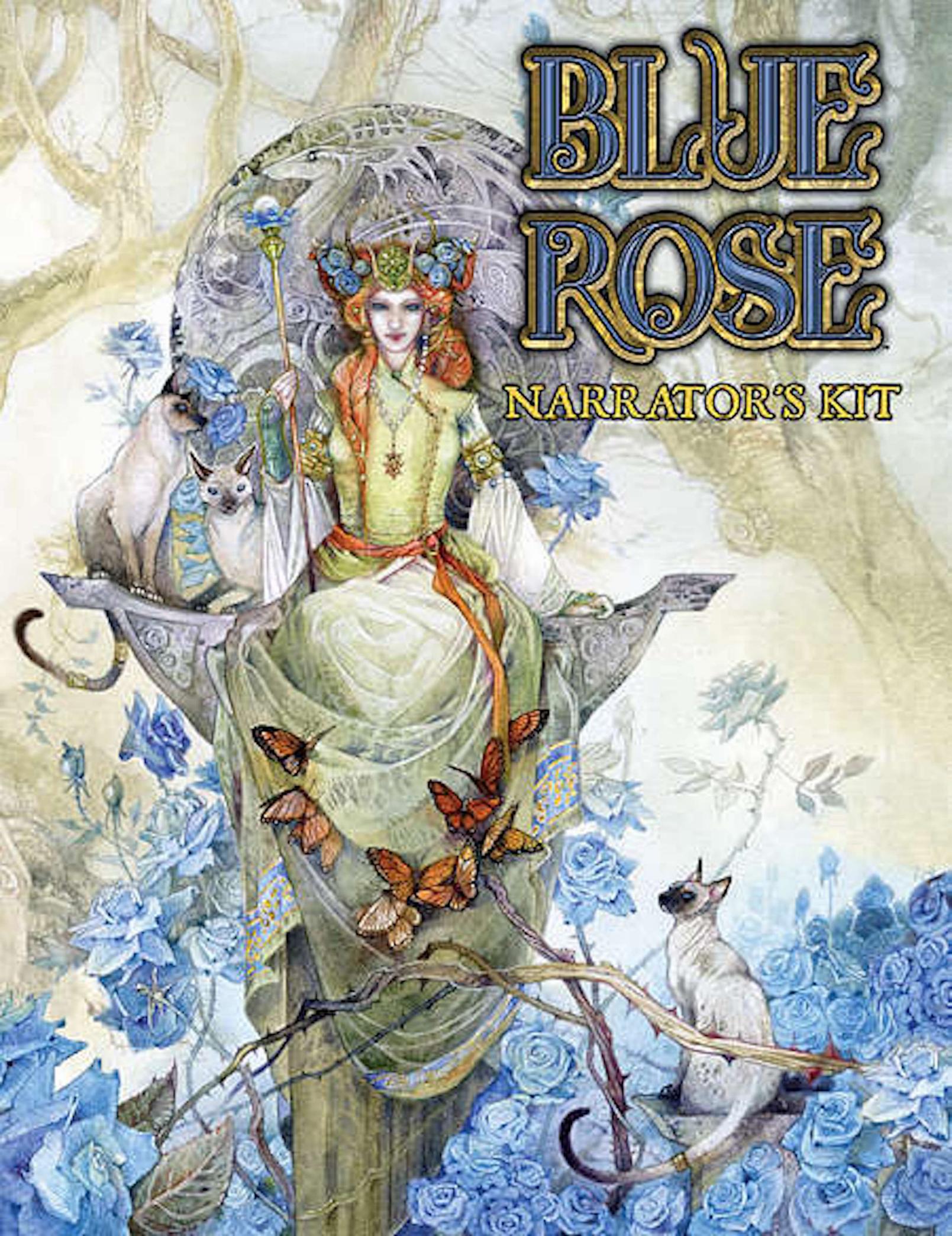


BLUE ROSE

NARRATOR'S KIT



INTRODUCTION

This booklet offers seven pre-generated 1st-level *Blue Rose* heroes, suitable for immediate use in play, either as ready-made characters for players or as Narrator characters used for support, background, or even as rivals or adversaries of the players' characters. Just copy the information presented onto a character sheet (available for free download at www.blueroserp.com), and you'll be ready to find adventure in the world of Aldea.

In keeping with the style of *Blue Rose*, the characters in this booklet cover a wide range of races, genders, backgrounds, and the like, to encompass the diversity of options

available in the game. To further expand on this, each character offers several options to modify or customize the character to better fit with a particular concept. Players should feel free to make use of these and Narrators may find them useful in terms of building "stock" characters for use in the game, even without using the presented background and personality.

Lastly, both players and Narrators can use the characters in this booklet as worked examples of character creation for *Blue Rose* when going through the process of building their own characters.

ELLEN COALER



ELLEN COALER

ABILITIES (FOCUSES)

2	ACCURACY
0	COMMUNICATION
0	CONSTITUTION (SWIMMING)
2	DEXTERITY
0	FIGHTING
4	INTELLIGENCE (HISTORICAL LORE)
2	PERCEPTION (SEARCHING)
0	STRENGTH
4	WILLPOWER

SPEED HEALTH DEFENSE ARMOR RATING ARMOR PENALTY

12 23 12 0 0

WEAPON ATTACK ROLL DAMAGE

CRYSTON ACCURACY 2D6+4

(Range 400 feet)

SPECIAL QUALITIES

CLASS ABILITIES: Arcane Channeling

LANGUAGES: Aldin, Old Vatazin

WEAPON GROUPS: Brawling and Staves

TALENTS: Psychic (Novice), Shaping (Novice), Lore (Novice)

ARCANA: Move Object, Psychic Contact, Psychic Shield, Second Sight, Weather Shaping

RACE: HUMAN GENDER: LAEVVEL
CLASS: ADEPT BACKGROUND: ALDIS

When Elen was born, their parents knew they were going to be special. Born on the night of an eclipse, and laevvel also, having both male and female qualities, Elen was raised knowing they were special and indeed started showing arcane talent earlier than most children. Elen began attending the academy at the age of 9. There they learned humility (or at least became passingly familiar with the term) under the guidance of Master Caravel, an instructor at the school. He also

started Elen on the path to mastering their talents. They have learned a great deal since then, and with a great thirst for knowledge, Elen has set off into the world in search of whatever they can learn to become a true master adept in the service of Aldis.

PERSONALITY

Elen was raised with the knowledge they were special. This has led them to be proud and sure of their place at the center of things. They also have an aptitude for arcana, which has given them an enormous appetite for arcane lore. This is all-consuming and can result in Elen seeming a bit aloof. It also causes them to take great risks to pursue obscure and even forbidden arcane lore.

GOALS

The one thing Elen wants more than anything else in the world is mastery of the arcane and knowledge. They pursue this at any cost and have a curiosity which tends to land them in dangerous situations. A more than passing interest in sorcery is one of many examples of this.

CALLING

THE ADEPT

Elen's most treasured dream and driving passion is to become the greatest arcanist of their time, and to know everything that can be known.

DESTINY

CURIOS

There is much to learn and know in the world. If Elen uses their gifts in the best way possible, they will learn much for the world and create a myriad of wonderful and beautiful things.

FATE

CARELESS

Elen desires to know everything. This includes dangerous, even forbidden things. If Elen cannot control their aspirations and take things slowly and with great care, the temptations of sorcery may overcome them.

RELATIONSHIPS

MASTER CARAVEL (INTENSITY 2)

Old Caravel is like a second father to me, but one who knew what to do with me, you know? Taught me...oh...a third of what I know. I owe him a great deal.

OPTIONS

Here are a few options to modify Elen to suit different concepts.

WILD ELEN

Elen's desire for knowledge leads them down strange paths and into places where they should not go. One of the ways this may have manifested is in wild arcana. Without the formal training they need, Elen has not yet mastered this untamed arcane potential.

STATISTIC CHANGES

REPLACE: Psychic Contact with Sense Minds.

ADD: Light Shaping

REPLACE: Psychic (Novice) with Wild Arcane (Novice).

DISCIPLINED ELEN

Elen has had a lot of structure at the academy. They still haven't gotten much instruction except odds and ends from the professors there, but have worked wonders with just that. By studying at the library and practicing late into the night they have turned small snippets into an impressive number of arcana.

STATISTIC CHANGES

REPLACE: Psychic with Arcane Training.

REPLACE: Psychic Contact with Ward.

DOWN-TO-EARTH ELEN

Elen spends a lot of time thinking about things not happening right now. They have a lot of trouble talking to others about it, and focusing on the task at hand. This version of Elen is a bit more interested in what is going on around them.

