Elemental Plane of Shadow

Portfolio: Cruelty, Debauchery, Greed, Pride, Suffering, Violation, Wealth

Worshippers: Lawyers, politicians, merchants, thieves, swindlers, con-artists, hedonists, gamblers, prostitutes

Domains: Charm, Evil, Passion, Ruin, Suffering, Trickery

Favored Weapon: “Ravenous Caress” (heavy flail)

History: Revati is the youngest and newest member of the Sidereal pantheon. As per the Celestial Laws, (partially through the manipulations of her father, Dúnmharú and her grandfather Onûs) she was able to quickly grab control of some portfolio elements that had not yet been claimed. She is an evil deity through and through, the epitome of selfish, self-serving avaricious need. As befits her position among the Ilith'ari, she is not satisfied with the portfolio elements that are currently at her disposal and constantly craves and hungers for more. She does not possess her father's sense of discretion, for she is a prideful and arrogant young god. Revati goes where she pleases and takes what she wants, already she has stirred up a firestorm of conflict in many places of the world. She is the favorite god of despots and bandit kings everywhere. It is said that when she feels the urge, she will actually join bandit gangs simply to experience the perverse of stealing, pillaging, killing and raping first hand. Many have seen her avatar in the short time that she has existed, but few have lived to tell the tale. When she is done with a bandit group she has usurped, she has been known to kill every last member, sexually violating the males and murdering the females before draining their essences into her own by drinking their blood and eating their flesh.

Relationships: Revati loves her father utterly. She is very much a “daddy's girl” and asks her father to grant her any wish she wants. Dúnmharú finds perverse delight in Revati's behavior, feeling great amusement in watching her minions pillage and despoil whole populations with depraved glee. Onûs can sense Revati's power but is irritated with Dúnmharú's methods of raising the “child”. Revati's mother was mortal, consumed immediately upon the birth of the child – who ate her mother alive as an infant. She has an odd fascination with Melantha, looking up to her as a young child would. For unknown reasons, Revati and Kiala utterly hate each other – being unwilling to even stand each other's presence when the gods are called to stand before the One.

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|-----------------------------------|------------------------------------|
| • Dúnmharú – Father (Loyal) | • Solon – Enemy (Distant) |
| • Aarûn – Enemy (Distant) | • Selora – Neutral (Distant) |
| • Jolarä – Enemy (Distant) | • Tallis – Enemy (Hostile) |
| • Sûldin – Neutral | • Endëllion – Enemy (Distant) |
| • Tal'rëa – Enemy (Distant) | • Vârsha – Enemy (Distant) |
| • Kal'rën – Neutral | • Snædis – Enemy (Hostile) |
| • Fënrir – Enemy (Distant) | • Zephyr – Friend (Distant) |
| • Zörena – Neutral (Distant) | • Kiala – Archenemy (Hostile) |
| • Eäminn – Neutral (Distant) | • Melantha – Best Friend (Hostile) |
| • Roëna – Neutral (Distant) | • Perdita – Friend |
| • Asteria – Neutral (Hostile) | • Sléachta – Friend (Distant) |
| • Xi'rian – Neutral | • Iotama – Neutral (Distant) |
| • Gilana – Grandmother (Troubled) | • Ophira – Enemy (Hostile) |
| • Onûs – Grandfather (Loyal) | • Nypris – Neutral |
| | • Callixta – Enemy (Distant) |
| • Aviaz – Enemy (Hostile) | • Raziya – Neutral (Distant) |
| • Zaria – Enemy (Hostile) | |

Dogma: Do not ask, take. Asking is for the weak. Identify what you want, state it loudly and with conviction. Then demand that the universe obey your desires and grant it to you. If you cannot acquire what you want or who you desire, you do not deserve to claim it in the first place – and you are not worthy of Revati's graces. True power is being able to command reality to acquire to your demands and bend to your will. Do not ask, force. Do not ask, demand. Do not disgrace yourself or those you address by pretending to be weak. Take what you want, for ultimately your life is yours and if nothing can stop you then you were meant to have it. Mercy is for fools. Showing mercy is a sign of weakness in oneself. Accumulate wealth, gather what you need and desire and be strong enough to prevent

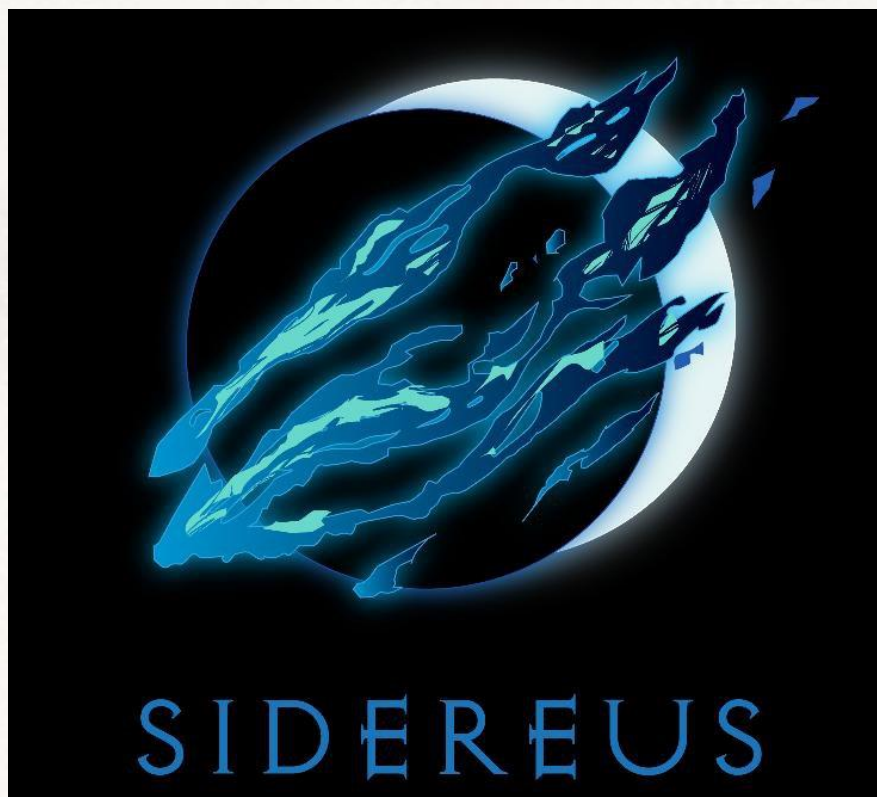


anyone from taking those things from you. Let your passions guide you and give you power. Dominate all those who walk before you or die trying.

Clergy & Temples: The Church of Revati is barely even an organization, having only been founded in 213 of the Fourth Age. However, despite its youth, the doctrine of Revati is spreading like wildfire, calling most directly to bandits, thieves and murderers as followers. Priests and paladins of Revati are commonly criminals of some stripe, but in many cases they are politicians, lawyers and merchants who have swindled and cheated their way to the top. Revati also claims a stable of prostitutes, hedonists and others within her clergy. The core unifying ideal is that greed conquers all. Clerics and Paladins of Revati commonly wear fine clothes that they either purchased or stole, usually in deep greens and cool silver or emotionless black. Members of the church are very proud of their allegiance and do not hesitate typically to share the information, this is generally because they will also not hesitate to kill anyone who makes a problem of it. They will frequently share various tenets and dogmatic beliefs of their faith, among them the divine laws of acquisition – a series of rules and regulations designed to guide devotees of Revati in their daily life.

Appearance: Fitting for her prideful nature, Revati only ever takes one form with minor variations. Her hair color shifts wildly, but she prefers a shimmering golden blonde. She often appears as an Elf, since she considers them to be the most elegant of the various races. Her skin is either the fairest alabaster or the richest, darkest ebony depending on her inclination at the moment, and her eyes are the sparkling clear blue of a tropical ocean. When in her avataric form, she appears much the same, only her skin is pure solid gold. Her eyes sparkle like star sapphires and her hair is woven from pure platinum. When she decides to enter battle – which she does frequently – she carries “Ravenous Caress”, a heavy flail made from the bone of a red dragon and the skulls of three Zarian virgins who she Revati feared were more beautiful than she was. When she swings the flail in battle the faces contort in various degrees of suffering, terror and lewd, disturbing pleasure. It is said the flail will actually bite into the flesh of Revati’s enemies and devour them in battle as the screams of the damned Zarian virgins echo in the night.

Other Details: Few individuals even recognize the young organization as a church, or even know it exists. Clerics and paladins of Revati have no qualms about making sure they understand their error. Followers of Revati have been cutting a revolting and horrifying swathe across the surface of Sidereus for almost a year now, some pillaging, some stealing, and others seducing their way to temporary material wealth and improbable gains. All apparently with the blessing of Revati. All followers of Revati wear the holy symbol, either as a periapt or medallion, or as an actual mask. Some will have the icon tattooed on their body in the hopes of winning greater favor with their goddess.



IOTAMA

The Piercing Eye, the Celestial Panacea, the Divine Jester

Symbol: Infinity symbol (or horizontal figure eight)

Home Plane: Celestial Plane (Paradox)

Portfolio: Childbirth, Common Sense, Fertility, Shenanigans, Marriage, Medicine, Sex

Worshippers: Doctors, jesters, expecting or hopeful parents, midwives, alchemists, apothecaries, prostitutes

Domains: Chaos, Charm, Foresight, Life, Luck, Trickery

Favored Weapon: "Acumen" (light shield or heavy shield)

History: Unknown to the people of Sidereus, Ophira was not the only deity that was transported from another realm at the beginning of the Fourth Age. The Ilith'ari Iotama was pulled from a realm far beyond Sidereus, another reality where the gods also failed to stop the destructive powers of evil. However, in the case of Iotama, it was not the failure of the agents of Light, but rather their participation three Celestial Wars that destroyed that world. Exiled to Sidereus for some unknown reason, Iotama has been charged with dominion over many things by the One. Since the dawn of the Fourth Age, Iotama has gained a large – if quiet – following. A humorous deity, Iotama is something of a jester, preferring that his followers find humor in everything. This can be somewhat disquieting when one considers that he is the god of medicine. Iotama is also unique among the Ilith'ari in that he is actually a hermaphrodite. Though he typically identifies as male, he has been known to adopt female and androgynous forms. While Iotama is the god of sex, he represents sex in the most clinical manifestation of the concept. He will frequently poke fun or make jokes about the sexual act, and has been known to play pranks on mortals mid-coitus. Some religious perspectives claim that Iotama is a virgin despite being the god of sex, but this remains unsubstantiated.

Relationships: A relative newcomer to the Sidereus universe, Iotama originally had little to do with the other gods. However, being the joker that he is, he was quick to make friends. He has become fast friends (at least superficially) with many of the gods who find him amusing, both gods of Light and gods of Darkness. Zaria and Iotama share many positive moments, having become very good friends. Iotama has something of a "hero worship" complex with the goddess of Beauty, since he feels she will always be prettier than he is. He has also become very dear friends with Solon and Kiala. While Iotama and Zephyr no longer interact romantically, Iotama still has feelings for the Runelord. Despite the warnings and concern from the other Ilith'ari, Iotama is also close friends with both Melantha and Perdita.

- | | |
|---|--|
| <ul style="list-style-type: none">• Aarûn – Neutral• Jolarä – Friend• Sûldin – Friend• Tal'rëa – Friend• Kal'rën – Neutral• Fënrir – Neutral• Zörena – Neutral• Eäminn – Neutral• Roëna – Neutral (Distant)• Asteria – Friend• Xi'rian – Neutral (Distant)• Gilana – Friend (Distant)• Onûs – Neutral (Distant) | <ul style="list-style-type: none">• Selora – Friend• Tallis – Neutral• Endëllion – Friend (Flirtatious)• Vârsha – Friend• Snædis – Friend• Zephyr – Romantic (Distant)• Kiala – Friend (Loyal)• Melantha – Friend (Loyal)• Perdita – Friend (Loyal)• Dúnmharú – Neutral (Distant)• Sléachta – Neutral (Distant)• Revati – Neutral (Distant)• Ophira – Neutral (Distant)• Nypris – Neutral• Callixta – Friend• Raziya – Friend |
| <ul style="list-style-type: none">• Aviaz – Neutral• Zaria – Friend (Loyal)• Solon – Friend (Loyal) | |

Dogma: Laugh. Laughter is the very essence of life. Laugh through your pain, laugh through your joy, laugh when your children are born, and laugh when making love. Simply, laugh. Mortal life is far too short to fail to see the humor in everything that occurs. The sexual act is a beautiful thing, be it love or lust that is your pursuit, experience the joy it brings or the joy it enhances. Either way, enjoy! Care for the sick, and help ease their discomfort, but remember to not let your compassion rule your good judgment. Usher

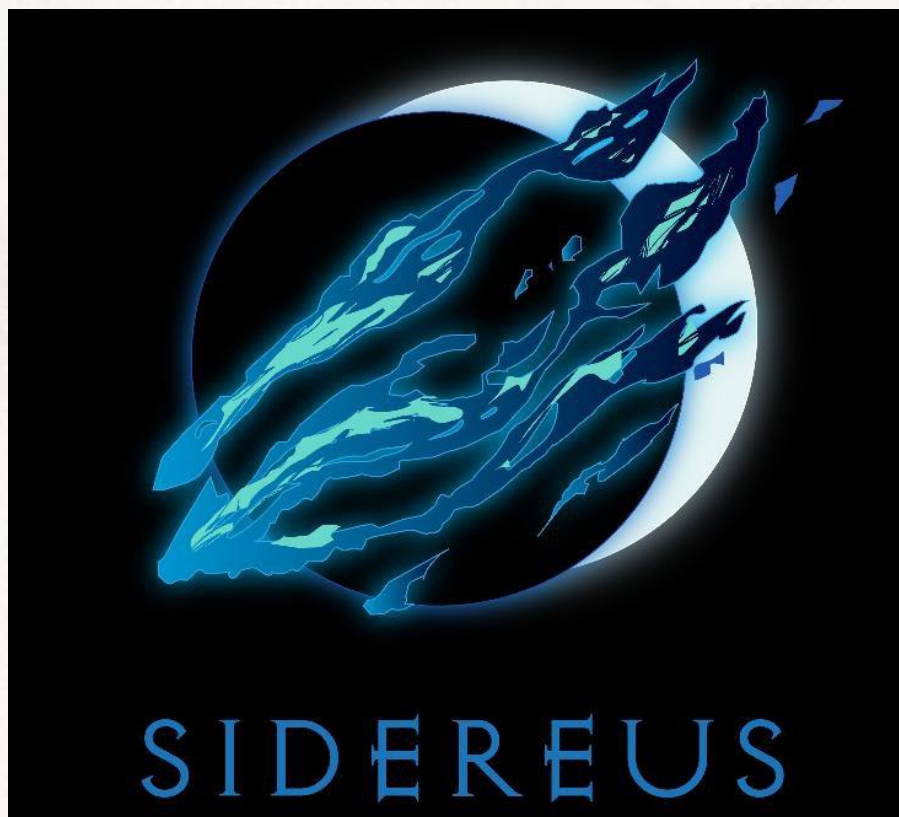


new life into this world with care, for things will be hard enough once they can stand on their own two feet – endeavor to make their entrance as easy as possible. Be fruitful and multiply! Fill the world with light and life and laughter so that all will know that in the end at least one truth remained – the story was told and it was grand and wonderful and startling and tearful and amazing. Do not let your common sense stifle your laughter, and do not let your laughter smother your common sense. Join hands, bind your soul to another and discover the joy that can come when you experience life through the heart of another. Whatever you do, above all... laugh!

Clergy & Temples: There is no formal Church of Lotama. Many cults and smaller groups have sprung up, though most focus on one aspect over another. There are Churches of Lotama that are made entirely of midwives and doctors who focus on delivering children and tending to the sick. There are other churches that focus entirely on humor, acting and performance – entirely populated by jesters and prostitutes. There are a small number of churches that take Lotama's whole portfolio into account, but these are commonly very strange organizations where most members are a jack-of-all trades of one sort or another. Clerics and paladins of Lotama frequently wear white and grey or silver, though this is by no means a strict guideline. Clerics and paladins of Lotama are generally accepted anywhere, so they are rarely secretive about their allegiance.

Appearance: A capricious deity, Lotama often prefers to appear in some hilarious new form or another. He has been known to appear as a talking baby, often giving medical advice or telling very adult jokes. Occasionally he will appear as an ostrich (that can also speak) simply to trick others into believing they are insane. When he appears in his true avataric form, he has skin of jade in various colors and tones, though one arm is crafted from mithril. His one metal arm is believed to be able to change into any tool or weapon he needs at the moment. His hair is frequently worn in a long disheveled braid of black, and his eyes sparkle like topaz. He frequently hands out small multicolored gelatinous candies shaped like bears. When he wades into battle (which he *hates* doing), he does so with his shield "Acumen" on the ready, trying to prevent any injuries from becoming too great. When he must fight, he does so with his mithril arm.

Other Details: The organizational structure of the Church of Lotama is non-existent, as each cell operates roughly independent of the others. Clerics and paladins of Lotama don't really care about that either way. They have work to do and they generally get to it. Their outlook on life is certainly humorous, but they are deadly serious when the situation demands it, often covering their true focus with a well-placed joke or pun to distract their patient. Most followers of Lotama wear his holy symbol, many have it tattooed somewhere as well (usually somewhere provocative). None have an issue displaying it, wherever it may be.



OPHIRA

The Exile, the Grey Guardian, the Vanguard of Vengeance

Symbol: A pair of crossed swords (pointing upright)

Home Plane: Sidereus

Portfolio: Conflict, Defense, Penance, Perseverance, Revenge, Strategy, Valor

Worshippers: Swordsmen, fighters, warriors, poets, rangers, exiles, seekers of vengeance, the wronged

Domains: Craft, Law, Metal, Protection, Retribution, War

Favored Weapon: “Cold Vengeance” (bastard sword)

History: Like Iotama, Ophira has come to Sidereus from another realm – whisked across the dimensions to serve at the behest of the One. It is believed that Ophira’s native world was lost entirely to the taint of Darkness and evil, explaining the goddess’s dour and intolerant demeanor concerning the forces of Evil. While Ophira is a lawful deity, her idea of punishment often falls at odds with the laws of mortals. Ophira is a deity of grey moods. It seems as if she is constantly mourning whatever loss she suffered that drew her to the universe of Sidereus, and her dogma and demeanor reflect this. She has had few encounters with the other Ilith’ari, but every encounter with a deity of Shadow or Evil has come to blows rather quickly. It is believed that she has currently enchanted her weapon with some form of deific magic from her own world in the hopes of being able to mortally wound or unmake one of the other Ilith’ari. By all accounts she has her eyes set on preventing the next Celestial War, though many of the gods believe her actions may well start it. She has a curious interest in the arts, particularly poetry, though it is said that a sufficiently gifted poet will often make the goddess weep heavy tears of anguish. She has been known to appear in avataric form to personally enact vengeance upon those who harm children. The result of these encounters usually defies words.

Relationships: Ophira’s short time in the Sidereus universe has already been highly eventful. She has already met the god Xi’rian on the battlefield twice, besting him in single combat – unarmed – before he could even fully understand what had taken place. In both cases, she was stopped from inflicting a potentially mortal wound to Xi’rian by the actions of Eäminn. She has often pleaded to the gods of Light to act quickly and decisively, ending Onûs’s reign of terror before it worsens. Only Zörena knows Ophira’s true purpose in Sidereus, but what is known is for nearly a century, Amin’Zerû only referred to Ophira as “the Exile”, as if her presence was some form of punishment.

- | | |
|------------------------------|----------------------------------|
| • Aarûn – Neutral (Distant) | • Selora – Neutral (Distant) |
| • Jolarä – Friend (Distant) | • Tallis – Neutral (Distant) |
| • Sûldin – Neutral (Distant) | • Endëllion – Neutral (Distant) |
| • Tal’rëa – Neutral | • Vârsha – Neutral (Distant) |
| • Kal’rën – Friend (Distant) | • Snædis – Neutral (Distant) |
| • Fënrir – Neutral (Distant) | • Zephyr – Neutral (Distant) |
| • Zörena – Friend (Loyal) | • Kiala – Neutral (Distant) |
| • Eäminn – Neutral | • Melantha – Neutral |
| • Roëna – Neutral (Distant) | • Perdita – Neutral |
| • Asteria – Friend (Loyal) | • Dúnmharú – Archenemy (Hostile) |
| • Xi’rian – Enemy (Hostile) | • Sléachta – Enemy (Hostile) |
| • Gilana – Enemy (Hostile) | • Revati – Enemy (Hostile) |
| • Onûs – Archenemy (Hostile) | • Iotama – Neutral (Distant) |
| | • Nypris – Neutral (Distant) |
| • Aviaz – Neutral (Distant) | • Callixta – Neutral |
| • Zaria – Neutral (Troubled) | • Raziya – Neutral |
| • Solon – Neutral | |

Dogma: The letter of the Law means nothing if the spirit of the Law is not upheld. Do not allow those of a dark persuasion to manipulate the Law for their selfish ends, and do not allow those who stand on the side of the Light to be blinded to what must be done by their responsibilities. Violence will meet violence, and evil will repay evil, but good will always return to those who do good. Seek revenge for all injustice, and never allow a slight to fall by the wayside, especially when those who suffer cannot seek vengeance themselves. Do not fall prey to the Darkness of selfishness and evil, but neither allow yourself to be limited by the restrictions of good. Revenge is

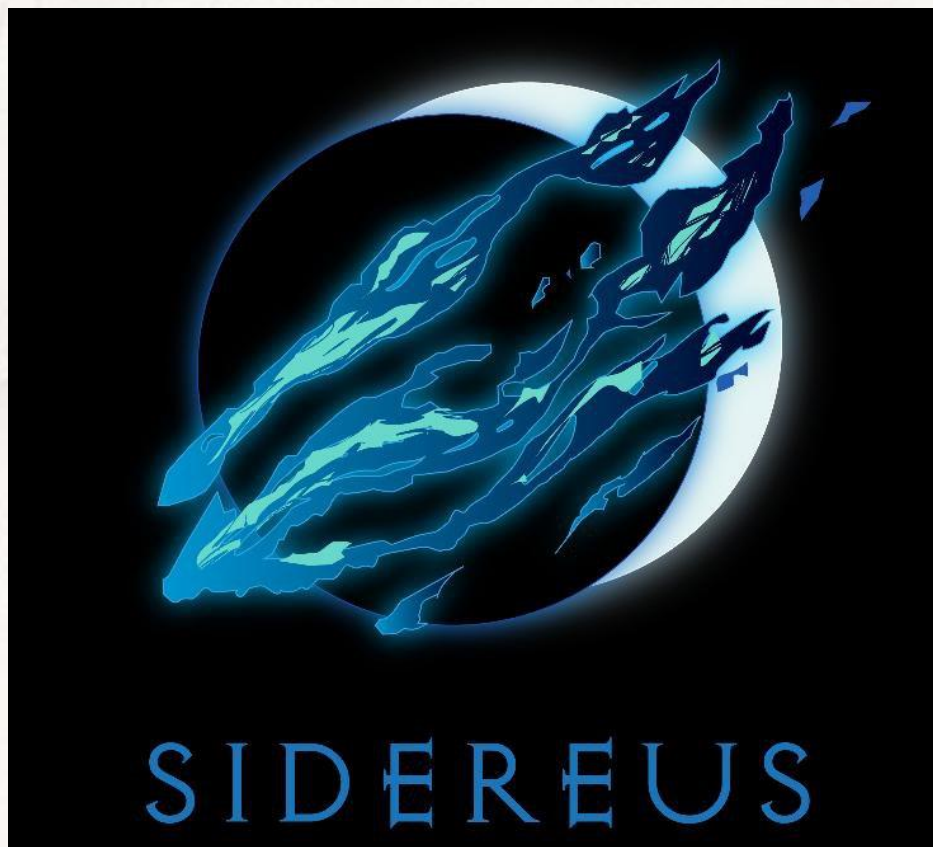


sweetest when it is sharpened with irony. Encourage those who do not defend themselves to do so, for those who do not stand against such assaults only invite future attacks. Persevere, survive, and endure. Let nothing hinder your quest or deter you from setting right what has been wronged.

Clergy & Temples: The Church of Ophira is small, but rapidly growing. Clerics of Ophira commonly wear open warrior's robes that are black with white trim or white with black trim. Paladins of Ophira are always denoted by black robes with a stripe of white, red and white on one arm. Almost all of Ophira's clerics are skilled warriors and do not hesitate to wade into battle when they feel the need is present. Thanks to the large numbers of Jade Elven members, many clerics in the service of Ophira have taken up the use of katanas or the more traditional Jade Elven longsword. The Church of Ophira welcomes new members at all times, and will often go out of their way to pursue revenge for those who cannot pursue it themselves.

Appearance: When Ophira chooses to appear in human form (which is relatively frequently), she chooses to appear as a beautiful but rugged looking but beautiful female with long limbs and brown hair. She dresses in a loose fitting warrior's robe, wearing leather breeches and a simple black robe with a stripe of white, red and white on her right arm. She wears a rope of beads at her belt, supposedly a count of each act of vengeance she has yet to enact. Her paladins are known to do the same. When she appears in her true avatic form, her hair is woven of a thick chocolate-colored silk worn loose and trailing in the wind, with skin of adamantium. Her eyes burn with the orange-red fire of perdition and her gaze is unflinching. When she wades into battle she carries her blade "Cold Vengeance", a bastard sword forged by the forge god of her original world, encrusted with gems said to imprison the souls of particularly heinous wrongdoers. As she meets her foe she whispers three words; "Vengeance is mine."

Other Details: A strictly organized church, the Church of Ophira has a hierarchal structure similar to most military organizations. Clerics and paladins alike are expected to know how to fight well in melee regardless of other specialties. Clerics and paladins of Ophira are dedicated individuals, even if they do not originally hail from a lawful background or mindset, they quickly learn to adjust to Ophira's harsh code. Paladins of Ophira follow a strict code of ethics that is often seen as being too simplistic or black and white for most other religious perspectives. Holy symbols are worn very publicly without any concern for who sees them. Many fear the paladins and clerics of Ophira, for their coming usually heralds conflict as the guilty flee their penetrating gaze.



NYPRIS

The Eternal Martyr, the Dolorous Heart, the Herald of Despair

Symbol: A hooded serpent coiled around a heart

Home Plane: Sidereus

Portfolio: Misfortune, Duty, Obedience, Martyrdom, Servitude, Tragedy, Drought

Worshippers: Gamblers, servants, doctors, farmers, concubines, trauma survivors, soldiers, poets, sanctioned assassins

Domains: Destruction, Law, Luck, Ruin, Suffering, Water

Favored Weapon: "The Caduceus" (staff)

History: Nypris (nye PRISS) was born to Gilana and Onûs in 216 of the Fourth Age, along with her two sisters Callixta and Raziya. Of the three, Nypris is the most ordered and disciplined – possessed of a singular force of will. Called "the Herald of Despair", Nypris serves as her mother's herald in all matters, delivering word of Gilana's approach to her faithful. Despite this subsidiary role, Nypris has a following of her own, almost immediately inspiring the development of several cults after she began granting spells in Nuallan of the 220th year of the Fourth Age. For reasons as yet unknown, Nypris was blessed by the One despite her father's banishment from the Celestial Court. Even though she was born in darkness, and is heralded as a goddess of misfortune and tragedy, Nypris seeks to mend the harm that has been done by the gods of Darkness to the people of the world – becoming a martyred sacrifice for the Blessed Living as a whole. To Nypris, the suffering of the world may be unavoidable, but she believes that the ranks of the Blessed Living do not have to bear this burden alone as she is better suited to that task. Among her most powerful emotions is her burning, tempestuous anger. While she keeps this sensation in check, rarely allowing it to come to the surface, it fuels her ambition and her desire to see change in the world. Above all, she holds to one tenet; Order must come to the world – at any cost.

Relationships: Nypris is deeply devoted to her mother Gilana, in many ways the mirror image of the Font of a Thousand Tears. As Gilana's herald and servant, she believes that a daughter's obedience can contribute immensely to the power of the mother. Nypris finds a great deal of fault in her father's approach to the universe. She sees his desire for recognition and domination as entirely impractical. In her view, true Order does not sit well in the hands of tyrants. Of all the pantheon, she is closest to her sisters Callixta and Raziya, but she also has found a great sense of camaraderie in her half-sisters Snædis and Selora. The three spending a great deal of time together when their duties do not demand their attention elsewhere. Her half-brother Tallis has begun to teach her something of his ways, and as such she began her reign granting many boons and blessings to the farmers of Sidereus. Nypris finds Solon to be irresistible, romantic feelings for him developing rapidly.

- | | |
|---------------------------------|---------------------------------|
| • Onûs – Father (Troubled) | • Selora – Sister (Loyal) |
| • Gilana – Mother (Loyal) | • Tallis – Brother (Friendly) |
| • Aarûn – Neutral | • Endëllion – Brother (Distant) |
| • Jolarä – Neutral | • Vârsha – Neutral (Hostile) |
| • Sûldin – Neutral (Distant) | • Snædis – Sister (Distant) |
| • Tal'rëa – Friend (Loyal) | • Zephyr – Sister |
| • Kal'rën – Neutral | • Kiala – Neutral |
| • Fënrir – Neutral (Distant) | • Melantha – Sister (Improving) |
| • Zörena – Neutral | • Perdita – Sister |
| • Eäminn – Neutral | • Dúnmharú – Sister (Distant) |
| • Roëna – Neutral | • Sléachta – Sister |
| • Asteria – Friend (Mentor) | • Revati – Neutral |
| • Xi'rian – Neutral (Distant) | • Iotama – Neutral |
| | • Ophira – Neutral (Distant) |
| • Aviaz – Neutral (Distant) | • Callixta – Sister (Loyal) |
| • Zaria – Neutral (Improving) | • Raziya – Sister (Loyal) |
| • Solon – Romantic (Unrequited) | |

Dogma: Order is the supreme force in the universe, greater than even Chaos. All powers, great and small, must bow before the Order and design of the One. Hope, joy, love, fear... all of these bring Chaos to the fore. Learn to plan and predict. Prepare for the worst outcome, guard yourself against the ill-dignified, do not wait for hope to save you. Misfortune and tragedy come to all in their time. Learn to plan for their coming. Set aside a portion of your wealth in times of plenty so that in times of famine you may thrive. The role



of a servant is an honor above all, as duty and obedience give glory to Nypris – who gives glory to Gilana, her mother. The greatest of servants is the Martyr. Those who sacrifice their very lives to serve others are worthy of true adulation and praise. In the end, only Order remains. Order must come to the world of Sidereus and fill every bough, every bank and every bluff. Carry the name of Nypris on your lips, that you may herald her coming – and she in turn may herald the coming of the Font of a Thousand Tears.

Clergy & Temples: Having recently been formed, there is only one major church of Nypris known to exist – in the grand city of Lutetia, Salisand (Real World: Paris, France). In recent years, the tumult of war between Vampire, Human and Lycanthrope factions has grown there, calling forth the desire of the average person to have order after so many years of war. Nypris has come to the city, allowing her to draw power from the constant prayers for relief from the misfortune and tragedy the war has brought. Many believe the war to be endless, and as such – the majority of Nypris's clergy in the world can be found there, though shrines and isolated cults have already begun to appear elsewhere. The orders dedicated to Nypris commonly wear grey or white, with a trim of maroon. Jewelry or other adornments are uncommon, as the devotees of Nypris are typically an ascetic sort, preferring to forego worldly desires. Many of Nypris's devotees are farmers, morticians, and doctors.

Appearance: One of the three youngest gods to join the pantheon of Sidereus, Nypris has not fully established her deific or avataric forms. Her truest form lies somewhere between; a Human female in her late twenties with obsidian black hair that settles into waves and curls, cut short around her ears. Her eyes are deep, soothing pools of brown that flare into iridescent violet when she is angered. Her skin is like polished tiger's eye, gleaming even in the dimmest light. Most typically she wears a cloak of white, decorated in elaborate lines and patterns of black. She wears a breastplate and bracers of gold, and robes of deep grey. No matter where she travels, she does so with her staff – the Caduceus – in hand, marking her as a herald of her mother's will.

Other Details: New to the world of Sidereus, Nypris has not yet had an opportunity to expand her power fully – though many of Gilana's followers have chosen to migrate their worship to this younger god (with Gilana's blessing). As churches begin to spring up, they waste little time in doing the work needed to enforce Order – as they see it – in their locale. Devotees of Nypris have already begun to aid those who have suffered in the spate of recent disasters, particularly where the Sanguine Blight – a virulent disease – is concerned. Followers of Nypris pray at twilight and midnight, and most often they do so privately. Holy symbols are worn openly, as generally her church is either unknown – or seen as a boon in places where governance is desperately needed. Silver is the most common material used for holy symbols.



CALLIXTA

Lady of Decadence, the Maiden of Revels, the Triumph of Despair

Symbol: A goblet or glass with three circles in a downward pointing triangle

Home Plane: Paradox

Portfolio: Hedonism, Hospitality, Impulsiveness, Sensuality, Generosity, Thievery, Cunning

Worshippers: Compulsive carousers, nobles, prostitutes, revelers, jesters, bards, thieves, assassins

Domains: Chaos, Charm, Joy, Luck, Passion, Trickery

Favored Weapon: "Kaleidoscope" (whip or flail)

History: Callixta (Call-IX-ta) was born to Gilana and Onûs in 216 of the Fourth Age, along with her two sisters Nypris and Raziya. Of the three, Callixta is the least restrained and most "wild". Her mere presence has been known to cause mortals to spontaneously break into hedonistic celebrations, resulting in orgiastic revels that wind on for days. Called "the Triumph of Despair", Callixta serves as her mother's "Left Hand" – an agent who undertakes all tasks Gilana would rather go unseen. Though she is new to the world of Sidereus, Callixta has already gathered a sizeable following, seeing a number of small churches dedicated to her forming almost immediately as she began granting spells in Nuallan of the 220th year of the Fourth Age. Like her sisters, Callixta was blessed by the One despite her father's shame and banishment. Despite being born in darkness, Callixta is a goddess of generosity and hedonism – encouraging her followers to celebrate life and all of its sensual pleasures. Chatûl, Derew and Satyr are common followers. In addition to this aspect of her portfolio, Callixta also holds thievery and cunning, making her an unusual deity. One of her earliest cults – "The Masks of Pandemonium" – is a group of Callixta devotees who undertake cat burglary and thievery under the cover of darkness, donating much of the proceeds to those in desperate need.

