

DEIRWESCH Wealthy scholars from the Deirwesch Riverlands.



Cultural Talents (Pick One)

- Native of Riverlands: You naturally know your way around.
- Politico: You get a Talent die when confronting threats using politics.
- Cultured: You get a Talent die when using your knowledge of a society.

Your Trade (Pick One)

- Laborer: You get a talent die when you need to lift or carry something heavy.
- Politician: You have a group of powerful constituents that will do favors for you.
- Barrister: You get a talent die whenever you confront a threat with the law.

HIGHDONI Remnants of the lost imperials in the Wastemarch.



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SAEBERDS Migratory raiders from Isolation Coast.



CULTURAL TALENTS (PICK ONE)

- Native of the Coast: You naturally know your way around your home region.
- Skeipen: You get a Talent die when confronting threats on or with a ship.
- Cultured: You get a Talent die when using your knowledge of a society.

YOUR TRADE (PICK ONE)

- Voyager: You have your own ship that can be used at sea or on rivers.
- Crew: You are the member of a crew that will come to your aid in exchange for periodic service at war.
- Feared: You have a reputation that will give you a Talent die whenever confronting someone who has heard of you.

STERBOREN An ancient society from the Storm.



CULTURAL TALENTS (PICK ONE)

- Native of the Region: You naturally know your way around your home region.
- Forest Warriors: You get a Talent die when confronting threats in a forest.
- Long History: You get a Talent die when using lore or history to confront a threat.

YOUR TRADE (PICK ONE)

- Worker: You get a Talent die whenever you confront a threat by using a trade or a trade tool.
- Bureaucrat: You get a Talent die whenever you create a plan to confront a threat.
- Revered: You have a number of hirelings equal to a roll of your Prestige.

RISHEN Merchantfolk of Rishfenn Coast.



Cultural Talents (Pick One)

- Native of the Coast: You naturally know your way around your home region.
- Guild Elite: You call upon your guild for funds or favors whenever it is needed.
- Coastal Affinity: You get a Talent die when you pilot a boat or ship.

Your Trade (Pick One)

- Guild Leader: You get a Talent die whenever you confront a threat relating to guilds.
- Trader: You get a Talent die whenever you attempt to haggle or negotiate.
- Artisan: You have a number of hirelings equal to your Prestige (or at least one).

WITLANDERS Pastoral tribes of the Witland Downs



CULTURAL TALENTS (PICK ONE)

- Native of the Region: You know your way around your home region.
- Beastwardens: You get a Talent die when confronting threats dealing with animals.
- Pastoral: You get a Talent die when you fight alongside someone in your clan.

YOUR TRADE (PICK ONE)

- Raiser: You get a Talent die when you try to train or domesticate an animal.
- Trader: You get a Talent die whenever you attempt to haggle or negotiate.
- Guide: You never get lost and can always find the easiest path in the wild.

WYRMGARDE Migratory warlords of the Wyrmspine Mountains.



CULTURAL TALENTS (PICK ONE)

- Native of the Region: You naturally know your way around your home region.
- Alpine Warriors You get a Talent die when fighting in mountainous terrain.
- Hardened: You get a Talent die when withstanding natural elements.


YOUR TRADE (PICK ONE)

- Peasant: You get a Talent die whenever you have to do a trade or work with your hands.
- Warrior: You get a Talent die whenever you fight with your trained weapon.
- Noble: You have a number of hirelings equal to a roll of your Prestige.




BLEDSENI OATHEN, KNIGHT

VIRTUE ANGRY




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COURAGE AFRAID



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PRESTIGE SHAMED



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TALENTS & ABILITIES:

Bledseni: You can fly, birds-eye vision

Oathen: +d6 when you make a moral or ethical judgment

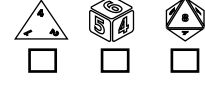
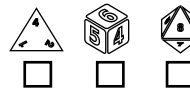
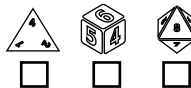
Feat: Immediately spend Inspiration to negate harm to the Virtue humor.

DISCIPLINES

Chevalar, The Discipline of Honor: Adhere to your creed or oath when in the face of adversity.

Braven, The Discipline of Bravery: Risk your life to assist or protect another without hesitation.

Comandur, The Discipline of Battle: Take strategic leadership of a group to undergo a task.



- Deirwesch: The **KNIGHTS OF THE KEY** find and protect artifacts.
- Highdoni: The **ORDER OF THE MARCH** protect the roads and borders of the empire.
- Rishen: The **GUILD OF MANY** defend and protect trade.
- Saeberds: The **STERNKREWE** protect the innocents on sea and rivers.
- Sterboren: The **UR-KA** protect the Sterboren, wherever they may reside.
- Witlanders: The **SKERBLADES** protect all clans from threats outside of the Witlands, but be clanless.
- Wyrmgarde: The **BANNERKIN** serve as the voice and body of the monarch when outside the monarchy.