STATISTIC CHANGES

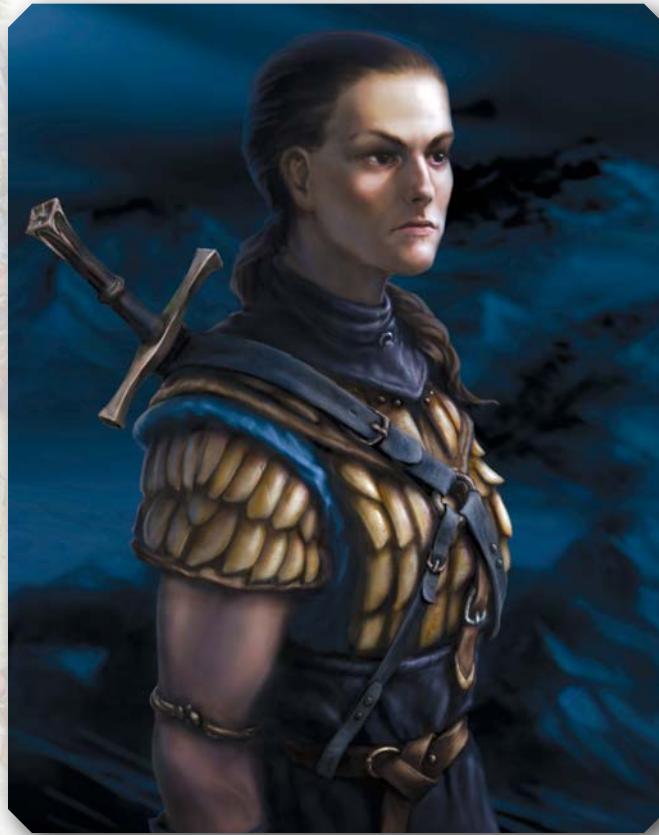
1	COMMUNICATION
0	CONSTITUTION (SWIMMING)
3	INTELLIGENCE (HISTORICAL LORE)
3	PERCEPTION (SEARCHING)
3	WILLPOWER

REPLACE: Psychic (Novice) with Visionary (Novice)

REPLACE: Psychic Contact with Visions



LIZA ROOKBANE



Liza is the child of two warrior slaves of Kern. She learned much of the cruelty needed to survive in the Land Under Shadow while growing up. For 15 years, the family struggled to survive but stuck together in the face of adversity. When Liza's parents finally decided she was old enough, they banded together and fled Kern, searching for a land free of oppression and hardship. The journey was long but ultimately worth it as the Rookbanes found Aldis. There the family took up residence and new military jobs. Liza, now of age to work, resented her parents' eager return to the role of soldiers. Wishing to use what she learned in Kern for things other than military might, Liza has turned to serving as an envoy and hopes to make her parents proud without the constant need for violence.

PERSONALITY

Much like her parents, Liza is stubborn and determined. This refusal to give up ensured the survival of the Rookbanes for quite some time. Despite having her parents' lackluster proficiency in social settings, Liza is excited to be out and about meeting new people, even if some are initially put off by her size and strength. She is eager to see what the world has to offer from a lens not clouded by war and death.

LIZA ROOKBANE

ABILITIES (FOCUSES)

1	ACCURACY
1	COMMUNICATION
2	CONSTITUTION (STAMINA)
1	DEXTERITY (RIDING)
3	FIGHTING
2	INTELLIGENCE
0	PERCEPTION
4	STRENGTH (INTIMIDATION)
1	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING	ARMOR PENALTY
9	35	13	5	-2

WEAPON	ATTACK ROLL	DAMAGE
BATTLE AXE	FIGHTING	2D6+4
FLAIL	FIGHTING	1D6+7

Reduce shield bonus of defender by 2

TWO-HANDED SWORD	FIGHTING	3D6+4
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Two-handed, no shield, can't be used mounted

SPECIAL QUALITIES

LANGUAGES: Aldin, Kernish

WEAPON GROUPS: Brawling, Axes, Bludgeons, Heavy Blades, Heavy Shield

TALENTS: Arcane Potential (Novice), Weapon and Shield Style (Novice). Armor Training (Novice)

ARCANA: Arcane Weapon

ARMOR: Medium Armor, Medium Shield

RACE: HUMAN **GENDER: FEMALE**
CLASS: WARRIOR **BACKGROUND: KERNISH**

GOALS

Liza sought to become an envoy to show that might has uses beyond the battlefield, and that there are options other than force. She wants nothing more than to make a living outside of hurting people. Liza wants to discover new things and people and to see the world beyond the bounds of Kern.

CALLING

THE FOOL

Liza is an adventurer at heart. She wants to see and do things soldiers could never experience. It is through this

Liza Rookbane

objective Liza wants to change how her parents view her and their time living in Kern, knowing she can be so much more.

DESTINY

COURAGEOUS

From her parents Liza also received courage. She does not back down from adversity and spits in the face of danger. Having lived through many awful things in her relatively young life, Liza believes every new enemy will never hold a candle to the horrors she faced in Kern. She may be wrong, but her bravery will not easily falter.

FATE

CRUEL

Some things can't be unlearned. Whether she likes it or not, Liza grew up in Kern and when pushed to her limit the same brutality that kept her family alive resurfaces. Though it is repressed, her parents taught Liza well how to gain from the suffering of others and one never truly forgets their time in Kern.

RELATIONSHIPS

ASRAL ROOKBANE (INTENSITY 1)

My father taught me how to put on a scary face and look mean when I had to. He was the one to suggest we serve the Aldin military after Kern and I'd be lying if I said I didn't resent him a bit for it.

JAEN ROOKBANE (INTENSITY 2)

My mother knows how to fight even more than my father. She taught us both everything Dad and I know about combat, for better or for worse.

OPTIONS

Here are a few things you can do to modify Liza in different ways.

SWIFT SHOOTER LIZA

Liza takes to defeating enemies from afar, much to her parents' chagrin.

STATISTIC CHANGES

2	ACCURACY
1	FIGHTING
3	PERCEPTION
2	STRENGTH (INTIMIDATION)

WEAPON	ATTACK ROLL	DAMAGE
THROWN BLADE	ACCURACY	1D6
<i>Ranged(6-12 yds), Reload(minor), replaces Battle Axe</i>		
CROSSBOW	ACCURACY	2D6
<i>Ranged(30-60 yds), Reload(major), replaces Flail</i>		
RAPIER	ACCURACY	1D6+1
<i>Replaces Two-handed Sword</i>		

WEAPON GROUPS: Brawling, Axes, Light Blades, Bows

REPLACE: Weapon and Shield Style (Novice) with Archery Style (Novice) and Arcane Potential (Novice) with Throwing Weapon Style (Novice)

REMOVE: Medium shield **CHANGE:** Defense to 11

DUAL WEAPON FIGHTER LIZA

This version of Liza sheds her shield in favor of an additional sword like her father.

STATISTIC CHANGES

3	DEXTERITY (RIDING)
1	INTELLIGENCE
3	STRENGTH (INTIMIDATION)

WEAPON	ATTACK ROLL	DAMAGE
LONGSWORD x2	FIGHTING	2D6
<i>Replaces Battle Axe and Flail</i>		

WEAPON GROUPS: Brawling, Axes, Bludgeons, Heavy Blades

REPLACE: Weapon and Shield Style (Novice) with Dual Weapon Style (Novice) and Arcane Potential (Novice) with Quick Reflexes (Novice)

REMOVE: Medium shield **CHANGE:** Speed to 11

ABLE DRINKER LIZA

Bars and taverns are the perfect place to find new quests and adventures.

STATISTIC CHANGES

2	ACCURACY
2	COMMUNICATION
1	DEXTERITY
2	FIGHTING
1	INTELLIGENCE

WEAPON	ATTACK ROLL	DAMAGE
BRAWLING	ACCURACY	1D6+4
<i>Add to existing weapons</i>		

WEAPON GROUPS: Brawling, Axes, Bludgeons, Heavy Blades

REPLACE: Weapon and Shield Style (Novice) with Carousing (Novice) and Arcane Potential (Novice) with Unarmed Style (Novice)

REMOVE: Medium shield **CHANGE:** Defense to 11

BLUE ROSE

NARRATOR'S KIT

BEATRICE



Beatrice awoke in a remote part of the Pavin Weald. Hunters from Kern moved through the area and killed much of the wildlife there, including Beatrice's parents. She tried her best to protect them, but ultimately it was not enough. This event drove the rhy-wolf deeper into the forest to hide from her grief and the hunters. Deeper inland she met Witra Irthen, a kind Forest Folk who offered her food and shelter. They spent a great deal of time together, Beatrice providing watch and insight, Witra bringing food and expertise. Their time would draw to a close however, as Witra vanished without a trace during the night, leaving Beatrice alone once more. Now on the search for her friend, Beatrice has sought out the company of other people, but is still a fierce defender of the wilds and their creatures.