Relationships: While not as devoted to Gilana as her sisters, Callixta is still very dear to Gilana and appreciates her mother deeply. Despite her closeness with Gilana, she spends much of her time requesting her father teach her of the Second Age and the days of the Celestial War. While she is not yet an evil deity, many speculate she will journey down that road in the future as a result. As with her sisters, Callixta has become fast friends with Tal'rëa – who in many ways acts as a second mother to the triplets. She and Fënrir enjoy something of a friendship, becoming more akin to pen pals as the years progress. Roëna has taken up the mantle of mentor, teaching Callixta specifically in the ways of combat and warfare, while the young goddess has recently begun to develop romantic feelings for Zaria – though Zaria is not aware of this. Callixta has come to hate her half-sisters Snædis and Selora – feeling they do not welcome her or the other triplets into the pantheon, or into the family. She, Vârsha and lotama spend many days together planning and initiating revels for their mortal devotees. Revati and her father Dúnmharú are her hated enemies, as she despises everything they stand for.

- | | |
|---------------------------------|---------------------------------|
| • Onûs – Father (Loyal) | • Selora – Sister (Hostile) |
| • Gilana – Mother (Loyal) | • Tallis – Brother (Distant) |
| • Aarûn – Neutral | • Endëllion – Brother (Distant) |
| • Jolarä – Neutral | • Vârsha – Friend |
| • Sûldin – Neutral (Hostile) | • Snædis – Sister (Hostile) |
| • Tal'rëa – Friend (Loyal) | • Zephyr – Brother |
| • Kal'rën – Neutral | • Kiala – Neutral |
| • Fënrir – Friend (Distant) | • Melantha – Sister (Loyal) |
| • Zörena – Neutral | • Perdita – Sister |
| • Eäminn – Neutral | • Dúnmharú – Brother (Hostile) |
| • Roëna – Friend (Mentor) | • Sléachta – Brother |
| • Asteria – Neutral | • Revati – Enemy (Distant) |
| • Xi'rian – Neutral | • lotama – Friend |
| | • Ophira – Neutral |
| • Aviaz – Neutral | • Nypris – Sister (Loyal) |
| • Zaria – Romantic (Unrequited) | • Raziya – Sister (Loyal) |
| • Solon – Neutral | |

Dogma: No celebration commences without Callixta's arrival. Greet every morning before you depart with a drink and a song, revel in the day's potential, let nothing hold you back from what awaits you. Begin every evening open to whatever possibilities the night may put before you, make no plans to return from whence you came. The cares of the world need not be heeded, drink and be merry.



When you celebrate, leave behind those concerns – even if you do not own a single piece of gold, you are wealthy. Celebrate and enjoy, spread the revelry, and imbibe. Be cunning as a serpent, lest your revels end too soon. Celebrate until the sun rises, every evening filled with revel and song. Never let the revelry stop, dance and sing, eat and drink, be merry until you can withstand it no longer. Steal away into the night before you wear thin your welcome, do not let the hindrance of Order be placed upon you.

Clergy & Temples: Devotees of Callixta are loathe to form official churches, preferring instead to take their revels on the road and spread their celebrations far and wide. Callixtan Carnivals have already begun to appear, semi-organized gatherings of hedonistic revelry, where wine flows endlessly and music never ceases to be played. Devotees of Callixta are frequently thieves and cat burglars but abhor criminal acts that are blatant or lack cunning. Generally, the group is opposed to murder – though it is not beyond some sects of the faithful. There is no official uniform of the church, and no official style, as devotees wear any combination of colors and forms that suit them. Holy symbols are either elegantly expensive, or gaudy and ostentatious. Jewelry is often stolen but worn proudly, and just as often given away.

Appearance: One of the three youngest gods to join the pantheon of Sidereus, Callixta has not fully established her deific or avatic forms. Despite this, she seems to have embraced her currently mercurial nature, settling into a final image that appears on any scene in a cacophonous explosion of color and sound. She manifests as an Elven female in early adulthood with vibrant hair of gold and streaks of red, blue, and violet. Her eyes glimmer brightly like emeralds in the sunlight, enhanced by dark paint around them, and her skin seems to swim and coil in the light as if the patterns of a fire carnelian stone were to move and flow about. She wears tight fitting garments of the deepest midnight blue, exposing her skin wherever possible. Gold cuffs adorn her arms and neck, and a halo of multicolored light hovers behind her head. She and her enchanted whip, Kaleidoscope, are inseparable, the weapon manifesting as an ornately decorated handle of gold and silver that lashes out like hundreds of shards of cut glass held together by some unseen force. When not in use, Kaleidoscope takes the form of a blue fox that never leaves Callixta's side.

Other Details: Despite her youth, Callixta has called many to her church in recent days. Prostitutes and revelers flock to her banner, as do jesters, bards, and thieves. Because of her liberal and alluring dogma, she is already a popular deity – rapidly finding worshipers the world over. New Callixtan Carnivals are organized every day, spurred on in no small part due to the assistance of several Faerie benefactors – with whom Callixta has a close alliance. With the continuing spread of the Sanguine Blight, Callixta's followers find their actions somewhat curtailed, but Callixta's sponsorship of bards and bardic music have helped alleviate some of that burden – allowing her followers to join together in song even if they cannot physically celebrate in close quarters.



RAZIYA

The Great Muse, Harmony's Song, the Song of Despair

Symbol: A white rabbit within a tear on a circular field

Home Plane: Celestial Plane

Portfolio: Inspiration, Invention, Ambition, Alchemy, Trade, Symmetry, Chastity

Worshippers: Artists, craftspeople, inventors, alchemists, merchants, mathematicians, scholars, virgins, the chaste

Domains: Craft, Foresight, Knowledge, Metal, Protection, Purification

Favored Weapon: "Alraune" (dagger)

History: Raziya (RA zee yah) was born to Gilana and Onûs in 216 of the Fourth Age, along with her two sisters Nypris and Callixta. Of the three, Raziya appears to be the youngest spirit and the most intellectually focused. It is said that on the day she was born and blessed by the One in 216 of the Fourth Age, three new mathematical theorems (the Continuum Hypothesis, the Four Color Theorem, and the Friendship Theorem) were discovered that have already begun to change the understanding of the science across the face of Sidereus. Called "the Song of Despair", Callixta serves as her mother's right hand – accompanying Gilana wherever she treads. While few churches are currently dedicated to her, Raziya already boasts one full Cathedral. Born in darkness, Raziya is said to carry within her the last spark of her mother's hope – and as such she has become a goddess of inspiration and ambition. Raziya believes that science and logic are the paths forward, that neither Chaos nor Order will hold supremacy in the end as all things eventually find balance. Above all, Raziya is noted for her sublime singing. It is said that her song can lift the most downtrodden spirit, and even raise the dead from the grave.

Relationships: Raziya an unusual personality, appearing as emotionally distant and removed from most situations. Despite this superficial appearance, however, she is a deeply emotional deity – choosing to share her feelings only with her most trusted allies. Raziya despises the conflict between Chaos and Order, believing that the two perspectives not only have their place in the universe, but that both are equally vital to the function of the universe. Despite her distance, she is endlessly devoted to her mother Gilana. She maintains sisterly – if cool – relationships with Melantha, Selora and Snædis. It is said that she is only truly at ease with Perdita, the two sisters having become fast friends. Kal'rën and Zörena have aided Raziya greatly, teaching her the ways of godhood and helping her better understand her role in the world.

- Onûs – Father (Distant)
- Gilana – Mother (Loyal)
- Aarûn – Friend (Distant)
- Jolarä – Neutral
- Sûldin – Neutral
- Tal'rëa – Friend
- Kal'rën – Friend (Mentor)
- Fënrir – Neutral
- Zörena – Friend
- Eäminn – Neutral
- Roëna – Friend (Student)
- Asteria – Friend
- Xi'rian – Neutral
- Aviaz – Neutral
- Zaria – Neutral
- Solon – Neutral
- Selora – Sister
- Tallis – Brother
- Endëllion – Brother
- Vârsha – Neutral
- Snædis – Sister (Loyal)
- Zephyr – Brother (Loyal)
- Kiala – Friend
- Melantha – Sister (Distant)
- Perdita – Sister (Loyal)
- Dúnmharú – Brother (Distant)
- Sléachta – Brother (Distant)
- Revati – Neutral (Distant)
- Iotama – Friend
- Ophira – Neutral
- Nypris – Sister (Loyal)
- Callixta – Sister (Loyal)

Dogma: Balance is all. Chaos and Order both succumb to Balance in their own time, each eventually succumbing to the pull of the other until Balance reigns supreme. Seek Balance not in all things, but in yourself. Look within and find what drives you. Seek the source of your ambition and your passion and chase it down wherever it may lead. Journey through the looking glass of self-reflection, and there you will find answers to questions you did not know you had. When inspiration comes, hearken unto it. Listen and obey the call as it pulls you forward and draws you out. Keep your mind pure and your body chaste. Speak your inner truth without reservation, and know that in all things, the Great Muse is with you.



Clergy & Temples: Razia's worshipers have only just begun to gather, but already one massive temple has been constructed in the honor of the deity. Located in the village of Amity (Real World: Lebanon, TN), the Cathedral of Incarnate Harmony soars above the village that hosts it. Impossibly perfect geometric lines belie angelic and magical intervention in the construction of such a massive and impressive edifice. Most devotees of Raziya are scientists and scholars, inventors, and mathematicians. There is no single color worn, no uniform design – and in fact, specific robes are uncommon. Most devotees simply remain in functional clothes dependent on their craft or profession. Some cults differ, and this is expected to change over time. One sect of Raziyan devotees are called “the Chaste”, virgins who have taken oaths of chastity, purity, and serenity in the service of Raziya. Most devotees wear their holy symbols in ornate tattoos made from complex geometric patterns, positioned carefully on the palm or the back of the hand. Physical symbols are sometimes worn – particularly if crafted by the owner.

Appearance: The third and “youngest” of Gilana's most recently born daughters, Raziya is an intelligent and precocious deity – even though she is incredibly young in terms of deific age. Despite this, she has already fully defined her deific and avataric form, much to the delight and surprise of much of the pantheon. In her avataric form, Raziya appears as a Sorani – a race not seen since the days of the Darkstorm. Alabaster white skin and grey eyes stand out as unremarkable against the two rabbit-ear like protrusions extending from the corner of her forehead that all Sorani have. When she chooses to appear in deific form as her True Avatar, Sorani does so as a being with skin made of white marble – though she retains the Sorani form. Her hair is raven black in both forms, and she is known on some occasions to shapeshift into an actual white rabbit if it suits her. She despises jewelry as impractical, but always carries her dagger Alraune. The magical dagger is enchanted to eternally weep highly poisonous venom from the metal, making it more poisonous than the mandrake. So much so, that many believe it could kill a god.

Other Details: While the church of Raziya is currently small, it is growing rapidly. Those who are reluctant to revere a deity but achieve highly in the sciences will find themselves approached by angels of Raziya offering great blessings in exchange for pacts of devotion. Paladins of Raziya are still few, but they are mathematicians and statisticians: gathering and analyzing data and conducting research. An early proposition for a holy day devoted to Raziya would see her followers gather to share their inventions and other creations to celebrate each other's inventive ingenuity and further understanding of science.



ROYALTY & NOBILITY

Royalty & Nobility in Sidereus

Very much like the real world, the people of Sidereus have organized themselves into a variety of internal structures over the years. One such structure is the separation between Noble blood and Royal blood.

While you cannot create a character of royal blood in Sidereus (sorry, our PCs just aren't that lucky!) you can create one who is of noble birth. This does require a little bit of work on your part, however.

Royal characters are often incredibly unique individuals indeed. To be born of a royal bloodline in Sidereus is to have a long line of heroes behind you, Kings and Queens of no small repute who befriended giants and dragons, arch-wizards and even angels. Because of this rather amazing birthright, those born into the world from a royal lineage are often gifted with special blessings, abilities or even magical boons granted to them by these mighty beings. As a result, even the simplest individual of royal descent is often incredibly special indeed.

While the same is not necessarily true of nobles, they do have access to lands and a certain amount of privilege. As a result children of the nobility often receive some manner of retainer from their parents, usually in the form of monetary wealth. Nobles will also often be in possession of some heirloom item or another, often times gathered from the many heirloom trinkets available to members of their line. These items range in power from the insignificant to the potent.

Playing a character that is of noble birth can be a great responsibility. As a noble, you have many opportunities that are not available to lesser folk. Among them, the ability to marry into another noble family or into royalty, the ability to become knighted or gain some other title and earn lands of your own, and of course the more automatic privilege of being considered "above" the common folk. However, with this privilege comes no small amount of responsibility. A character of noble birth must always think first of her family's honor and reputation and must do everything in their power to stand for king and country lest they become an embarrassment to their parents and kin.

All that being said, possibly the most difficult part of creating a noble character in Sidereus is creating a bloodline from which your character will be descended. On the tables that follow, we will briefly list the most well-known of the Human bloodlines. You must add your own noble bloodline if you wish to play a Noble character.

Choosing a noble bloodline

When you are choosing which bloodline, your noble character will hail from, there are a few important points to keep in mind. First of all, each area of the world has its own cluster of primary noble bloodlines, and as such it is important to make sure your character is descended from a bloodline in the appropriate location (or at least has a good explanation for why they are in a different region of the world). Also, it is important to keep in mind that the listed noble bloodlines are considered the "core" bloodlines, from which the other noble bloodlines descended. This is an important factor particularly if you intend to create your own offshoot.

When you create your own branch of the noble family tree (pending Plot approval), you must keep in mind that you are still connected to the families from which you are descended. This means that your character may be bitter rivals with another noble family or may have incurred the wrath of an extraplanar being, or something of the sort. These kinds of details can be important for obvious reasons.

Since all players must create their own bloodlines for their characters, it is important to keep the concept of naming conventions in mind. Naming your character's family bloodline is an especially important part of the process, since that name will not only follow your character, but will become a permanent part of the Sidereus world (pending Plot approval). It should go without saying that names like "Skywalker" or "Doomblade" are probably not the best way to go, since they won't even gain Plot approval, and will most likely require you to rewrite your character background.

The final step in selecting a noble bloodline is to do some research. Even the most dim-witted noble knows *something* about her family line. Who her parents are, and why it matters, who her grandparents were and why it matters – and so on. These simple details are things we tend to take for granted in the modern world but are particularly important amongst nobles because they literally form the basis for all of that power they flaunt around!

As always, be sensible and respectful, and the process should be an easy one for you. It never hurts to look up real surnames when creating your character's background!

ARTWORK COMING SOON



MAGIC IN SIDEREUS

The world of Sidereus is a dangerous place full of marvels and wonders only dreamed of in the real world. Magic is an ever-present reality, granting great power to the seemingly powerless mortals of the world, allowing dragons to fly, animals to speak, and massive portals to grant nearly instantaneous movement across the whole of the planet.

Representation of magic in a Live Action Role-playing game is one of the most difficult things to accomplish. Magic is not real, (in the standard fantasy world sense) which makes illustrating a character conjuring fireballs or hurling blasts of lightning exceedingly difficult to do. As a result, representing magic in a LARP is generally accomplished through the use of "spell packets" and the unlimited power of our imaginations.

Magic, Psionics and the Real World

Spells in Sidereus obviously have no effect on the real world (other than feeding the occasional squirrel). One particular question that can come up frequently is just how do you explain the lack of real-world explosions in-game?

From an in-game perspective, any spell that is cast draws its energy from the Ethereal Plane, a realm that exists simultaneously with the real world, constantly permeating the same space but never fully interacting. When you throw a *Fireball* Spell, the fiery energy dissipates and returns to the Ethereal Plane immediately upon striking any surface, so it will never be able to set fire to an object or anything of the sort. From the same in-game perspective, the effect has all the physical and mental ramifications of being struck by a bolt of searing flame but does not have the same effects as being exposed to that flame for an extended period.

Casting Spells

Casting spells in Sidereus is a fairly simple process. In order to cast a spell, the player must have a spell packet prepared and in her hand.

The hand the player is using to cast the spell must be available for use. This means that it cannot be holding another item, using a shield, or under the effect of any spell or ability that would limit its use.

Once the spell packet is in hand, the player will then speak the spell's activation phrase, or "incant". This incant must be stated in a loud voice, clearly enough to be heard by any nearby players and the target of the spell. This phrase must be correctly recited in order to avoid confusion. A failure to recite

the incant correctly means the spell has failed in some way. Should this occur, the spell is expended (under most circumstances).

Within a reasonable time of speaking the incant (usually three seconds), the caster must throw the spell packet at her intended target. The spell packet must strike the target or the target's worn or held possessions in order to be effective.

A spell's incant commonly includes an effect descriptor that helps clarify the specific effect of the spell on the target. This is the most important part of the spell and must be spoken especially clearly. When casting a spell, you may throw the spell packet during the effect descriptor, but not before.

It is not possible to accidentally cast a spell or falsify a spell incant in any way. You can only cast a spell when you intend to, so simply speaking the incant often has no effect. The incant is always in-game, except for any effect descriptors attached. For example, if you were to cast a *Lightning Bolt* Spell, you would call out "I summon a Lightning Bolt! 5 Lightning!" In this example, the statement "I summon a Lightning Bolt!" is heard in-game and is discernable to everyone as a spell being cast. The latter half of the incant, where you would state "5 Lightning!" is not in-game and is the representation of the actual effect.

Once the incant for a spell has begun, the spell's energy is considered expended and that particular spell is used up for the day.

The casting of a spell cannot be halted or interrupted by taking combat damage, but an effect that would prevent the caster from using the spell will effectively interrupt it.

Spell Deliveries

There are a few different ways in which spells are delivered in Sidereus. The standard method involves throwing a spell packet at your target as explained above. This is the most common for combat spells because it allows for spells to be used in the heat of combat without creating any major safety concerns.

Another method for delivering spells is by touch. Touch-cast spells are usually healing spells and protective spells, as this gives the caster the ability to explain the effects of more complicated spells to the spell recipient. Standard spells may be touch-cast on a helpless target. They may not be used on a target with whom you are fighting, and they can be refused at any time, which will negate their effect.

An unconscious, confined, or otherwise helpless character may not refuse a touch-

cast spell. They may attempt to resist the effect (unless they are unconscious), and defensive spells will still protect them, but otherwise they are vulnerable to the spell as long as they are in that condition.

If a spell is touch-cast on a target that refuses the spell, the energy is not consumed, and the spell may be retained.

A player may not touch-cast a spell if both of her hands are bound in any way.

Another method for delivering spells in the Sidereus game is the "Cluster" spell. Cluster spells are delivered in a manner identical to standard spells with one major exception. Instead of throwing one spell packet for a cluster spell, the caster would throw a handful of spell packets. A character may only be affected by a spell once, so even if a number of spell packets for one spell strike a character, they only take the spell effect once.

The benefit of a cluster spell is that they can affect multiple characters. You may throw the spell packets for a cluster spell however you like, as long as you use only one hand to throw them and adhere to all of the other rules for throwing a spell packet.

Another type of spell delivery is with a "Spellstrike". A Spellstrike is used to channel a spell through a weapon. Although the spell is being delivered through a weapon, it is treated in all respects as a standard packet-based spell. This means that a *Spell Shield* will protect against it, and it will be effective even if the attack is blocked with a shield or a weapon.

The final method for delivering spells in Sidereus is the "Chain" spell. Chain spells are delivered in a manner very similar to standard spells, however when you cast a chain spell you may repeat the effect descriptor and throw a new packet as long as you do not take more than one step in any direction and have spell packets remaining to throw.

ARTWORK COMING SOON



Spell Durations

Every spell listed in a rulebook will state its duration. Spell duration varies, but is generally limited to a few simple categories:

Concentration: Concentration spells last as long as the caster maintains concentration. While using a concentration spell, the caster may not run or use other in-game abilities. Concentration spells can be interrupted by rendering the caster unconscious or by disabling the limb used to maintain control over the spell.

Instant: Instant spells are among the most common. An instant spell merely has an effect and then ceases to have an effect on gameplay. A spell that does damage, for example, would do its damage and then immediately stop being a factor in terms of game effects.

Indefinite: Indefinite spells are commonly protection and aid spells. The indefinite duration generally means that they remain in effect until they are used. These spells are often highly sought after because they remain in effect for up to one week, which can even cross multiple events.

Logistics: Spells that have a duration listed as “Logistics” only come into effect during the logistics period. These spells often affect spell, ritual or crafting components, and will frequently be used to transmute these components, changing them into other things, or even to create items or enhance item creation in some way.

Timed: Most spells that effect the status of a player, such as; *Sleep*, *Berserk*, *Nausea*, and others, will have a ten minute duration. Some spells will have timed durations of one week, one day or longer, but these spells are never intended for use in combat and are often intended to seal a building from entry or something of the sort. Some spells with a duration of one day are intended as protection or aid spells.



The Three Rules of Magic

Aside from the rules listed above, Magic in Sidereus has some basic guidelines and restrictions that should be followed at all times. These rules exist largely for game balance reasons, though they also help keep the game flowing smoothly.

Identical spell effects cannot be stacked: No character may benefit from a more than one copy of the same effect type. For example, you may only ever benefit from one spell that grants you Temporary Armor Points. In most cases, the more beneficial spell will automatically take precedence, though ultimately this is up to the player in question. This applies to all spells except healing, and includes spells cast on items or other objects.

Spells with a duration listed as “indefinite” are persistent: Spells listed as having an “indefinite” duration don’t expire until they are used or until a week has passed – whichever comes first. This means that if a character has a spell with an indefinite duration cast upon her (such as *Battle Shield*), and doesn’t end up expending the effect before the event is over will keep the benefit of that spell for one week. Tags for spells with an indefinite duration that have on a character should be turned in with the player’s character card at the end of the event.

A spellcaster has total control over her spells at all times: This specifically excludes beneficial spells cast on other characters. All other spells can be dispelled at will by the caster who put them into play.

Spell Books

A spellbook is a tome of magical knowledge full of complex writing and script that stores the magical energy of spells. Arcane spellcasters generally refer to their spellbook as a “libram” or a “grimoire”. These books often have complex formulas and rituals scribed within, representing the highly scientific nature of Arcane magic.

Divine magic users often carry around “prayer books”. Divine magic is actually a result of the caster having such immense piety that she can draw magical energy from the power of her deity to cause miracles, such as healing the sick. As a result, divine mages have books of prayers and scripture from which they draw spells.

Nature magic is similar to divine magic in that druids will call upon the forces of nature to cast spell in the same way that a priest will turn to her deity. The key difference is that a druid’s spellbook (often referred to as a Book of Shadows or a Book of Secrets), contains specific rites intended to draw magical energy from nature itself.

Each spellbook (regardless of type) will be accompanied by a tag that will list the spells

recorded within along with the item identification number for the spellbook. Without this tag the spellbook is not valid.

A 1st level character that begins the game with the ability to cast spells will begin the game with a “starter” spellbook. This spellbook will contain a small selection of spells. A starting spellbook such as this will contain six Level 0 and six Level 1 spells of the player’s choice. If the character has the required level of skill, it will contain four 2nd Level spells, two 3rd Level spells, and one spell of every other spell level the character can cast.

A spellbook must be illustrated in game. For each level of the spell being recorded in the spellbook, the book must have one page of illustrations depicting details on that spell (0 level spells use one page). This may be a series of glyphs, illustrations, or arcane writing, but each spell must be clearly identified at the beginning, and the correct number of pages must be used. This limits the number of spells that can be put in any spellbook.

In order to prepare new spells during Logistics, you must have a spellbook. You may use another character’s spellbook as long as that particular spellbook is not being used by another character. There are also larger spellbooks, called “Tomes” available made of finer materials that are expensive. Tomes can be used by more than one character at a time to prepare spells.

In order to record a new spell in a spellbook, the spell must essentially be cast into the book. Also, spell ink must be used to complete the casting. While this “spell ink” is commonly available anywhere, this translates into a small cost for spellcasters who wish to transcribe new spells.

Spell Level	Spell Ink Used
0-Level	1 Spell Ink
1 st Level	2 Spell Ink
2 nd Level	3 Spell Ink
3 rd Level	4 Spell Ink
4 th Level	6 Spell Ink
5 th Level	8 Spell Ink
6 th Level	1 Fine Spell Ink
7 th Level	2 Fine Spell Ink
8 th Level	4 Fine Spell Ink
9 th Level	8 Fine Spell Ink

In order to add spells to your spellbook from another spellbook, you must have the spellbook you are copying as well as the spellbook you are updating during Logistics. Spells may be transcribed from scrolls also, in which case you must be able to use the scroll and present it during Logistics.

Spells cannot be cast directly from a spellbook.

Potions & Scrolls

Potions and Scrolls are more portable ways for characters to make use of magic. In game terms they provide effects that are identical in most ways to a spell being cast. Potions and Scrolls grant spellcasters an added degree of versatility, as well as giving other characters that may not have the Skill flexibility the ability to (in some cases) emulate the abilities of the spellcaster.

Potion and scroll physical representations are not valid unless they have a potion or scroll tag affixed to them. In the same sense, a potion or scroll tag without a physical representation cannot be used in game. Potion and scroll tags may be sold or traded in-game, but they cannot be used until the item has a representation.

If a player comes across potion or scroll tags that do not have a physical representation attached, she must provide a physical representation, making sure the tag is attached, before she may use the potion or scroll item.

Potions: Potions are often highly sought after in the world of Sidereus, as valuable defensive magic can often be distributed with potions rather than using a spell slot to cast a spell that has the same effect. When creating a Potion item, the caster need only have the spell in question recorded in her spell book. She does not need to cast the spell to make the potion. As a result, creating potions can save casters valuable time and resources in-game.

All potion physical representations must be large enough to hold 1/4th of an ounce or about 7.5 ml of liquid. The physical representation should contain some type of liquid (colored water works fine).

To use a potion item, the character should role-play drinking the potion. If the potion contains liquid (from a source you trust), then you may feel free to actually drink the item. Either way, it should be obvious that you are drinking the potion.

A potion may be "force fed" to a character who is rendered helpless. To force feed a character a potion simply state out loud; **"I force feed you! <potion name>! <potion effect>!"**. If you do not have the use of your hands you cannot drink a potion yourself. You may use a potion even if you are unable to use in-game skills.

Potions cannot be diluted. This means that they cannot be mixed into food or drink. The effect of a potion may be resisted, but Shield spells and similar defensive magic will have no effect.

Potions are also available in Oil form or Salve form, which allows the player to apply the magical properties of a potion to an item or an individual.

Scrolls: Scrolls are often considered more valuable than potions in that they allow spellcasters to add to their repertoire of magical knowledge. A scroll contains everything a spellcaster of a specific origin needs to know to cast a spell. Scrolls are often diligently copied, the magical energy carefully transplanted, so that the valuable information they hold may be used at another time.

Much like potions, when creating scrolls, the spellcaster does not need to actual cast the spell, or even have it prepared. Instead, as long as she has access to the spell in a spellbook and has the requisite level of skill in Scribe Scroll, she may attempt to make copies of the spell in scroll form. This makes scrolls valuable in that they allow casters to save their spell slots for other uses.

Spells can be cast directly from a scroll in the same way that a caster would normally cast a spell. In order to activate a scroll to cast a spell the player must have the scroll in one hand. She may deliver the spell with the other. She must hold up the scroll, speak the full spell incant, and then deliver the spell once the incant is complete. Because of this, scrolls cannot be used in conditions where the caster cannot read.

All scroll physical representations must be a minimum of 7" x 5" in size. They may be larger but must be at least this size. In addition, the scroll must be filled with script, sigils, diagrams, or some form of writing. This means that the piece of paper must be completely filled with no more than 1/2-inch margins. The scroll in question should have the name of the spell it is associated with as a heading (this part should be in English and legible), as well as having the full incant of the spell in question written in English. This is to prevent players from using one scroll as a prop for multiple spells.

Paper used to represent a scroll may not be plain white paper. We suggest off-white or beige paper (which can be found at any office supply store) and would prefer imitation parchment paper. You can print the text of your scroll on a computer as long as the font imitates handwriting.

Scrolls cannot be used by a character that does not have access to her in-game Skills. Unlike potions, scrolls must actually be read, which requires the character have the ability to understand them.

A spell scroll must be held in hand and cannot be used if it is attached to another item. **There are abilities that may be discovered in-game allowing characters to use "Tattoo magic" to scribe scrolls on their own skin, but they are considered exceptions to the normal rules as this is not normally an option.**

Wands

Wands are one of the most highly prized possessions of spellcasters in Sidereus. A wand allows a spellcaster to dramatically expand what spells she has available, which in turn gives her the ability to use her spell slots for more specific purposes.

Magic Wands can only be used by characters with spellcasting ability. In order to use a wand, the character must have a Spellcaster Skill of the appropriate Level and Origin to the wand. This means that a Level 2 Arcane spell stored in a wand can only be used by a character with the Spellcaster Level 2 (Arcane) Skill.

Spells are cast directly from a wand in a manner similar to a scroll. In order to activate a wand, the player must have the wand in one hand. She may deliver the spell with the other. She must hold out the wand as if attacking with it, and then loudly state; **"Activate wand! Magic <spell effect!>"**. Once she has completed this incant, she can deliver the spell.

Wand physical representations must be a minimum of 8" in length. They may be larger, but must be at least this size. They may be made of any appropriate material, though they must have an appearance that is consistent with the materials they are constructed from in-game.

Wands cannot be used by a character that does not have access to her in-game Skills. Because wands must be activated by a character that has the ability to use spells, if that ability is lost, even temporarily, the wand cannot be activated. Wands cannot be used by a character that does not have the appropriate level of Spellcaster skill.

In order to create a wand, the spellcaster must actually expend the spell she wishes to place in the wand. In addition, she must create a magical wand core from a ritual component. As a general rule, wands commonly have twenty charges when created. By adding enhancing items, such as certain types of gems, or by constructing the wand from certain kinds of wood, the item may be able to store more charges than that (for more information, see the Item Creation section). Once all of the charges in a wand have been expended, it is little more than a useless stick. The wand may be re-enchanted, but only the wand's core may be reused. Aside from that item, the entire wand must be reconstructed in-game, and all of the resources and materials must again be consumed.

Wands can be shattered by any shatter effect. Should this occur, they cannot be restored to their former state by any means, even with magic that is normally able to restore items that have been shattered.



Spell Components

Preparing some spells requires the use of component materials. These materials, often referred to as Spell Components, are generally items that can be found lying about, and are not always tagged items. Things such as feathers, vials of water, or even acorns can be spell components, all of which can be very useful to a spellcaster who is diligent enough to gather these items when she happens across them. Spell components are not to be confused with Ritual Components, which are always tagged and are quite frequently much more valuable. Some Spell Components may be valuable items, or even tagged items, but they are rarely purely magical items. For example, the spell *Metamorphosis* requires the use of a Masterwork weapon as a Spell Component. The weapon must obviously be tagged in order to gain the benefit of being able to prepare the spell, but a Masterwork weapon is not magical, and aside from having a significant monetary value, has no real properties of note.

Spell Components are presented at Logistics when you go to prepare your spells for the evening. These items are essentially prerequisites that are required in order for you to be able to take the spells in question, and without them you will be unable to prepare the spells you want. Some spell components are “used up” during this process, while others can be reused time and time again. Spellcasters will often carry only the spell components they need to ensure that they do not have to undertake some great journey just to retrieve some of their belongings before they spend time in study for the evening. Additionally, you never know when you’ll have difficulty getting back to town or to your home where you can gather your store of Spell Components.

Spell Components also serve as a balancing agent out-of-game. Spell Components commonly associated with spells that are more powerful. Powerful spells often require these components to make the spells a bit more difficult to prepare. In that way, the spellcaster has to put some work into preparing their powerful spells, keeping them from simply walking into a battle with an arsenal of high-power spells with little or no effort involved.

If a spell you wish to prepare requires Spell Components, and you would like to prepare more than one copy of the spell, you must have more than one copy of the component required to prepare that spell. This is because the spell will draw out the energy from the item you have gathered, but this can only happen so often in one Logistics session. This means you should always be mindful of the kinds of materials your spells

use so that you can always be sure to be prepared when the time comes to study and prepare your spells for the following day.

Defenses Against Magic

The sole purpose of some spells and effects is to defend against hostile magic. These spells are often highly sought after since they grant a measure of security to any character who wishes to be able to do battle against the powers of magic.

Shield Spells are intended to protect you against a certain type of effect. This is not always a magical effect, and in fact can be one of a large variety. Most shield spells protect you against the thing they are named after, though they will not offer protection against spells and effects that are delivered by touch.

A *Spell Shield* spell grants you protection against magic and psionics and is immediately expended when you are hit with a spell effect or a psionic packet-delivered effect. This is the most common spell intended to defend against hostile magic, but there are many others as well.

When a defensive spell is cast on your character, you will receive a spell tag from the character who cast the spell. In-game you are always aware of what defensive spells are cast on you and you can always choose to accept them or not.

All Shield spells that are active on your character will affect the next incoming effect that they are designed to protect against. They cannot be saved and used to defend against a later effect. You must always announce a Shield spell when it is triggered, or it is assumed to have no effect. If you do not announce the shield spell it is considered to have had no effect and is wasted. Generally speaking, we ask that you allow your fellow players a bit of leeway with remembering their defensive spells in battle, since it can be very difficult to remember all of the protective magic you have received over the course of an event. **The suggested limit is about five seconds.**

Shield spells will always trigger, even if the effect you were hit by would not actually affect you. For example, if a human character were to be hit with a *Calm Animals* spell, her *Spell Shield* would still go off and “protect” her from the spell, even though the spell would have had no effect.

Temporary Armor Points function in all ways in a manner identical to real Armor Points. Temporary Armor Points prevent damage from reaching a character’s Hit Points and are spent *before* a character’s actual Armor Points are spent. Temporary Armor Points will (in most cases) remain until used up. In all other ways, Temporary Armor Points are identical to normal armor.

Temporary Hit Points are nearly identical to actual Hit Points, except that they are expended *after* any Armor Points your character may have. If you sustain some type of damage that you are Vulnerable to, it inflicts double damage once it reaches your Temporary Hit Points just as if it had caused you to take damage to your actual Hit Points. Just like Temporary Armor Points, Temporary Hit Points commonly last until they are used.

Healing

Magical healing is a staple in most fantasy worlds where magic is readily available. Sidereus is no exception to this rule. Generally speaking, magical healing comes in a variety of forms; usually magical healing is delivered in the form of spells, however it can also be given in the form of the magical *Satyr’s Song* Trait, or even the barely-understood science of Alchemy.

Magical healing, much like mundane medicine, only affects living creatures. If a living creature is injured, magical healing can often restore the creature to full vitality in no time at all. If you are magically healed, you are restored to the state you were in prior to your injury. Lasting wounds, such as limps, scars and other deformities, are not commonly affected by magical healing.

While magical healing is available, it is often more useful for Heroborn than for Mortalborn. Generally speaking, Mortalborn folk are left to resort to more traditional means, and as a result they are more likely to have unsightly scars and lingering wounds. However, even in the cases of the best magical healing, it is not unheard of for a particularly powerful attack or vile poison to leave a scar or lingering wound even once it is magically healed.

Once the body is naturally healed, old scars and wounds will not be restored by magical healing. If a character sustains a severe injury that scars over, and months later is healed magically for another injury, the old scar will remain.

Necromancy

The forces of purity and corruption, nature, and taint, are present in the forces of light and shadow. Shadow energy is the stuff of Necromancy, allowing the dead to be raised as mindless warriors and lives to be cut short with dark power.

Necromancy is not necessarily “evil” but is generally frowned upon because of the dark and corrupting effects of using such magics. Necromancy is anathema to the natural order, and this is ever-present in the effects it has on living creatures who use it.



THE DOMAINS OF DIVINE MAGIC

Divine magic in Sidereus operates on a system of “domains”. Domains are spheres of influence that a particular deity can extend her power into in order to grant that power to her followers. While there are general spells available to all Divine magic users, domains decide what other spells are available to each Divine spellcaster according to which deity she calls to for magical power.

A priest may never use spells that are not listed among the spells granted by her deity. This includes spells from scrolls or items that require spellcasting ability to use, such as wands. General spells are available to priests of all deities in most cases. The primary difference is in the case of general Divine spells with a [Good] or [Evil] descriptor. In these cases, the spell is only available if the deity the character follows grants access to the Good domain or the Evil domain respectively.

Deity	Domains Granted
Aarûn	Good, Law, Light, Protection, Purification, Sun, War
Jolarä	Animal, Chaos, Good, Passion, Protection, Strength, War
Sûldin	Craft, Earth, Law, Metal, Protection, Strength, War
Tal'rëa	Chaos, Charm, Foresight, Good, Knowledge, Magic, Trickery
Kal'rën	Death, Fate, Good, Law, Light, Protection, Purification
Fënrir	Air, Animal, Chaos, Good, Knowledge, Luck, Trickery
Zörena	Death, Fate, Foresight, Good, Knowledge, Law, Life
Eäminn	Charm, Foresight, Good, Knowledge, Life, Protection, Purification
Roëna	Chaos, Destruction, Fire, Passion, Purification, Retribution, War
Asteria	Foresight, Good, Knowledge, Light, Luck, Magic, Trickery
Xi'rian	Chaos, Destruction, Evil, Hatred, Strength, War, Water
Gilana	Charm, Darkness, Death, Evil, Passion, Suffering, Water
Onûs	Evil, Darkness, Hatred, Law, Magic, Ruin, War
Aviaz	Good, Law, Light, Strength, Sun, War
Zaria	Charm, Good, Joy, Light, Protection, Purification
Solon	Craft, Fate, Foresight, Knowledge, Law, Magic
Selora	Foresight, Good, Joy, Magic, Moon, Protection
Tallis	Earth, Good, Plant, Protection, Strength, War
Endëllion	Chaos, Charm, Joy, Luck, Passion, Trickery
Vârsha	Chaos, Charm, Good, Joy, Passion, Water
Snædis	Cold, Craft, Death, Protection, Retribution, Strength
Zephyr	Air, Craft, Foresight, Knowledge, Law, Magic
Kiala	Chaos, Charm, Good, Light, Life, Luck
Melantha	Chaos, Charm, Darkness, Evil, Suffering, Trickery
Perdita	Chaos, Darkness, Death, Evil, Pestilence, Ruin
Dúnmharú	Darkness, Death, Evil, Foresight, Knowledge, Ruin
Sléachta	Animal, Chaos, Destruction, Evil, Hatred, Strength
Revati	Charm, Evil, Passion, Ruin, Suffering, Trickery
Iotama	Chaos, Charm, Foresight, Life, Luck, Trickery
Ophira	Craft, Law, Metal, Protection, Retribution, War
Nypris	Destruction, Law, Luck, Ruin, Suffering, Water
Callixta	Chaos, Charm, Joy, Luck, Passion, Trickery
Raziya	Craft, Foresight, Knowledge, Metal, Protection, Purification

ARTWØRK CØMING SØØN!



CRAFTING & ITEM CREATION

The Sidereus LARP is a game of adventure and swordplay, but there is much more than that for players to explore. Even the very finest swordswoman needs a fine blacksmith to forge her sword. Even the most skilled ranger can find a use for a vial of poison or a healing elixir, and even the most ardent adventuring cleric could benefit from the added protection of a solid suit of armor.

While many LARPs require players to participate in the adventuring and combat aspects of the game, the Sidereus LARP allows players to take a back seat to the action and participate in a less active role. Characters who become skilled craftsmen are just as vital to the health of the game world as adventurers who protect the world from harm.

To ensure that the game is rich and rewarding for all players, the Sidereus LARP offers a great deal of depth and variety in their crafting system. This system is designed in the hopes that all players will find value in picking up a few levels in one Item Creation skill or another.

Item Creation

When a character wishes to create in-game items like weapons, armor, potions, scrolls, traps, and alchemical items, she must first have the appropriate Skill on her Character Card. The following Skills allow characters to create in-game items:

- **Alchemy:** Elixirs, poisons, weapon coatings and gasses
- **Armorsmithing:** Armor
- **Blacksmithing:** Armor and weapons
- **Brew Potion:** Potions
- **Carpentry:** Wooden weapons
- **Create Wand:** Wands
- **Fletching:** Bows, crossbows, and arrows
- **Leatherworking:** Leather armor
- **Scribe Scroll:** Scrolls, spellbooks, and ritual books
- **Tailoring:** Cloth armor
- **Trapmaking:** Traps
- **Weaponsmithing:** Weapons

Each of the Skills listed above grants a character a certain number of Production Points, which she may then use to make items. Production Points do not roll over from month to month and cannot be given to or shared with other players.

Characters can create items every month by choosing to use an item creation skill as their **Career**. Prior to the event, the player may submit her time use form and may ask to create items. Each specific item has a series of refined materials and raw materials

needed to craft it. With the exception of Alchemy, most crafting skills have simple requirements, and can be made without a great deal of research or knowledge. Alchemical items often have specific recipes that require more complex calculations and gathering of materials.

A character may choose to buy the crafting components she needs using the "Purchasing List" prior to events, though this will often be somewhat more expensive than harvesting the materials herself.

Harvesting

Characters are also able to harvest raw materials in game through the use of "Craft (Harvesting)" Skills. The following Skills allow characters to gather raw materials in-game:

- **Herbalism:** Plants and herbs. Grants the ability to refine these materials into pastes, powders, and extracts.
- **Mining:** Ore, metals, and minerals. Grants the ability to refine these materials into metal ingots and polished stones.
- **Skinning:** Hides, horns, and furs. Grants the ability to refine these materials into usable skins, furs, and raw leather.

While Craft (Harvesting) Skills do not use Production Points, they are integral to the Item Creation system in that they allow players to actually harvest the crafting materials themselves, giving them greater flexibility when making items. In addition, certain Craft (Profession) Skills and some other Skills in the game may allow the player to acquire raw materials from time to time, which she can then use to craft items. Raw materials may also be found as loot on creatures or in treasure hoards.

How much of a raw material is gained from one harvesting attempt depends on the number of Ranks a character has in Harvesting. A character may exchange one unit of a raw material for up to ten units of a refined material; the exact amount gained being decided by the character's level of Skill in the particular area. Some raw materials are more difficult to properly refine, and as such they will require a higher level of skill to get the full benefit from.

Generally speaking, the amount of refined materials created from one unit of raw materials is randomly generated using the following formula:

(Skill Level – Minimum Skill to Refine) + (1 to 6; randomly determined) = Number of refined units of material

Workshops

A character may reach a point in her career where she wishes to focus more intently on her craft. At this point, many characters wish to have a workshop; a place where they can spend more time focusing on their skills.

Characters are assumed to have access to a public workshop appropriate to their craft skill. However, such public facilities are often crowded and very commonly less than ideal as far as working conditions are concerned. A character who wishes to increase her productivity can purchase a workshop appropriate to her skill, enabling her to take advantage of more space, more time with the tools and a larger degree of privacy.

Characters may be able to purchase a workshop at the town or village where they choose to reside. Workshops come in three grades: Minor, Moderate and Major. Costs for workshops vary based on location, see the "Purchasing List". In addition, the workshop must be represented in game as described below.

Only one character at a time may make use of a standard workshop, though workshops may be upgraded to allow more characters to make use of them. The cost for this upgrade varies based on the location of the workshop.

Workshops are only available for Item Creation Skills, not for Harvesting Skills. The type of workshop varies according to the associated skill. A blacksmith would use a forge, while a scroll-writing wizard simply needs a small library and a writing desk. Workshops must be represented in-game in some way, shape or form. **They may be made relatively portable, but they must be represented.**

Workshops will always be evaluated on an individual basis, but generally speaking a workshop representation should occupy at least a 4 foot by 2-foot space. For each additional person, the workshop can accommodate, it must be 2 feet by 1 foot larger. A workshop should have a least a few tools of the trade available for roleplaying use and should be relatively easy to recognize for what it is.

Workshops grant the character using them bonus Production Points of the relevant type.

Depending on the sophistication of the workshop, the bonus may be higher or lower. A minor workshop grants a character using it a +50 Production Points when she uses it to create items for that month.



"Extra Effort" in Crafting

Generally speaking, the Production Points a character uses during a standard game month represent the time she was able to gather together to work on her projects that month using whatever resources she had at her disposal.

If a character owns or has access to a workshop, she has the option to increase her rate of production. This represents the character having much easier access to the tools and supplies she needs in order to make these items.

When a character is making items during a game month, she can work harder to create more than she would otherwise be able. This represents her focusing on her task and working extra hard. When the player fills out the character's time use form for that month, she should include enough time to ensure the character can complete her work. Once per month, a character can generate an "Extra Effort" attempt for **one** crafting skill. This Extra Effort requires 20 hours a week (or 80 hours a month) and costs 2 silver pieces. Events that are longer than the standard two-day period might generate this "Extra Effort" effect for free. This Extra Effort usage gives the character the ability to add half their standard allotment of Production Points to their allotment for the month in question.

For example; if a character has 5 levels of the Blacksmithing Skill (50 Production Points) and a minor workshop (for a total of 100 Production Points), she decides to use extra effort that game month. Since the character is buckling down and working overtime, she is now able to generate 150 Production Points for that game month.

Production Points generated in this fashion require the same amount of money or materials to use. The additional cost of applying "Extra Effort" is intended to represent the various expenses involved in working for extended periods.

You may combine Production Points generated in this way to create a single item if you wish, representing your character working especially hard on a single item.

The Crafting Process

Crafting items in Sidereus is not always a sure thing. Just because a character has the ability to make a sword, it does not necessarily follow that she will be good at making one.

When a character wishes to create an item, she must first be sure she has the materials needed and the time and skill required to get the job done.

Assuming the character has all the materials she needs to craft an item, she will always have a 90% chance of success. A success means that she creates the items with no problems. The character will have a 10% chance of failure as well. Failure means one unit of material is wasted, and the production points spent on the item are used. A skilled character can improve these odds, eliminating one percentage point chance of failure for 1 Production Point.

In addition, a character may grant herself a "critical success" chance of 1% instead for each Production Point spent over the maximum. Up to 10 Production Points can be spent in this way.

A "critical success" will typically mean the item created is higher quality than standard, or perhaps that an abundance of the item was created. It may also mean that materials were left over when the project was completed.

There are some components and magical items in the world of Sidereus that allow characters to increase the "critical success" chance even further. Such items are rare and often highly coveted. **Please note, this will not allow the character to learn any "special recipes" in crafting or anything of the like, though she may occasionally create highly unusual items.**

Special Materials

Special Materials can grant a crafted item a number of benefits ranging from special abilities to an automatic increase in power. Special materials are often harvested by accident when harvesting other, more mundane materials.

In order to make an item with a special material and have a chance of gaining unusual benefits, all of the material of that type (metal, stone or wood) must be the same special material. In other words, if you wish to make a fever iron sword that has the ability to use the "Fire" damage type (which fever iron grants to metal items), all of the metal used to make the sword must be fever iron.

Making an item using a special material can often make the item more expensive. Be aware of this added cost before crafting.

Recipes

All items that can be made by players through the use of Item Creation Skills in-game have recipes that dictate what materials are required in-game to make the item. For all non-Alchemy crafting skills, all of the recipes to create items are known.

In some cases, special materials and "enhancing items" can be added to a recipe to increase the chance of a "critical success" or to grant even greater special properties should a "critical success" be achieved.

What follows is a list of all known recipes, followed by a list of materials and special materials. Enhancing items will be labeled as such in-game but the effects must be discovered through gameplay and experimentation.

CHOOSING YOUR "CAREER"

By this point you have seen several references to the idea of your character choosing a "Career" each month. You can also change your choice from month to month. This is a change to the previous rules intended to help simplify the month-to-month logistics for all characters. **This only applies to your character if they have a Craft or Lore Skill.**

Every month, you can declare to Logistics that you wish to activate one of your Craft or Lore Skills as a "Career" for your character for that month. If you choose a **Craft (Creation)** Skill, you will then be able to manufacture items using your Production Points. If you choose a **Craft (Harvesting)** Skill, Logistics will determine how many raw materials you gather that month, and you will receive tags for them at the next Logistics. If you choose a **Craft (Profession)** or **Lore** Skill, you will gain one silver piece for each Skill rank you have, as well as other bonus items or Plot tips if your Skill is relevant to the Plot of that weekend.

If you forget to declare a "Career" before the event, you won't be able to make use of your **Craft (Creation)** Skills, and your **Craft (Harvesting)** will only be able to be handled in-game. However, you can still choose a **Craft (Profession)** or **Lore** and earn some extra coin. It's really that simple! **Remember, if you have any questions you can always contact the Logistics team, they'll be happy to help!!**



ITEM CREATION RECIPES

WEAPONS

Item Name	Primary Material (Striking Surface)	Materials Needed (# of units needed)	Creation Points
Arrows (x10)	Wood (Any)	Wood (2 units), Metal / Stone (1 unit)*	5
Bolts (x10)	Wood (Any)	Wood (2 units), Metal / Stone (1 unit)*	5
Bow	Wood / [Bone]	Wood / [Bone] (4 units)	20
Club	Any	Metal / Stone / Wood (1 unit)	5
Crossbow	Wood	Wood (3 units), Metal (1 unit)	20
Dagger	Metal / Stone	Metal / Stone (1 unit)	5
Hatchet	Metal / Stone	Metal / Stone (1 unit)	5
Javelin	Metal / Wood (Any)	Metal / Wood (1 unit), Metal / Stone / Wood* (1 unit)	5
Long Axe	Metal / Wood (Metal / Stone)	Metal / Wood (3 units), Metal / Stone* (1 unit)	20
Long Hammer	Metal / Wood (Metal / Stone)	Metal / Wood (3 units), Metal / Stone* (1 unit)	20
Long Mace	Any	Metal / Stone / Wood (3 units), Metal / Stone / Wood* (1 unit)	20
Long Sword	Metal	Metal (4 units)	40
Polearm	Metal / Wood (Metal / Stone)	Metal / Wood (5 units), Metal / Stone* (1 unit)	40
Shield, Small	Metal / Wood	Metal / Wood (2 units)	5
Shield, Medium	Metal / Wood	Metal / Wood (5 units)	10
Shield, Large (Tower)	Metal / Wood	Metal / Wood (10 units)	20
Short Axe	Metal / Wood (Metal / Stone)	Metal / Wood (1 unit), Metal / Stone* (1 unit)	10
Short Hammer	Metal / Wood (Metal / Stone)	Metal / Wood (1 unit), Metal / Stone* (1 unit)	10
Short Mace	Any	Metal / Stone / Wood (1 unit), Metal / Stone / Wood* (1 unit)	10
Short Sword	Metal	Metal (2 units)	20
Spear	Metal / Wood (Any)	Metal / Wood (2 units), Metal / Stone / Wood* (1 unit)	15
Staff	Metal / Wood (Any)	Metal / Wood (2 units)	10
Throwing Dagger	Metal	Metal (1 unit)	5
Two-Handed Axe	Metal / Wood (Metal / Stone)	Metal / Wood (4 units), Metal / Stone* (2 units)	40
Two-Handed Hammer	Metal / Wood (Metal / Stone)	Metal / Wood (4 units), Metal / Stone* (2 units)	40
Two-Handed Mace	Any	Metal / Stone / Wood (4 unit), Metal / Stone / Wood* (2 units)	40
Two-Handed Sword	Metal	Metal (6 units)	60
Unique Weapon**	Any (Any)	Special	+10

*Material used for the striking surface.

**Unique weapons are made as copies of other weapons. They may use any combination of materials.

WEAPON MODIFICATIONS

Modification Name	Description	Materials Needed (# of units needed)	Creation Points
Masterwork Weapon	Increase a crafted weapon's value dramatically, making it a Valuable Item, as well as granting it the ability to resist a shatter attempt in the same manner as Strengthening. A weapon may be Strengthened and Masterwork, though only the base cost is multiplied. Masterwork items are often easier to enchant. This may not be used on an existing weapon. Weapon's monetary value is increased by x4	Special Metal / Special Stone / Special Wood / Gems (2 units in any combination)	Item Cost x2
Plating	Coat a weapon in a metal type of your choice. This allows any weapon, regardless of primary material, to use the damage type of the metal in question. If the weapon suffers a shatter effect at any point, it loses this coating permanently, even if the shatter effect is resisted.	Special Metal (1 unit)	10
Repair Weapon	Repair a weapon that has lost all of its "Shattered" boxes and is no longer usable.	Primary Material (1 unit)	½ Item Cost
Smith's Mark	Mark a weapon with a smith's mark, identifying it as created by that character and making it impossible to separate the weapon's tag from the weapon's physical representation.	None	5
Strengthening	Strengthen a weapon, giving it an additional "Shattered" box. The weapon may "resist" a shatter attempt once before it is actually broken. The player holding the weapon will call out " resist ".	Varies (+1 unit of material type used to make the item)	½ Item Cost



ARMOR

Item Name (Type – Armor Points - Location)	Primary Material	Materials Needed (# of units needed)	Creation Points
Light Armor (1 Location – 1 Armor Point)	Padded Cloth / Leather / Suede	Cloth / Leather (1 unit)	2
Light Armor (2 Locations – 2 Armor Points)	Padded Cloth / Leather / Suede	Cloth / Leather (2 units)	4
Light Armor (3 Locations – 3 Armor Points)	Padded Cloth / Leather / Suede	Cloth / Leather (3 units)	6
Light Armor (4 Locations – 4 Armor Points)	Padded Cloth / Leather / Suede	Cloth / Leather (4 units)	9
Light Armor (5 Locations – 5 Armor Points)	Padded Cloth / Leather / Suede	Cloth / Leather (5 units)	12
Light Armor (6 Locations – 6 Armor Points)	Padded Cloth / Leather / Suede	Cloth / Leather (6 units)	15
Light Armor (7 Locations – 7 Armor Points)	Padded Cloth / Leather / Suede	Cloth / Leather (7 units)	19
Light Armor (8 Locations – 8 Armor Points)	Padded Cloth / Leather / Suede	Cloth / Leather (8 units)	23
Light Armor (9 Locations – 9 Armor Points)	Padded Cloth / Leather / Suede	Cloth / Leather (9 units)	27
Light Armor (10 Locations – 10 Armor Points)	Padded Cloth / Leather / Suede	Cloth / Leather (10 units)	32
Medium Armor (1 Location – 2 Armor Points)	Thick or Studded Leather / Chainmail*	Cloth / Leather (1 unit), Leather / Metal (1 unit)	4
Medium Armor (2 Locations – 4 Armor Points)	Thick or Studded Leather / Chainmail*	Cloth / Leather (1 units), Leather / Metal (2 units)	8
Medium Armor (3 Locations – 6 Armor Points)	Thick or Studded Leather / Chainmail*	Cloth / Leather (1 units), Leather / Metal (3 units)	12
Medium Armor (4 Locations – 8 Armor Points)	Thick or Studded Leather / Chainmail*	Cloth / Leather (1 units), Leather / Metal (4 units)	18
Medium Armor (5 Locations – 10 Armor Points)	Thick or Studded Leather / Chainmail*	Cloth / Leather (1 units), Leather / Metal (5 units)	24
Medium Armor (6 Locations – 12 Armor Points)	Thick or Studded Leather / Chainmail*	Cloth / Leather (2 units), Leather / Metal (6 units)	30
Medium Armor (7 Locations – 14 Armor Points)	Thick or Studded Leather / Chainmail*	Cloth / Leather (2 units), Leather / Metal (7 units)	38
Medium Armor (8 Locations – 16 Armor Points)	Thick or Studded Leather / Chainmail*	Cloth / Leather (2 units), Leather / Metal (8 units)	46
Medium Armor (9 Locations – 18 Armor Points)	Thick or Studded Leather / Chainmail*	Cloth / Leather (2 units), Leather / Metal (9 units)	54
Medium Armor (10 Locations – 20 Armor Points)	Thick or Studded Leather / Chainmail*	Cloth / Leather (2 units), Leather / Metal (10 units)	64
Heavy Armor (1 Location – 3 Armor Points)	Metal Plate / Metal Scale	Cloth / Leather (1 unit), Metal (1 unit)	6
Heavy Armor (2 Locations – 6 Armor Points)	Metal Plate / Metal Scale	Cloth / Leather (1 unit), Metal (2 units)	12
Heavy Armor (3 Locations – 9 Armor Points)	Metal Plate / Metal Scale	Cloth / Leather (1 unit), Metal (4 units)	18
Heavy Armor (4 Locations – 12 Armor Points)	Metal Plate / Metal Scale	Cloth / Leather (1 unit), Metal (6 units)	27
Heavy Armor (5 Locations – 15 Armor Points)	Metal Plate / Metal Scale	Cloth / Leather (1 unit), Metal (8 units)	36
Heavy Armor (6 Locations – 18 Armor Points)	Metal Plate / Metal Scale	Cloth / Leather (2 units), Metal (10 units)	45
Heavy Armor (7 Locations – 21 Armor Points)	Metal Plate / Metal Scale	Cloth / Leather (2 units), Metal (12 units)	57
Heavy Armor (8 Locations – 24 Armor Points)	Metal Plate / Metal Scale	Cloth / Leather (2 units), Metal (14 units)	69
Heavy Armor (9 Locations – 27 Armor Points)	Metal Plate / Metal Scale	Cloth / Leather (2 units), Metal (16 units)	81
Heavy Armor (10 Locations – 30 Armor Points)	Metal Plate / Metal Scale	Cloth / Leather (2 units), Metal (18 units)	96

*Chainmail is worth ½ Armor Points if it is not worn with padding. This value assumes Light padded cloth or leather padding.



ARMOR MODIFICATIONS

Modification Name	Description	Materials Needed (# of units needed)	Creation Points
Masterwork Armor	Increase a crafted armor item's value dramatically, making it a Valuable Item, as well as giving it an additional "Shattered" box. An armor item may be Strengthened and Masterwork, though only the base cost is multiplied. Masterwork items are often easier to enchant. Armor item's monetary value is increased by x4	Special Metal / Special Stone / Special Wood / Gems (2 units in any combination)	Item Cost x2
Repair Armor	Repair an armor item that has lost all of its "Shattered" boxes and is no longer usable. This restores all of the lost "Shattered" boxes and refits the armor as well, restoring its full Armor Point value.	Primary Material (1 unit / 2 locations covered)	½ Item Cost
Smith's Mark	Mark an armor item with a smith's mark, identifying it as created by that character and making it impossible to separate the item's tag from the item's physical representation.	None	5
Strengthening	Strengthen an armor item, giving it two additional "Shattered" boxes. The armor item may be breached an additional two times before it is rendered unusable.	Varies (+2 units of material type used to make the item)	½ Item Cost

BOOKS & SCROLLS

Item Name	Materials Needed (# of units needed)	Creation Points
0 Level Spell Scroll	Level 0 Spell (cast), Parchment (1 unit), Spell Ink (1 unit)	2
1st Level Spell Scroll	Level 1 Spell (cast), Parchment (1 unit), Spell Ink (2 unit)	5
2nd Level Spell Scroll	Level 2 Spell (cast), Parchment (1 unit), Spell Ink (3 unit)	10
3rd Level Spell Scroll	Level 3 Spell (cast), Parchment (1 unit), Spell Ink (4 unit)	15
4th Level Spell Scroll	Level 4 Spell (cast), Fine Parchment (1 unit), Spell Ink (6 unit)	20
5th Level Spell Scroll	Level 5 Spell (cast), Fine Parchment (1 unit), Spell Ink (8 unit)	25
6th Level Spell Scroll	Level 6 Spell (cast), Fine Parchment (1 unit), Spell Ink (10 unit)	30
7th Level Spell Scroll	Level 7 Spell (cast), Vellum (1 unit), Fine Spell Ink (2 unit)	35
8th Level Spell Scroll	Level 8 Spell (cast), Vellum (1 unit), Fine Spell Ink (4 unit)	40
9th Level Spell Scroll	Level 9 Spell (cast), Vellum (1 unit), Fine Spell Ink (8 units)	45
Invocation Scroll	Vellum (1 unit), Fine Spell Ink (4 units)	30
Lesser Ritual Scroll	Vellum (1 unit), Fine Spell Ink (6 units)	50
Ritual Book	Leather / Metal / Wood (2 units), Vellum (100 units)	100
Ritual Scroll	Vellum (1 unit), Fine Spell Ink (10 units)	100
Rune Scroll	Fine Parchment (1 unit), Spell Ink (1 unit)	20
Sigil Scroll	Vellum (1 unit), Fine Spell Ink (2 units)	50
Spell Book	Leather / Metal / Wood (1 unit), Parchment (100 units)	50
Spell Tome	Leather / Metal / Wood (4 units), Fine Parchment (100 units)	100

POTIONS

Item Name	Materials Needed (# of units needed)	Creation Points
0 Level Potion (x5)	Level 0 Spell (Prepared), Glass Vial (1 unit), Potion Element (1 unit)	5
1st Level Potion (x5)	Level 1 Spell (Prepared), Glass Vial (1 unit), Potion Element (2 unit)	10
2nd Level Potion (x5)	Level 2 Spell (Prepared), Glass Vial (1 unit), Potion Element (3 units)	15
3rd Level Potion (x5)	Level 3 Spell (Prepared), Glass Vial (1 unit), Potion Element (4 units)	20
4th Level Potion (x5)	Level 4 Spell (Prepared), Lead Vial (1 unit), Potion Essence (1 units)	25
5th Level Potion (x5)	Level 5 Spell (Prepared), Lead Vial (1 unit), Potion Essence (2 units)	30
6th Level Potion (x5)	Level 6 Spell (Prepared), Lead Vial (1 unit), Potion Essence (3 units)	35
7th Level Potion (x5)	Level 7 Spell (Prepared), Crystal Vial (1 unit), Potion Essence (4 units)	40
8th Level Potion (x5)	Level 8 spell (Prepared), Crystal Vial (1 unit), Potion Essence (5 units)	50
Spell Ink (10 doses)	Spellcaster Level 1, Ink (1 unit), Lead Vial (1 unit), Silver dust (1 unit)	5
Fine Spell Ink (10 doses)	Spellcaster Level 3, Ink (1 unit), Crystal Vial (1 unit), Gold dust (1 unit)	10
Potion Element (10 doses)	Spellcaster Level 1, Lead Vial (1 unit), Silver dust (1 unit)	5
Potion Essence (10 doses)	Spellcaster Level 3, Crystal Vial (1 unit), Gold dust (1 unit)	10



TRAPS

Item Name (Effect - Area)	Props Required	Materials Needed (# of units needed)	Creation Points
Alarm Trap (Audible Alarm)	Alarm Prop	Metal (5 units)	5
Major Alchemy Trap (As Grenade – 20 Foot Radius)	Mist/Smoke Prop	Metal (2 units), Alchemy Grenade (8 units)	40
Major Arrow Trap (20 as Arrow – 5 ft. x 20 ft. Column)	Firing Mechanism Prop (x10), Tripwire or Pressure Plate	Arrow / Bolt (10 units), Metal (2 units)	60
Major Explosive Trap (30 Fire Shatter – 10 Foot Radius)	Fake Container Prop	Metal / Wood (2 units), Major Alchemist's Fire (10 units), Iron filings (10 units)	80
Major Weapon Trap (20 as Weapon – Target Character)	Combat-legal Weapon Prop, Tripwire or Pressure Plate	Two-handed Sword / Two-handed Axe / Two-handed Hammer or Mace (1 unit), Metal (6 units)	20
Minor Alchemy Trap (As Grenade – 5 Foot Radius)	Mist/Smoke Prop	Metal (2 units), Alchemy Grenade (2 units)	10
Minor Arrow Trap (5 as Arrow – 5 ft. x 20 ft. Column)	Firing Mechanism Prop (x10), Tripwire or Pressure Plate	Arrow / Bolt (10 units), Metal (2 units)	15
Minor Explosive Trap (10 Fire Shatter – 10 Foot Radius)	Fake Container Prop	Metal / Wood (2 units), Minor Alchemist's Fire (2 units), Iron filings (2 units)	20
Minor Weapon Trap (5 as Weapon – Target Character)	Combat-legal Weapon Prop, Tripwire or Pressure Plate	Dagger / Hatchet / Club (1 unit), Metal (2 units)	5
Moderate Alchemy Trap (As Grenade – 10 Foot Radius)	Mist/Smoke Prop	Metal (2 units), Alchemy Grenade (4 units)	30
Moderate Arrow Trap (10 as Arrow – 5 ft. x 20 ft. Column)	Firing Mechanism Prop (x10), Tripwire or Pressure Plate	Arrow / Bolt (10 units), Metal (2 units)	30
Moderate Explosive Trap (20 Fire Shatter – 10 Foot Radius)	Fake Container Prop	Metal / Wood (2 units), Moderate Alchemist's Fire (6 units), Iron filings (6 units)	40
Moderate Weapon Trap (10 as Weapon – Target Character)	Combat-legal Weapon Prop, Tripwire or Pressure Plate	Sword / Axe / Hammer / Mace (1 unit), Metal (4 units)	10

*For more information on Traps, see the "Rogues in Sidereus" section on page 238.

WANDS

Item Name	Materials Needed (# of units needed)	Creation Points
0 Level Wand	Level 0 Spell (cast), Metal / Stone / Wood (1 unit), Lesser Wand Core	5
1st Level Wand	Level 1 Spell (cast), Metal / Stone / Wood (1 unit), Lesser Wand Core	10
2nd Level Wand	Level 2 Spell (cast), Metal / Stone / Wood (1 unit), Lesser Wand Core	20
3rd Level Wand	Level 3 Spell (cast), Metal / Stone / Wood (1 unit), Metal / Wood (1 unit), Moderate Wand Core	30
4th Level Wand	Level 4 Spell (cast), Metal / Stone / Wood (1 unit), Metal / Wood (1 unit), Crystal / Gem (1 unit), Moderate Wand Core	40
5th Level Wand	Level 5 Spell (cast), Metal / Stone / Wood (1 unit), Metal / Wood (1 unit), Crystal / Gem (1 unit), Greater Wand Core	50
6th Level Wand	Level 6 Spell (cast), Metal / Stone / Wood (1 unit), Metal / Wood (1 unit), Crystal / Gem (1 unit), Greater Wand Core	60
Lesser Wand Core	Tier 1 Ritual Component, Silver Dust (2 units), Spell Ink (2 units)	10
Moderate Wand Core	Tier 1 Ritual Component, Silver Dust (8 units), Spell Ink (8 units)	20
Greater Wand Core	Tier 2 Ritual Component, Gold Dust (2 units), Fine Spell Ink (1 units)	30

WAND CORES & RE-ENCHANTING

When creating a wand, a spellcaster must harvest a ritual component and undergo a magical process to refine it, creating a core for her wand. This core allows the wand to channel the magical energy of the spells contained within it. When all of a wand's charges are expended, the wand's magical core remains intact and can be reused, though the external body of the wand will be irreparably damaged. When re-enchancing, the caster must "rebuild" the wand itself in-game but may reuse the wand core. If the wand is Shattered or Destroyed, the wand core cannot be re-used, and the entire wand must be reconstructed from scratch. However, once a wand has been used for a particular spell, the wand core must always be used for wands of that type. In other words, an Arcane wand will always be an Arcane wand and a Divine wand will always be Divine.