PERSONALITY

Beatrice is capable and headstrong, choosing to face problems head on. As a result of her parents' deaths and Witra's disappearance, she is emotionally closed off and doesn't easily convey happiness or affection. She is

BEATRICE

Abilities (Focuses)								
2	Accuracy							
1	Communication							
1	Constitution							
2	DEXTERITY (STEALTH)							
1	Fighting							
2	Intelligence (Natural Lore)							
3	Perception (Smelling, Seeing)							
2	Strength							
1	Willpower							
Speed	Health	Defense	Armor Rating	Armor Penalty				
12	24	12	0	0				
Weapon	Attack Roll		Damage					
Bite	Accuracy		1d6+3					
<i>Natural Weapon</i>								
Special Qualities								
Racial Abilities: Night Vision								
Languages: Aldin								
Weapon Groups: Natural Weapons								
Talents: Psychic (Novice), Healing (Novice), Visionary (Novice), Observation (Novice)								
Arcana: Cure, Draw Vitality, Object Reading, Psychic Contact, Psychic Shield, Second Sight, Visions								
Race: Rhy-Wolf Gender: Female Class: Adept Background: None								

fearful of getting attached to another person, lest they be taken away from her.

GOALS

More than anything, Beatrice wants to see her closest friend again. Beatrice has no family left, but understands there are other rhydan who are willing to help, such as Doma. While she appreciates the notion, he cannot replace Witra.

CALLING

JUSTICE

Beatrice works day and night trying to find her friend and will not rest until Witra is safe and those responsible for his disappearance are brought to justice. Beatrice is similarly motivated to seek justice for others who have lost loved ones.

DESTINY

DEDICATED

Nothing sways Beatrice easily. Every action she takes is for the sake of her goals, whether it's saving Witra or just getting through the day.

FATE

OBSESSIVE

After spending so much time on her own, Beatrice has grown increasingly obsessed with her search. She fears Witra will be dead by the time she finds him, or worse, Witra will hold his fate against her for being unable to save him.

RELATIONSHIPS

DOMA (INTENSITY 1)

Another rhy-wolf, Doma has taught me much about the outside world and other people. While he cannot replace Witra's companionship, I am most grateful for his help.

WITRA IRTHEN (INTENSITY 2)

Witra's the only person I have left. I must do everything that I can to find and help him.

OPTIONS

Here are some options to customize Beatrice as a character.

PACK LEADER BEATRICE

Why do anything alone? This Beatrice can summon various animal allies.

STATISTIC CHANGES

2	COMMUNICATION
0	CONSTITUTION
1	INTELLIGENCE (NATURAL LORE)
0	STRENGTH
2	WILLPOWER

REPLACE: Visionary (Novice) with Animism (Novice)

REPLACE: Visions with Animal Summoning and Object Reading with Animal Messenger

SHAPER BEATRICE

Beatrice favors shaping arcana rather than healing in her efforts to locate her friend.

STATISTIC CHANGES

REPLACE: Healing (Novice) with Shaping (Novice)

REPLACE: Cure with Move Object and Draw Vitality with Plant Shaping

RHY-CAT BEATRICE

This version is an awakened cat rather than a wolf.

STATISTIC CHANGES

0	CONSTITUTION
3	DEXTERITY (STEALTH)
2	INTELLIGENCE (NATURAL LORE)
0	STRENGTH

WEAPON	ATTACK ROLL	DAMAGE
BITE	ACCURACY	1D6+3
	<i>Natural Weapon</i>	
CLAWS	FIGHTING	1D6+2
	<i>Natural Weapon</i>	

CHANGE: Race to Rhy-Cat

CHANGE: Defense to 13, and Speed to 13

RHY-BEAR BEATRICE

This Beatrice is an awakened bear rather than a wolf.

STATISTIC CHANGES

3	CONSTITUTION
1	DEXTERITY (STEALTH)
2	PERCEPTION (SMELLING, SEEING)
4	STRENGTH

WEAPON	ATTACK ROLL	DAMAGE
BITE	ACCURACY	1D6+5
	<i>Natural Weapon</i>	
CLAW	FIGHTING	2D6+4
	<i>Natural Weapon</i>	

CHANGE: Race to Rhy-Bear

CHANGE: Defense to 11, and Speed to 11

PSYCHIC BEATRICE

This version of Beatrice focuses more on her psychic arcana, to the exclusion of healing.

STATISTIC CHANGES

REPLACE: Healing (Novice) with Arcane Training (Novice)

REPLACE: Cure with Heart Reading and Draw Vitality with Sleep

HUGO SHELLEY



In the northwest of Aldis lies a small village inhabited almost entirely by night people. This is where Hugo Shelley was born. In the time since its founding, the village has become independent and organized, with night people holding all political offices and roles there. Because of this, it has become a haven, where night people come to live, particularly if they feel rejected elsewhere. Hugo grew up where he was accepted and treated as an equal. He learned about those serving as nobles in Aldis and his dream is to one day become a noble himself, and an example to his people and the world.

PERSONALITY

Hugo is a slow and deliberate person. It takes him a bit of time to deal with new information, not because of any cognitive difficulty, but because he analyzes everything so carefully. It is important to him to be recognized for things other than his strength. This has led him to be more careful and considerate than many people. Hugo almost always attempts to defuse tense situations with politeness and carefully chosen words. Violence is almost always his last resort.

HUGO SHELLEY

ABILITIES (FOCUSES)

0	ACCURACY
2	COMMUNICATION (PERSUASION)
2	CONSTITUTION (STAMINA)
2	DEXTERITY
0	FIGHTING
3	INTELLIGENCE
0	PERCEPTION (SMELLING)
2	STRENGTH
3	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING	ARMOR PENALTY
12	29	12	3	0

WEAPON	ATTACK ROLL	DAMAGE
STRAIGHT SWORD	ACCURACY	1D6+3
GREATBOW	ACCURACY	1D6+3

Can't be used mounted, Ranged (Short 30 yds, Long 60 yds), Reload (Minor Action)

SPECIAL QUALITIES

RACIAL ABILITIES: Night Vision (30 yards), Light Blindness

LANGUAGES: Aldin, Rezean

CLASS POWERS: Pinpoint Attack, Expert's Armor

WEAPON GROUPS: Bows, Brawling, Light Blades, Staves

TALENTS: Oratory (Novice)

ARMOR: Light Armor

RACE: NIGHT PERSON **GENDER: MALE**
CLASS: EXPERT **BACKGROUND: ALDIN**

GOALS

From childhood Hugo understood the injustice in how his people were treated in much of the world. He also saw many night people had accepted their "place." He wants to be an example to them and show the world his people are not mindless fighting machines and deserve the same respect given all other races. The path he has chosen to do this is to become a noble in service to Aldis and all of its people.

CALLING

THE HERMIT

The most important thing to Hugo is the world accepts and understands his people. They are mistrusted by some

for the crimes of their ancestors or creators, and this does not sit well with Hugo.

DESTINY

FORWARD-THINKING

Changing the world is Hugo's destiny. Making it a better place for him and his kind is what will validate his life and work. Forging new pathways to justice and equality is what Hugo was meant to do.

FATE

CYNICAL

Constantly dealing with prejudice and disappointment can begin to gnaw at a person's soul. Over time, if Hugo is not careful, he will begin to believe that he can never achieve his goals, at least not without following a dark path.

RELATIONSHIPS

ARMIE SHELLEY (INTENSITY 2)

My mother has always supported me. One of the reasons I do what I do is because I want to make her proud.

HARMAN STOKER (INTENSITY 1)

If there is anyone in the history of my people I revere above all others, it is Harman Stoker. He is the leader of our community of night people, and has done a lot of work to keep us united.

OPTIONS

Here are a few options for modifying Hugo as a character.

KERN HUGO

This Hugo was raised in Kern, not Aldis, and escaped to freedom in the Kingdom of the Blue Rose as a youth. He has since devoted himself to improving the lot of the night people in his adopted home, recognizing Aldis' potential for welcoming all, but seeing that even the Aldins can improve their understanding of peoples "touched by Shadow."

STATISTIC CHANGES

2	COMMUNICATION
0	PERCEPTION (SMELLING, SEARCHING)

REPLACE: Aldin background with Kernish background

ROAMER HUGO

In his efforts to spread word and seek allies in his struggle, Hugo has traveled a great deal. This gives him a lot more

language experience, and a background spent among the Roamers.

STATISTIC CHANGES

2	COMMUNICATION (PERFORMANCE)
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REPLACE: Aldin background with Roamer background

CHANGE: Languages to Aldin, Faento and Rezean

REPLACE: Oratory (Novice) with Linguistics (Novice, Faento)

HUGO THE KNIGHT

Hugo was raised in the north, and is no stranger to defending his home from darkfiends and other thralls to the Lich King. This version of Hugo embodies this, and wishes to become a noble knight and defender of the land.

STATISTIC CHANGES

2	ACCURACY
3	DEXTERITY
1	INTELLIGENCE
2	WILLPOWER

CHANGE: Defense to 13, and Speed to 13

HALF-HUMAN HUGO

Hugo's grandmother on his father's side is a human. In this version of Hugo, this side of his heritage shows up strongly.

STATISTIC CHANGES

4	INTELLIGENCE
2	WILLPOWER

SCOUT HUGO

This version of Hugo is more of an outdoorsman, relying on skills learned in his youth, with aims toward improving himself in other areas.

STATISTIC CHANGES

2	COMMUNICATION
2	DEXTERITY (STEALTH))

REPLACE: Oratory (Novice) with Scouting (Novice)



NIDAE DAL



Born in Rezea to the Dal clan, Nidae trained as a warrior and hunter, fiercely competitive and a frequent winner of contests, but with the coming of adulthood came to recognize her nature as laevvel and that she was not male, but female. The process of transition was difficult for Nidae, but she insisted on taking no time away from training or duty. When a clan-mate perished during a shadowspawn raid, Nidae blamed herself for being distracted, and eventually chose to leave home to start a new life in Aldis. There she feels she has left her old life behind, but not the responsibility of the life she owes, which is why Nidae has sought to become an investigator and officer of the Queen's peace in Aldis.

PERSONALITY

As a budding peace officer, Nidae understands she still has much to learn both about Aldis and the law. She is compassionate and well-meaning, trying to solve conflicts without force unless it's absolutely necessary. If a situation ever escalates to violence, Nidae attempts to deal with her adversary with nonlethal methods, if possible, and often even heals their injuries afterward.

NIDAE DAL

ABILITIES (FOCUSES)

0	ACCURACY
0	COMMUNICATION
3	CONSTITUTION (STAMINA)
2	DEXTERITY
3	FIGHTING
0	INTELLIGENCE
2	PERCEPTION
3	STRENGTH
1	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING	ARMOR PENALTY
10	36	12	5	-2

WEAPON	ATTACK ROLL	DAMAGE
CUDGEL	FIGHTING	2D6+3
WINGED SPEAR	FIGHTING	2D6+5
GREATSWORD	FIGHTING	3D6+3

Two-handed, mounted penalty, no shield

Two-Handed, No shield, can't be used mounted

SPECIAL QUALITIES

LANGUAGES: Aldin, Rezean

RACIAL ABILITIES: Quick Healing, Night Vision (30 yards), Light Blindness

WEAPON GROUPS: Brawling, Bludgeons, Heavy Blades, Polearms

TALENTS: Armor Training (Novice), Healing (Novice), Single Weapon Style (Novice), Two-Handed Style (Novice)

ARCANA: Cure, Psychic Shield, Second Sight

ARMOR: Medium Armor

RACE: VATA'SHA **GENDER: LAEVVEL (FEMALE)**

CLASS: WARRIOR **BACKGROUND: REZEAN**

GOALS

Nidae wishes to use her skills and training to help people rather than harm them. She is training and working hard to move up the ranks of the guard. Nidae hopes to someday be a truly skilled officer and worthy citizen of Aldis.

CALLING

THE HANGED MAN

Reconciliation for lives lost is all Nidae wants. She is trying to go about finding inner peace in a way that helps as many people as possible.

DESTINY

HARD-WORKING

Nidae enjoys her work and strives to keep others safe and maintain order. Every day she tries to help more people than the last and adheres to the strict rules of being a law enforcer.

FATE

REMORSEFUL

Despite her best efforts, Nidae cannot find forgiveness in herself for the lapse that led to the death of her clansman, Jorren. She regrets when a situation turns violent and any harm she inflicts weighs heavily on Nidae's conscience. She frets about performing her duties well.

RELATIONSHIPS

PEOPLE OF ALDIS (INTENSITY 2)

The citizens of this great city are worth protecting and I have dedicated myself to doing that.

REZEAN CLAN (INTENSITY 1)

Although I have left behind my clan and my homeland, I'll never be able to forget what happened there.

OPTIONS

Here are a few ways you can modify Nidae to get different types of characters.

DEFENDER NIDAE

Nidae has devoted her life to protecting others. This approach provides Nidae with abilities focused on defense.

STATISTIC CHANGES

0	DEXTERITY
3	PERCEPTION
2	WILLPOWER

REPLACE: Two-Handed style (Novice) with Weapon and Shield Style (Novice)

REPLACE: Medium armor with Heavy armor and Medium shield

CHANGE: Defense to 12, and Speed to 6

FINESSE NIDAE

Nidae is a skilled fighter, with a diverse set of skills. This option reflects better use of finesse weapons.

STATISTIC CHANGES

2	ACCURACY	
1	FIGHTING	
WEAPON	ATTACK ROLL	DAMAGE
RAPIER	ACCURACY	1d6+1
<i>Replaces Cudgel</i>		
LONGBOW	ACCURACY	1d6+3
<i>Ranged (30-60yds), Reload (minor), can't be used mounted, replaces Winged Spear</i>		
QUARTERSTAFF	ACCURACY	1d6+1
<i>Replaces Greatsword</i>		

WEAPON GROUPS: Brawling, Light Blades, Bow, and Staves

REPLACE: Two-Handed Style (Novice) with Quick Reflexes (Novice)

CAPTAIN NIDAE

Nidae is a skilled fighter, but also has to lead men in the field. This option focuses on Nidae as a popular leader.

STATISTIC CHANGES

2	COMMUNICATION
2	CONSTITUTION (STAMINA)
1	DEXTERITY
2	PERCEPTION (SEEING)
2	STRENGTH

CHANGE: Defense to 11 and Speed to 9

REPLACE: Two-Handed Style (Novice) with Carousing (Novice)

ARCANE NIDAE

This Nidae has put more effort into developing her arcane talents.

STATISTIC CHANGES

REPLACE: Single Weapon Style (Novice) with Arcane Potential (Novice)

ADD: Body Control to Arcana

MEDITATIVE NIDAE

This version of Nidae has turned her arcane potential inward toward the control, enhancement, and perfection of her own body and mind.

STATISTIC CHANGES

REPLACE: Healing (Novice) with Meditative (Novice)

REPLACE: Cure with Body Control

VOLATA

CARIBUS



Volata Caribus grew up in a small village on the southern coast. For most of his life Volata's mother was a hunter and his father a fisherman. When Volata's brother Selach came of age, he took up hunting to make his parents proud. Selach constantly held his trophies and stories of valor over Volata's head. Since then, their mother has retired from hunting and Volata took up the job like his brother. He has taken his mother's spear and longs to best his sibling in storytelling and trophy-collecting. Volata has since started wearing a necklace of small trophies he continually adds to, showing his proficiency to the world.

PERSONALITY

Volata is stubborn and persistent. Nothing stands between him and a target. While he hunts beasts for food and usable materials, he also works to rid places of dangerous beasts and shadowspawn, and has been known to do some bounty-hunting when he needs money. Volata does what it takes to get the job done, and prides himself on always getting his quarry sooner or later.

VOLATA CARIBUS

ABILITIES (FOCUSES)

0	ACCURACY
0	COMMUNICATION
3	CONSTITUTION (SWIMMING)
3	DEXTERITY (ACROBATICS)
2	FIGHTING
1	INTELLIGENCE
1	PERCEPTION
1	STRENGTH
3	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING	ARMOR PENALTY
13	29	13	3	0

WEAPON	ATTACK ROLL	DAMAGE
WHALING HARPOON	FIGHTING	2d6+3
<i>-2 penalty when used mounted, no shield</i>		

SAILOR'S KNIFE	ACCURACY	1d6+2
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SPECIAL QUALITIES

LANGUAGES: Aldin, Faento

RACIAL ABILITIES: Night Vision (20 yards), Increased Breath Holding (Seafolk), Increased Swim Speed (Seafolk)

CLASS ABILITIES: Pinpoint Attack, Expert's Armor

WEAPON GROUPS: Spears, Bows, Brawling, Light Blades, Staves

TALENTS: Scouting (Novice)

ARMOR: Light Armor

RACE: SEA-FOLK **GENDER: MALE**
CLASS: EXPERT **BACKGROUND: MARINER**

GOALS

Volata's publicly stated goal is to become the most famed hunter in the world, and he's not shy about letting people know that. But his true goal is deeper than that: He wants to outdo his brother Selach. Volata wishes to prove himself to his village, his family, and—most importantly—himself.