ITEM CREATION RECIPES

PROFESSION ITEMS & ASSORTED ITEMS

Item Name	Size & Dimensions	Materials Needed	Skills Required	Ranks per Item
Amulet	N/A	Metal (1 unit), Gem (any – optional)	Jeweler	3
Armor Repair Tools	6”L x 6”W x 2”D	Metal (2 unit), Wood (2 unit)	Blacksmithing	2
Belt	N/A	Leather (1 unit)	Leatherworking	1
Blacksmithing Tools	10”L x 10”W x 4”D	Metal (4 unit), Wood (3 unit)	Blacksmithing	4
Blank Book	100 Pages Long	Leather (1 unit), Parchment (100 units)	Leatherworking / Sage	1
Bolt of Cloth	20 Yards Long	Wool (20 units) or Cotton (20 units)	Tailor	2
Bracelet	N/A	Metal (1 unit), Gem (any – optional)	Jeweler	2
Brooch	N/A	Metal (1 unit), Gem (any – optional)	Jeweler	2
Circlet	N/A	Metal (1 unit), Gem (any – optional)	Jeweler	4
Cloak	N/A	Cloth (6 units)	Tailor	4
Complex Lock	N/A	Metal (3 units)	Trapmaking	6
Farming Tools	For 1 Person	Metal (2 units), Wood (2 units)	Blacksmith	1
Fine Parchment	10 sheets - 8.5”X 11”	Hide (3 units), Sulfur (2 units)	Leatherworking / Sage	3
First Aid Kit	6”L x 6”W x 2”D	Cloth (5 units), Metal (1 unit)	Blacksmithing & Tailor	4
Glasses	N/A	Metal (1 unit), Glass (1 unit)	Blacksmithing	2
Goggles	N/A	Metal (2 units), Glass (1 unit), Leather (1 unit)	Blacksmithing	4
Hat or Cap	N/A	Cloth (1 unit) or Leather (1 unit)	Tailor	3
Jeweler Tools	6”L x 6”W x 2”D	Metal (2 unit), Wood (2 unit)	Blacksmithing	3
Leatherworking Tools	10”L x 10”W x 4”D	Metal (2 unit), Wood (2 unit)	Blacksmithing	5
Magnifying Glass	N/A	Metal (1 unit), Glass (1 unit)	Jeweler	2
Map	N/A	Parchment (1 unit)	Cartographer	3
Moderate Lock	N/A	Metal (2 units)	Trapmaking	4
Necklace	N/A	Metal (1 unit), Gem (any – optional)	Jeweler	5
Pants (non-armor)	N/A	Cloth (3 units)	Tailor	3
Parchment	10 sheets - 8.5”X 11”	Hide (1 units), Sulfur (1 unit)	Leatherworking / Sage	1
Ring	N/A	Metal (1 unit), Gem (any – optional)	Jeweler	2
Shirt (non-armor)	N/A	Cloth (4 units)	Tailor	3
Simple Lock	N/A	Metal (1 unit)	Trapmaking	2
Surgeon Kit	14”L x 12”W x 6”D	Cloth (6 units), Metal (2 units)	Blacksmithing & Tailor	8
Syringe	N/A	Metal (1 unit), Glass (1 unit)	Blacksmithing	3
Tailoring Tools	10”L x 10”W x 4”D	Cloth (3 units), Metal (1 unit)	Blacksmithing	3
Telescope	N/A	Metal (2 units), Glass (1 unit)	Jeweler	6
Thievery Tools	6”L x 6”W x 2”D	Metal (2 units), Leather (1 unit)	Trapmaking	4
Torture Kit	10”L x 10”W x 4”D	Cloth (2 units), Metal (4 units)	Blacksmithing	6
Vellum	10 sheets - 8.5”X 11”	Hide (6 units), Sulfur (3 units), Salt (1 unit)	Leatherworking / Sage	5

TOOL KITS & MISCELLANEOUS ITEMS

Some items are not created using the usual Item Creation rules. Items that are tagged but less essential to the game are allowed to be “created” by characters with certain skill sets in order to support the game economy, but these items are not as harshly regulated. Tool Kits, Jewelry items, mundane items and more are created easily if the proper materials are gathered. A certain Skill level may be required, but in general a certain number of levels are required for every instance of an item a character has in the appropriate skill. As long as the appropriate materials are available, a character can make as many of a certain Tool or Accessory item as she has the ranks to produce. Keep in mind that there is nothing to stop a player from brining a pen, pouch, or bracelet into game. However, if the character wishes to have a tag for these items (to use in enchanting for example); the item must be bought or made in-game. **You do not have to have the associated Skill selected as your “Career” to make one of these items.**

Also worth noting is that Tool Kit items and some other miscellaneous items have a minimum size and minimum dimensions. These dimensions must be strictly adhered to with whatever prop you use to represent the kit in question. Also keep in mind that any kit you use in game should be filled with representations of items and other tools that would normally be found in a kit of that type. These criteria must be met in order for the kit to be considered valid. This does mean that you should endeavor to keep your kit full in the case of expendable props.



ITEM CREATION MATERIALS

BASIC MATERIALS

Material Name	Type	Properties	CP cost Modifier
Cloth	Cloth	Most common types of cloth fit into this category. This includes cotton, linen and wool. This material has no special features. Note that like wood, cloth is usually harvested indirectly or out-of-game due to the complexity of representing it in-game.	0
Leather	Leather	Most common types of animal hides and prepared leather fall into this category. This includes any leather or hide gathered from a non-magical animal, including sentient and sapient creatures. This material has no special features.	0
Suede	Leather	Suede is made from the underside of a hide, and has a brushed or napped finish. It is generally softer and is often lighter. It can demand a higher price than basic leather, and can serve as a suitable replacement for Cloth. This material has no special features.	0
Steel	Metal	The most common type of metal. Basic iron and steel fall into this category. This does not include cold-forged iron. This material has no special features.	0
Bone	Stone	Weapons made out of bone are ideal for certain types of necromantic enchantments. Despite this affinity, it does not have any special properties of its own. For the purposes of Item Creation, bone counts as a "stone" material type. This material has no special features.	0
Crystal	Stone	Most common types of crystals fit into this category. This includes all varieties of quartz. While generally very brittle, these weapons can be psychically or magically treated to increase their functionality as a weapon material.	0
Stone	Stone	Most common types of stone fit into this category. This includes granite, flint and jasper (among others). This material has no special features.	0
Wood	Wood	Most common types of wood fit into this category. This includes, oak, pine, maple and a large assortment of other types of wood. This material has no special features. Note that wood is usually harvested indirectly or out-of-game due to the complexity of representing it in-game.	0

SPECIAL MATERIALS*

Material Name	Type	Properties	CP cost per unit
Adamantium	Metal	Adamantium is one of the two hardest metals in the known world. While not as light as Mithril, Adamantium is slightly preferred in weaponsmithing as blades made of it hold a much keener edge. Adamantium can only be forged so long as it is kept hot. Items crafted from Adamantium are indestructible by conventional means. • Items crafted from Adamantium are indestructible. • Weapons with an Adamantium striking surface always use the "Body" damage type rather than the "Steel" damage type. • Armor crafted from Adamantium grant the wearer the ability to Resist Physical Damage as per the <i>Resist Damage</i> Trait once per day. • Weapons and Armor crafted of Adamantium gain a non-magical +1 enhancement bonus automatically. • Shields crafted from Adamantium have a shield threshold of +10.	+6
Angelhair Linen	Cloth	Angelhair Linen is woven from thread made of Angelhair, a plant usually found at the highest altitudes. Some believe that Angelhair grows only where a Celestial being wishes, hence its magical power. Regardless, garments made from it provide great protection from evil. • Armor and Clothing crafted from Angelhair Linen grant the wearer the ability to Resist Vile once per day.	+2
Ardentine	Stone	Ardentine is a psychically infused crystal that is found in the northern regions of the world. When harvested in large amounts, it is hard enough to be used in the production of weapons and armor. When cut, it has a rich blue color. Ardentine possesses certain innate qualities; • Weapons crafted with an Ardentine striking surface may use the "Force" damage type rather than the "Steel" damage type when in the hands of a character with Psionist Level 1 or higher. • Masterwork weapons adorned with Ardentine sometimes seem to seek out their target as if they had their own will. Once per day, the weapon may deal +5 damage when in the hands of a character with Psionist Level 1 or higher. • Masterwork armor fitted with pieces of Ardentine grants the wearer one use of the <i>Resist Psionics</i> Trait when worn by a character with Psionist Level 1 or higher.	+2



Axara	Wood	Axara trees were created by Tallis himself in response to the dark machinations of Dúnmharú late in the Third Age. It is said that Tallis gifted the great Derew hero and sage Cearúil with a crown of Axara branches to protect him from enchantments. Axara trees still hold some of this potential to this day. Axara has the following innate properties; • Weapons with an Axara striking surface may use the “Sleep” damage type once per day instead of the “Steel” damage type. • Shields crafted from Axara grant the user the ability to Resist Enchantment effects once per day.	+2
Cloudsteel	Metal	Cloudsteel is most commonly found near the peaks of the highest mountains in the world. Infused with the elemental properties of air and lightning, Cloudsteel has a bluish tinge to it and sometimes seems to glow with a faint blue light. Touching bare Cloudsteel with exposed flesh will often cause a tingling sensation, and it is said you can feel a shock of electricity travelling down any blade made of the metal. • Weapons with a Cloudsteel striking surface always use the “Lightning” damage type rather than the “Steel” damage type. • Armor crafted from Cloudsteel grants the wearer the ability to Resist Lightning effects once per day, and renders the wearer immune to environmental lightning effects. • Creatures who are Vulnerable to Lightning are effectively Allergic to this material, and suffer a ten minute duration Fatigue effect if they handle an item made from it.	+2
Cold Iron	Metal	Also referred to as cold-forged iron, Cold Iron is iron forged at room temperature. This process can make the metal more brittle than a conventional iron weapon, but for reasons as yet unknown to scholars, makes the weapon dramatically more potent against Fae creatures and other entities from the realm of the Faerie. • Weapons crafted with a Cold Iron striking surface use the “Iron” damage type rather than the “Steel” damage type. • Items crafted from Cold Iron have one less durability box than usual (Items that are crafted from Cold Iron are rendered useless more easily because the metal is brittle and breaks more easily than Steel.) • Creatures who are Vulnerable to Iron are actually vulnerable to Cold Iron, not steel or weapons made of conventional metal.	0
Dragon Scales (Gold/Red)	Leather	Dragon Scales are among the most difficult crafting materials to procure, but the most powerful items ever created are constructed from them. Whether taken from the hide of a good dragon or an evil one, the scales will sometimes possess innate qualities; • Dragon scales may be used with a Leatherworking skill or a Metalworking skill. • Armor crafted from Gold or Red Dragon scales grant the wearer the ability to Resist Fire effects once per day and renders the wearer immune to environmental heat and fire effects. Dragonscale grants the same Armor Points as metal.	+2
Dragon Scales (Silver/White)	Leather	Dragon Scales are among the most difficult crafting materials to procure, but the most powerful items ever created are constructed from them. Whether taken from the hide of a good dragon or an evil one, the scales will sometimes possess innate qualities; • Dragon scales may be used with a Leatherworking skill or a Metalworking skill. • Armor crafted from Silver or White Dragon scales grant the wearer the ability to Resist Ice effects once per day and renders the wearer immune to environmental ice and cold effects. Dragonscale grants the same Armor Points as metal.	+2
Dragon Scales (Black)	Leather	Dragon Scales are among the most difficult crafting materials to procure, but the most powerful items ever created are constructed from them. Whether taken from the hide of a good dragon or an evil one, the scales will sometimes possess innate qualities; • Dragon scales may be used with a Leatherworking skill or a Metalworking skill. • Armor crafted from Black Dragon scales grants the wearer the ability to Resist Shadow effects once per day. Dragonscale grants the same Armor Points as metal.	+2
Dragon Scales (Blue/Copper)	Leather	Dragon Scales are among the most difficult crafting materials to procure, but the most powerful items ever created are constructed from them. Whether taken from the hide of a good dragon or an evil one, the scales will sometimes possess innate qualities; • Dragon scales may be used with a Leatherworking skill or a Metalworking skill. • Armor crafted from Blue or Copper Dragon scales grants the wearer the ability to Resist Lightning once per day. Dragonscale grants the same Armor Points as metal.	+2
Dragon Scales (Green/Jade)	Leather	Dragon Scales are among the most difficult crafting materials to procure, but the most powerful items ever created are constructed from them. Whether taken from the hide of a good dragon or an evil one, the scales will sometimes possess innate qualities; • Dragon scales may be used with a Leatherworking skill or a Metalworking skill.	+2



		Armor crafted from Green or Jade Dragon scales grants the wearer the ability to Resist Acid effects once per day. Dragonscale grants the same Armor Points as metal.	
Dragon Scales (Obsidian)	Leather	Dragon Scales are among the most difficult crafting materials to procure, but the most powerful items ever created are constructed from them. Whether taken from the hide of a good dragon or an evil one, the scales will sometimes possess innate qualities; - Dragon scales may be used with a Leatherworking skill or a Metalworking skill. - Armor crafted from Obsidian Dragon scales grant the wearer the ability to Resist Light effects once per day. Dragonscale grants the same Armor Points as metal.	+2
Ebonsilk	Cloth	Ebonsilk is the result of woven silk treated in a mixture of ebony ash, crushed obsidian, and the blood of a demon. The blood of any demon will do, but the difficulty in creating this material makes it highly valuable. Its abilities make any price well worth it. Ebonsilk is very difficult to dye, and will always darken any dye used. Ebonsilk has the following properties; - Armor and Clothing crafted from Ebonsilk grant the wearer the ability to Resist Light once per day. - Armor and Clothing crafted from Ebonsilk are indestructible. While armor crafted from Ebonsilk may be breached, it may always be refitted and never needs to be repaired.	+4
Fever Iron	Metal	Fever Iron has a brownish-red, almost rusted appearance, and is faintly warm to the touch. Fever Iron is harvested as ore in the same fashion as normal iron ore, and can be refined to be used in the creation of weapons and armor. Fever Iron bears a strong affinity to fire, and can be particularly useful in any magical process involving that element; - Weapons with a Fever Iron striking surface always use the "Fire" damage type rather than the "Steel" damage type. - Armor crafted from Fever Iron grants the wearer the ability to Resist Ice effects once per day and renders the wearer immune to environmental cold and ice effects. - Creatures who are Vulnerable to Fire are effectively Allergic to this material, and suffer a ten minute duration Fatigue effect if they hold or wear an item made from it.	+2
Hellsteel	Metal	Hellsteel has a blackish-red color, and is frequently glossy in texture, appearing to be forged from hardened blood. Hellsteel is harvested as ore in the same fashion as normal iron ore, though it is often found in volcanic areas. Hellsteel veins will occasionally appear in areas of ancient battles or abandoned temples. Hellsteel is infused with the essence of pure evil; - Weapons with a Hellsteel striking surface always use the "Vile" damage type rather than the "Steel" damage type. - Armor crafted from Hellsteel grants the wearer the ability to Resist Holy effects once per day, and the ability to Resist Enchantment effects once per day. - Creatures who are Vulnerable to Vile are effectively Allergic to this material, and suffer a ten minute duration Fatigue effect if they hold or wear an item made from it.	+4
Icesteel	Metal	Icesteel has a smooth bluish-white luster that is ice-like in appearance, and is faintly cool to the touch. Icesteel is harvested as ore in the same fashion as normal iron ore, and can be refined to be used in the creation of weapons and armor. Icesteel bears a strong affinity to ice and cold and can be particularly useful in any magical process involving that element; - Weapons with an Icesteel striking surface always use the "Ice" damage type rather than the "Steel" damage type. - Armor crafted from Icesteel grants the wearer the ability to Resist Fire effects once per day, and renders the wearer immune to environmental heat and fire effects. - Creatures who are Vulnerable to Ice are effectively Allergic to this material, and suffer a ten minute duration Fatigue effect if they hold or wear an item made from it.	+2
Ironweave	Cloth	Ironweave is favored by Jade Elven Dou'Shyr and Elven warrior-mages from other cultures, as it is both light and flexible, but also offers the protection of a thin layer of metal. Ironweave is woven from the Ironthistle plant, which when treated becomes as hard as iron. Ironweave has the following properties; Armor and Clothing crafted from Ironweave have a +1 non-magical enhancement bonus granting it an additional +1 Armor Point per location covered. This means that even basic clothing is worth 1 Armor Point per location covered.	+2
Luminarium	Metal	Infused with the power of the sun and the stars, Luminarium is often white or silver-white in color. It can often appear to be made of a ceramic-type material, but is incredibly strong and can be honed to a razor sharp edge. It is favored by those that hunt the undead, as it is particularly potent when used against necromantic magic of any kind.; Weapons with a Luminarium striking surface always use the "Light" damage type rather than the "Steel" damage type.	+2

		- Armor crafted from Luminarium grants the wearer the ability to Resist Shadow effects once per day. - Creatures who are Vulnerable to Light and undead creatures are effectively Allergic to this material, and suffer a ten minute duration Fatigue effect if they hold or wear an item made from it.	
Mithril	Metal	Mithril is one of the two hardest metals in the known world. It is only found deep within the earth, and as such is most commonly mined and bought to the surface by the skilled craftsmen of the Dwarves. Mithril is far lighter than its durability would suggest, and as such is highly valued by the Elves in making elegant yet deadly weapons. Only Dwarven and Elven smiths have ever been known to create items from Mithril of any considerable worth, as it can take many decades to master its use. Mithril has the following innate properties; - Items crafted from Mithril are indestructible. - Weapons crafted primarily from Mithril are allowed to gain the damage bonus from the <i>Duelist</i> Skill, regardless of their actual size. - Armor crafted primarily from Mithril counts as half its value for the purposes of determining what armor a character can wear. Therefore, 20 AP suit of armor would count as a 10 AP suit, and could be worn by a character with a Strength score of 4+. - Shields crafted from Mithril have a shield threshold of +5. - An item made of Mithril grants a +5 Skill bonus to any ritual cast to enchant it due to the metal's magical affinity. In addition, a ritual cast on an item made of Mithril can never suffer a catastrophic failure.	+5
Monocerros	Stone	Monocerros, or Lapis Monocerros, is an innately magical stone said to be created when the blood or tears of a unicorn fall upon water, ice or snow. The result is a gleaming red stone similar in appearance to a ruby, though often found in larger quantities. When made into items, Monocerros bears a powerful affinity to the magics of healing and rejuvenation, and is often used in magical rituals involving those purposes; - Weapons crafted using Monocerros stone allow the wielder to use the Spell <i>Cure Light Wounds</i> once a day in addition to any other properties the weapon may have. - Masterwork armor fitted with pieces of Monocerros grants the wearer the ability to Resist Poison effects once per day. - Undead creatures and Demons are effectively Allergic to Monocerros, and suffer a ten minute duration Fatigue effect if they hold or wear an item made from it.	+3
Moonsilk	Cloth	Moonsilk is believed to have been a gift from Selora late in the Third Age. Woven from actual spider silk that has been harvested during the nights of the full moon, only the clergy of Selora know the specific rituals to properly prepare Moonsilk. Once harvested, Moonsilk is highly prized for its beauty. Its silver-white sheen can be dyed away, but few would desire to do so since it is so beautiful in its natural form. Moonsilk has the following properties; Armor and Clothing crafted from Moonsilk grant the wearer the ability to Resist Shadow once per day.	+2
Nightwillow	Wood	The Nightwillow tree grows twisted and black in the darkest places of the world. In the day, the tree looks foreboding and dark, but in the moonlight its leaves twinkle as if coated with silvery dust. Highly sought after for crafting wands, Nightwillow wood is very durable, and accepts enchantment easily. Nightwillow has the following innate properties; - Weapons with a Nightwillow striking surface always use the "Silver" damage type instead of the "Steel" damage type. - Shields crafted from Nightwillow have a Shield Threshold of +5.	+2
Orichalcum	Metal	Orichalcum is a strong and valuable metal with a reddish-white hue that is almost gold in color. Orichalcum is only found in very specific locations in the world and as a result it is very valuable. Orichalcum bears a strong affinity to Light, Fire, and Lightning, and is often sought after for use in magical rituals involving those elements. Orichalcum also has some innate properties; - Weapons with an Orichalcum striking surface always use the "Light" damage type rather than the "Steel" damage type though this only occurs during the day. - Weapons with an Orichalcum striking surface always use the "Fire" damage type rather than the "Steel" damage type, though this only occurs during the night, or when the sun is not visible, such as during an eclipse. - Armor crafted from Orichalcum grants the wearer the ability to Resist Elemental effects once per day and renders the wearer immune to environmental effects.	+4
Purpleheart	Wood	The Purpleheart tree is particularly rare and is said to grow only in the thickest and deepest forests. The Purpleheart has a musky fragrance that keeps insects away, but can be very attractive to Derew. Derew will often cultivate these trees and use fallen or pruned branches in the crafting of shields and weapons. When cut, the color of the wood ranges from a deep lustrous purple to a shallow reddish-purple.	+2



		- Weapons with a Purpleheart striking surface always use the "Poison" damage type instead of the "Steel" damage type. - Shields crafted from Purpleheart grant the user the ability to Resist Sleep effects once per day. - Creatures who are Vulnerable to Poison are effectively Allergic to this material, and suffer a ten minute duration Fatigue effect if they hold or wear an item made from it.	
Pyrrhus	Stone	Pyrrhus is one of the more rare psychically attuned crystals in the world. In large quantities it is highly prized in the creation of weaponry due to its incredible offensive potential. When refined, its surface has a deep black color to it with a vaguely metallic sheen. When used in battle by a psionist, it can grow intensely hot. Pyrrhus has the following innate qualities; - Weapons crafted with a Pyrrhus striking surface may use the "Fire" damage type rather than the "Steel" damage type when in the hands of a character with Psionist Level 1 or higher. - Masterwork weapons adorned with Pyrrhus have a faint silvery glow around them. Once per day, the weapon may use the "Pain" damage type when in the hands of a character with Psionist Level 1 or higher. If the character using the weapon can already use the "Pain" damage type, the weapon will grant a +5 damage bonus. - Masterwork armor fitted with pieces of Pyrrhus grants the wearer one use of the <i>Resist Elements</i> Trait when worn by a character with Psionist Level 1 or higher.	+3
Queris	Wood	Queris trees will only grow on a site where there has been bloodshed of some kind in the past. Elegant and delicate in appearance, the Queris tree has vibrant green leaves and a very sweet fragrance. Apple-like fruit grows from its many branches, and many are loath to cut it down because of its beauty. When cut, the wood is brown with a rosy pink or red hue. - Weapons with a Queris striking surface always use the "Earth" damage type instead of the "Steel" damage type. - Shields crafted from Queris grant the user the ability to Resist Earth once per day. - Creatures who are Vulnerable to Earth are effectively Allergic to this material, and suffer a ten minute duration Fatigue effect if they hold or wear an item made from it.	+2
Runegorger Hide	Leather	Runegorgers are a plague upon the face of Sidereus, able to devour the magical essence of most enchanted items, while remaining highly resistant if not immune to the effects of magic themselves. It is said that the Runegorgers came into being when Asteria fell from the heavens. Armor made from Runegorger hide is similarly resistant to magic, but must be harvested and prepared quickly or it will become unusable. Armor crafted from Runegorger hide grants the wearer the ability to Resist Magic effects once per day.	+3
Runesilk	Cloth	Runesilk is crafted from giant spider silk that is ritually gathered and prepared. It must be very carefully prepared and then left in the presence of an enchanted item for three days. When the three days have passed, the silk may be gathered and used to make garments. Runesilk is innately magical and grants protection against the very arts that helped create it. Armor and Clothing crafted from Runesilk grant the wearer the ability to Resist Magic once per day.	+2
Shadow Ash	Wood	Shadow Ash trees are commonly found in cool, arid regions. Shadow Ash leaves are nearly black, giving them a dark and foreboding presence. Commonly crafted into weapons by Elven and Arxus craftsmen this wood takes on a deep red, nearly black coloration when cut. Shadow Ash possesses a strong affinity to Shadow, and has the following innate properties; - Weapons with a Shadow Ash striking surface always use the "Shadow" damage type instead of the "Steel" damage type. - Shields crafted from Shadow Ash grant the user the ability to Resist Shadow once per day. - Shadow Ash is mildly necromantic in nature. - Creatures who are Vulnerable to Shadow are effectively Allergic to this material, and suffer a ten minute duration Fatigue effect if they hold or wear an item made from it.	+2
Shadowsteel	Metal	Shadowsteel has an opalescent black coloration, and is particularly heavy and dense. Shadowsteel is harvested as ore in the same fashion as normal iron ore, and can be refined to be used in the creation of weapons and armor. Shadowsteel is particularly useful in necromantic rituals and enchantments, but also has some innate properties; - Weapons with a Shadowsteel striking surface always use the "Shadow" damage type rather than the "Steel" damage type. - Armor crafted from Shadowsteel grants the wearer the ability to Resist Light effects once per day.	+3



		- Shadowsteel is mildly necromantic in nature. - Creatures who are Vulnerable to Shadow are effectively Allergic to this material, and suffer a ten minute duration Fatigue effect if they hold or wear an item made from it.	
Silver	Metal	Silver is a precious metal commonly used to craft coins, jewelry and other items of value. It is particularly favored among the nobility and is commonly used in heirloom items. Silver is reputed to have special properties against lycanthropes and certain undead creatures; - Weapons with a Silver striking surface always use the "Silver" damage type rather than the "Steel" damage type. - Items crafted from Silver have one less durability box than usual.	0
Soulsteel	Metal	Soulsteel is metal created using a complex alchemical process involving infusing steel with the essence of the dead. Ectoplasm is combined with the raw ore as it is smelted, creating an extremely lightweight material with a ghostly white luster. When made into items, Soulsteel must be cold-forged in order to prove useful because of its mystical nature. The power of the spiritual energy bound into Soulsteel grants items crafted from it certain innate qualities; - Weapons with a Soulsteel striking surface always use the "Pain" damage type rather than the "Steel" damage type. - Armor crafted from Soulsteel grants the wearer the ability to Resist Enchantment effects once per day. - Creatures who are Vulnerable to Pain are effectively Allergic to this material, and suffer a ten minute duration Fatigue effect if they hold or wear an item made from it.	+4
Soulweave	Cloth	Soulweave is woven from the wispy, spider web-like material that remains when the ectoplasm left behind when a spirit dissolves. Soulweave is innately magical, and is often used to craft wizard's robes and other items of similar purpose. Soulweave is known to be able to protect the wearer from harmful enchantments, and is often further enchanted to make extremely powerful magical items. Armor and Clothing crafted from Soulweave grant the wearer the ability to Resist Enchantment once per day per location covered.	+2
Starmetal	Metal	Starmetal is the common term for what scholars refer to as meteoric iron. It is much like iron in appearance, though it has a faint silvery sheen. When a meteor falls, it often contains bits of this valuable metal. Starmetal is favored by many warriors, as it often renders armor useless, cutting clear through most other metals. Starmetal has some innate properties; - Weapons with a Starmetal striking surface always use the "Body" damage type rather than the "Steel" damage type. - Armor crafted from Starmetal grants the wearer the ability to Resist Physical Damage as per the <i>Resist Damage</i> Trait once per day. - Undead creatures experience great pain when they hold or touch Starmetal, as it is infused with the power of Light.	+3
Valentium	Stone	Valentium is another variety of psychically infused crystal that is common in various places around the world. Sought after by psionics for its protective potency Valentium is particularly useful when defending oneself against psychic attack. When cut, Valentium takes on a brilliant violet color. Valentium has the following innate qualities; - Weapons crafted with a Valentium striking surface may use the "Force" damage type rather than the "Steel" damage type when in the hands of a character with Psionics Level 1 or higher. - Masterwork weapons adorned with Valentium have a barely visible purple glow around them. They seem almost to move themselves in an effort to protect the wielder. Once per day, the weapon grants the ability to use the <i>Deflect</i> Skill as long as the wielder has Psionics Level 1 or higher. - Masterwork armor fitted with pieces of Valentium grants the wearer one use of the <i>Danger Sense</i> Psychic Skill as long as she has Psionics Level 1 or higher. - Creatures who are Vulnerable to Psionics are effectively Allergic to this material, and suffer a ten minute duration Fatigue effect if they hold or wear an item made from it.	+2
Whispersilk	Cloth	Whispersilk is favored by assassins, thieves and those who wish to remain unseen. While there are those who claim it grants the wearer great stealth, it has been proven to be effective in improving an individual's skill at evasion. Whispersilk has the following innate qualities; Armor and Clothing crafted from Whispersilk grant the wearer the ability to use the <i>Evade</i> Skill once per day.	+2
Whitethorn	Wood	Whitethorn trees can occasionally be found in the lush and fertile forests of the eastern regions of Linerra and other lands with a similar climate. Often tended to by Elves or Chatûl,	+2

		Whitethorn is infused with the essence of Light, and that essence is present in every part of the tree. Whitethorn is so called for the white tips on the thorns of the flowers that grow in its branches. Whitethorn has a strong affinity to Light, and has the following properties; • Weapons with a Whitethorn striking surface always use the "Light" damage type instead of the "Steel" damage type. • Shields crafted from Whitethorn grant the user the ability to Resist Light once per day. • Creatures who are Vulnerable to Light are effectively Allergic to this material, and suffer a ten minute duration Fatigue effect if they hold or wear an item made from it.	
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***Many more special materials exist in the world of Sidereus; this is not a comprehensive list. In addition, all Armor abilities listed apply to shields made from the same material. This does not include enhancement bonuses.**



ALCHEMY

In the world of Sidereus, magic is not the only means of gaining supernatural power. The science of Alchemy involves the conversion of materials from an inert, raw state into a usable state. Some Alchemists claim nearly anything is possible using Alchemy, from converting base metals into gold to granting immortality.

Unlike the other crafts a character can engage in, Alchemy grants a character a source of considerable power that would otherwise be unavailable to her without a great deal of study in the arcane arts, a great deal of devotion to the Divine powers, or a great deal of talent and strength of spirit in the form of psionic powers. Alchemy can achieve many of the effects that magic and psionics can, although it is with the manipulation and application of chemicals and carefully prepared formulas.

Alchemy & Item Creation

Alchemy is a more complex version of the standard Item Creation system. Unlike normal Item Creation, Alchemy does not utilize a system of generic units of raw materials being converted into specific items. Instead, Alchemy recipes require very specific components to be prepared in a specific fashion to produce the desired result. Also, unlike conventional Item Creation in Sidereus, Alchemy recipes are not all known to those who have the skill to use them. **Alchemy recipes are akin to spell scrolls in that they must be found and deciphered to be used. For reasons that are not yet fully understood, the act of transferring an Alchemical recipe from a scroll to a recipe book renders the original recipe invalid. It is almost as if the knowledge can only be absorbed from the temporary source once.**

Alchemical items are always created in a "batch". The number of items created will be listed on the recipe or table next to the item name. When creating the item, the Logistics agent or Judge will roll to see how many the Alchemist has made. Just like standard Item Creation, there is a chance that a failure or critical failure can occur. With Alchemy, the chance of failure is 20%. A particularly low roll may result in a "Mishap". Mishaps can have a variety of effects on the game, so Alchemists should be careful. By applying extra Production Points, Alchemists can choose to either increase the Critical Success chance (as with the normal Item Creation rules) or reduce the Failure and Mishap chance. This must be declared when the item creation submission is made.

Alchemy Components

Unlike other types of Item Creation, Alchemy recipes are much more complex and require specific named ingredients to achieve a particular effect. These ingredients are usually gathered using the Herbalism Skill, since they are commonly plant items or plant related. This is not always the case however, and other types of components may be needed for some Alchemical recipes.



Alchemy Recipe Book

Like a wizard's spellbook, all Alchemists rely on a Recipe Book to ply their trade. An Alchemist's recipe book contains the recipes available to her when she decides to create Alchemy Items. Like a spellbook, this is required to make any alchemical items.

When new character is created with the Alchemy Skill, she is given a Recipe Book with three recipes chosen from the list provided below. She may add one additional recipe for every rank of Alchemy she begins the game with, up to a maximum of five (5).

Unlike a wizard's spellbook, new Alchemy recipes can be copied into a Recipe Book at any time without using special ink or materials. When found, the player will simply bring her recipe book and the Alchemy Recipe to Logistics, where her recipe book tag can be updated. Each Alchemy Recipe must be physically copied into the recipe book word for word. Once this is complete, it counts as having been transcribed into the player's recipe book and is totally consumed.

Alchemy Items

Alchemy Items are created in a variety of forms, but they break down into six distinct categories:

- **Elixir:** Essentially Alchemy potions, Elixirs grant a benefit when consumed and follow all of the rules for potions.
- **Grenade:** Some recipes produce powerful gasses or chemicals that can be thrown or affixed to arrows and bolts for use in combat.
- **Oil:** Oils are applied to weapons, armor or other items. This process takes 10 seconds.
- **Poison:** Technically the same as an Elixir, a Poison is designed to have a detrimental effect on a character. Poisons can be ingested directly, mixed with food, or applied to a weapon.
- **Salve:** Salves are applied to a character's body. This process takes 10 seconds.
- **Drug:** Drugs are usually alchemical in nature, and often grant great benefits in exchange for dire side-effects.

Several Alchemical Items expire after a certain period, representing rot and decay of the essential components. Alchemical Items are non-magical but may generate many of the same effects, even permanent effects.

Poisons & Elixirs

Alchemical poisons and elixirs have a variety of uses in the world of Sidereus. Unlike potions, poisons and elixirs may be mixed with food items to conceal their presence. In addition, weapons may be coated with poison to increase their effectiveness. This is done in the same way as coating the weapon with oil.

A coated weapon must have a bright orange ribbon tied to its handle. **Without two ranks of the Alchemy Skill, it takes one minute to coat a weapon with poison.**

A character may wish to secretly poison a foe. To do this, the player must have at least one rank of the Alchemy Skill. Then in the presence of a Judge, the player must role-play placing the poison, and then pass the tag for the poison secretly to the Judge. Once this is done, the Judge will remain in visual contact with the item and call a "Hold" when the poison is ingested. If a character wants an elixir to be delivered secretly when mixed with food, this can be done in the same way.

Remember, this is role-play only. You may never add foreign substances to another player's food.