CALLING

THE CHARIOT

While Volata is devoted to besting his brother, his story does not end when he finally outdoes him. Volata cares deeply for his family's honor and will continue to hunt greater prey, earning greater trophies and tales for his deeds.

DESTINY

DARING

Volata fears nothing in pursuit of a target and is constantly pushing himself to achieve more impressive feats. He is absolutely convinced he will best his brother some day.

FATE

BOASTFUL

Sometimes, Volata feels inadequate and puts on a false front of bravado, taking any opportunity to talk about himself and his amazing deeds, or even becoming heedless of risk to prove he's capable.

RELATIONSHIPS

SELACH CARIBUS (INTENSITY 2)

Ever since I was a child I've looked up to my brother. And some day, he will look up to me.

XIPH CARIBUS (INTENSITY 1)

My mother taught me everything I know. She's proud of me no matter what, but I think she's prouder of Selach.

OPTIONS

Here are a few different options for modifying Volata to suit different concepts.

ARCANE VOLATA

This version of Volata learned a bit of magic from adepts on the coast. He hopes to use this edge in battle, and more importantly, to outdo his sibling.

STATISTIC CHANGES

REPLACE: Scouting (Novice) with Arcane Potential (Novice)
ADD: Enhancement to Arcana

SWASHBUCKLING VOLATA

This Volata is a swashbuckling show-off who exploits his natural speed and stamina and plays the role of laughing rogue to the hilt, even while driven by his need to prove himself.

STATISTIC CHANGES

WEAPON	ATTACK ROLL	DAMAGE
SABER	ACCURACY	1D6+2

Replaces Whaling harpoon.

RELAXED VOLATA

Volata is very passionate about his competition with his brother and desire to collect hunting trophies, but he is also no stranger to a good party. Consider this option if you want you may play a more social Volata with a more relaxed focus.

STATISTIC CHANGES

2	COMMUNICATION
1	FIGHTING
2	WILLPOWER

REPLACE: Scouting (Novice) with Carousing (Novice)

SNEAKY VOLATA

No less competitive, this version of Volata is more willing to go about achieving his goals through stealth and careful planning than showy displays.

STATISTIC CHANGES

3	DEXTERITY (STEALTH)
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REPLACE: Scouting (Novice) with Thievery (Novice)

BLOODTHIRSTY VOLATA

Volata has a great deal of passion for his competition with his brother. This option provides a Volata more focused on his goal. He is a hunter to the core, working his whole life to outmatch his brother at any cost.

STATISTIC CHANGES

1	ACCURACY
4	DEXTERITY (ACROBATICS)
0	INTELLIGENCE
0	PERCEPTION

CHANGE: Defense to 14, and Speed to 14



JANSEN



Jansen was raised the son of a wealthy merchant in Leogarth, capital of Jarzon. When he was an adolescent he was sent as a first mate on a trip to Garnet, on the coast of Aldis. There he met a great variety of people and discovered many of the things about Aldis and its people were not exactly as he had been taught. When he came home and shared this knowledge with his family, they came very close to disowning him. Eventually, he won them over. He then went on, against his father's advice, to try and change the way Aldis was viewed in Jarzon. He was quickly exiled. His father helped him escape, but could no longer return home.

PERSONALITY

Jansen is a privately passionate but publicly reserved person. His beliefs are strong and difficult to sway, but if you do manage to change his mind he becomes equally adamant for his new opinion. He is difficult to goad into anger or aggression, and thinks all conflicts between right-minded individuals can be solved through discourse. He remains a strong believer in the Purist faith, although not some of its strictures, nor necessarily in the rulings of its hierarchy.

KEPPLER

JANSEN KEPPLER

ABILITIES (FOCUSES)

1	ACCURACY
4	COMMUNICATION (PERSUASION)
0	CONSTITUTION
1	DEXTERITY
0	FIGHTING
3	INTELLIGENCE (RELIGIOUS LORE)
2	PERCEPTION
0	STRENGTH
2	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING	ARMOR PENALTY
12	23	11	0	0

WEAPON	ATTACK ROLL	DAMAGE
WALKING STICK	ACCURACY	1D6+1
CRYSTON	ACCURACY	2D6+2

Ranged (200 feet)

SPECIAL QUALITIES

LANGUAGES: Aldin, Jarzon

RACIAL ABILITIES: Quick Healing, Night Vision (20 yards)

CLASS POWERS: Arcane Channeling

WEAPON GROUPS: Brawling and Staves

TALENTS: Arcane Training (Novice), Meditative (Novice), Observation (Novice, Empathy), Psychic (Novice)

ARCANA: Body Control, Heart Reading, Mind Reading, Psychic Contact, Psychic Shield, Second Sight, Sense Minds

RACE: VATA'AN **GENDER:** MALE
CLASS: ADEPT **BACKGROUND:** JARZONI

GOALS

Jansen is a recent exile, struggling to contend with his new status. His current, short term goal is to find a place in the world, and other people like him. He wants to change the world for the better while staying true to his beliefs. In the long term, Jansen holds onto his dream of becoming a diplomat and helping to change things in his homeland.

CALLING

DEATH

Jansen's true calling is to bring about change in the world, teaching temperance and making the world a

better place for the downtrodden and forgotten peoples of the world.

DESTINY

HONEST

Jansen can change opinions and attitudes using the truth and the strength of his belief. He has the power to change the world and be a great force for good, but must stay true to himself and what he believes.

FATE

DECEPTIVE

The Page of Chalices is where Jansen's weakness lies. He has great power to sway others and change their hearts and minds. The danger in this power is falling prey to his own desire to change the world, and putting his own wishes above the wants, or even the free will, of others.

RELATIONSHIPS

SIMMION KARHEART (INTENSITY 2)

Sim is the reason I changed my mind. Sim is laevvel and vata'sha and saved the life of three people I was working with. When I struggle with intolerance, I think of Sim's decency and courage.

ZAKRIAH KEPPLER (INTENSITY 1)

My father is the first person I told about my change in beliefs, and he is the first person to agree with me. He is the reason I believe I have the power to change the world. We can't talk much any longer, but he is very important to me.

OPTIONS

Here are a few ways you can modify Jansen to suit different concepts.

HUMAN JANSEN

This version of Jansen lacks the mystical vata heritage and the experience of growing up a vata in Jarzoni society but is all the more devoted to his newfound understanding of other cultures and changing both Aldis' understanding of Jarzon and how the Theocracy treats outsiders.

STATISTIC CHANGES

1	DEXTERITY (RIDING)
3	PERCEPTION

REMOVE: Racial Abilities, Meditative (Novice) talent, Body Control

SHAPER JANSEN

Although Jansen looks to change the world, he tends to focus on hearts and minds. This version also has some influence he's willing to wield over the physical world.

STATISTIC CHANGES

REPLACE: Meditative (Novice) with Shaping (Novice)
REPLACE: Body Control with Move Object and Mind Reading with Manipulate Object

SLY JANSEN

Jansen is smart and charismatic. He may be tempted to use his abilities in less than honest ways.

STATISTIC CHANGES

3	COMMUNICATION (DECEPTION)
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REPLACE: Heart Reading with Illusion

PEACEWEAVER JANSEN

Jansen has a desire and a need to change the world, but recognizes the need to change the here and now. This Jansen is more focused on the people around him and what he can do to change the world for the better.

STATISTIC CHANGES

REPLACE: Meditative (Novice) with Healing (Novice)
REPLACE: Body Control with Cure and Heart Reading with Calm.

BOOKWORM JANSEN

Jansen is largely defined by his intelligence and knowledge. This version emphasizes that more than his social skills.

STATISTIC CHANGES

3	COMMUNICATION
3	INTELLIGENCE (HISTORICAL LORE, CULTURAL LORE)



STUNT REFERENCE

COMBAT STUNTS

SP Cost	STUNT
1+	SKIRMISH: You can move yourself or the target of your attack 2 yards in any direction for each 1 SP you spend.
1	RAPID RELOAD: You can immediately reload a missile weapon.
1	STAY AWARE: You take a moment to make sure you're mindful of everything that's happening around you. Make a TN 11 Perception test with the focus of your choice. If you succeed, the Narrator may either make you aware of some battlefield situation that has so far escaped your notice, or give you a +1 bonus to the next test you make. This bonus can never stack with any other test bonus other than that from a focus. It must be used on the very next test you make (even if you're the defender in an opposed test), and expires at the end of your next turn even if you haven't used it by then.
2	KNOCK PRONE: You knock your enemy prone. Any character making a melee attack against a prone foe gains a +1 bonus on their attack roll.
2	DEFENSIVE STANCE: Your attack sets you up for defense. You gain a +2 bonus to Defense until the beginning of your next turn.
2	DISARM: You attempt to disarm the target with your melee attack. You and your opponent must make an opposed attack roll. If you win the test, you knock your enemy's weapon 1d6 + Strength yards away in a direction you nominate.
2	MIGHTY BLOW: You inflict an extra 1d6 damage on your attack.
2	PIERCE ARMOR: You find a chink in your enemy's armor. The target's armor rating is halved (rounded down) vs. this attack.
2	TAUNT: You insult or distract one opponent of your choice within 10 yards of you. You must make an opposed test of your Communication (Deception) vs. the target's Willpower (Self-Discipline). If you win, the target suffers a -1 penalty on attack and arcana rolls on their next turn.
2	THREATEN: You strike a threatening pose, challenging an opponent of your choice within 10 yards of you. You must make an opposed test of your Strength (Intimidate) vs. the target's Willpower (Self-Discipline). If you win, they must attack you in some way (melee, missile, arcana, etc.) on their next turn.
3	LIGHTNING ATTACK: You can make a second attack against the same enemy or a different one within range and sight. You must have a loaded missile weapon to make a ranged attack. If you roll doubles on this second attack roll, you do not gain any additional stunt points.
3	SET UP: You create an opening an ally can exploit. Pick an ally. On their next turn, the ally receives a +2 bonus on the ability test of their choice. This decision must be made before the dice are rolled.
4	DUAL STRIKE: Your attack is so strong it affects two targets. First, pick a secondary target. This target must be adjacent to you if you are using a melee weapon or within 6 yards of your primary target if you are using a missile weapon. Apply the test result of your original attack roll to the secondary target (in other words, you only make one attack roll and apply it to both opponents). If you hit the secondary target, inflict your normal damage on them.
4	SEIZE THE INITIATIVE: Your attack changes the tempo of the battle. You move to the top of the initiative order. This means you may get to take another turn before some of the combatants get to act again. You remain at the top of the order until someone else seizes the initiative.
5	LETHAL BLOW: You inflict an extra 2d6 damage on your attack.

STANDARD ARCANE STUNTS

SP Cost	STUNT
1+	POWERFUL CHANNELING: Increase the Outcome of your arcanum by 1 per SP spent, to a maximum of 4.
2	SKILLFUL CHANNELING: Reduce the fatigue target number (TN) for the arcanum by 2.
2	MIGHTY ARCANA: If the arcanum does damage, one target of your choice takes an extra 1d6 damage.
3	LASTING ARCANA: If an arcanum has a duration beyond instantaneous, it remains in effect for twice as long. Arcana that last until the end of the encounter are extended by 1d6 minutes instead.
3	ARCANE SHIELD: You use the residual arcanum energy to set up a temporary protective shield. You gain a +2 bonus to Defense until the beginning of your next turn.
4	FAST CASTING: After you resolve this arcanum, you can immediately use another. The second arcanum must take either a major action or a minor action to perform. The test for the second arcanum does not generate stunt points.
4	IMPOSING ARCANA: The effect of the arcanum is much more dramatic than usual. Until the beginning of your next turn, anyone attempting to make a melee attack against you must make a successful Willpower (Courage) test. The target number is 10 + your Willpower ability. Those who fail must take a Move or Defend action instead.
4	SPLIT ARCANA: If the arcanum affects only one target, you can have it affect two, so long as the second target is within the arcanum's range and no more than 6 yards from the original target. Targets test against the arcanum effects separately.
5	DISRUPT ARCANA: In addition to its normal effects, your arcanum is so powerful it may disrupt another arcane effect on the target. Roll an immediate test of your Intelligence (Arcane Lore) vs. the arcane test total of any one arcanum on the target. Success removes the effect. Doubles on the test do not generate stunt points.
5	LETHAL ARCANA: If the arcanum does damage, one target of the spell takes an extra 2d6 damage. Alternately, all targets of the arcanum take an additional 1d6 damage.
6	EFFORTLESS ARCANA: You automatically pass any fatigue test associated with using this arcanum.

ROLEPLAYING STUNTS

SP Cost	STUNT
1	BON MOT: You tag the perfect witty remark onto the end of your action, affecting all those who hear it that much more deeply. If you can't think of one, the rest of the players and Narrator quickly brainstorm options, and you choose among them. Word of your wit is likely to spread, for good or ill.
1+	PASSIONATE INSPIRATION: Your emotions flare and you're inspired to a brief act of daring or greatness. Gain a +1 bonus to your next action, with a further +1 for every 2 additional SP spent.
2	AND ANOTHER THING: You manage to weave a second thrust of conversation into the primary interaction that called for the test, if your description supports it. If relevant, you may make an additional test as part of your action, before anyone else has a chance to respond or make any tests or arguments of their own.
2	SWAY THE CROWD: Your interpersonal efforts are so effective they spill over onto others in the area, and you affect one additional person of your choice past the original target. You may use this stunt multiple times on the same roll. However, if the test that gave rise to this stunt was an opposed test you may not expand the effect to anyone who has a higher ability + focus total than the original target.
3	NEW FRIENDS: Your action impresses, charms, or otherwise makes an NPC in the encounter think better of you. Choose one character who's present—that character now admires you or thinks of you as a friend. If they're an enemy or dislike you already, make an opposed Communications (Persuasion) vs. Willpower (Self-Discipline) test. If you win, that character feels more positively about you and may aid you in small ways. This stunt can set up a future relationship if interactions continue and remain positive...
3+	NEW ENEMIES: You gain the upper hand on your opponent, but in doing so draw their ire. You may select any stunt or stunts worth 1 more total SP than the amount you spend on this stunt. However, an NPC in the encounter now dislikes you and considers you a rival, threat, or enemy. This NPC doesn't have to be the target of your action, just someone who it makes sense would now be upset with you. This stunt can set up future relationships if interactions continue along these lines...
3	STUNNED SILENCE: You are so impressive that you leave all those who witness your display completely dumbfounded and unable to speak for at least a full round. Outside combat this lasts, at the very least, long enough for your character to begin doing something else.
3	JEST: You turn a phrase, twist your expression, or make some other comic motion that leads those nearby to laugh, or at least stifle their snorts. Anyone nearby who wishes to avoid laughing must make a successful TN 11 Willpower (Self-Discipline) test, with the exception—at the Narrator's discretion—of whomever you've made the butt of your joke.
4	EXCITING OPPORTUNITIES: Your action impresses or inspires an NPC in the encounter, or some dignitary who could logically hear about your actions. While there is no immediate effect, this may lead to some important group or character offering you future patronage, membership of an exclusive organization, an invitation to a restricted event, or some other significant future opportunity.
4	FLIRT: Choose one character who is present and immediately make an opposed Communications (Romance) vs. Willpower (Self-Discipline) test. If you win, that character becomes enamored with yours. What exactly this means in the moment and how it might play out (or fall apart) in the long run are up to the Narrator, and depend on how you continue to act. But, if you're successful, you've created an opening for romantic opportunities.
4	TOWER OF WILL: Your success gives you a sense of your own brilliance and strength of character. For the rest of the current roleplaying exchange you gain a +1 bonus to any opposed tests where an opponent tries to put you at an emotional disadvantage, such as by intimidating you, impressing you, bargaining with you, and so on.
5	ENRAGE: You twist the knife, delivering a provocation or insult in such a way that a single target you designate must choose between either attacking you or storming away from the scene. If they choose to attack, the assault need not be deadly, although that option is open to the enraged character. A slap or the throwing of the gauntlet may stand in as an "attack" just as well.

EXPLORATION STUNTS

SP COST	STUNT
1	ADVANTAGEOUS POSITIONING: You make your discovery from an advantageous position of your choice, up to 2 yards away from the place that would normally lead to your discovery with respect to the object of your test. You may wait until the Narrator describes what you've found, if relevant, before you choose your position. This stunt can be used multiple times on the same test if you have enough stunt points.
2	EFFICIENT SEARCH: If resources of any kind are typically consumed in the course of your test, you use only half as much as you would normally.
2	SPEEDY SEARCH: You complete your test in half the time it would otherwise take.
2	THE RIGHT TOOLS: You have, find, or improvise a piece of equipment you need to attempt an action more effectively. This stunt counteracts any situational penalties for not having appropriate equipment.
3	THAT MAKES ME WONDER: You may immediately make another Perception test, at no additional cost in time or resources, to discover more information about your surroundings, or the object of your test. This bonus test must use a different focus from the first test, however, and doubles on this bonus test do not give rise to stunt points. The two tests are assumed to transpire simultaneously, not one after the other. If there is nothing additional to discover the stunt is wasted, but the Narrator will not prevent you from choosing this stunt even when there is nothing additional to learn.
3	THE OBJECT OF YOUR ATTENTION: You receive a +1 bonus to further tests to examine or perceive additional aspects of the object of your test until the time or venue changes.
4	THE UPPER HAND: If your discoveries lead to combat within a moment or two, you receive a +3 bonus on your initiative roll.
4	RESOURCES AT HAND: Choose a focus you don't have that falls under the same ability as the test you're making. You are considered to have that focus until the time or venue changes. The Narrator may require you to explain how this bonus arises from the environment and deny it if you can't make a reasonable suggestion.
4	WITH A FLOURISH: The manner of your success is impressive to those who are nearby to watch you. You have a +1 bonus to opposed tests against them until the time or venue changes.