Alchemy in Combat

Certain types of Alchemy Items are intended almost solely for use during combat. Oils are used for enhancing the abilities of weapons and armor, and Grenades may be thrown or attached to arrows and bolts in order to enhance their effectiveness.

When applied to a weapon, Oils will typically grant the weapon a Damage Type for a limited period. This can bestow a wide range of Damage Types from Poison to Fire.

Grenades may only be used in combat by a character with 4 or more ranks of Alchemy. At this level, a character may throw grenades or affix grenades to arrows. In-game, a grenade is not the modern-day equivalent, but a glass container filled with a chemical such as acid or a potent gas that is dispersed when the container is "broken" in-game.

Grenades of all types are represented in a fashion very similar to spell packets. A grenade is made as a large spell packet, roughly 3" to 4" in diameter, made of bright or neon orange cloth. You may also purchase molded grenades made of foam safe for use in combat. Each grenade tag in your possession must be represented by a grenade rep. Therefore, if you are carrying five grenade tags, you must have five physical representations in your possession. If your grenades are targeted by a Shatter or Destroy effect, you may choose which grenade is shattered. If a grenade is shattered, the character that was holding it at the time takes the effect of the grenade.

Grenades attached to arrows and bolts must be represented by a length of bright or neon orange cloth attached to the arrow near the head. Any character may use an arrow that has been affixed with a grenade, but only the Alchemist may prepare the arrow.

When using a grenade in combat, regardless of the delivery method, the character will call out an "incant" for the grenade. Each grenade recipe will detail the specific incant.

For example, for a *Demon's Fang Gas*, the character would call out "*Death Gas Poison!*", and then throw the packet.

As with Spells, this allows the target to clearly understand what they are being affected by and what resistances or defenses may function.

Arrow-mounted grenades will function in the same manner as other weapon attacks. While normal alchemical grenades function as spell packets.

When a grenade representation hits, the target character will take the effect. If they are delivered with arrows, they may be avoided in the same manner as a weapon

attack of any kind regardless of the effects of the grenade.

Grenades affixed to arrows will never do additional damage. With each attack, the arrow damage is ignored and only the effect of the grenade is applied. The benefit of using grenades in this fashion is that any character may use them, and the effects may be delivered over a longer range. Arrows prepared in this fashion may be given to other players or sold. Once the grenade is affixed to an arrow or a bolt it cannot be removed. If the piece of cloth indicating the grenade is attached is removed, it is wasted, and the arrow returns to being a conventional arrow.

Oils & Salves

Oils and Salves are among the most useful of Alchemical items, as they offer an even wider array of benefits to the user than conventional Elixirs.

Oils are applied to weapons, armor, and other items in order to grant them special properties through Alchemical processes, and Salves do the same thing for characters and other living creatures. Unlike an Elixir or a Poison which take effect immediately upon being ingested, Oils and Salves require **ten second** application time in order to be effective. This must be roleplayed. This is because the item or character in question must be "covered" by the alchemical substance in order for it to take full effect.

Unlike Elixirs, Oils and Salves cannot be applied to an item or character secretly. They may be applied beforehand in order to keep their presence hidden from observers. Similar to poisons, items coated in oil must have a bright orange ribbon affixed to them in a way that is plainly visible. Any character can apply oil or a salve regardless of their skill (or lack of skill) with Alchemy.

Drugs

Imaginary drug use has been added to the game for dramatic purposes only, Sidereus does not condone actual drug use in any way, shape, or form.

In Sidereus, drugs are common among the dregs and malcontents of the world, distributed widely for the variety of unusual effects they bestow upon those who use them. Despite these sometimes-potent effects, drugs have several side-effects that are usually severely negative and often times deadly. **Drugs are *not* poisons and cannot be resisted with Resist Poison.**

Drugs are like Elixirs in that they may be ingested or added to food items. Drugs differ in that every time a drug is used a Judge must be informed that the dose has been administered. The drug **will not** take effect until **after** the Judge has been notified. **Players who use a drug's effects before a judge has been notified are effectively cheating and will be penalized.**

Alchemy Recipes

There are a wide variety of Alchemy recipes in the world of Sidereus. These recipes can produce items for many tasks from healing to combat. While Herbalism is an essential skill, it is the Alchemist who prepares the components for use once they have been gathered. The actual preparation of an Alchemy recipe is identical to the preparation of other Item Creation recipes.

What follows is a list of the most well-known recipes. A list of Alchemy ingredients can be found on below, as well as in future sourcebooks and supplements.

As with other types of components Alchemy components are clearly labeled and can be found in various places in the game world.



ALCHEMY ITEM RECIPES

Item Name	Item Type	Description – Effect	Materials Needed (# of units needed)	Creation Points
Acid (x3 -7)	Poison	<i>Simple acids can be used to create more complex concoctions that can be used for a variety of purposes.</i> Acid causes two (2) Acid Damage when ingested.	Glass vial, Sulfur (1)	5
Acid Vial, Major (x3 -7)	Grenade	<i>Acids can range from very simple and mundane, to extremely potent and dangerous. Alchemists will often use acids as a weapon in times of need.</i> Major Acid Vial causes twenty (20) Acid Damage. “Acid Vial! 20 Acid!”	Leaded vial, Sulfur (2), Iron filings (2), Acid (1)	20
Acid Vial, Minor (x3 -7)	Grenade	<i>Acids can range from very simple and mundane, to extremely potent and dangerous. Alchemists will often use acids as a weapon in times of need.</i> Minor Acid Vial causes five (5) Acid Damage. “Acid Vial! 5 Acid!”	Glass vial, Sulfur (1), Acid (1)	10
Acid Vial, Moderate (x3 -7)	Grenade	<i>Acids can range from very simple and mundane, to extremely potent and dangerous. Alchemists will often use acids as a weapon in times of need.</i> Moderate Acid Vial causes ten (10) Acid Damage. “Acid Vial! 10 Acid!”	Glass vial, Sulfur (1), Iron filings (1), Acid (1)	15
Alchemical Silver (x1 -5)	Oil	<i>A highly toxic alchemical concoction, Alchemical Silver is an oil that when applied to a weapon grants it the abilities of a purely silver weapon.</i> Alchemical Silver grants any weapon the ability to use the Silver Damage type for one Day	Leaded vial, Acid (1), Quicksilver (2), Silver Dust (1)	5
Alchemist’s Fire, Major (x3 -7)	Grenade	<i>For centuries the secret of Alchemist’s Fire was kept hidden from laypeople in the interest of keeping it out of mass use during times of war.</i> Major Alchemist’s Fire causes twenty (20) Fire Damage. “Alchemist’s Fire! 20 Fire!”	Leaded vial, Seregion (2), Salamander Blood (2), Salt (1)	20
Alchemist’s Fire, Minor (x3 -7)	Grenade	<i>For centuries the secret of Alchemist’s Fire was kept hidden from laypeople in the interest of keeping it out of mass use during times of war.</i> Minor Alchemist’s Fire causes five (5) Fire Damage. “Alchemist’s Fire! 5 Fire!”	Glass vial, Seregion (1), Salt (1)	10
Alchemist’s Fire, Moderate (x3 -7)	Grenade	<i>For centuries the secret of Alchemist’s Fire was kept hidden from laypeople in the interest of keeping it out of mass use during times of war.</i> Moderate Alchemist’s Fire causes ten (10) Fire Damage. “Alchemist’s Fire! 10 Fire!”	Glass vial, Seregion (1), Salamander Blood (1), Salt (1)	15
Antidote, Minor (x2 -6)	Elixir	<i>Minor Antidotes like this work wonders in removing the effects of poisons. While they will only remove one poisonous effect, it is often all that is needed.</i> Minor Antidote Elixir removes one poison effect.	Glass vial, Celeborn Berry (1), Honey (1)	5
Antidote, Moderate (x3 -7)	Elixir	<i>Moderate Antidotes are often carried in an Alchemist’s inventory, since they are often sought out after battles with poisonous creatures or as a preventative measure for paranoid nobles.</i> Moderate Antidote Elixir removes all poison effects.	Leaded vial, Celeborn Berries (2), Honey (1), Acid (1)	10



Anurian Oil (x3 -7)	Oil	<i>Anurian Oil is highly prized by necromancers and some surgeons, as it allows organs and other objects that may decompose to remain vital for some time.</i> Anurian Oil allows an organic item or body part to remain preserved for one week in-game.	Glass vial, Myrrh (1), Salt (1), Acid (1)	5
Ascension (x2 -4)	Elixir (Drug)	<i>A prolific drug, Ascension gives those who take it a feeling of heightened awareness and calm. It is often taken by those who prefer the power of intellect over raw strength and physical power.</i> Ascension increases the user's Insight bonus by +2 for one day after taking it.*	Leaded Vial, Alifirin (2), snake venom (2), Gold dust (2)	30
Barkskin Salve (x3 -7)	Salve	<i>Barkskin Salve is popular among guards and hired swords, as its minor protection makes an excellent addition to armor.</i> Barkskin Salve grants the target five (5) Temporary Armor Points.	Glass vial, Tree bark (1), Blackthistle (1)	10
Black Fairy (x3 -5)	Elixir (Drug)	<i>Black Fairy is particularly common in the northeast areas of Linerra, and is frequently used as a combat-enhancing drug by gladiators in the seedy gambling cities to south.</i> Black Fairy grants the user the ability to use the Evade Skill three times. This effect lasts for one day.*	Leaded Vial, Shadowbloom (2), Scarletberries (2), Sugar (2)	30
Black Foxglove Poison (x2 -4)	Poison	<i>Black Foxglove is well known for its hallucinatory effects, and when converted into a poison it can be very effective for disabling an opponent.</i> Black Foxglove Poison causes a Hallucinate Poison effect when ingested. When applied to a weapon, the weapon must use the Hallucinate Poison Effect type for one Day.	Glass vial, Black Foxglove (1)	10
Blackfang Venom (x1 -3)	Poison	<i>Harvested from the fangs of the dreaded Ettercap, Blackfang Venom gets its name from the grayish-black coloration of Ettercap venom when it is exposed to air. The slightest touch of this poison can cause paralysis.</i> Blackfang Venom inflicts 10 Paralysis Poison Damage when ingested. When applied to a weapon it must use the Paralysis Poison Effect type.	Leaded vial, Molasses (2), Ettercap Venom (1), Spider silk (2), Blackthistle (1)	50
Cure Critical Wounds (x3 -7)	Elixir	<i>A delightfully sweet mixture that invigorates and refreshes body and soul. Cure Critical Wounds elixirs are highly valued among the most skilled veterans.</i> Cure Critical Wounds Elixir heals twenty (20) Hit Points.	Leaded vial, Kingsfoil (2), Rose petals (2)	30
Cure Light Wounds (x3 -7)	Elixir	<i>A bittersweet mixture that warms the mouth and throat, Cure Light Wounds elixirs are commonly carried by seasoned adventurers in need of aid.</i> Cure Light Wounds Elixir restores five (5) Hit Points.	Glass vial, Kingsfoil (1), Rose petals (1)	10
Cure Minor Wounds (x3 -7)	Elixir	<i>A bitter and warm mixture, an elixir of Cure Minor Wounds will mend the slightest wounds quickly.</i> Cure Minor Wounds Elixir restores two (2) Hit Points.	Glass vial, Kingsfoil (1)	5
Cure Moderate Wounds (x3 -7)	Elixir	<i>A mildly sweet mixture that can bring a pleasant feeling of wellbeing and calm. Cure Moderate Wounds elixirs are sought after in times of conflict.</i> Cure Moderate Wounds Elixir restores ten (10) Hit Points.	Glass vial, Kingsfoil (2), Rose petals (1)	20



Cure Mortal Wounds (x3 -7)	Elixir	A strong, yet subtly sweet mixture that seems to violently enliven the spirit. Cure Mortal Wounds elixirs are able to restore life to any creature. Cure Mortal Wounds Elixir restores thirty (30) Hit Points.	Leaded vial, Kingsfoil (3), Rose Petals (2)	40
Heal (x1 -2) <i>Difficult</i> (-10% Success Chance)	Elixir	<i>Powerful enough to restore health to a dying dragon, these elixirs are often reserved for the personal care and wellbeing of kings.</i> Heal Elixir removes all disease effects, poison effects, and restores all Hit Points.	Crystal vial, Kingsfoil (3), Rose Petals (3), Gold dust (1)	40
Ironhide Salve (x3 -7)	Salve	<i>Highly favored by warriors and soldiers, Ironhide salve offers protection from harm as it hardens the skin to an almost impossible degree.</i> Ironhide Salve grants the target ten (10) Temporary Armor Points.	Glass vial, Iron filings (1), Acid (1), Molasses (1)	15
Nightwind's Caress (x2 -6)	Poison	<i>Nightwind's Caress is one of the more effective poisons commonly available. Using a small amount of the essence of the Nightwind blossom, this poison is highly prized for its use as a medical sedative as well.</i> Nightwind's Caress causes a Sleep Poison effect when ingested. When applied to a weapon, the weapon must use the Sleep Poison Effect type.	Leaded vial, Nightwind Essence (2), Mint (1), Dandelion (1)	40
Shadowmaw Venom (x1 -5)	Poison	<i>Harvested from the mouth of the Shadowmaw leech, this venom causes an intense sense of fatigue that even the strongest warrior has difficulty overcoming.</i> Shadowmaw Venom inflicts 10 Fatigue Poison Damage when ingested. When applied to a weapon, it must use the Fatigue Poison Effect type for one day	Glass vial, Shadowmaw venom (1), Iodine (1)	20
Silverwine a.k.a. "Rynn's Brandy" (x3 -5)	Elixir (Drug)	<i>Silverwine is a less potent drug in that it grants only a minor benefit and is sought after for its qualities as a depressant. Ingested in very small doses, or added to alcoholic beverages, it is often used by vagrants.</i> Silverwine grants the user immunity to Berserk, Fear and Terror effects for one day.*	Leaded Vial, Black Foxglove (1), Quicksilver (1), Honey (2)	20
Spiderbite Venom (x1 -5)	Poison	<i>This poison is commonly used in combat by less scrupulous warriors. As an irritant, it will make a wound become aggravated, inflicting more pain.</i> Spiderbite Venom inflicts 10 Poison Damage when ingested. When applied to a weapon it grants a +5 Poison Damage Bonus.	Glass vial, Spider venom (1), Molasses (1), Vinegar (1)	10
Tanglefoot Brew (x1 -5)	Grenade	<i>Mixed from spider's silk and the sticky paste of the blackthistle plant, Tanglefoot is a concoction that was developed by Halflings long ago. It is now highly sought after by those who wish to hinder their foes.</i> Minor Tanglefoot Brew causes a Pin effect. "Tanglefoot Brew! Pin!"	Glass vial, Spider silk (1), Blackthistle (1)	10
Whitethorn Venom (x2 -6)	Poison	<i>Harvested from the whitethorn flower, whitethorn venom is a potent sedative. It is often used by hunters who wish to be merciful to their prey.</i> Whitethorn Venom causes a Sleep Poison effect when ingested. When applied to a weapon, it must use the Sleep Poison Effect type for one day	Leaded vial, Whitethorn (2), spider web (1), molasses (1)	40

*All drugs have secondary effects and side effects and may also have stipulations concerning their use. To use an in-game drug the player must inform a Judge or Logistics that they are doing so.



ROGUES IN SIDEREUS

In the shadows of Sidereus lurk a myriad of disreputable characters. Their blades dipped in the most virulent poisons, their mischievous deeds shrouded by the cover of darkness. Thieves and Assassins range in style and intent, but all are joined by a common leaning – an expertise that allows them access to the hidden places of the world and the secrets of others.

In Sidereus, the path of the Rogue is broken down into two primary schools of thought and action; the Assassin and the Thief.

Assassins specialize in stealth combat. Speed, agility and the shadows are their tools, which they employ to eliminate their targets one by one. An assassin will always be the first choice to quietly eliminate the enemy general in his own camp.

Thieves specialize in taking what is locked away, secured, or hidden. They are the puzzle-solvers, the trap-finders, and the grave robbers. A thief is able to do the same job as the assassin, but rather than sneaking into a fortified location to kill the enemy general, she makes her move to retrieve the enemy battle plans.

It is commonly believed that the skills of the Rogue cannot be used by those who work for the cause of good. This isn't always true. Even the most upstanding monarch will have a Spymaster in her employ, for it takes knowledge of the shadows to work against those who use them for evil.

The core difference between playing any type of rogue and playing another kind of character lies in the complexity of the tasks that will be set before you. Rogues are required to perform the most complicated tasks, and often to work alone or in very small groups. In addition, Rogues who adventure are known to have a notoriously low survival rate. Disarming a trap is difficult work, as is assassinating a lone guard without alerting his fellows. In many cases, playing a successful Rogue will depend on your out-of-game experience just as much as your character's skills and abilities in-game.

Playing a Rogue can be a very difficult task, and as such there are many rules to govern the various different activities that a Rogue character can engage in.

Stealing

In the Sidereus game, characters may engage in dastardly deeds such as theft or robbery. While these activities may be acted out, they only refer to the in-game theft of in-game items. As a result, stealing items requires a rather substantial amount of responsibility and respect for the belongings of other players.

No player is allowed to physically destroy property in order to steal something. In-

ARTWORK COMING SOON

If you have stolen an item that is labeled as magical, you can bring it to logistics to determine if the item is identified and able to be stolen. If the item is not identified you must get it identified yourself before it can be used as normal. Whenever you steal an item you must report to a Judge or to Logistics as soon as possible to claim the benefit of the stolen item and have the activity logged. Not doing so is considered a rules infraction and will be punished.

Weapons and Armor: As with any in-game item, in order to steal a weapon or armor item, you must take the actual phys-rep not just the tag for the item.

In addition, a character may only steal one weapon or armor item at a time. This is to represent the fact that real weapons and armor have weight and bulk to them and are not as light as LARP gear.

Once a weapon or armor item has been stolen, you must report to a Judge or to Logistics as soon as possible to report the action. In most cases you will not be able to keep the physical representation since it will commonly be personal property.

If your weapon or armor item is stolen, you should speak to a Judge or Logistics as soon as possible to ensure that the phys-rep is returned to you.

Spell Books and Alchemy Books: The phys-rep for a Spell Book, Alchemy Book, Ritual Book or other in-game item must be physically stolen in order for the character to gain possession of the item. Much like weapons, books are the personal property of the player that owns them and may not be kept. When you steal a Spell Book, Alchemy Book, Ritual Book or otherwise you must bring the item to a Judge or Logistics so that the action can be logged and the phys-rep can be returned.

Other Items: In order to steal other items, you must be certain you take not only a physical representation for the item, but a tag for the item as well. Some items are not tagged, such as maps and Lore items. These will have a number on them to indicate their purpose and worth. Once you have stolen an item you must report to a Judge or Logistics so the action can be logged.

game locks may be shattered using skills and abilities, but the actual physical representation may not be damaged in any way. This means a player may not break windows, cut purse strings or do any real damage to property to complete her task.

If you wish to pickpocket a character you must *actually* pickpocket the character and take the in-game items that way. In this way, being a thief can be very difficult.

Remember that actual stealing is not only disallowed in Sidereus, but illegal. If you are discovered to have stolen an out of game item intentionally you will be immediately ejected from the game and there may be legal ramifications.

In-game Money, Jewelry and Trinkets: Players are always allowed to take game money they find in-game. If you are attempting to steal any jewelry item or trinket, first check to be sure it is engraved with a number or tagged as in-game. If it is not tagged or otherwise identified, it is most likely an out-of-game item or personal property and may not be stolen.



Searching Characters

Whenever a character has been rendered **Helpless** it may be searched by other characters. In order to search a character that has been rendered helpless, simply touch them on the shoulder and say "I search you." Once you have searched the character, she must turn over all in-game items in her possession.

When a character is searched, she has the option of directing the searching character to describe her search. The character who is searching must then describe the areas on the target character's body that she is searching. For example, the searching character would say things like; "I am searching your jacket" or "I check beneath your hat". This will help characters hide items, and in addition it causes the search to take the time that a real search would take. Items that are hidden in this fashion must actually be hidden there. You may not simply say an item is hidden in your hat; it must be physically hidden there. As an aside, please do not hide items anywhere... musty.

When an item is looted from your character, be certain to hand the looting character all of the appropriate tags to go with the items retrieved. Tags must be turned over immediately where possible.

Breaking & Entering

Whenever a player wishes to search a building, she must have a Judge present unless the building is occupied. Entering a cabin without a Judge is a red card infraction and violating this rule may cause you to be ejected from the game.

Entering a building can be very difficult, since you must bypass the locks, traps, and other potential defenses that exist in the building. Some buildings may be magically protected to keep you from entering altogether. Once you have opened the door (or window) and managed to get inside the Judge will check the out-of-game notes affixed to the inside of the door. These notes detail any traps, defenses or other such things that may be in effect in the building.

Any items that are marked as personal, stored in a container marked as out-of-game, or otherwise kept in an out-of-game area are off limits. Immediately upon leaving the building you must show all of the items you have taken to the Judge who will then determine what was legally stolen and what must be returned.

Remember destroying property is never allowed, so you may not break windows or doors in order to get into a building. You may cut tripwires for traps and other such items however, as this is the purpose of such items.

Shoplifting

Sometimes a thief may desire to steal an item or item(s) from a local merchant or shop. In the real world, such actions are not allowed, but within the confines of Sidereus, these things are possible.

Like stealing from any other building, a merchant's shop may be stolen from. However, only items marked with silver "Lootable" or "Loot" tag may be taken. These items are the property of Sidereus, and may be taken by any thief clever enough to steal them, or sold by the merchant for in-game currency.

Stealing any other item from a merchant is not only prohibited but illegal, so the rules in this situation must be very carefully followed. If you have any questions, speak to a Judge before taking action.

Traps

There are many sinister devices in Sidereus that are designed to deter a would-be thief and keep them from breaking into a building or gaining access to hidden items or wealth. Traps are one way to keep a building secure, or ensure that your enemies meet an untimely end.

In order to make a trap in-game, you must have the *Trapmaking* Skill.

All trap designs must be verified and approved by Logistics before they may be used in game. All traps must make some kind of noise or emit a flash of light, or somehow indicate loudly and to any observer that they have been triggered.

Traps cannot be moved once they have been placed. Characters cannot be trapped, so no "human bombs", you also cannot make portable explosives to be thrown or used in combat. (If you want to do that, use alchemy).

Preparing Traps

Preparing a trap requires at least one minute of roleplay. Even if the trap is set up in less than one minute out-of-game this is the minimum time that it takes in-game to set up the trap.

During this set up time, if the character preparing the trap takes damage from any source the trap will go off.

Once a trap has been prepared it cannot be moved at all without going off, even if the character moving it has the *Artifice* Skill.

If the trap itself takes any damage or is the target of a *Shatter* or *Destroy* effect it will be triggered. *Destroying* or *Shattering* an item or box attached to a trap will also set it off. The weapon part of a Weapon Trap may be *Shattered* or *Destroyed*, which will disable the trap.

All traps must have a functioning trigger. This trigger must produce a noticeable effect, which can be anything from a flashing

light to a sound. This trigger must always be detectable by those who can observe the trap. Every trigger must be able to be disarmed, though it is possible for this to be made quite difficult.

For on how to build a physical representation of a trap, see the Appendix.

Weapon Traps

Weapon traps are among the most ancient style of trap known to exist. In-game a weapon trap is constructed from a simple weapon on some type of spring-mounted or lever mechanism. Out-of-game the trap will have a trap trigger (tripwire or pressure plate commonly) and a weapon must be attached to the "trap". The weapon does not have to physically move in order for the trap to be effective, but clever trap-makers will increase the difficulty of disassembling and resetting their traps by making realistic trap props.

Weapon traps may be disarmed and disassembled through the use of the *Artifice* Skill. Each trap will have a numerical value that will detail the level of Thievery training required to reset a trap or to disassemble the trap and take the trap tag. Only the basic *Artifice* Skill is required to actually disarm a trap.

Weapon traps may only affect a single character. Like most traps, the Judge notes for the trap must indicate which character is targeted in relation to the character who triggers the trap, or which location in a room is affected by the trap.

Weapon traps may be blocked with another weapon or a shield, and any defensive skill that can be used against a weapon blow may be used against these traps as well.

Environmental Traps

Environmental traps can represent a very wide range of traps and hazards from falling rocks, massive swinging blades, pit traps, and a variety of other devices. In most cases, players will not be able to build these traps (though there are exceptions). They are very expensive to build, and often have powerful effects ranging from massive amounts of damage to Death effects. Environmental traps are completely unmovable and in many cases cannot be disassembled or reset.

When they can be constructed, these traps require hundreds of Production Points and will often take many days or weeks to build. Traps such as these are often represented with pillows, massive foam blades, and other such items representing traps of significant size.

Alchemy Traps & Explosive Traps

Alchemy and Explosive Traps use a variety of items from alchemical grenades to massive bottles of chemical solvent to achieve their effects. These traps have a radius effect that can affect more than one character at the same time.

Alchemy traps, explosive traps and similar traps are represented by a trigger mechanism, a physrep of a detonation mechanism, and a container representing the actual explosive device or alchemical fuel. The detonator must be attached to this container. The effect of the trap will be measured from the container. The whole trap must be connected in some way to represent that it is a single object.

The container for an Alchemy or Explosive trap must be a minimum of 12 inches by 8 inches in size or larger.

These traps are destroyed when they are triggered and may not be reset, though they may be disassembled.

Arrow Traps

Arrow Traps are large mechanical structures that fire a hail of arrows in a column toward their target. Essentially giant repeating crossbows, arrow traps are excellent for defending a fixed location or eliminating waves of enemies in one attack.

Arrow traps typically inflict their damage in a column; a straight line with a particular width. Any characters standing within this range will be affected by the trap.

Arrow traps must have an object that represents the firing mechanism. The range of the trap will be measured from this firing mechanism. This object must be at least 18 inches by 12 inches in size or larger.

This trap may be reset and disassembled. In order to reset the trap, the arrow or bolt portion of the recipe must be replaced. This is typically a quantity of 10 arrows or bolts.

Alarm Traps

Alarm traps are designed more as a security measure than a physical defense. Alarm traps do not do damage but have particularly loud alarms designed to alert those nearby that they have been triggered.

Alarm traps will only alert nearby players if they *actually* alert nearby players, and will not do so if they are not loud enough to accomplish the task. You cannot claim you heard an Alarm spell simply because it was triggered, or claim that "you would have heard it" had you been in the vicinity. All alarm traps should have a switch or some type of button that can turn them off out of game, which should be clearly described in the Judge's notes should the need arise for the Judge to remove the trap without it being triggered.

Artifice

A character with the *Artifice* Skill may attempt to disarm traps (and potentially recover them with enough levels of Thievery Training), pick locks and disable other complicated mechanical devices. Success with this Skill is not automatic, and the character using the ability must actually attempt to disarm the trap out of game. A character without this Skill is able to disable only the simplest of traps, and may not pick locks, regardless of their level of out-of-game knowledge.

A trap may be disarmed by any means that does not cause physical damage to anything but the trap itself. Any damage caused to the trap should be minimal and easily repaired. If too much damage is caused, the Judge may declare the trap to be triggered.

Similarly, attempting to pick a lock requires a cautious hand. You may not intentionally damage a lock in order to gain entry to a building. While you may use an in-game skill to damage the lock in-game, you may not actually damage the lock in real life.

In order for a door or box to be locked in Sidereus, the lock must be approved by Logistics. In order for a lock to be approved, it must be able to be picked using simple tools. Combination locks are not allowed.

How to play a Thief

Playing a rogue in a LARP is a bit different than playing a rogue in a table-top role-playing game or in a video game. Playing a thief or an assassin in a live action game actually requires you to play your part physically. This means that you should practice lurking in the shadows, disabling traps, and being generally sneaky.

That being said, being a thief or an assassin is not all about stealth and surprise, part of the role requires preparation and a distinct understanding of what is expected from you. There are a few simple steps to being a good rogue, some of which may seem like common sense, but don't take them for granted. Being a good rogue is about expecting the unexpected, but it's also about being prepared for what you know will come.

Step One – Preparation: A good rogue is prepared for every obstacle that may cross her path. Tackling your adventures with the appropriate gear is absolutely essential. A good thief should have a candle for dealing with dark rooms (an LED or battery-powered candle works just fine as long as it looks real), a pair of scissors, gloves (to protect from contact poison), tools for disarming traps, etc. Use your imagination when thinking of items to bring with you, as you never know what you may find useful.

Step Two – Practice, Practice, Practice: A good rogue has to practice in order to

improve her skills. Because being a rogue in Sidereus requires real out-of-game skill being sure you actually *can* disarm traps and sneak about in the shadows is an important part of playing a rogue well.

Step Three – Keep an open mind: It is especially important for rogue player to keep an open mind when playing Sidereus. All players should work to ensure their perspective does not become too restricted by what is presented to them during the course of a game, but the rogue's job in particular is to ensure that she sees what the other players do not so that she can deal with danger before it appears, rather than cleaning up the mess afterward (that is the fighter's job).

Step Four – Stay frosty: As with rogues and scoundrels of movie fame, it is important to remain cool-headed even when things look most grim. A good rogue, thief or assassin always keeps her head clear, even when arrows are flying and goblins are swarming from all corners, because ultimately the rogue's mind is her most useful tool, most dangerous weapon, and should be her first and last resort. Staying calm will help you to think your way out of any tight spots, ensuring that you will be able to make it out of any situation in one piece. Who knows, you may even save a friend or two in the process.

Step Five – Take your time: Even in the most hurried situation, taking the time to do the job right the first time can do a great deal to save your hide in the long run. Rushing through a situation will only cause you more problems down the line, so it is always better to take a slow and steady pace when you absolutely need to do something right (as is often the case where traps and similar devices are involved. Make sure you are checking every tripwire, and disabling traps where you can, rather than just stepping over them. If you are playing an assassin type character and you are stalking another character, take extra measures to cover your tracks and conceal your presence. How disappointing would it be to be closing in on your chosen target as alarm bells go off in the distance because you forgot to hide the body of one of the guards you dispatched? As with all other roguish tasks, remember to think *before* you act.

When all is said and done the trick to playing a successful rogue is all in thinking like a rogue. Caution, patience, and a steady hand will go a long way to support your character's success where her in-game experience will not, and as always, practice makes perfect.

COMBAT

Sidereus is a world of high adventure, where the forces of good clash against the forces of evil in epic battles to defend the fate of all the goodly races. As with most live action role-playing games, combat is represented through live interaction with padded weapon representations. Because of this high-intensity environment, combat is a very athletic endeavor and requires an eye towards safety, courtesy, and good sportsmanship when it does occur.

The Hold Rule

The most important rule in Sidereus, and most LARPs, at least in terms of safety, is the Hold Rule. Please pay close attention to this rule and its effects on the game.

If you hear someone shout "Hold!" during the course of play, repeat the call loudly and then immediately stop everything you are doing and drop to one knee. From this point until the Hold ends **do not move**. Please restrain from talking to other players during this period. Holds are only called for safety reasons or if a Game Moderator needs to address the players as a large group. A Hold is one of the most important calls in the game as it helps regulate the speed of the game to ensure all proceedings are safe and that events during the game take place as they should. Holds must always be taken very seriously, as they will commonly be used as a precautionary measure.

During a hold you may not look around you or assess your combat situation, though you may use this time to adjust your costume, clean your glasses, update your tags, etc. You may use this time to pick up packets from the grounds as well, though you may not cause the hold to continue purely for this purpose. Please pay careful attention to anything being said by a GM or Judge during this period.

When the event that caused the Hold has been resolved, a Judge or the person who called the Hold will call for the game to continue. Once everyone is ready to proceed, she will call out; "3... 2... 1... Lay On!" at which point the game will proceed as normal.

Note that while a Hold can be called by a player for *any* emergency, the Hold should always be called by the player experiencing the emergency, not by another player. Please do NOT call a Hold to challenge another player's abilities or check on the rules of the game. All of these are better dealt with after the battle has ended.

Ignoring a Hold for any reason is a serious rules violation and should be avoided.

Physical Contact

Aggressive physical contact is not allowed during combat in the Sidereus game. This may be mitigated in a pre-planned role-playing encounter where permission has been given between two parties. Sidereus generally operates on a system similar to the real-world legal system. If you do not find fault with the physical contact, we will allow things like grappling and the like in appropriate role-playing situations.

Please note that abuse of this allowance will result in the privilege being removed from any **player** responsible.

Any hostile body contact that does not include weapons is strictly forbidden. Such actions may result in a Red Card infraction and ejection from the game or other disciplinary action.

During combat, physical contact may occur as a result of the battle. Fighting is intense and may result in players bumping into each other, or even running into each other full tilt. The Sidereus rules prohibit intentional aggressive physical contact that is not the result of a Sidereus approved weapon blow. This rule is intentionally loose to avoid being exploited by players who wish to take advantage of the rules system to gain an unfair advantage over other players. However, we also expect all players to be respectful of the personal space of others, and not to crowd or otherwise unfairly restrict another player's movement.

It is relatively plain to see when a player is fighting with excessive aggression, without regard for other players' safety, or in a way that endangers other players in some form. If this is found to be true, the player will be disciplined harshly, as tolerance of such behavior risks eroding the foundation that makes Sidereus a fun and safe game to play.

Combat Safety

Battles in Sidereus are fast paced and can be a challenge for any player. Many players enjoy Sidereus purely for the thrill of combat, the swinging of weapons and the dodging of blows.

The rules for combat in Sidereus are intended to be simple and easy to learn regardless of your level of prior experience with Live Action Role-play combat. The most important rule is to remember to respect your opponent and be as cautious as possible when you do engage in combat.

Blows that land on the head, neck, throat, groin, hands or feet do not count as these are illegal targets. This is intended not only to preserve a certain sense of balance during combat, but also to encourage fair play and safety.

Any player who consistently strikes at these restricted areas may be subject to disciplinary action, even if the hits are accidental. Please be careful when attacking in melee combat.

No player may attempt to block a weapon with a restricted target. For example, if a player were to deliberately block a weapon with her hand, she would be forced to take the damage since she cannot claim that the fault of the blow belonged with her attacker.

Roleplay in Combat

When engaging in combat in the Sidereus LARP, it is considered mandatory to not only acknowledge your hits taken, but to role-play the damage your character has suffered.

Damage suffered during combat must be role-played correctly, even if a character is not heavily wounded or still has Armor Points remaining. Please remember: Good roleplay means to give your opponent the feeling that you taken hit instead of simply mentally recording the Hit Point damage your character has suffered. It is also a good idea to role-play the severity of your wounds. While a blow that merely diminishes your Armor Points or Quickness Points may leave your character slightly winded, an attack that deals more than half of your character's Hit Points would result in a loud cry or even a scream. Get into your character's shoes and be active with your roleplaying during combat.

Sometimes, roleplaying your character's injuries correctly can be a boon. It allows other players to understand that you are in need of aid, or nearly defeated. This can also aid Cast members who wish to ensure that all of the players in an encounter survive, and it also allows the other PCs to rush to your side when things look bleak.

The same applies when you are the attacker. Even though latex and boffer weapons are not as heavy as real weapons, a good player will roleplay the weight and strain that her character would feel when using it during a battle. The bigger the weapon, the more effort it should require a normal person to lift it.

If you are particularly strong, you may demonstrate this, but please do not take advantage of the fact that the weapons used in LARP combat are not real simply to gain an advantage in combat. This helps maintain balance in the game for everyone.



Combat Skills

Most of the combat rules assume your character is skilled enough to use the weapon she is holding well. However, there are situations where your character will not be proficient in the use of her equipment and will have to resort to using another character's weapons for a short period. There may also be cases where regardless of your character's level of skill with weapons; her in-game abilities may be restricted, rendering her unable to defend herself with the same level of skill.

If you do not have the Skill or Skills required to use a weapon that you are carrying, or if you are unable to use in-game Skills due to a spell or effect, your ability with the weapon will be diminished even beyond what would otherwise be possible.

Regardless of the weapon, if you do not have access to the Skill or Skills required to wield it you will only be able to strike for one point of damage.

Despite this, you may still block with a weapon or shield that you do not have the Skill to use. This blocking works as normal and will stop blows without restriction. However, while you are holding a weapon or shield when you do not have access to the Skills that would allow you to use them appropriately, all of your other in-game Skills are suppressed as well.

You will immediately regain use of your in-game Skills when you put the item down unless another effect is suppressing your use of in-game skills and abilities.

Melee Combat

Melee combat can be fast-paced and highly demanding. As an athletic activity, many players find melee combat in Sidereus to be exhilarating, providing them new opportunities to engage in role-play.

Generally speaking, the rules for melee combat are among the most simple of the Sidereus rules. In basic terms, one player attempts to tag another player with a Sidereus approved latex or boffer weapon, and the other player attempts to avoid being hit while making every attempt to strike back. With each strike, each player is making a "Damage Call" which describes the type of damage the player's weapon will inflict in-game.

During combat, a weapon swing should be controlled and should not strike other players too hard. Weapons should not be swung so quickly as to prevent the player using the weapon from clearly stating her "damage calls" with each swing. This is called "machine gunning" in many LARPs and is generally illegal. You may find that if you are attacking in this fashion your opponent will only take some of the hits you are landing, so

be sure you are clearly declaring your damage.

As stated previously, you should do your best to roleplay the weight and heft of your weapon as if it was a real weapon and attack as if you were fighting in an actual battle rather than using weapons made of foam. Taking advantage of the fact that LARP combat is not real may result in disciplinary action.

Additionally, rapidly striking the same spot on an opponent's body consecutively will only count as one hit. For example, hitting an opponent twice on the arm in rapid succession will only count as one hit. However, if you strike, block, and strike again, or the action is broken up in some other fashion both hits are legal.

Any attack that is blocked or deflected does not inflict damage. This can become a rather subjective issue during the heat of combat, so use the following guidelines.

- The weapon or shield used to block the attack made solid contact with the incoming attack.
- The weapon did not make contact with the opponent's body but struck her cloak or hair instead.
- The weapon fell out of the attacker's hand as she was making her attack.

If any of these criteria are met, it is generally assumed that the attack was blocked or in some way failed.

In some cases it can be hard to tell if a weapon made contact. In general, the rules of Sidereus suggest that the defender take the damage if the block was at all questionable. Do not stop a battle merely to discuss whether or not an attack landed.

The primary factor in any LARP combat system is respect for your fellow players. Be fair and sporting. Give the other player the benefit of the doubt and the game will move more smoothly and be more rewarding for everyone.

Packet Attacks

Attacks delivered with a spell packet or alchemy packets are effective when they contact a character or any of the character's equipped possessions (like a shield or a cloak).

Unlike normal weapon blows, packet attacks will count even if they hit the character in the head, groin, feet or hands. Regardless, no player should aim for these areas.

Packet archery, where the use of a bow is represented by a boffer bow replica and arrow packets, is not legal at Sidereus.

Ranged Combat

Like melee combat, ranged combat in Sidereus can be an exciting and challenging way to participate in the game. As with all types of mock combat, however, safety is the most important factor to consider.

Sidereus makes use of "boffer archery" where actual arrow shafts that have been coated in a protective cap covered in latex foam or boffer foam are fired from a real bow in order to replicate the feel of actual archery.

Keep in mind that "Nerf" arrows and weapons and "packet" archery is not allowed at Sidereus.

To use boffer archery, you must pass a test given by a Sidereus Judge to test your understanding of the safety rules for Sidereus Archery. This test is given once a season and can be taken even if you do not currently control a character that uses archery skills.

If you will be making use of home-made boffer arrows, the Judge will also take apart one of your arrows, chosen at random, and inspect it to ensure that it is made properly. If you are using professionally made arrows, they will be inspected as well, but not disassembled.

All bows used for the Sidereus LARP must be simple bows with no more than a 30 lbs. draw weight. Sidereus recommends a draw weight of 26 lbs. or less. In addition, the draw length of the bow should be no longer than 28", and the bow should never be used at full draw.



As with melee combat, making your "Damage Call" clearly is vital with ranged combat. The amount and type of damage is announced clearly when firing the arrow, javelin or thrown weapon so that your target can hear you.

As the target of a ranged attack, if you do not hear the damage call and the character that attacked you is at extreme range, assume your character took the base damage for the weapon type. For example; if your character is hit by an arrow, but you cannot locate the player who shot the arrow and you did not hear the damage call, you should assume your character took 2 points of damage (the lowest base damage that can be inflicted with a ranged attack).

Unlike melee weapons, ranged weapons can be caught. Javelins and arrows may be caught if the player is physically fast enough to do so. The weapon cannot be caught by the striking surface and must be grabbed by the haft. This does not apply to thrown daggers and other thrown weapons, since in these cases it can be difficult to determine where the haft of the weapon is.

Point Blank Rules

Possibly more so than in melee combat; safety is the most important factor of using boffer archery for ranged combat. When using boffer archery for ranged combat, the archer is not allowed to shoot any player at a range of five feet or less. Doing otherwise is very illegal and could result in severe disciplinary action for the player.

When engaging an archer in melee combat, you may not attack her bow or arrows. Nor can she block an incoming melee attack with her bow. If this happens accidentally the damage is considered blocked, but it should be avoided at all costs since it is both dangerous and could cause the bow or arrows to break.

If an archer is targeting an opponent who then moves close enough where she could touch the opponent with an extended arm, she is **not** to fire under any circumstances. Instead, she may invoke the *Point-Blank* rule.

The *Point-Blank* rule is only intended to be used defensively and can only be used on a character who is actively attempting to engage the archer in melee at a range of 5 feet or less. If the archer wishes to fire at a target within that range who is *not* attempting to engage her in melee, she must move to a greater distance before firing.

The *Point-Blank* rule may not be used if the archer is actively engaged in melee, nor can it be used against more than one target. Additionally, the character may not call out the *Point-Blank* rule, back up, and then call it again.

To invoke this rule, the archer must have both feet planted, have her bow ready, and

have drawn and readied an arrow. At this point, she may then call out "**Point Blank, Eviscerate!**" if her target is close enough where she could otherwise touch them. If necessary, she may call a hold to clarify the effect. This is a normal *Eviscerate* effect and may be parried or avoided as such.

For Example: Anna's character has just learned how to use a bow. She has no damage bonuses and her bow is not magical, so when she calls out a Point Blank attack, she will call "Point Blank! Eviscerate!". If her bow had been enchanted to use the Fire Damage Type, she would call out "Point Blank! Fire Eviscerate!". Note that a character with no Skill to use a Bow may not use this rule.

After using the *Point-Blank* rule, the character may choose to fire her arrow at a different target.

If misused in any way, the rights of using this rule will be taken away from the player, who may also receive disciplinary action.

Damage Calls

Whenever you make an attack, in melee combat or ranged combat, you will be required to call out the damage that your weapon would inflict. This is generally done by announcing a numerical value, followed by the name of the type of damage you would be causing. Because of the fast paced, frantic nature of combat, it is important that you announce these damage calls as loudly and clearly as possible.

Basic weapons with no special qualities will use the "Steel" damage type. Even if the weapon is made from wood, or an animal's claws this damage type is used. It is the basic damage type for all weapons in the game.

Other weapons may have special damage types such as "Silver" or "Fire" that are particularly effective in certain situations. Some especially potent weapons may have effect types in addition to damage types that cause effects such as "Sleep" or "Death". These effect types will have a special effect once they break through a creature's Quickness Points and Armor Points.

If for some reason a weapon you are using has multiple damage types or effect types, you will usually have to choose one. There are some exceptions to this rule. If your weapon has an effect type such as "Sleep", "Death" or "Bind" and a damage type such as "Poison", "Fire", or "Ice", you may use one of **each** of these damage types in conjunction. You may not, however, use two damage types in conjunction or two effect types in conjunction on one attack.

A list of damage types and effect types is provided in "Effects & Deliveries" section later in this book.

If you are using two weapons, you must call out the damage for each weapon

individually as you strike. Even if you are silenced or somehow prevented from being able to speak you must call damage. Calling damage is an out-of-game action that is not affected by in-game abilities.

In game terms, the sounds of damage calls represent the sounds of weapons clashing. This allows players who hear damage calls to role-play responding to the sounds of a pitched battle.

You can never call a damage amount or type that you are unable to use. If you do not have a weapon or skill that allows you to call "15 Sleep" then you cannot make that call during the game.

Killing Blows

In Sidereus there are many ways for a character to become helpless. A helpless character is completely unable to defend herself, move, or use in-game Skills or abilities. This can be caused by a wide range of effects or spells in the game.

Once a character has been rendered helpless, they can be dispatched very easily. In this situation a character may use the *Killing Blow* rule.

In order to inflict a *Killing Blow* on a character, you must stand before the victim, place your weapon or hand on their shoulder and hold your position. While you are positioned this way you must clearly state: "**killing blow one, killing blow two, killing blow three, X!**" where 'X' is your damage type. This statement should be made clearly at a minimum of a normal speaking volume, and should take a minimum of three seconds.

If the character delivering the *Killing Blow* suffers damage from any source, has her weapon knocked away, or is rendered helpless while delivering the *Killing Blow*, the killing blow is interrupted.

If a dead character receives a *Killing Blow*, they will simply state "No effect".

You are free to roleplay the killing blow as you see fit, but you must keep your hand or weapon in contact with your target while you are counting out your *Killing Blow*.

A character does not need to be skilled with a weapon in order to deliver a *Killing Blow* with that weapon.

Once a *Killing Blow* has been delivered to a character with a damage or effect type the character is not immune to, the character is immediately dead. The character cannot use *Resist Death* or a similar ability to negate this effect.

Armor

In Sidereus, your character's costume is more than just her clothing. Some types of costume can provide additional protection in the form of Armor.

Armor items are designated by a tag similar to a weapon tag, that details the amount of armor provided, how much of the character's armor allowance is used by the item, and any other special notes or rules about the item.

The protection an armor item provides to a character is calculated and provided through the use of Armor Points. Armor Points are similar to Hit Points in that they absorb damage, but they are different in that they represent damage that is *prevented* from harming the character, rather than wounds the character is taking.

There are ten locations on a character's body that will determine the effectiveness of any armor item. The more of these locations that an armor item covers, the more effective it will be in preventing damage to the target character. While each armor item is evaluated separately, wearing a number of armor items will raise your total Armor Points and make your character more durable in combat.

Some armor items will be worth more Armor Points than their Armor Weight suggests. These armor items may be magical or made of unique materials, but they are always highly sought after.

Armor Locations

The player's body is separated into ten locations that may be protected through the use of an armor item, granting the player Armor Points. The number of Armor Points assigned to any given location will vary depending on the materials used and the quality of the item.

No armor location may ever have negative value. Covering only half of any one location means that the armor item will be worth only half the value it would otherwise be worth (rounded down). This includes covering only one arm or only one leg, since paired locations like your forearm or upper legs are considered to be a single location for ease of evaluation.

Forearms: Covering the entire area from the tip of the fingers to the elbow.

Upper Arms: Covering the entire area from the elbow to the collarbone.

Lower Legs: Covering the entire area from the toes to the knees.

Upper Legs: Covering the entire area from the knees to the waist.

Lower Chest: Covering the entire area from the waist to the bottom of the breastbone.

Upper Chest: Covering the entire area from the bottom of the sternum to the collarbone.



Lower Back: Covering the entire area from the waist to the bottom of the shoulder blades.

Upper Back: Covering the entire area from the bottom of the shoulder blades to the collarbone.

Neck: Covering the entire area from the collarbone to the forehead.

Head: Covering the entire area from the back of the neck to the forehead.

Armor Materials

The out-of-game materials that an armor item is made from help to determine how many Armor Points the item is capable of granting. In *Sidereus*, the appearance of the item is key, so if you have armor made of plastic that is convincing enough to look like metal, it will count as a metal armor item. In the case of items made from more than one material, the material that makes up most of the item will be used.



Non-Armor (0 Points): Basic costuming, cloth, thin suede, and other types of fabric that do not resemble armor do not provide any Armor Points.

Very Light Armor (1 Point): Suede, thin (or flexible) leather, padded cloth.

Light Armor (2 Points): Thick suede, hides, leather.

Medium Armor (3 Points): Thick leather, hard leather, studded leather, ringmail, chainmail, or similar. *In order for chainmail, ringmail, or similar armor to count for its full value, it must be used in conjunction with some manner of padding worn beneath it.*

Heavy Armor (4 Points): Scale armor, lamellar armor, half plate armor

Very Heavy Armor (5 Points): Full plate armor or similar.

The judgment of the Logistics officer who assigns your armor item an Armor Point value will be somewhat arbitrary, but the goal of Sidereus is to be generous with such things where possible.

You may also layer or “stack” armor items once. Any Medium or Heavy armor item may be combined with a Light Armor item. Medium and Heavy Armor items cannot be stacked with one another, and Light Armor items cannot be stacked. The Light Armor layer does not count against your armor “weight”.

Masterwork Armor

In-game, an armor item can be labeled as “Masterwork” meaning it is higher quality than other armors of the same type. This must be represented out-of-game with a suitably ornate armor item. The armor item does not have to be made of authentic materials, but it does have to appear to be finely made.

Armor Safety

Armor can be just as dangerous as real weaponry when it is designed in certain ways. To prevent problems with unsafe styles of armor, it is required that all armor costume pieces follow certain safety guidelines.

Armor is not allowed to have spikes, sharp edges, or any type of protrusion that may cause injury to others if an accidental impact were to occur. Helmets must be padded on the inside to prevent injury while being worn. All armor must have reliable fastenings, and any filed or rough edges should be covered before the armor is used in game. Any armor that is ruled to be unsafe cannot be worn.

Armor Weight & Special Materials

As stated in the “Abilities” section, your Strength Ability score dictates what *Armor Weight* your character may use, though this amount can also be improved through the use of the *Armor Proficiency Skill*. This Skill allows a character to make use of 5 more points of *Armor Weight* than she would otherwise be able for each level of the Skill she purchases.

In addition, a character may only ever benefit from ten (10) uses of any *Resist Traits* granted by armor constructed from special materials and must have at least two locations covered by that material to do so. Enchantments and ritual effects placed upon armor are not affected in this way. Layered armor does contribute to this.

Every fifth use of a single Resist Trait a character’s clothing, armor and worn equipment (hats, cloaks, circlets, etc.), would provide, instead grants a *per rest* use of that Trait as per the *Cycling* quality.

Using Armor

If you remove an Armor Item at any time, your character can not gain the benefit of the Armor Points it contributes toward those you are wearing. Keep this in mind when you are shifting around costume elements, changing to sleep, and so on.

Armor Items may be damaged during a battle. Armor Items can be particularly resilient, as the standard Armor Item can be reduced to zero Armor Points three times before it is considered “destroyed” and must be repaired. During the Logistics period for any game day where an armor item has been reduced to zero Armor Points, one “Damaged” box is checked off, indicating that the Armor Item was damaged and refit at some point.

If an Armor Item’s Armor Points have been reduced through damage, the Armor Item may be refit with the intention of restoring the lost Armor Points so they can be used again. While only minor permanent damage has occurred to the item, the character may desire to restore her item.

At the beginning of any Logistics period, if an Armor Item has been reduced to 0 Armor Points at any point since the last Logistics Period, it loses a *Durability* box. Once all *Durability* boxes have been lost, the item must be repaired.

As with all items, a “Destroy” effect removes all functionality and all *Durability* boxes, causing the item to be rendered useless until repaired.

If the Armor Item is indestructible it will still lose all of its Armor Points but will only need to be refitted to be restored to its full functionality.

Through the use of the *Blacksmithing Skill* or the *Armorsmithing Skill* an Armor Item may have all of its “Durability” boxes restored by using half of the Production Points required to make the item, as well as one unit of any of the materials used to make the item. Repairing an item can only be performed at Logistics or “off screen”.

“Indestructible” Armor Items never need to be repaired, but their Armor Points value will go down to zero after sustaining damage, requiring that they be “refit”. Even though the armor itself cannot be destroyed, its usefulness can be reduced.

You may use an Armor Item that has a greater Armor Weight than your character may use than she would otherwise be able to use. However, while wearing such an item, the character will be unable to use any of her in-game Skills or abilities as she is incapacitated by the weight of the armor.

Helmets and other head armor have the added ability of protecting a character from the effects of a *Waylay* attack in a manner similar to a character’s Toughness bonus. Armor that covers the “Head” location (just the “Head” location, not the “Neck” location), grants *Waylay* protection equal to the Armor Points the item grants. This means that a steel plate helmet, which grants 5 Armor Points, would also protect the wearer from *Waylay* effects of 5 or less.

This *Waylay* protection also stacks with the effects of the Toughness bonus, which means a particularly durable character wearing a helmet is difficult to knock unconscious with a single blow.

Quickness Points

Like Armor Points, Quickness Points are one line of defense that helps to keep your character alive, representing her speed and agility as she attempts to avoid the dangers of combat. Much like Armor Points, any damage your character receives is prevented by Quickness. This is where the differences come in.

Quickness Points are given to your character based on how high her Agility Ability Score is. They are automatically given, and as such do not need to be purchased. Unlike Armor Points, Quickness Points cannot be restored through repair or some similar process. To restore your character’s Quickness Points, a character must first **rest for ten minutes without engaging in combat or using any in-game Skills or abilities.**

Quickness is vital for any character who wishes to avoid using cumbersome armor.



Weapon	Striking Surface		Overall Length		Category	Weight	Base Damage
	Min	Max	Min	Max			
Dagger	8"	17"	12"	20"	Blade, Small	Light	1
Club	8"	17"	12"	20"	Blunt, Small	Light	1
Hatchet*	8"	17"	12"	20"	Blade, Small	Light	1
Claw	8"	17"	12"	26"	Natural Weapon	Light	2
Long Axe*	12"	18"	32"	40"	Blade	Standard	2
Long Mace	12"	18"	32"	40"	Blunt	Standard	2
Long Sword	25"	36"	32"	46"	Blade	Standard	2
Polearm	18"	24"	60"	90"	Blade, Two-handed	Heavy	4
Short Axe*	12"	18"	21"	34"	Blade, Short	Light	2
Short Mace	12"	18"	21"	34"	Blunt, Short	Light	2
Short Sword	18"	24"	21"	34"	Blunt, Short	Light	2
Spear	8"	24"	42"	80"	Blade	Standard	3
Staff	-	-	50"	80"	Blunt, Two-handed	Standard	2
Two-handed Mace	14"	36"	30"	62"	Blunt, Two-handed	Heavy	4
Two-handed Axe*	14"	36"	30"	62"	Blade, Two-handed	Heavy	4
Two-handed Sword	42"	46"	42"	62"	Blade, Two-handed	Heavy	4
Double-bladed Sword	18"	36"	50"	72"	Blade, Double ^o	Standard	3
Bastard Sword	36"	42"	46"	50"	Blade, Bastard ^o	Heavy	3
Flail	12"	18"	24"	36"	Blunt	Standard	2
Bow	-	-	-	-	Ranged, Bow	Standard	8
Crossbow	-	-	-	-	Ranged, Bow	Standard	8
Javelin	-	-	24"	40"	Ranged, Thrown	Light	4
Throwing Weapon	-	-	2"	18"	Ranged, Thrown	Light	2

*Axe striking surface size refers to any area that may contact another player during combat, not just the blade.

^oDouble and Bastard weapons require a combination of skills to use.

Weapons

Where would an adventurer be without her weapons? In Sidereus, a Hero is of little use without the aid of a weapon in combat. Even the most skilled mage will eventually resort to the use of a staff to defend herself in combat, as the reliability of such means cannot be denied.

When it comes to the use of weapons in Sidereus, the first rule worth noting is that of safety. In Sidereus, as with many LARPs, foam weapon representations are used to simulate combat. This is possible thanks to rigid safety standards that make combat as safe and injury-free as possible.

Two types of melee weapons exist in Sidereus. The "boffer" style weapon is more common in American LARPs and consists of a PVC or fiberglass core wrapped with insulation foam used to make it soft. This weapon type is the most common as it is cheap to make, but safety will become a factor as they are most commonly homemade. Sidereus also allows the use of latex weapons. Latex weapons are more realistic in appearance, and also safer due to a professional construction. Latex weapons include a wide range of options that are not always made using latex foam. These weapons are soft, lightweight, and often bounce away from the target, reducing the force of the impact from each weapon blow.

In Sidereus terms, a "weapon" is defined as any approved boffer or latex weapon. In

order to be considered approved, the weapon must have a Sidereus safety tag affixed to it.

Weapon Construction

In order for a weapon to be approved for use in Sidereus, it must follow a few simple guidelines. Generally, we will only approve homemade boffer weapons, as making latex weapons is a much more involved process that involves a few complex twists and turns before it can be considered successful. When it comes to weapon construction, safety is always our first consideration.

If the physical representation of a weapon breaks during an event it may not be used until it is adequately repaired. Please note that the interpretation of "adequate repairs" is left entirely up to the Judges who evaluate the weapon, and Sidereus reserves the right to refuse any weapon as they see fit.

In-game, your weapon is considered broken for role-play purposes only. Once you are able to find a replacement you may transplant the tag to a new weapon if that would otherwise be allowed (i.e. if the weapon is not unique or affixed with a Smith's Mark, etc.).

Making a LARP safe weapon can be a bit more complicated than it may seem upon first glance, and in most cases, the first weapon a person makes will not pass inspection. In some cases, Sidereus will have weapons available for loan, and the Nexus

store will always have weapons available for sale, but even still all players should come to events prepared with items to repair their equipment.

Weapon Guidelines

There are a few simple guidelines in order to ensure that a weapon is properly used and constructed and adheres to all of the rules of the Sidereus game;

Claws must always be colored red to indicate they are natural weapons and may not be shattered or disarmed.

Hammers, axes, maces, spears and polearms must have a padded striking surface constructed from open-cell foam that is shaped appropriately to the weapon type. The head should compress with as little resistance. The shaft of the weapon must also be padded.

Spears may only be used to make thrusting attacks. A character hit by any part of the weapon other than the thrusting tip takes no damage.

Staves can only deal damage if wielded using two hands. The middle of the staff should be padded as well as the striking surface. A staff can be used to block while being held with one hand.

Two-handed Weapons must be held with two hands in order to be used. Two handed weapons may block while being held one handed.



Javelins may never be used as a melee weapon. As with arrows, they may be caught by the haft as damage is not dealt if the striking surface does not make contact with the target.

Arrows and Bolts: An archer can only carry as many arrows as she can physically carry phys-reps on her person. Arrow *tags* may not be reused, though the actual arrows may be. While an archer is allowed to reclaim her arrow phys-reps, she may only actually *fire* those phys-reps as long as she has arrow tags to use. An archer is allowed to carry no more than 100 arrow tags at any given time. Arrows may only be used with a bow, and bolts may only be used with a crossbow. Once an arrow or bolt is fired, and the damage called, one of your arrow tags is considered spent.

Bastard Weapons: A Bastard weapon requires both the one-handed and two-handed versions of the skill of the same type. For example, a Bastard Sword requires the Sword Skill and the Two-handed Sword Skill to use. Bastard weapons may be used in one hand if the appropriate skill is learned. If only the Two-handed version is learned, they may be used as a Two-handed weapon. If only the one-handed skill is learned, or no skill, they may only be used unskilled.

Double Weapons: A Double weapon works in the same fashion as a Bastard weapon, except the character must have the one-handed skill appropriate to the weapon type and the Staff skill. Double weapons operate in all other regards as staff weapons, though they do increased damage in most cases.

Shields

Shields are a staple of the fantasy adventurer's gear. They can be highly useful as defensive tools, as they can protect a character from a variety of attacks. They do bear the one significant limitation that any packet attack that hits a shield will effectively hit the user, but most players believe the benefits outweigh the risks.

Shields come in three different sizes; Small, Medium, and Large (or Tower) shields. The different sizes of shield offer different levels of protection, since a smaller shield will be more solid but will cover more area, and a larger shield will cover a larger area but may be more prone to breaking.

Each shield size category has specific measurements used to determine which category the shield prop will fall into. These category restrictions are concrete and must be adhered to. Gaps in the shield do not detract from the surface area.

Small Shields

Minimum Height / Width: -

Maximum Height / Width: 30"
Maximum Surface Area: 625 sq in.

Medium Shields

Minimum Height / Width: 20"
Maximum Height / Width: 36"
Maximum Surface Area: 800 sq in.

Large Shield

Minimum Height / Width: 20"
Maximum Height / Width: 52"
Maximum Surface Area: 1250 sq in.

The best way to measure out a shield is to consider it a square, even if it is in fact a circle or a rectangle. Even gaps in the surface of a shield count towards its total surface area, and do not reduce it.

Shields cannot be used as offensive weapons under any circumstances. (Yes, we know it's tempting).

Shields cannot be used with two-handed weapons, though they can be used in conjunction with spears. A shield may be used in one hand, with a spear in the other even though a spear cannot be used in conjunction with any other weapon. Bastard swords may also be used in conjunction with shields as long as the character using the bastard sword is able to wield it effectively (i.e., the character has both the sword and two-handed sword skills, and is thus able to wield the bastard sword as a one-handed weapon rather than a two-handed sword).

Shields cannot be used with two-handed weapons under any circumstances. If you are holding a two-handed weapon in one hand and wielding a shield, you count as having no in-game skills and will only be able to swing 1 point of damage with the weapon. Unlike the usual instances of untrained weapon use, you may receive a white card or yellow card for attempting to fight in this fashion.

You may never hit or attack another player with your shield. This should not even be done in jest. While some latex shields are about as light and safe to use as latex weapons, we strongly request that players do not use their shields in an offensive fashion while playing at a Sidereus event.

"Turtling" or leaving little more than your head showing while concealing most of your body behind your shield, is not allowed. This is not even advisable with the Sidereus rules, as it will often leave you vulnerable to powerful attacks.

Depending on the size, different categories of shields can protect the user from a different amount of damage before they are breached, or the damage passes through. This represents a massive blow being able to power a fighter aside, or the fact that in some cases the surface area of a shield may actually contribute to the force of

an attack. Out-of-game, it also serves to balance the use of shields in the game, which can often be unfairly potent due to nature of LARP combat.

The amount of damage a shield can block before damage gets through is called the "Shield Threshold". This threshold is a numerical value that determines how effective the shield is when it is struck with large amounts of damage. If a shield is used to block damage *greater than* its threshold, ALL of the damage gets through the shield and is suffered by the character using it. If the damage is equal to or less than the Shield Threshold, the damage is stopped.

The smaller the shield is, the higher its threshold will be. This is done largely to reflect the fact that a smaller shield will be used more like a weapon and will be (in some cases) denser since less material is needed to cover a wider area. It is also a balancing aspect in many ways. Characters who are not "focused" fighters would do better with a smaller shield, because it will allow them to gain a higher shield threshold without having to spend valuable skill points learning how to use their shield more effectively.

The Skills, *Shield Focus* and *Shield Specialist* will help a skilled fighter to improve the Shield Threshold of any shield she is using. In addition, special materials or magical enchantments may improve a shield's threshold to even greater levels.

When a shield's threshold is breached, the shield is not broken or damaged in any way. The damage was simply so great that some of it passed through and managed to injure the character using the shield. When you are using shields try to remember that Hit Point system is somewhat abstract and allows for a wide range of injuries including broken bones and severe bruises, all of which would occur naturally while using a shield.

Shield Thresholds are listed below:

Small Shield: Shield Threshold 40

Medium Shield: Shield Threshold 30

Large Shield: Shield Threshold 20

Special materials and items may alter these thresholds further. See the Item Creation Section.



EFFECTS & DELIVERIES

While there are an extremely wide variety of effects in the Sidereus game, a basic player does not need to know all of them to engage in the game. Many effects, such as elements, only affect your character if it says so on your character sheet. Others, like defensive spells and resist abilities only affect the character using them, and as such the verbal or call announced doesn't require any special attention from other players. Despite this, there are many effects and special calls that will take place in the game. To start, we will focus on those effects that all players should know to participate in the game successfully.

All effects follow a few basic rules. These rules are generally static and apply across the wide range of effects to support balance and ease of play.

Duration

All effects that alter the way in which your player functions last for 10 minutes unless specifically stated otherwise in their rules. Generally, any effect that can be used *against* a character will have a 10-minute duration.

Delivery

There are a few ways an effect can be delivered to affect a player. These are as follows:

Packet: A packet effect may be thrown at range. These often represent spells or special creature abilities. These effects are considered hostile and will activate Shield type defenses.

Weapon: An effect may be delivered in addition to the damage a character swings. These are always considered hostile and will activate Shield type spells. This will be executed in this manner "10 Sleep" or "5 Death". A character will only be affected by this delivery method if they would be wounded by the effect. In other words, if the character takes damage to their Hit Points from such an attack, they will suffer any associated effects. As a result, Armor Points and Quickness Points are effective against these attacks.

Spell Strike: Similar to a packet delivery, except the weapon of the caster counts as the packet. If a Spell Strike attack is used and misses the target, the spell is still consumed. This is always considered hostile and will activate reactionary Shield type spells.

Touch: Some effects can be applied by touch. If the character is conscious and able

to react, they can accept or deny touch cast spells, but not touch poisons or similar effects. If they are rendered helpless, the spell takes effect automatically.

Cluster: Cluster effects are like packet attacks, except that the caster may throw as many packets at the same time as they may fit in one hand. Anyone struck by **one** of these packets is affected by the spell (including the caster). You can only be affected once per casting of a cluster spell, so if you are hit with multiple packets from the same cluster spell, you only take the effect once. These effects will trigger Shield type spells as normal.

Chain: Chain effects are like packet effects, except that the caster may continue to throw the effect, one packet at a time, if they do not move their feet. Each time you are hit with a packet from a chain effect, you take the effect that is thrown. These effects will trigger Shield type spells as normal.

Ingested: When a character ingests certain substances they may have special effects. This could be the effect of a poison, elixir, drug or potion. This effect does not trigger Shield type spells. If you are conscious and able to react, you may use the appropriate Resist Trait or ability. If unconscious, you may not use Resist abilities. *Note: You do not actually have to eat or drink potions, drugs, elixirs or other items. You may represent eating such items in game with an audible 3 count, or a silent 3 count with role-play.*

Effects

There are several different effects that can be present on your character at any given time. First, we will review all the effects that you will need to know to be able to play the game.

Before we get into too much depth about what each effect does, please note that if you do not know what the actual rules regarding an effect type are, you should role play to the best of your ability what you *think* the effect might do.

For example, you are hit with spell that places your character under the "Fatigue" effect. If you are unsure of what this effect does, you should act tired and out of breath since this is what the common perception of fatigue is.

In addition, you may role play an effect having a more severe impact on your character than dictated by the rules.

List of Effects

Absolute

Description:

Some manner of effect hits you with such undeniable power or force that you cannot defend against it by any means.

Effect:

"Absolute" is an effect prefix that will come before another Damage or Effect type. When a character is hit with an "Absolute" effect, she cannot resist or defend against the attack in any way, shape or form. This includes *Withdraw*, *Dodge*, and similar abilities. There is no exception to this rule - even a character that is immune to such abilities is affected and will not announce "No Effect".

Assassinate

Description:

A skilled assassin can take down the toughest of creatures with relative ease.

Effect:

- Attack bypasses Armor and Quickness
- Target is reduced to -1 Hit Points
- This is a **DAMAGE** effect
- Note: Only certain abilities can stop an *Assassinate* effect. Review the Skill entry.

Berserk

Description:

Uncontrollable rage fills your mind.

Effect:

- Target will attack anything in sight she considers a threat.
- Target will fight until the effect ends.
- If the Target is rendered **HELPLESS**, the effect ends.
- This is a **MENTAL** effect

Bind

Description:

Your arms are bound tightly to your sides

Effect:

- Target places her arms flat against her sides and cannot move them.
- This does not impede use of the hands.
- If the Target is rendered **HELPLESS**, the effect ends.
- This is a **PHYSICAL** effect



Body

Description:

This attack passes through your defenses.

Effect:

- Attacks with the **Body** Damage Type ignore Armor Points and Quickness Points, directly affecting the Target's Hit Points.