ACTIONS

MAJOR ACTIONS

AID ALLY

You can use your own action to aid an ally. Your ally must be within a number of yards equal to your Communication \times 4 (minimum 2 yards for characters with Communication 0 or under). The ally gains a bonus minor action and a +2 bonus on the next test of their choice for one round after your turn. Rhy-bonded characters can always aid each other if in the same scene, regardless of distance.

ALL-OUT ATTACK

You attack one adjacent enemy in hand-to-hand combat, throwing the full weight of your Strength behind the attack, even though your ability to react to counterattacks will suffer. If you hit, you do +1 damage, but whether or not this attack hits, you suffer -1 to your Defense until your next turn.

CHARGE

You move up to half your Speed (rounded down) in yards and then make a melee attack against an adjacent enemy. You gain a +1 bonus on your attack roll.

DEFEND

You focus on defending yourself this round. Until the beginning of your next turn, you gain a +2 bonus to your Defense. If you wish, you may give this Defense bonus to an adjacent ally (within 2 yards) instead.

HEAL

You provide some quick first aid to an injured ally. You must be adjacent to your ally and you must have bandages ready. This is a TN 11 Intelligence (Healing) test. If you are successful, your ally gets back an amount of Health equal to the Drama Die + your Intelligence. A character cannot benefit from another Heal action until additional damage is taken.

MELEE ATTACK

You attack one adjacent enemy in hand-to-hand combat. An enemy within 2 yards of you is considered adjacent.

RANGED ATTACK

You fire or throw a missile weapon at one visible enemy within range.

RUN

You can move up to double your Speed in yards. You cannot take this action if you are prone (you'd need to use the Move action to stand up first).

MINOR ACTIONS

ACTIVATE

This action allows you to start using certain abilities or items, such as fighting styles and potions.

AIM

You take the measure of your opponent and plan your next strike. If your next action is a melee attack or ranged attack, you gain a +1 bonus on your attack roll.

GUARD UP

You shift some of your attention to defense. Add +1 or +2 (your choice) to your Defense until the end of this round. However, you suffer the amount you choose as a penalty to all tests you make, even opposed tests, for the remainder of the current round as well. (This is a key difference between the Guard Up and Defend actions. Guard Up only lasts until the end of the round, whereas Defend lasts until the beginning of your next turn.) If you choose this minor action, you must do it before any major action you take this turn. You can combine this action with Defend, but remember the penalty applies to all tests made for the rest of the round.

MAINTAIN

You spend some of your focus on maintaining an effect, typically arcana (see **Chapter 4: Arcana** for examples), although other effects may require you to maintain them on subsequent rounds.

MOVE

You can move up to your Speed in yards. You can also go prone, stand up, or mount a horse or vehicle, but if you do so you can only move at half Speed (rounded down).

PRESS THE ATTACK

You stand ready to pursue an enemy if they should fall back or flee your blows. Declare an adjacent enemy combatant when you take this action. Until the beginning of your next turn, if that enemy moves away from you, you may immediately move up to your Speed in yards in direct pursuit of that enemy at no additional cost in actions. This occurs immediately after your foe's movement, before they can do anything else. However, you can only use this minor action on an enemy you have

already successfully struck in melee combat this turn (whether you inflicted damage or not). When you make your move, it need not bring you adjacent to that enemy if you can't go that fast. In that case, you simply move as far as you can before stopping. You are free to forego some or all of the movement this action allows when your enemy triggers it, if you wish.

PREPARE

You pick one major action that you prepare to execute and then end your turn. Any time until your next turn, you can interrupt another character and take your prepared action immediately. If you don't use it by your next turn, the action is lost. You cannot take the prepared action if you've already taken a major action on your turn.

READY

You can unsheathe a weapon, pull out a potion, or otherwise ready an item that is stowed. As part of this action, you can put away something already in hand. You could thus put away your bow and draw a sword, for example.

STAND FIRM

You lower your weight and prepare to resist any and all efforts to move you from the place where you stand. Until the beginning of your next turn, any enemy who uses the Skirmish or Knock Prone combat stunts to move you or knock you to the ground must succeed in an opposed test pitting their Strength (Might) vs. your choice of your own Strength (Might) or Dexterity (Acrobatics) in order to move you or knock you prone. This test can only be attempted after your opponent spends the relevant stunt points, which are nevertheless expended to no effect if you win the test. An opponent who attempts to Skirmish you more than once as part of a single attack (to move you more than 2 yards) only makes a single opposed test against you, with all the skirmishing movement hanging in the balance.

VARIABLE ACTIONS

CONCENTRATE

You focus your mind and spirit to use an arcanum which may require a test. Concentrate may be a major action, minor action, or free action depending on the arcanum used. Some other abilities may also require a minor action devoted to concentrating enough to maintain their effects.

RELOAD

You reload a missile weapon. This may be a major action, minor action, or free action depending on the weapon, your talents, and the stunts used.

FOCUSSES

ACCURACY FOCUSES

ARCANE: Proficiency with crystals and other arcane ranged attacks.
BOWS: Proficiency with weapons from the Bows weapon group.
BRAWLING: Proficiency with weapons from the Brawling weapon group.
LIGHT BLADES: Proficiency with weapons from the Light Blades weapon group.
STAVES: Proficiency with weapons from the Staves group.

COMMUNICATION FOCUSES

ANIMAL HANDLING: Interacting with and caring for animals.
ANIMISM: Knowledge and use of animism arcana. May also apply to Perception and/or Willpower when discerning information or attempting to enhance living creatures through some arcana.
BARGAINING: Negotiating with others and making deals.
DECEPTION: Lying to and tricking those less mentally adept than you.
DISGUISE: Making yourself look like someone else or a different class of person.
ETIQUETTE: Knowing the social niceties of various cultures.
GAMBLING: Playing games of chance and profiting from them.
INVESTIGATION: Interviewing people for information, as well as finding and deciphering clues.
LEADERSHIP: Guiding, directing, and inspiring others.
PERFORMANCE: Entertaining an audience with an artistic talent.
PERSUASION: Convincing others to agree with you.
PSYCHIC: Using psychic arcana and communication effectively. May also apply to Willpower when resisting some arcana or struggling mind-to-mind.
ROMANCE: Navigating and succeeding at romantic encounters. Includes both long-term relationships and short-term seductions.

CONSTITUTION FOCUSES

DRINKING: Consuming large quantities of alcohol and avoiding the aftereffects.
ROWING: Propelling a vessel with oars.
RUNNING: Moving quickly in both short sprints and long distance hauls.
STAMINA: Enduring fatigue, disease, and privation.
SWIMMING: Moving through the water and staying afloat.

DEXTERITY FOCUSES

ACROBATICS: Executing gymnastic, balancing, and tumbling maneuvers.
ARTISAN: Making handcrafted works of art such as paintings, sculptures, and fine clothing.
CALLIGRAPHY: Writing with artful penmanship.

CRAFTING: Making practical items with manual skills, like woodworking, leather working, glassblowing, etc.
INITIATIVE: Acting quickly in tense situations.
LEGERDEMAIN: Using sleight of hand to trick others, hide things, and pick pockets.
LOCK PICKING: Opening locks without using keys.
RIDING: Directing a mount such as a horse or pony.
SAILING: Steering or piloting various watercraft.
STEALTH: Sneaking about quietly and out of sight.
TRAPS: Detecting and disarming traps and other mechanical devices.

FIGHTING FOCUSES

AXES: Proficiency with weapons from the Axes weapon group.
BLUDGEONS: Proficiency with weapons from the Bludgeons weapon group.
HEAVY BLADES: Proficiency with weapons from the Heavy Blades weapon group.
LANCES: Proficiency with weapons from the Lances weapon group.
POLEARMS: Proficiency with weapons from the Polearms weapon group.