Charm

Description:

You suddenly feel as if the caster is a trusted friend of yours whose advice should be heeded.

Effect:

- The Target believes the Source is a trusted friend and will act accordingly.
- The Target may not attack the Source
- Commands given to the Target by the Source are not mandatory but will be accepted as good suggestions.
- The Target will defend the Source against attackers, but not at great risk, and will not attack other friends.
- This is a **MENTAL** effect

Confine

Description:

A faintly visible field of energy encases your whole body. You are still able to breathe, but movement is impossible.

Effect:

- The Target cannot be moved by other sources
- The Target is **HELPLESS**
- This is a **PHYSICAL** effect

Death

Description:

You are struck dead where you stand.

Effect:

- The Target is immediately killed, and begins their "Death Count"

Destroy <Item>

Description:

An incredible force deals a monumental amount of damage to an item

Effect:

- A Target unattended item or hand-held item loses all its **DURABILITY** boxes.
- The item may be indicated specifically by the Source or left to the Target's discretion. ("Destroy" vs. "Destroy Long Sword" vs. "Destroy Sword")

Disarm <Item>

Description:

A force knocks an item from your hand.

Effect:

- The Target immediately drops a hand-held item.
- The item may be indicated specifically by the Source or left to the Target's discretion. ("Disarm" vs. "Disarm Long Sword" vs. "Disarm Sword")
- A carried object, like a person or a large object, is considered hand-held for these purposes.
- This is a **PHYSICAL** effect

Disease

Description:

A disease has infected your body, causing you to suffer from unknown effects.

Effect:

- A character the is affected by this Effect Type should seek out a Judge, or further instructions from the Effect Source.
- If the character is handed a "Disease Tag", she will begin suffering the negative effects of the Disease immediately.
- If no "Disease Tag" is given, the character suffers a **Fatigue** until opening Logistics the next day. This is a **Minor Disease**, and the **Fatigue** effect cannot be removed unless the Disease is removed.

Dispel Magic

Description:

All magic on the target is wiped away.

Effect:

- All spells currently affecting the Target are removed from play.
- Characters are considered *Vulnerable* to this effect unless stated otherwise.
- Shield Spells and similar abilities cannot defend against these effects.

Dominate

Description:

Your mind is bent to the will of another, you will do as they say and command.

Effect:

- The Target will not attack the Source under any circumstances.
- The Target will accept any attack from the Source.
- The Target will take no actions unless given instructions by the Source,

following the Source until instructions are given.

- When the effect ends, the Target may behave as normal, and remembers everything that took place.
- The Target will respond to given commands to the best of her ability. She may use spells and special skills.
- This spell cannot force a character to make actions that are against her nature. For example, this spell cannot force a pacifist character to fight.
- The Target will defend herself normally against anyone but the Source.
- If the caster dies, the target character will continue to follow the last commands she was given or will remain still until the effect ends.
- If the target character is affected by another Dominate effect, the new effect will overrule the old one, causing the character to become bound to the second caster. This spell will not override Control Undead effects.
- Available commands are;
- **"Defend <target>!"**: The Target must protect the declared character or group from all attacks.
- **"Follow <target>!"**: Target will follow the Source's indicated Target
- **"Give your <item> to me!"**: The Target will give the named item to the Source. This will not allow the character to hand over spirit-linked items or heirloom items.
- **"Attack <target>!"**: The Target will attack either a specific target or a group of targets until the caster says otherwise.
- **"Heal <target>!"**: The Target will attempt to heal either a specific individual or a group of individuals to the best of her ability.
- This is a **MENTAL** effect

Entangle

Description:

Tangible strands of material cover and surround you, holding you in place.

Effect:

- The Target may be moved by other sources
- Target may speak and look around
- The Target is **HELPLESS**
- Target may not **REST**
- This is a **PHYSICAL** effect
- The Target may be "cut free" with a ten-second action and a bladed item or weapon.

Environmental

Description:

The environment itself is causing an effect that is so intense it affects you as if you had been directly targeted.

Effect:

"Environmental" is an effect prefix that will come before another effect type. This designates damaging effects in the environment, like severe weather, airborne poisons, etc. If you can resist the specific type of damage, you may do so without expending a use of the ability.

Eviscerate

Description:

The mightiest of warriors can fell an opponent with a single blow.

Effect:

- Attack bypasses Armor and Quickness
- Target is reduced to -1 Hit Points
- This is a **DAMAGE** effect

Fatigue

Description:

The energy is drained from your body.

Effect:

- Target may not run or walk quickly
- Target may not use Might Bonus
- Target may not use Alacrity Bonus
- Target may not use Quickness Points
- Target may not **REST**
- This is a **PHYSICAL** effect

Fear

Description:

Your mind is filled with fear.

Effect:

- Target may not willingly approach the Source
- If Target is approached or cornered by Source, they may fight but should do what they can to escape.
- If the Source is rendered **HELPLESS**, the effect ends
- Target may not **REST**
- This is a **MENTAL** effect

Hallucinate

Description:

Your character begins to hallucinate.

Effect:

- Target may freely describe their hallucinations unless told otherwise by a Judge.

- Target may not make consecutive attacks against the same target. If only one option for attack is available, attacks may be made at the air away from the first target.
- Target should do everything in her power to move away from combat.
- This is a **MENTAL** effect

Helpless

Description:

Your character has finally succumbed, unable to respond to threats.

Effect:

- A **HELPLESS** character cannot move.
- A **HELPLESS** character cannot use in-game Skills or Abilities
- A **HELPLESS** character cannot defend against Killing Blows.

Immunity

Description:

Your character has developed a resistance or immunity to a form of attack.

Effect:

- A character may only ever benefit from one Trait-Based Immunity Shield, one from Skills and one from Spells or any other source.
- If a character would be affected by a Source they have an Immunity Shield for, they may call out "No Effect".

Love

Description:

You are overwhelmed with a sensation of love and appreciation for an individual.

Effect:

- The Target may choose how to roleplay "Love" as they see fit.
- The Target **may** attack the Source if they do not share the admiration displayed.
- The Target will defend the Source from any other character, no matter what.
- When the effect ends, the Target may behave as normal, and remembers everything that took place.
- Target may not **REST**
- This is a **MENTAL** effect
- Roleplay Note: Be creative and respect other players' boundaries.

Massive

Description:

You are hit with such incredible force that your defenses are completely useless.

Effect:

- Attack bypasses Armor and Quickness
- Attack is successful if it hits any part of the Target, including weapons, shields, hands and so on.
- Limited Defense: This attack cannot be defended against by any skills other than *Withdraw*, *Phase* or equivalent abilities.

Nausea

Description:

You become severely nauseous. This may induce vomiting and discomfort.

Effect:

- Target may not use in-game Skills or abilities.
- Target may not **REST**
- This is a **MENTAL** effect

Pain

Description:

This attack causes your body terrible pain.

Effect:

- Attacks with the **Pain** Damage Type ignore Armor Points and Quickness Points, directly affecting the Target's Hit Points.
- This is a **MENTAL** effect

Paralysis

Description:

Your body is struck with a lingering paralysis, and you are unable to move.

Effect:

- The Target may be moved by other sources.
- Target may not speak or look around
- The Target's limbs may be repositioned by other sources.
- The Target is **HELPLESS**
- Target may not **REST**
- This is a **PHYSICAL** effect

Pin

Description:

One of your feet is stuck fast to the ground.

Effect:

- Target may not move one of her feet from the spot. (Target's choice)
- This is a **PHYSICAL** effect

Poison

Description:

This attack includes a virulent poison that causes an insidious wound. Until you seek special aid you cannot heal this damage.

Effect:

- A **PHYSICAL** or **MENTAL** effect attached to a Poison Effect Type attack cannot be removed until a *Remove Poison* effect or similar effect has been delivered to the Target.
- The *Poison* Effect Type has no special impact on its own.

Reflect

Description:

Mystical effects are rebounded back towards the caster of the spell.

Effect:

- The next Spell, Magic Attack or Psychic Attack that strikes a Target with an active Reflect Shield is turned back on its Source
- When the Target is hit by the associated packet-based attack or Spellstrike, they will call out "Reflect", indicating the ability has triggered.
- The Source then takes the same effect they announced.
- A Reflected Effect may not be Reflected a second time.

Repel

Description:

You are pushed back by a powerful force, unable to advance toward your target or past a certain point.

Effect:

- If a player is generating a *Repel* effect, they will hold their hand up toward the target of the effect. The target may not advance toward the player and should try to stay back at least ten feet.
- If an item or object is generating a *Repel* effect, no character may move beyond that item in either direction.
- If you are the target of a *Repel* effect, you cannot attack the source of the effect.

Retribution

Description:

Some creatures are magically enchanted to harm their foes if they are attacked or touched.

Effect:

- Retribution Shields have a variety of triggers, which will not be discussed here.
- Once a Retribution Shield is triggered, the character using it will call out "Retribution" **followed** by the effect that is triggered. This operates in the same fashion as defensive abilities, and the character that triggered the Retribution suffers the effects.
- *Resist* Traits and **Immunity** Shields may be used against this ability.
- Other types of Shields and defensive abilities will not defend against Retribution.

Riposte

Description:

A physical attack is returned on its user.

Effects:

- A weapon-delivered attack that would affect the character with Riposte is turned on the Source.
- When the Target is hit by the associated weapon-based attack, they will call out "Riposte", indicating the ability has triggered.
- The Source then takes the same effect they just announced.
- A Riposted Attack may not be Riposted a second time.

Sever <Limb>

Description:

Your limb is maimed horrifically. Without healing, it will not get better.

Effect:

- Target's limb is permanently disabled until it is restored.
- The limb may be indicated specifically by the Source or left to the Target's discretion. ("Sever Limb" vs. "Sever Arm" vs. "Sever Right Arm")
- A disabled limb cannot be used for any purpose (including movement).
- If a limb remains Severed for more than two Logistics periods, the damage is permanent and requires Ritual Magic to restore.
- This is a **PHYSICAL** effect

Shatter <Item>

Description:

An incredible force sunders an item, rendering it unusable temporarily.

Effect:

- A Target unattended item or hand-held item loses one **DURABILITY** box, and

must be repaired before it can be used again.

- The item may be indicated specifically by the Source or left to the Target's discretion. ("Shatter" vs. "Shatter Long Sword" vs. "Shatter Sword")

Silence

Description:

The power of speech is stolen from you. You are unable to make a sound.

Effect:

- Target is magically sealed and unable to speak in-game at all. This includes casting Spells, using Psychic powers, Granted Abilities and innate Spells.
- Target may not use any Skills that require speech or activate Wands.
- This is a **MENTAL** effect

Sleep

Description:

You immediately fall into a deep sleep.

Effect:

- The Target falls **UNCONSCIOUS**
- The Target is asleep and cannot speak.
- The Target is **HELPLESS**
- This is a **MENTAL** effect

Stun <Limb>

Description:

Your limb is struck numb and useless.

Effect:

- Target's limb is temporarily disabled.
- The limb may be indicated specifically by the Source or left to the Target's discretion. ("Stun Limb" vs. "Stun Arm" vs. "Stun Right Arm")
- A disabled limb cannot be used for any purpose (including movement).
- If a limb remains Stunned for more than two Logistics periods, the damage is permanent and requires Ritual Magic to restore.
- This is a **PHYSICAL** effect

Terror

Description:

You feel an overwhelming sense of terror and dread. You will do anything she can to get away from the source of her fear.

Effect:

- Target must move away from the Source as fast and as far as possible until line of sight is broken.

- Target may only use Defensive Combat Traits and Skills and may use no other abilities.
- Target reacts to all other characters (friendly or otherwise) as if they are a source of **FEAR**.
- If Target is approached or cornered by Source, they must cower in fear.
- The conditions remain until the effect is removed or the duration expires.
- Target may not **REST**
- This is a **MENTAL** effect

Undead

Description:

This is a special verbal call and is not an effect type.

Effect:

If “Undead” is called as part of a spell or effect that is delivered as a packet attack, it **only** affects characters who are undead.



Waylay

Description:

With a single well-placed strike, some individuals can be knocked unconscious.

Effect:

[First Time / Hour]

- The Target falls **UNCONSCIOUS**
- The Target is asleep and cannot speak
- The Target is **HELPLESS**

[Second Time / Hour]*

- The Target is reduced to -1 Hit Points

[Third Time / Hour]*

- The Target suffers a **DEATH** effect

PLAYING SIDEREUS

Sidereus is a game of imagination and fantasy. Players assume the persona of a character they have created and engage in role-playing that is both realistic and intense. Taking on the role of a mighty hero or a powerful wizard in a video game, or while sitting with a circle of friends around a game table can be an entirely different experience from actually stepping into the shoes of your character as they go through their trials and tribulations.

Despite the heroic overtones present in Sidereus and any Live Action Role-Playing game, part of the fun in participating in a game of this type is being in the background and watching the action unfold. There are many ways to participate in a Sidereus event; here we'll discuss some examples.

Heroborn characters are made by players who have come to the weekend event with the intent of participating in the adventure in its entirety. There are no restrictions on this type of a character, and they are developed using the standard rules given in this guide.

Mortalborn characters are played by players who have come to the game with the intent of having a good time, relaxing with friends, and enjoying the aesthetic that Sidereus provides. It doesn't cost as much to play a Mortalborn character for a weekend, but Mortalborn characters are generated on fewer Character Points and they don't increase in level or gain experience.

Sidereus also invites merchants who wish to attend the game to sell their wares to join the Sidereus Merchant Program. This system allows anyone who wishes to sell items for

“real money” to come into game and peddle their wares in character, selling some for in-game money and others for real world currency. Transactions of this type do not interfere with the flow of the game, and there is nothing quite like the feeling of walking into town on a Friday night and having merchants selling their wares amidst the bustle of other activity.

In designing the game, the Sidereus team attempted to arrange a situation in which anyone could come and play and gain something from the experience. Whether you are attending an event to slay goblins and gather treasure, sit and enjoy a tankard of ale at the local tavern, or sell your wares in the market square, there is a way for you to enjoy the game your way.

So right about now, you're thinking to yourself “It all sounds great, but how do I get started?” What follows is “The Journey to Serenvale”, a description of what we plan to offer at Sidereus events.

The Journey to Serenvale

You arrive at the Sidereus site shortly after 5:00 pm on Friday. Carpooling with some friends made it an easy trip, and now you've arrived, ready to get into the game!

You head up to the Logistics Sign-in station near the entrance and “The Nexus” on-site store to pay for your admission. Once you've paid, the Sign-in clerk takes your photo and prints out your Sidereus ID card. He hands it to you and tells you to head to a character creation kiosk or use your mobile device to begin the character design process since you didn't do it online earlier.

Once you step over to the character creation kiosk, you pull up the character design screen. You decide it would be best to make a fighter-type character for your first event. Since all new characters may be re-written once within the first three events they attend, you're not really all that concerned about experimenting.

Your fighter has the Sword Skill since you have a longsword for use in-game, and you've also decided to enter game as a human with the Iron Will Trait.

Once you've completed designing your character you head over to the Logistics area to get tags for your equipment as well as your character's starting money. You take the character design printout from the kiosk and bring it to the Logistics area where you hand it to one of the Logistics clerks. She takes the card from you and hands you your official Sidereus Character Card in exchange.

She then examines your equipment and seeing that you are wearing no armor hands you a tag for your longsword, with your starting coin.

The Logistics clerk also hands you a small card detailing a small bit of information about what your character has been through over the past few months in-game based on your choices regarding your character during the **Arrival** section of character creation.

The **Arrival** section of character creation has given you a much clearer idea of what your character story is, as well as a few quick notes you jotted down on the way to the game event.

You then move to the last Logistics station, where one of the game referees called a **Judge** checks your weapon for safety purposes and then puts a plastic ring around it stating that it is safe for use in game.

Getting your weapon checked is something that takes place every game for every player in order to ensure that the game is as safe as possible.

Now that you've completed all of the out-of-game preparation, you are directed over to the New Player Advisor. The new player advisor goes over the basics of the rules with you, explaining how to use your weapon, and showing you what to look for on your character card so you can understand what your character can do.

Most basic weapons in the Sidereus LARP are counted as being made of steel, even if they would really be wooden, claws, or made of some other material. This is to simplify combat. The standard call for all basic weapons is "Steel"; so, when you attempt to strike an opponent, you would call out the amount of damage you deal with the weapon, saying "Steel" at the end.

The new player advisor then explains your character's abilities, how many Hit Points they have, and so on.

After taking a little more time to talk to the other players, and allowing you some time to spar, the New Player Advisor directs you over to a screen where you watch a short video introducing you to Sidereus.

Once you've seen the video, you're eager to play. The new player advisor separates you into groups. You and your two friends are placed in one group, along with the fighter-type player you were sparring with earlier.

Your friend Jacob is playing a paladin of the god *Sûldin*, the god of blacksmithing and stone. He is wearing some armor he made at home out of heavy plastic, and he's carrying an axe. He's named his character Asgier. Your friend Nadina is playing a Chatûl priestess named Dawn who casts divine spells and has only her claws to rely on if her spells fail.

The fighter introduces himself as Nate. His character seems to be another Human, though he is dressed in heavy furs and carries an axe and shield. He tells you his character's name is Algor, a human Arzhel barbarian from the North.

Once your introductions are complete, the new player advisor brings you to an area that

is rather far removed from the majority of activity going on in game. It's labeled "New Player Entrance". You follow his instructions and step inside the large door, descending a bit into an unusual area.

As you step inside, you feel as if you have entered a new world. The area is somewhat dark, lit only by lanterns hanging from the walls. The floor seems to be made of stone and is covered in grit and dirt. The walls bear carvings that seem to be ancient and another door blocks the way about twenty feet in front of you.

A somber looking character in steel and chainmail armor seems to have been waiting for you, and as you look more closely you can see he's in costume a grizzled human paladin. He welcomes you to the game, explaining that your characters have arrived in an attempt to flee a town that had been ransacked by Blood Orcs.

You quickly glance at your character history which also states that you and your travelling companions were on the search for a small box containing a map when you were forced to flee the town.

The human paladin player standing before you then introduces his character, telling you his character's name is Darius, and that he will only be speaking to you in character from this point forward, except to explain rules where necessary. With that he calls out "LAY ON!", immediately snaps into character and speaks to you:

"What took you so long? We have to get moving, there isn't much time."

Darius leads you through the first door, where you see a hallway stretching out before you. Down the hallway, a shaft of light falls from what must be some type of hole in the ceiling. You and your companions advance, following Darius.

"Be on your guard," Darius says quietly, "the things that dwell here don't take kindly to strangers in their domain, and I don't feel like dragging any broken corpses around today."

The caverns are winding, and as you travel you get a bit confused, but Darius seems to know where he's headed. After some traveling, you come to yet another door. This one appears to be locked.

"Strange," Darius remarks, "this wasn't locked when I came through this way..." Just as Darius finishes his thought, a small group of goblins springs up from behind you, their

demonic stench stinging your nostrils. You and your four companions ready yourselves for battle.

Battle in Sidereus is a physical affair. If you do not want to engage in physical contact of high intensity, it is best that you avoid combat altogether. Any players who choose to go on adventures and engage in combat participate in the athletic and physical activity willingly.

"On your guard! Goblins!" Darius shouts. You draw your longsword just in time to parry aside a blow from the lead goblin. Another goblin to your side moves in and strikes at Nate, who easily defends against the attack with his shield. To your rear, you can hear Dawn casting a spell...

Spellcasting in Sidereus can sometimes be a complicated process, but it is one that you can learn through doing. Spellcaster characters must prepare their spells, though the spell system is structured to minimize what non-spellcasters have to remember in terms of what the spells do. When a character casts a spell, they first speak an "incant" which is a phrase intended to declare that a spell is being cast. This will usually be shouted by the caster so as to be clearly heard. At the end of every incant, the name of the spell and the damage it inflicts (if any) is called out clearly so other players can respond appropriately. Some spells may have more complicated effects, but the effect will always be called out last. See the Magic section for more.

"I call forth a Holy Flash! 5 Magic!" Dawn calls out, hurling a ball of magical energy. Her spell strikes one of the goblins to the rear, and the creature drops to the ground gurgling.

Magic spells in Sidereus are delivered using small packets of birdseed or similar material. These "spell packets" are thrown at a target to determine if the target was hit by the spell effect. Spell packets also represent a caster's magical prowess. A spellcaster can only hold as many spell packets in her hand as she has spells in memory (to a minimum of one) at any time.

The lead goblin swings at you again, cackling something you can only barely understand. You swing low with your sword, calling out "5 Steel!" catching the goblin in the leg. The creature falls to the ground in a heap, gravely injured.

The combat mechanics and character design system in Sidereus generally result in characters dealing out larger amounts of



damage at lower levels than in most LARPs; however, the damage an individual character can inflict does not escalate as quickly. As a result, while characters increase in versatility thanks to special attacks and other abilities, they stay generally static in their overall ability to dish out damage.

After a quick fight, the goblins are all slain, leaving you and your companions breathing heavily. You quickly loot the bodies, finding some copper and silver coins to split amongst yourselves. The goblin weapons are far too crude to make effective use of, so you leave them. You also notice one of the goblins is wearing a pair of bracers that look to be of Elven design. Examining them more closely they seem to be in good condition, so you remove them from the goblin.

Some items in the Sidereus game are tagged, numbered and clearly labeled as "lootable", which means the character doesn't just get the tag to represent the item she has found, but may also take the physical representation as well. These items are one way to add to your character's costuming since they become your property upon finding them.

After securing your new bracers, which count as 4 Armor Points according to the tag attached to them, you and your party continue on. During the battle, Darius managed to get the door unlocked. As you pass through the door, you come to a very dark corridor. Luckily, Dawn prepared a "Light" spell, and she quickly casts it to light the way.

Some spells, like Light spells, require a physical representation of some kind. A spell that requires such a prop will include details on what types of props are allowed and hints on how to employ them without breaking the aesthetic of the game.

As you walk forward, you can feel something making a distinct crunching noise beneath your feet. When you look down, you see you've crushed a leg bone of some unfortunate creature.

"Probably another traveler that had passed through here alone... not a smart thing to do..." Darius muses as he notices you examining the remains. Something seems to catch Dawn's eye, and she reaches down among the remains and picks up a thin wooden rod with a small stone affixed to the end. Alongside it lies a small leather-bound book marked with the insignia of Jolarä.

"Whoever it was must've been a devotee of Jolarä. These are prayers to the

beastmother..." Dawn comments as she flips through the book, "but there aren't many... probably a novice..."

"Well they're dead now, let's keep moving, I don't like the way this place smells." Algor interrupts, seeming as if he's expecting another attack. Dawn quickly takes the items as you move on.

"We're near the exit now, don't do anything stupid..." Darius warns, "Stay alert though, when I passed through earlier it looked as if I had just missed a party of goblins who were making their camp down here..."

In a blur, as Darius opens the door an arrow streaks out of the room catching Asgier in the shoulder. He clutches the wound and staggers back a bit...

When you are struck by a ranged weapon or attack and did not hear the damage call, you should automatically assume your character has suffered at least 2 points of damage, representing the attack grazing you. This is to speed up the flow of the game and prevent unneeded questions. This damage ignores abilities such as *Damage Threshold* and is always taken.

Luckily, Asgier's armor is thick metal, so the arrow barely grazes him. He grunts away the pain and readies his battleaxe.

A armor in Sidereus is rated by what it represents, rather than by what it is made out of in real world terms. If you make convincing "metal" armor that is actually made from plastic, you will still get the points as if it were metal. In addition, every segment of your armor will be given a tag as its own individual item rather than a cluster of armor points, making it easier to decide what you need to repair or replace when the time comes.

You advance into the room, and Algor quickly moves to the left to dispatch a goblin archer in the corner of the room. Algor shouts out "5 Steel!" and hacks the goblin archer down.

After a few moments of fighting you think you've cleared the room of goblins. You quickly search the room to gather any loot you can find. Asgier comes across a simple blue cape bearing the symbol of Sûldin that seems to be in good condition and quickly puts it on. Algor finds a hand axe in an old crate and hooks it onto his belt for use later.

Only a few moments into searching the room, you hear the yips and terrifying screams of goblins advancing. This time it

sounds like a lot more of them are headed your way.

"Quickly! This way!" Darius shouts, as a goblin from the previous battle comes out of hiding and launches a wicked looking arrow at Dawn's back, calling out "Activate Skill! 40 Slay!"

Some skills have special calls that are announced before they are used so that other players understand the character in question is using a special ability. "Activate Skill" is generally used before combat abilities to announce their use. The name of the Skill used by the goblin in this example is "Slay", which does massive damage to a target creature. When a special skill is being used with a normal weapon, you do not have to announce the "Damage Type" or the type of damage that is associated. In other words, the goblin in the example does not have to say, "40 Steel Slay", instead he only says "40 Slay".

Always focus on the number associated with the damage an attack is dealing. If you are ever confused about a Damage Type or Effect Type associated with an attack, think about what it says. For example: the "Sleep" carrier puts a character to sleep if the attack injures her. The "Paralysis" carrier removes a character's ability to move, paralyzing her, if she is injured by the attack. Most Damage and Effect Types are self-explanatory.

The arrow strikes Dawn square in the back and she stumbles to the ground, bleeding to death.

When a character is injured for an amount of damage equal to her available Hit Points, she falls unconscious. She is considered to be at 0 Hit Points and disabled. If the character is injured for an amount of damage that is more than her available Hit Points, she is considered to be "Bleeding" and is also unconscious. Characters in either of these states are unable to take any actions. Characters that are "Bleeding" are also in danger of dying.

Darius quickly leaps over Dawn's body, as he draws his sword, and dispatches the goblin, calling out "Activate Skill! Silver Eviscerate!"

As mentioned earlier, some attacks have Damage or Effect Types that designate different types of damage being used. In addition, some terms are used to designate certain amounts of damage. The "Eviscerate" Skill and any skills that use the same Effect Type at the end, cause a character to immediately take more damage than they have available Hit Points,



regardless of what the actual numerical value is. This causes the target character to begin her “Bleeding” count. There are not many Damage or Effect Types that have this effect but knowing the ones that do is important.

Quickly examining Dawn, Darius shows his concern.

“Can any of you heal?” Darius asks urgently, “your friend will die if we can’t mend her wounds, and I exhausted my blessings for the day before I found you all.”

“I can help.” Asgier offers. Suddenly the sound of goblins gets even closer, and it seems as if the beasts are about to enter the room. Algor readies his weapon and stands before the door, his shield ready.

“Well do what you have to do fast, ‘cause I don’t think these little buggers are going to wait!” Algor shouts out to Asgier. You and Darius move to Algor’s side to help hold the door for as long as you can.

“Lay on Hands! 30 Heal!” Asgier says, touching Dawn on her shoulder and calling forth the power of his god to heal her injuries.

“What happened?” Dawn asks as she is restored to consciousness.

“No time for that! Let’s go!” Darius shouts as he leads you from the room, throwing open what appears to be the last door and leading you up a stairwell that exits into a large cave of some type.

A short walk later you find yourself deep in the forest, the sun setting over the trees.

“You all did alright back there,” Darius says, “but there are worse things than goblins in the forests. We’ve got to get you all to town. There you can secure lodging at the inn, and maybe find some work.”

After walking for some time, you arrive in town. It is Friday evening, and the town is alive with activity. Merchants are peddling their wares, guilds are having meetings, and a town crier is spreading the word about a bounty on the head of some criminal who escaped from prison.

Once you start to become acclimated with your surroundings, Darius excuses himself.

“I have a great deal to attend to, I am glad we were able to get you here safely. If you’re in need of some work, you should talk to Caswen – she’s the bartender over at the

Crimson Rose, the largest tavern in town. She might have something for you all to do.”

After you thank Darius and he walks off, Algor pulls a small box out of his bag.

“Hey, I didn’t want to mention it while that angry paladin was here... but while we were down there, I found this box. There’s a map in it!”

As you decode the map you realize that it labels a location about twenty minutes’ walk from town. You decide to rest and enjoy the tavern for the night and prepare for your adventure in the morning...

Writing, knowing, and telling your story in-game and out is an important part of character development and one of the most important parts of ensuring your character can achieve her goals. A believable story that supports your character’s mindset and background will allow that character to become very real in the minds of other players. When you can make this happen, it will often result in the Plot Committee taking special notice of you, and the Sidereus Plot Committee does everything it can to reward it’s most devoted, committed players.

It can even be good to have a version of your story to tell others, as well as a version of your story that has all the facts – possibly even some your character does not know.



LIFE & DEATH IN SIDEREUS

In Sidereus, mighty heroes clash with vile monsters and cruel villains to decide the fate of the world. As with any fantasy world, even bold heroes and cunning villains can suffer life threatening injuries and barely survive mortal wounds.

Characters in Sidereus represent sustaining, resisting and surviving damage in a number of ways throughout the course of a game. Among them, are a variety of systems to monitor the rate at which characters take basic damage.

Damage Points

Your character's durability and ability to endure damage is represented in the Sidereus game by Damage Points. Damage Points are distributed according to a variety of factors including your Armor Items, your Endurance Ability Score, and your Agility Ability Score. Damage points represent the amount of damage your character can withstand before losing consciousness and succumbing to her wounds.

There are three types of Damage Points; Quickness Points, Armor Points and Hit Points.

Quickness Points: In Sidereus Quickness Points represent your character's natural agility and speed in combat. Though you as the player may be tagged with a weapon or a spell, Quickness Points represent your *character* partially or totally evading the attack. Quickness Points are expended before Armor Points.

Armor Points: In Sidereus Armor Points represent the additional protection gained from wearing armor items such as chainmail or studded leather armor. Armor Points are used up before Hit Points.

Hit Points: In Sidereus, Hit Points represent the amount of damage your character can sustain to her body before she is mortally wounded and requires aid of some type. Hit Points are expended last because they represent the physical health of your character directly, and once she loses them all she will fall unconscious, or worse.

Temporary Points: Some spells provide Temporary Armor Points or Hit Points. These Temporary points are expended in the same fashion as the type of damage points they emulate, but they will be used up before the *actual* points are spent. In this way, temporary Hit Points can be a substantial

boon as they will keep a character alive for an extended period, without sustaining real injury.

Natural Armor: Natural Armor functions in a manner like normal Armor Points. Natural Armor is expended before Hit Points, but after Armor Points. Natural Armor Points represent a shell, carapace, or exceptionally tough skin of a character, and grant her the ability to resist damage naturally as if she were wearing armor. Once these points are expended, they are restored through Heal effects in the same fashion as Hit Points.

When engaging in combat, there is a specific order to the progression of damage taken by a character. Quickness Points are expended first, followed by Armor Points, followed by Hit Points. Quickness Points will be restored after five minutes of rest (rest is any period where the character is not standing and not engaged in combat). Armor Points may be restored by spells or by repairing the Armor Item with Blacksmithing or a similar Skill. Hit Points will only be restored through magical healing, the use of Medical Skills, or by resting between events. A character regenerates a number of hit points equal to her Endurance Ability Score every week in-game. This means that particularly powerful characters may not fully heal between events if they do not seek magical healing.

Your Quickness Points and Hit Points will be listed on your character card for you to read. Both the Quickness Point and Hit Point systems are honor systems, and you are expected to remember and take specific note of your Quickness and Hit Points in order to maintain the balance of the game. Intentionally taking more damage than you are allowed is against the rules and is generally considered to be a red card infraction.

Armor Points will be listed on the tag of the Armor Item in question. When your armor takes damage, you should be careful to take note and ensure that if an armor item is breached, you mark it as such on the item card. After being breached three times, most Armor Items will be rendered useless until they are repaired at Logistics. Because of this, most adventurers have extra Armor Items stored away to replace their main armor. You do not have to physically represent these "extra" Armor Items, saving extra tags will do.

Generally speaking, you may choose the order in which your Armor Items sustain

damage. As a rule, it is generally advisable to allow the Armor Item with the most points to take damage first, as Armor Items with fewer points will break much more quickly.

Injury, Life and Death

Sustaining injury is a natural part of the life of any adventurer. In Sidereus, as your character loses Damage Points, she comes closer and closer to unconsciousness and death. While these are situations any adventurer strives to avoid, they are bound to happen at some point, and so all players should familiarize themselves with the rules listed in this section.

When a character's injuries progress to a certain point, she will fall unconscious. Any damage sustained past that point will progress into "bleeding out". When a character receives a "Killing Blow" or "bleeds" for an extended period, she will progress to being "dead". Even at this point, there may be hope for the character to be revived.

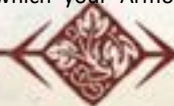
Unconscious: When a character is reduced to exactly zero (0) Hit Points, she is rendered unconscious. While unconscious, a character may only whisper, and is **HELPLESS**.

After ten (10) minutes spent at zero Hit Points, your character will regain one Hit Point. At this point, she will regain consciousness, but you should role-play a sensation of disorientation and grogginess.

Bleeding: When a character is reduced to less than zero Hit Points, she is *Bleeding*. This is noted numerically as being at -1 Hit Points. No matter how much damage a character sustains at this point, she will not drop below -1 Hit Points. Once your character has reached this stage, she will die unless she receives *First Aid* or some manner of Heal effect. A *Bleeding* character is **HELPLESS** and cannot speak or take any actions unless otherwise indicated.

A character *Bleeds* for a number of minutes equal to their Endurance Ability Score. This reflects the amount of time the character is able to hold on to life before she can no longer sustain herself and passes on to death. This is called a *Bleeding Count*.

Dead: If a character completes their bleeding count, receives a Killing Blow, or suffers a Death effect, she is considered Dead. A dead character must continue to lie still for a number of minutes equal to her



Spirit Ability Score. This is called a *Death Count*. After this period, if the character is Heroborn, her physical form dissipates, and her spirit form materializes. At this point she will seek a location where she can receive a True Resurrection effect.

If a character is considered *Dead*, all of her active spells, magical effects, and special effects will immediately come to an end. Additionally, while dead most spells and effects will have no effect on you, you may not speak, and are considered **HELPLESS**.

Note that while dead, a character will still be affected by warding spells that prevent her from entering a building or a room.

In order to be restored to life at this point, a character must receive a *Revive* effect, *Raise Dead* effect, or a *Resurrection* effect. Any of these effects will cause the character end her *Death count* and be restored to life, but the spell must be delivered before the character completes the count.

If the body is dismembered (which requires a ten-second count) or burned (which requires a minute), it will require a *Raise Dead* or *Resurrection* effect in order to be restored. At this stage, *Revive* effects (like *Surgery*) will not restore the character to life.

Once a character's *Death Count* is complete, she must dissipate and immediately become a spirit who will then seek True Resurrection. This is done by clearly stating "**I dissipate one, I dissipate two, I dissipate three**". During this time, the character may still receive a life-restoring spell, but once the dissipate count is complete; the character immediately becomes a spirit and may only be affected by spells that affect a spirit.

Spirit Walk

When a character completes her *Death Count*, she immediately dissipates and becomes a spirit as described above. When this occurs, the player must deposit all of her in-game items and equipment on the spot where she died. She may not speak to anyone in-game and must keep her arms crossed across her chest in the shape of an 'X', and put on a spirit veil. (A spirit veil is a piece of translucent fabric worn over the face in the same manner as a silver headband, to signify the character has become a Spirit. Spirits are immediately compelled to seek True Resurrection and must immediately begin walking to attempt to locate a Natural Circle of Life or a Circle of Resurrection in order to be restored to life.

During her time as a spirit, a character is completely invisible to most other characters in the game world. She may not run and must walk to her destination. Players who see the spirit player pass may choose to remark that they feel a presence nearby, or that something feels "off" but they should not linger on the topic.

Spirits may not interact with other characters in any form unless they are approached with some manner of *Spirit Sight* ability.

When a spirit enters a Circle of Resurrection or a Circle of Life, she continues to be unable to communicate with other characters.

True Resurrection

There are two ways, generally speaking, in which a Hero character's spirit can receive a True Resurrection ritual effect and be restored to life. While there may be exceptions to this, these are the general ways in which a spirit can return to play:

Circle of Life: Circles of Life can be found in many places around the world of Sidereus. These Circles formed through unknown means and are generally represented by circles of glowing stones. These circles allow any spirit to receive the True Resurrection effect after they spend one hour within the boundaries of the circle. When the character arrives at the circle, she should immediately go out-of-game and then report to Logistics or to a Judge. Once the character's fate (and possibility of being resurrected successfully) is determined, she may return to the circle to return to the game. If there is no Circle of Life representation in-game, you will go directly to Logistics instead.

Circle of Resurrection: Common in many Divine Temples and lodges of Nature Magic, Circles of Resurrection are put in place to allow followers of certain religious paths to be restored to life in a more convenient, and often times safer, fashion. Unlike a Circle of Life, a spirit may only choose to be restored at a Circle of Resurrection if she is a follower of the deity the circle is dedicated to (in the case of a Divine circle) or if she holds the power of Nature sacred (in the case of a Nature circle). Once the spirit arrives, it must declare its allegiance to the deity or power in control, or it may not be restored. Once this has taken place, the player may go out-of-game to Logistics or to seek a Judge. Once the character's fate (and possibility of being resurrected successfully) is determined, she may return to the circle to return to the game. If there is no Circle of Resurrection in-

game, you must defer to seeking out a Circle of Life.

In order to be restored at a Circle of Resurrection, a character that is *invested* or able to use the circle must be present. The character will begin the ritual by requesting the allegiance of the spirit in question, at which point the ritual may continue.

A character may freely choose where to seek a True Resurrection ritual, even travelling far away in order to do so. Keep in mind that extended travel as a Spirit can be dangerous, as Spirits exist simultaneously on the physical plane and the Ethereal Plane. Keep that in mind when moving about as a Spirit. A player can choose to reject a specific healer at a Circle of Resurrection and may similarly choose to delay her True Resurrection at a Circle of Life. This is done to ensure that a character does not resurrect into a trap or end up in a situation where she is under attack immediately following her restoration.

Whenever a spirit is restored by a Circle, the new body is intact and whole, restored by the magic of the True Resurrection ritual. Even if the body is dismembered or destroyed before death, the True Resurrection ritual restores it completely. Despite this, all of the character's in-game possessions typically remain behind. The recently resurrected will sometimes appear in the merest scraps of their clothing or in simple white robes composed of an unknown material that dissolve after a few hours. This is done primarily to avoid less-than-serious role-play of the character being naked.

The Hero's Journey – Soul Scars

As befitting their stature as exceptional individuals, Heroborn characters in Sidereus may be able to return from the land of the dead. True Resurrection allows players to have a bit of safety in ensuring that their character will return if they do suffer the unfortunate end of death. However, this tendency for characters to return from death is not without its risks.

Every time a character dies and is forced to seek a True Resurrection ritual; she receives a "Soul Scar". The character's Spirit or Endurance Scores may be temporarily lowered for the purposes of future resurrections and the character will endure a temporary effect that will plague her for a period of time. This will usually remain for about six months of game time. This makes death, especially repeated death, a dangerous proposition.



Once the True Resurrection ritual effect is complete, the character is restored to full Hit Points. Any effects that were present on the character's body, and were not Traits or otherwise permanent, are removed.

If at any point a character's Endurance or Spirit score would effectively reach zero or less, they die permanently and are not able to resurrect.

If your character permanently dies, you must return to the spot where you originally died. Your character's physical body reforms there, still physically injured as if it had been freshly killed. The character's body will remain there until someone discovers it. If you do not wish to wait for someone to find you, leaving an appropriate phys-rep for the corpse, or a simple note indicating someone has found your character's remains (even a pile of bones will do), will suffice.

If your character permanently dies during the course of an event, you are always welcome to play as a Mortalborn for the remainder of the event, play an alternate character, or make a new character.

Character Progression

All **Heroborn** characters begin the game with 100 Character Points. Over time, as you attend events, your character will gain more Character Points.

Every time you attend an event as a PC, the character you choose to play earns Character Points for that month. These points determine how quickly the character progresses.

Every ten (10) Character Points, a character will increase in level, and may then spend the Character Points to purchase new Skills, Traits and Abilities. These Character Points may generally only be spent between events, as in-game the character needs time to acclimate herself to what she has learned. This is in line with the old saying "you can't teach an old dog new tricks". As a character becomes more experienced, it becomes more difficult for her to progress and learn new things or improve upon herself.

A table explaining this progression is provided on the following pages.

You do not have to spend all of your character's Character Points at one time, and you do not lose and Character Points if you choose to save some of them for a later date. Sometimes this is particularly important if you plan on purchasing an expensive Trait or Skill.

Legendary Levels

At Level 30, a character reaches Legendary Levels. At this point many new opportunities will open up to your character, both in-game and out of game. While they are not relevant to the basic player's guide, they will offer a large range of enticing options as you reach the later levels. Suffice it to say that characters who successfully reach this point of advancement will truly deserve the title of "Legendary". The key to reaching this lofty perch is playing your character true to form; remember that in Sidereus, Roleplaying always comes first!



EXPERIENCE PROGRESSION TABLE

To determine how many Character Points (CP) your character has gained, figure out how many months the character has been playing.

Experience is always calculated on the first of the month. If you started on an event day after the first of the month, you count as having started on that month. Do not tally experience for months you didn't attend a game. Off-season experience is free for any player that submits a time-use form for that period. Off-season months are those where no Sidereus event takes place. Experience may be recovered for missed events (for months where events *did* take place) by submitting a Time Use Form.

If your character did not attend an event, she may recover that event's experience by spending HERO Points. After three recovered months, she cannot recover further experience until she attends at least three events.

Months Played	CP Gained	CP Total	Notes
0 Months	N/A	100	Novice: 1 st Level, First Event
1 Month	+14	114	2 nd Level
2 Months	+12	126	3 rd Level
3 Months	+12	138	4 th Level
4 Months	+12	150	Initiate: 5 th Level, Novice Period Ends
5 Months	+10	160	6 th Level
6 Months	+8	168	
7 Months	+8	176	7 th Level
8 Months	+8	184	8 th Level
9 Months	+8	192	9 th Level
10 Months	+8	200	Adept: 10 th Level, Initiate Period Ends
11 Months	+8	208	
12 Months	+8	216	One Year Veteran, 11 th Level
13 Months	+6	222	12 th Level
14 Months	+6	228	
15 Months	+6	234	13 th Level
16 Months	+6	240	14 th Level
17 Months	+6	246	
18 Months	+6	252	15 th Level
19 Months	+6	258	
20 Months	+6	264	16 th Level
21 Months	+6	270	17 th Level
22 Months	+6	276	
23 Months	+6	282	18 th Level
24 Months	+6	288	Two Year Veteran
25 Months	+6	294	19 th Level
26 Months	+6	300	Expert: 20 th Level, Adept Period Ends
27 Months	+6	306	
28 Months	+6	312	21 st Level
29 Months	+4	316	
30 Months	+4	320	22 nd Level
31 Months	+4	324	
32 Months	+4	328	
33 Months	+4	332	23 rd Level
34 Months	+4	336	
35 Months	+4	340	24 th Level
36 Months	+4	344	Three Year Veteran
37 Months	+4	348	
38 Months	+4	352	25 th Level
39 Months	+4	356	
40 Months	+4	360	26 th Level
41 Months	+4	364	
42 Months	+4	368	
43 Months	+4	372	27 th Level
44 Months	+4	376	
45 Months	+4	380	28 th Level
46 Months	+4	384	
47 Months	+4	388	



48 Months	+4	392	Four Year Veteran, 29 th Level
49 Months	+4	396	
50 Months	+4	400	Master: 30 th Level, Expert Period Ends, Legendary Progression Begins (Remember Bonus CP)
51 Months	+4	404	
52 Months	+4	408	
53 Months	+4	412	31 st Level
54 Months	+2	414	
55 Months	+2	416	
56 Months	+2	418	
57 Months	+2	420	32 nd Level
58 Months	+2	422	
59 Months	+2	424	
60 Months	+2	426	Five Year Veteran
61 Months	+2	428	
62 Months	+2	430	33 rd Level
63 Months	+2	432	
64 Months	+2	434	
65 Months	+2	436	
66 Months	+2	438	
67 Months	+2	440	34 th Level
68 Months	+2	442	
69 Months	+2	444	
70 Months	+2	446	
71 Months	+2	448	
72 Months	+2	450	Six Year Veteran, 35 th Level
73 Months	+2	452	
74 Months	+2	454	
75 Months	+2	456	
76 Months	+2	458	
77 Months	+2	460	36 th Level
78 Months	+2	462	
79 Months	+2	464	
80 Months	+2	466	
81 Months	+2	468	
82 Months	+2	470	37 th Level
83 Months	+2	472	
84 Months	+2	474	Seven Year Veteran
85 Months	+2	476	
86 Months	+2	478	
87 Months	+2	480	38 th Level
88 Months	+2	482	
89 Months	+2	484	
90 Months	+2	486	
91 Months	+2	488	
92 Months	+2	490	39 th Level
93 Months	+2	492	
94 Months	+2	494	
95 Months	+2	496	
96 Months	+2	498	Eight Year Veteran
97 Months	X	500	Legend: 40 th Level, Master Period Ends, MAX LEVEL

Veteran Rewards in Sidereus are calculated for each character *and* the Player controlling them. The table above only indicates Character Veteran Rewards. To find out more about what kinds of rewards are available for Players, contact the Sidereus Logistics team, or see the “New Player Handbook”.



APPENDIX

The Sidereus LARP system gives players a wide variety of options to allow the most realistic representation of epic fantasy possible. This range of possibilities requires a few supporting rules to ensure that things always run as smoothly as possible. While a new player need not know all of the supporting rules, you should learn as many as you are comfortable learning to ensure that you are able to help keep the game flowing where possible.

Rules Questions & Gameplay

In some cases, the game may come to a screeching halt to ensure that some rules conundrum or another gets resolved. In Sidereus, it is our belief that the rules should never outweigh the momentum and feel of the game. If you find yourself with a rules question or issue during play (particularly during combat or some other high-tension moment), we strongly prefer you to play out the encounter as it stands and deal with the question after the specific encounter. The only exception to this would be in cases where the question absolutely must be answered in order for the encounter to proceed properly.

If you find yourself in a situation where you are hit by an effect type that you are unfamiliar with, drop to the ground as if your character were defeated. Simply lie on the ground until the encounter is resolved. Once the encounter is resolved, you may get up (assuming your character still has Hit Points remaining) and **IMMEDIATELY** find a Judge to resolve your question.

Counted Actions

In any LARP, there are a number of actions that cannot be acted out for reasons ranging from safety issues to actual out-of-game difficulty representing them. In most cases these actions need to be represented, and would take up time to complete, so they will be represented in game by stating the action and counting off how long it takes the player to complete that action.

These actions will usually have a count, usually three, five or ten seconds. For example, to simulate a "Killing Blow" as described earlier in the rules, the player engages in a "three count" action. Similarly, to "break free" of a binding spell or effect with a sufficiently high Might bonus, the player would also engage in a "three count".

In some instances, a counted action will be used to by Cast members or Plot members to inform nearby PCs of an event. In some cases, Cast members may make an announcement while still out of game, such as; "I come out of the woods one, I come out of the woods two, I come out of the woods three." Etc. This is done to announce to nearby PCs that they are appearing to avoid gaining an unfair advantage in combat.

Counted actions are out-of-game and should be avoided wherever possible. Except for "breaking free", "killing blows" and similar effects and abilities, counted actions are generally not used and will be avoided. If you wish to jump out of a window or climb a tree you must actually do it. A counted action will not suffice in these instances.

Out of Game

When a player is out-of-game, she will generally indicate so by wearing a yellow headband. In an emergency, or when a yellow headband is not available, this may be indicated by the player putting her hand or weapon on top of her head (though the latter is seriously discouraged and should only be used in cases of serious need). This is done to alert other players that you are not actively participating in standard gameplay at the moment and you should be ignored by players who are in-game.

The interior areas of bathrooms, shower areas, and similar facilities are always out-of-game. No in game activities may take place in these areas. Generally speaking, you must be out of game in order to enter one of these areas.

You may not go out-of-game to escape combat or gain an advantage over your foes. Additionally, you may not state you are out of game in the middle of an encounter or after you have already been engaged unless you have a serious medical emergency or other legitimate reason.

You may place a portion of your cabin area out of game, though this area should be small and clearly labeled. If you wish to put your sleeping area out-of-game, you should label it as such and inform a Judge that you are doing so. In-game, this generally means that your character has left the area and found somewhere else to sleep for the night.

This is generally discouraged.

When you are out-of-game, you have not vanished into thin air. Your character has left the immediate area but is not far off generally. **For in-game purposes, this means that your character cannot hide from characters that are looking for her by leaving game, or similarly avoid hostility.**

You may never flee a combat or the in-game consequences of any action by going out-of-game. If you go out-of-game and something major takes place, you may at any time be taken aside by a Judge and be subjected to special circumstances representing your situation.

If you keep in-game items in an out-of-game area while you are playing the game, those items are not with your character and are stored some distance away. Items stored in this fashion will always take a minimum of one hour to retrieve and could take longer at the sole discretion of Plot or a Judge. When you wish to store items in this fashion, you must inform a Judge of your intent.

Physical Representations

Whenever a character gains a tagged item, she must ensure that tagged item has a physical representation.

Generally speaking, this is up to the player, although we will do our best to ensure that every item that is put into game as treasure has an appropriate physical representation. **Until an item has a physical representation it is not considered to be in-game.**

You will usually be given a representation for any item you find as treasure on a Cast member, though you should read the tag carefully. If the item is not clearly labeled as with a silver-bordered "Loot" tag, the item still belongs to Sidereus and should be returned to us as soon as possible (meaning you should find another representation when you can). Tags that are not attached to a physical representation can be stolen but can otherwise not be affected by any means and are not in game. **You may never simply take a tag out of your pocket and apply it to a phys-rep, claiming you had the item with you.** To affix a tag to a representation, you must be in a cabin, tavern, or similar area, representing the time it takes to manage equipment.



APPENDIX I

HEIRLOOM & ANCESTRAL GREATNESS ITEMS

When choosing an Heirloom Item for your character with the *Noble Birth* Trait, or an Ancestral Greatness Item for your character with the *Ancestral Greatness* Trait, you are opening up a door to an entirely new way for your character to progress. These items will be a major part of your character's tale, traveling with your character over the many adventures to come.

What follows is a list of properties that may be assigned to an Heirloom or Ancestral Greatness item. Any Heirloom or Ancestral Greatness Item may select one property from each category. In addition, all Ancestral Greatness items and Heirloom items are Masterwork items in addition to their other traits. If the item is an Ancestral Greatness item, you may also select a "spirit" for the item. This trait will determine the way in which the item improves over time, as well as giving it a sort of "personality". Your character will discover more about her Ancestral Greatness item as she grows in experience.

Category One: Auras	
Item Property	Description
Divine Aura (Holy)	This item gives off a powerful aura of holy power. If the item is a weapon, it has a divine +1 bonus to all damage inflicted and can use the <i>holy</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use <i>Resist Vile</i> three times per day. If it is an accessory item, it gives the wearer the ability to use <i>Holy Burst</i> two times per day as an activated ability.
Divine Aura (Vile)	This item gives off a powerful aura of unholy power. If the item is a weapon, it has a magical +1 bonus to all damage inflicted and can use the <i>vile</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use <i>Resist Holy</i> three times per day. If it is an accessory item, it gives the wearer the ability to use <i>Vile Ball</i> two times per day as an activated ability.
Elemental Aura (Acid)	The item gives off an aura of elemental acid. If the item is a weapon, it has a magical +1 bonus to all damage inflicted and it may use the <i>acid</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use the <i>Resist Element (Acid)</i> Trait three times per day. If it is an accessory item, it gives the wearer the ability to use <i>Acid Ball</i> two times per day as an activated ability.
Elemental Aura (Air)	The item gives off an aura of elemental air. If the item is a weapon, it has a magical +1 bonus to all damage inflicted and it may use the <i>air</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use the <i>Resist Element (Air)</i> Trait three times per day. If it is an accessory item, it gives the wearer the ability to use <i>Wind Wall</i> two times per day as an activated ability.
Elemental Aura (Earth)	The item gives off an aura of elemental earth. If the item is a weapon, it has a magical +1 bonus to all damage inflicted and it may use the <i>earth</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use the <i>Resist Element (Earth)</i> Trait three times per day. If it is an accessory item, it gives the wearer the ability to use <i>Stoneskin</i> three times per day as an activated ability.
Elemental Aura (Fire)	The item gives off an aura of elemental flame. If the item is a weapon, it has a magical +1 bonus to all damage inflicted and it may use the <i>fire</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use the <i>Resist Element (Fire)</i> Trait three times per day. If it is an accessory item, it gives the wearer the ability to use <i>Fire Burst</i> two times per day as an activated ability.
Elemental Aura (Ice)	The item gives off an aura of elemental cold. If the item is a weapon, it has a magical +1 bonus to all damage inflicted and it may use the <i>ice</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use the <i>Resist Element (Ice)</i> Trait three times per day. If it is an accessory item, it gives the wearer the ability to use <i>Ice Burst</i> two times per day as an activated ability.
Elemental Aura (Lightning)	The item gives off an aura of elemental lightning. If the item is a weapon, it has a magical +1 bonus to all damage inflicted and it may use the <i>lightning</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use the <i>Resist Element (Lightning)</i> Trait three times per day. If it is an accessory item, it gives the wearer the ability to use <i>Lightning Burst</i> two times per day as an activated ability.
Elemental Aura (Stone)	The item gives off an aura of elemental stone. If the item is a weapon, it has a magical +1 bonus to all damage inflicted and it may use the <i>stone</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use the <i>Resist Element (Stone)</i> Trait three times per day. If it is an accessory item, it gives the wearer the ability to use <i>Stone Ball</i> two times per day as an activated ability.
Elemental Aura (Water)	The item gives off an aura of elemental water. If the item is a weapon, it has a magical +1 bonus to all damage inflicted and it may use the <i>water</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use the <i>Resist Element (Water)</i> Trait three



	times per day. If it is an accessory item, it gives the wearer the ability to use <i>Grease</i> three times per day as an activated ability.
Magical Aura (Bane)	This item has been enchanted to be the bane of a specific creature. Refer to the list of available creature types listed under the <i>Foe Hunter</i> entry on page 101. This aura is available to weapons only. A weapon with this aura inflicts an addition +5 damage against the chosen creature type.
Magical Aura (Defense)	The item gives off a powerful defensive aura. If the item is a weapon, it grants its wielder the ability to use <i>Parry</i> three times per day. If it is an armor or clothing item, it has an innate +1 bonus to the Armor Points granted for each location it covers. If it is an accessory item, it gives the wearer the ability to use <i>Dodge</i> three times per day as an activated ability.
Magical Aura (Fortification)	This item has been magically fortified beyond what would be expected of a normal item of its type. If the item is a weapon, an article of clothing, or an armor item, it is indestructible by ordinary means. If it is an accessory item, it is also indestructible by ordinary means, but also gives the wearer the ability to use <i>Resist Damage</i> once per day as an activated ability.
Magical Aura (Light)	This item gives off a powerful aura of Light energy. If the item is a weapon, it has a magical+1 bonus to all damage inflicted and is able to use the <i>light damage</i> type. If it is an armor or clothing item, it gives the wearer the ability to use <i>Resist Shadow</i> two times per day. If it is an accessory item, it gives the wearer the ability to use <i>Light Burst</i> two times per day as an activated ability.
Magical Aura (Magus)	This item gives off a powerful aura of raw magic. If the item is a weapon, it has a magical+1 bonus to all damage inflicted and is able to use the <i>magic</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use <i>Resist Magic</i> two times per day. If it is an accessory item, it gives the wearer the ability to use <i>Magic Burst</i> two times per day as an activated ability.
Magical Aura (Offense)	The item gives off a powerful offensive aura. If the item is a weapon, it has a magical +1 bonus to all damage inflicted and is able to use the <i>magic</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use <i>Slay</i> three times per day. If it is an accessory item, it gives the wearer the ability to use <i>Eviscerate</i> once per day as an activated ability.
Magical Aura (Poison)	The item gives off an aura of magical poison. If the item is a weapon, it has a magical +1 bonus to all damage inflicted and it may use the <i>poison</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use the <i>Resist Poison</i> Trait three times per day. If it is an accessory item, it gives the wearer the ability to use <i>Serpent's Venom</i> two times per day as an activated ability.
Magical Aura (Shadow)	This item gives off a powerful aura of Shadow energy. If the item is a weapon, it has a magical+1 bonus to all damage inflicted and is able to use the <i>shadow</i> damage type. If it is an armor or clothing item, it gives the wearer the ability to use <i>Resist Light</i> three times per day. If it is an accessory item, it gives the wearer the ability to use <i>Shadow Burst</i> two times per day as an activated ability.
Magical Aura (Vampiric)	This item has been infused with vampiric power. If the item is a weapon, it has the ability to add the <i>Drain</i> effect and +5 damage to any attack made three times per day. If it is an armor or clothing item, it gives the wearer the ability to respond to any killing blow with 10 Drain Retribution damage, as well as rendering the wearer immune to the first killing blow of the day. If it is an accessory item, it gives the wearer the ability to use <i>Drain Health</i> two times per day as an activated ability.

Category Two: Traits

Item Property	Description
Legendary	This item has been spoken of in song and legend. Its monetary value is doubled. In addition, it may be recognized from time to time in your travels. You must name this item by the third event you attend or the Plot Committee will name it for you.
Lifesaving	The item is infused with the power of life energy. If the wielder is ever killed or begins their "death count", the item immediately targets the wielder with a <i>Revive</i> spell. This is instantaneous and cannot be prevented in any way. This effect may be used once per event.
Lucky	The item is a good luck charm of rather significant power. While its effects cannot necessarily be quantified, the item has a strange magical aura that seems to assist its wielder in getting out of trouble at exactly the last possible moment. In addition, thanks to sheer luck and good fortune, the wielder gains the use of the <i>Evade</i> Skill three times a day while wielding this item.
Pious	The item is dedicated to the service of a deity. The item must bear iconography of the deity in question, as the item also serves the deity's purpose with unquestioning fervor. As long as the wielder is a servant of the deity in good standing, possessing either the <i>Chosen One</i> Trait or the <i>Clerical Investment</i> Trait of the appropriate deity, the item grants the user the ability to cast <i>Heal</i> on themselves once per day, and <i>Cure Light Wounds</i> three times per day.



Rage-born	Weapons Only. The item is infused with the overwhelming sensation of rage and unbridled fury. If the character is ever affected by a <i>berserk</i> effect, she may add +5 to her damage with this weapon. Also, while the character is under a <i>berserk</i> effect, she is immune to <i>Fear</i> and <i>Terror</i> effects.
Seeking	The item is infused with a very minor intelligence, and has the ability to track as if it possessed the <i>Tracking</i> skill at 20 levels. For roleplaying purposes, it is the item that possesses the Skill and not its user. The user must speak aloud what she wishes to track, then activate the item. Remember that for most uses of the <i>Tracking</i> Skill, a Judge must be present.
Special Material	The item is made of an unusual material. See the list of crafting materials on page 226. The item is constructed from one of these materials. You may not combine a material associated with one element with an aura of an opposing element (Shadow with Light, Fire with Ice, etc). If the item is made of a material that is associated with the same element or property as the aura you select, double all associated numerical bonuses (ex., it gains a +2 damage bonus instead of a +1 damage bonus and so on)
Whispering	May not be combined with Divine Aura (Holy). The item is enchanted with some strange curse, causing it to whisper in the night to the one who wields it. The item causes its wielder to have Nightmares as per the <i>Nightmares</i> Trait. If the user already has the Trait, they will have one step more severe nightmares. If they have Night Terrors, the wielder will take that effect as well as a <i>Fatigue</i> effect once the <i>Berserk</i> effect ends. However, the whispering voices will occasionally tell the wielder useful secrets.

Category Three: Spirits (Ancestral Greatness Items Only)

Item Property	Description
Avarice	Focused on greed and accumulating wealth and power, avarice is the key to unlocking this item's true potential. Avarice spirit items are more likely to develop powers regarding taking control by force, subsuming others to one's will, and the Intellect ability score.
Compassion	Focused on understanding others and insight into the motivations of others, compassion is the key to unlocking this item's true potential. Compassion spirit items are more likely to develop powers regarding understanding others, insight, and the Intellect ability score.
Courage	Focused on overcoming fear and adversity, courage is the key to unlocking this item's true potential. Courage spirit items are more likely to develop powers regarding resisting fear, overcoming boundaries, the Strength ability score, and freedom from bonds and restrictions.
Hope	Focused on positivity, hope and optimism, hope is the key to unlocking this item's true potential. Hope spirit items are more likely to develop powers regarding resurrection and restoration, strengthening the weak, and the Spirit ability score.
Love	Focused on love and selfless regard for others, love is the key to unlocking this item's true potential. Love spirit items are more likely to develop powers regarding protecting others, defending the helpless, mending wounds, and the Spirit ability score.
Rage	Focused on unbridled anger and furious displays, rage is the key to unlocking this item's true potential. Rage spirit items are more likely to develop powers regarding destruction and chaos, ignoring physical injury to gain supremacy in battle, and the Strength ability score.
Willpower	Focused on exerting one's will over the world around you, willpower is the key to unlocking this item's true potential. Willpower spirit items are more likely to develop powers regarding resisting enchantment, the Spirit ability score, and temporary immunity to effects.
Temperance	Focused on balance and seeking equity between all forces, temperance is the key to unlocking this item's true potential. Temperance spirit items are more likely to develop powers regarding resisting binding, the Agility ability score, mending wounds and injuries.
Desire	Focused on desire and an overwhelming need to take things for oneself, desire is the key to unlocking this item's true potential. Desire spirit items are more likely to develop powers regarding domination, breaking the will of others, and the Spirit ability score.
Torment	Focused on pain and causing others to suffer at the whim of its wielder, torment is the key to unlocking this item's true potential. Torment spirit items are more likely to develop powers regarding causing pain, resisting physical damage, and the Endurance ability score.



APPENDIX II

EQUIPMENT & ITEMS

A character's equipment and items can vary widely in the game, as tagged items that have a direct impact on combat and untagged items that are more for role-play use can get confused in some cases. Players may wish to bring a myriad of items into game, representing trinkets, craft items and other useful things that a character may have in her possession.

While we do allow you to bring such items into the game, there are some restrictions on what any character can have with them to ensure the overall balance of the game is preserved.

An Adventurer's Equipment

When you attend your first game of Sidereus it may be tempting to throw every interesting bauble and period item in your bag to give your character as many options as possible. While this is a temptation many of us have, we request that you do not do this. **Characters are expected to have no more than a small amount of miscellaneous non-tagged goods and equipment in order to preserve a sense of a balance in the game.**

When you attend the game, think carefully about what your character would carry with her. If she is a fortune teller, she would of course have her tarot cards with her, but would she necessarily have that giant bronze statue you bought at a renaissance faire?

While this seems humorous, we only ask that you bring what your character would be travelling with and little more.

If your character would be staying at a more permanent residence, perhaps a cabin or a guild hall, that changes the situation dramatically. You are more than welcome to load up your room at your guild hall or your cabin with plenty of items that you can decorate with and help to establish your character's origins and history with. Keep in mind that your character, in this case, would have time to collect the various items in her possession, but check with the Plot Committee regarding the in-game value and properties of these items.

What You Can Bring

Players often ask us if they can bring their own food items, or if it is alright to walk around in-game with a water bottle. The answer to these questions is simple. If you

are going to eat food in game, you are more than welcome to do so. We only request that you keep your food wrapped in an in-period wrapping or container. For example, cheesecloth is excellent for wrapping granola, cheese, crackers and so on. If you are going to be carrying a water bottle in game, we ask that you only drink from it in out-of-game areas. If the water bottle resembles a water skin or in-period drinking vessel then that is a different story.

To keep things simple, think of it this way; if your character could be seen in a photo holding the food item or drinking vessel you wish to bring in game, and it wouldn't distort the sense of immersion, then it's going to be fine to bring it in game. Remember that all such things remain at the sole discretion of the Sidereus Plot Committee.

When it comes to sharing specific food items, things can get more complex. Sidereus LARP assumes no liability for players giving food or drink to other players. Please be considerate if you wish to serve food or drink and keep in mind potential issues such as food allergies, religious beliefs and so on. **In short, always let other players know what is in the food you are offering them before expecting them to eat it (yes even for something as simple as cookies).**

The same rules on period items and appearance apply to things such as sunglasses, musical instruments, and yes, clothing. Please avoid wearing sneakers, sunglasses or bringing obviously modern items into game in any way shape or form. Immersion is key in Sidereus and we will enforce this.

Also note, even though things like personal medication and other health items are obviously out of game, we will not reprimand you for having them with you in-game. If you need to use your inhaler right after a battle, PLEASE DO.

Miscellaneous Items & Skills

We are often asked if a player can bring in a guitar or similar instrument when their character doesn't actually have any musical skills. Similarly, characters will bring in items like cookies, cakes, maps, or tanned hides, and they have no skill to represent how they made or acquired these items.

If your character cannot cook or bake, please do not have her bring in plates of cookies or

pastries (as much as we will miss them). If your character cannot sing, please do not start performing in front of the tavern at night without taking at least a few levels of the appropriate skill.

Remember, role-play is about more than just combat or how hard a character can swing her sword. Other players will put a great deal of time and effort into their characters to give them abilities allowing them to cook, or perform, or craft various materials. If you would like your character to be able to do the same take the appropriate skills.

Coming into game with items or materials that your character should not have been able to acquire is a white card violation of the rules. If you are confused as to what would and would not be allowed, feel free to contact the Plot Committee and ask us directly.

Always remember, with food or drink you should always inform any players purchasing or sharing items what they are made from. **This is mandatory.**

Open Flame

Generally speaking, we at Sidereus prefer that our players resort to LED or battery powered candles, lanterns and torches rather than using the real thing. If you do bring a candle to an event please keep a close eye on it. If you are not responsible with your flame items, you will lose the privilege of bringing them into game. Flame items are not to be left unattended in cabins or tavern rooms. Doing so is considered a yellow card infraction, please think carefully.

Real torches may never be used. Campfires may be used with advance permission from the Plot Committee. If you choose to use a campfire, at least one player must take personal responsibility for it – also, please remember to ensure that combat does not occur near it. Finally, keep the campfire reasonably small. Abuse of this rule will result in severe disciplinary action. In short, be an adult.

Keep in mind that whatever you carry may break if it is made of glass, so we ask that any portable light source be primarily made of plastic for safety reasons.



Anachronism

Some items that you may wish to bring in game may not have existed in a medieval world but do exist in our fantasy world. Generally speaking, telescopes do exist in game, as do pocket watches and more advanced machinery. These items are often rare but do exist. If you would like to bring an item like a pocket watch, telescope, or similar item into game, please check the item in at logistics so you can receive a valuable item tag. You may only bring such an item into game if your character has the money to afford it. These items can lend an advantage in game in certain circumstances so they must be tagged.

Personal items such as medication, glasses, and other items may be kept on your person and will generally be ignored by other players.

Modern pens and similar items should not be bought directly into game. If you wish to bring a pen into game, make an effort to make it at least appear to be a quill pen. The same goes for journals, clothing, or any other assorted items you may find.

Mobile phones, wristwatches, pagers and other such items are totally prohibited in in-game areas. Please do not check your mobile devices in public if you must have it on you and keep the ringer off at all times. Mobile devices may be used in specially designated areas.

Modern iconography such as television characters, photographs, or images, as well as verbal references to movies, comic books, or similar media, will not be tolerated. Referencing these items in-game is a white card infraction and should be avoided at all costs.

By this same logic, recognizable images or iconography on weapons, armor or shields should be avoided at all costs. Failure to do so could prevent you from using the item in-game.

Again, please respect other players and their gameplay experience above all.

The key to Sidereus is immersion. Try to live the way your character would live (within reason) for the days during an event, and you will soon find yourself getting swept away in a fantasy world beyond your wildest imagination.