INTELLIGENCE FOCUSES

ARCANE LORE: Knowing about arcana and its various manifestations.
BREWING: Making beers, ales, and other concoctions.
CARTOGRAPHY: Making and reading maps.
CRYPTOGRAPHY: Creating and deciphering codes and ciphers.
CULTURAL LORE: Knowing the traditions and beliefs of various cultures.
ENGINEERING: Knowing the practicalities of construction, building, and invention.
EVALUATION: Determining the value of goods and objets d'art.
HEALING: Aiding the wounded and sick. Includes effective application of healing arcana. May also apply to Perception and/or Willpower when using certain arcana that affect the body.
HERALDRY: Knowing coats of arms and royal families.
HISTORICAL LORE: Knowing important events and personalities from the past.
MILITARY LORE: Knowing strategy, tactics, and famous applications thereof.
MUSICAL LORE: Knowing musical traditions and songs.
NATURAL LORE: Knowing natural flora and fauna. May also apply to Perception when using the Nature Reading arcum.
NAUTICAL LORE: Knowing the sea, its creatures, ships, and sailing.
NAVIGATION: Planning and following a route from one place to another.
RELIGIOUS LORE: Knowing religious traditions and practices.
REMOTE WEAPONS: Proficiency with wielding weapons remotely using arcana (particularly Manipulate Object).
RESEARCH: Making a systematic investigation, usually using records, archives, and books.

SHAPING: Knowledge and effective use of shaping arcana.

SORCERY LORE: Studying forgotten and forbidden arts of corrupt arcana.

WRITING: Expressing yourself with the written word.

PERCEPTION FOCUSES

EMPATHY: Discerning the feelings and emotions of others.
HEARING: Using your auditory sense.
PSYCHIC: Using your psychic senses, particularly psychic arcana. May also apply to Willpower when resisting some arcana or struggling mind-to-mind.
SEARCHING: Finding things that are hidden or obscured, such as secret doors.
SEEING: Using your visual sense.
SMELLING: Using your olfactory sense.
TASTING: Using your gustatory sense.
TOUCHING: Using your tactile sense.
TRACKING: Following tracks and other signs of passage.
VISIONARY: Interpreting and understanding dreams and visions, including effective use of the visionary arcana. May also apply to Communication, such as when "programming" certain arcane items.

STRENGTH FOCUSES

CLIMBING: Scaling walls and other vertical obstacles.
DRIVING: Directing and guiding carts, carriages, and other wheeled vehicles.
INTIMIDATION: Overawing others with physical presence and threats.
JUMPING: Springing and leaping.
MIGHT: Performing feats of raw power, such as lifting or holding up heavy objects.
SMITHING: Forging items made of metal, from weapons to jewelry.

WILLPOWER FOCUSES

COURAGE: Overcoming fear in the face of adversity.
FAITH: Deriving inner strength through spiritual or moral belief.
MEDITATIVE: Ability to center, meditate, and internally focus effectively, including the use of meditative arcana.
MORALE: Maintaining good spirits and confidence in yourself or your group. NPCs tend to use this focus more than player characters.
PURITY: Maintaining purity of moral purpose, even in the face of corruption and temptation.
SELF-DISCIPLINE: Focusing your mental energy or controlling your impulses and emotions.

COMBAT TRACKER

COMBAT ROUND

BLUE ROSE

COMBAT

MAKING ATTACKS

1. You start by picking a target. To make a melee attack, you must be adjacent to your opponent. Adjacent means within 2 yards of your target. To make a missile attack, you must be able to see your target and be within range. See the **Weapons** section for more information about weapon ranges and any associated penalties.
2. You make an attack roll. This is an ability test based on the weapons group of the weapon you are using to attack with (Fighting for Heavy Blades, for example, or Accuracy for Bows). This is modified by a focus, if applicable, and any other relevant bonuses (such as aiming, charging, arcane items, talents, etc.).
3. Your attack roll is a basic ability test. Your target number is your opponent's Defense.
4. If your test result is equal to or greater than your opponent's Defense, your attack has hit.

INFILCTING DAMAGE

1. Roll your weapon's damage and add your Strength ability and any other relevant modifiers (such as talents and arcana). You can find the damage for each weapon in the Weapons section. For certain weapons (such as bows), you add Perception instead of Strength to the weapon's damage.
2. Subtract the armor rating of your opponent's armor (unless it's penetrating damage, in which case skip this step).

The result of steps 1 and 2 is your damage total. You inflict this amount of Health damage on your opponent. Note that if your opponent is well armored, you may hit but inflict no damage at all.

HEALTH & HEALING

A character with less than full Health is battered or injured. A character reduced to 0 Health is dying. Unless healing is received in 2 + Constitution rounds, the character dies (unless they are an NPC, at which point they usually die immediately).

When your character is wounded, there are several ways to heal:

- Another character can aid you with a Heal action, as described previously in this chapter. You can't benefit from another Heal action until you take more damage (there is only so much benefit you can gain from first aid).
- You can take a breather after a combat encounter. This is a 5-minute rest that lets you catch your breath, tend to minor cuts and abrasions, drink some water, and so on. After a breather, you get back 5 + Constitution + level in Health. You can only take one breather after an encounter. If you were at 0 Health when the combat encounter ended, you cannot take a breather at all.
- You can get some sleep. If you can get at least 6 hours of restful sleep, you gain 10 + Constitution + level in Health.
- You can receive arcane healing. This would most commonly be the Cure arcana.

FATIGUE & RESTING

Characters in *Blue Rose* can suffer from fatigue as well as damage to their health. Fatigue usually results from strenuous tasks requiring great effort, such as a forced march, exertion in difficult environments, and wielding arcana. Such conditions usually call for a test to avoid or stave off fatigue. If the test fails, the character acquires one (or even more) levels of fatigue. The four levels of fatigue are as follows.

LEVEL 1 – WINDED: The character has a -1 penalty to all tests and cannot Run or Charge.

LEVEL 2 – FATIGUED: The character has a -2 penalty to all tests, cannot Run or Charge, and moves at half normal Speed.

LEVEL 3 – EXHAUSTED: The character is nearly spent. Exhausted characters have a -3 penalty to all tests, move at half their normal Speed, and cannot Run or Charge. Additionally, if the character loses more than half their Health, they become unconscious for 1d6 hours, or until restored to greater than half their maximum Health. After regaining consciousness, they regain 10 + Constitution + level in Health.

LEVEL 4 – DYING: The character's Health drops to 0 and the character begins dying. If restored to at least 1 Health, the character becomes unconscious but stable, regaining consciousness in 1d6 hours at level 3 fatigue.

RECOVERING FATIGUE

The main way that characters can recover from fatigue is by resting. Brief, extended and full periods of rest restore fatigue as follows:

- Taking a 5-minute breather is enough to recover from being Winded. You gain this benefit in addition to the normal amount of Health you recover from a breather.
- Resting for at least four hours, with only light activity (talking, reading, etc., but not standing or riding) allows you to recover from being Fatigued, so long as you also eat and drink something during that time.
- Sleeping for at least six hours allows you to recover from being Exhausted, in addition to the Health benefits of such rest.

CONVICTION

Player characters have Conviction based on their level, starting out with 3 points of Conviction at level 1 and gaining an additional point every two levels thereafter (3rd, 5th, and so on).

Unless otherwise noted, spending a Conviction point is a free action, taking no time, and can be done at any moment you require. You may only spend one Conviction point per round for any given benefit, however. You can spend Conviction for any of the following effects.

REROLL: One Conviction point allows you to reroll any one roll of the dice you make, keeping the second result. This generally means rerolling a failed test in the hope of success, although you can also reroll damage rolls. You cannot spend a Conviction point to reroll die rolls made by the Narrator or other players, including tests made in secret for your character. Use the second roll to determine if a test generates any stunt points.

DODGE: You can spend a Conviction point to gain the benefit of a Defend action (+2 to your Defense for the round) without expending an action to do so.

SURGE: Spending a Conviction point can give you an additional major or minor action during the round. Using this extra action does not change your place in the initiative order.

RECOVER: You can spend a Conviction point to immediately regain 1d6 + Constitution + level in Health as a free action. At the Narrator's discretion, you can likewise spend a Conviction point to immediately shake off some debilitating or limiting effect, such as being temporarily blinded, stunned, or in pain.

SURVIVE: Spending a Conviction point automatically stabilizes a dying character at 0 Health. That character will not die unless an enemy deliberately takes a major action to deliver a killing blow. The stabilized character can recover Health normally.

REDEMPTION: Conviction can also be used to counteract the accumulation of Corruption points.



BLUE ROSE™

NARRATOR'S KIT

The *Blue Rose Narrator's Kit* is the key accessory for *Blue Rose: The AGE RPG of Romantic Fantasy*. This kit provides a study hardcover stock game screen, complete with all of the essential reference tables you need while running the game, saving you time and placing important information right in front of you.

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