DRAKEN OUTDON, OUTCAST

VIRTUE ANGRY




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COURAGE AFRAID



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PRESTIGE SHAMED



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TALENTS & ABILITIES:

Draken: You can breathe fire in a powerful and steady stream

Outdon: +d6 whenever use your understanding of the criminal/outcast world

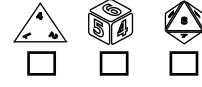
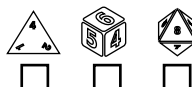
Feat: Reroll the d20 whenever it lands on 1. Describe how you bounced back from what appeared to be a bad situation.

DISCIPLINES

Thef, The Discipline of Thievery: Attempt to take something of great importance that is not yours

Highpathar, The Discipline of Banditry: Attempt to intimidate someone to get what you want.

Mordras, The Discipline of Murder: Attempt to take a creature's life, not out of emotion, but out of duty



- Deirwesch: Work against the High Council but for the service of the realm are called **LOX**
- Highdoni: Highly organized and secret, the largest crime guild is **THE WHISPER**.
- Rishen: They are usually called **PURSEERS**, or thieves.
- Saeberds: Those outside the monarchy are unlawful and are called **PIRATES**.
- Sterboren: Outdon exiled from these lands are not permitted to return, so those that do live in secrecy and are called **KHEMITI**.
- Witlanders: Outcasts from other cultures are called **HEATHER**, the people of the heath.
- Wyrmgarde: Outdon who work for themselves outside of the monarchies are called **SELLSWORDS**.




EKWIN MAGISTER, SORCERER

VIRTUE ANGRY




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COURAGE AFRAID



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PRESTIGE SHAMED



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TALENTS & ABILITIES:

Ekwin: You are telepathic and telekinetic

Magister: +d6 when your knowledge of the magical arts are tested

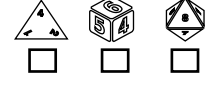
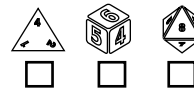
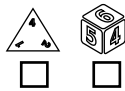
Feat: You exhibit extraordinary status and presence. Immediately spend Favor to negate harm to the Prestige Stat

DISCIPLINES

Sage, The Discipline of Tomes: Use a tome to perform a ritual for a magical effect that harms or protects

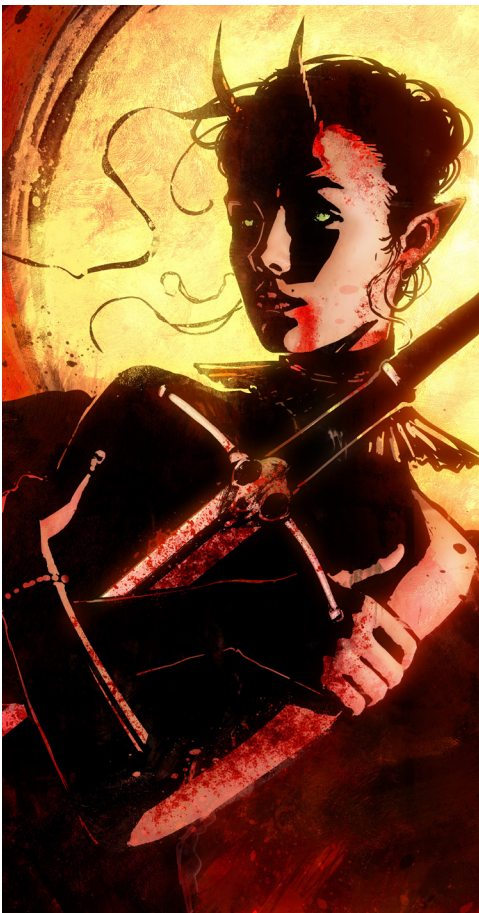
Vocar, The Discipline of Words: Speak incantations to create a magical effect that summons spirits or beasts.

Myster, The Discipline of Runes: Draw sacred glyphs to create a magical effect that reveals wisdom or truth.



- Deirwesch: Trained at the Bregdon College you are a **TOMEKIN**.
- Highdoni: Trained by the Court of Mystera you are named **MAGISTER**.
- Rishen: Trained by the well-known sorcery guild the **SOCIETY OF LEARNED SORCERERS**.
- Saeberds: Trained at Isolation Coast by the monarch, you are now a

- RUNESMITH**, a rare high rank of a crew.
- Sterboren: Trained in the long tradition of sages you have earned **RHE-KA**.
- Witlanders: Trained by the clan elder you are a **CROWBLOOD**.
- Wyrmgarde: Trained personally by a war monarch you have become that warband's only **KINWERD**.




FYND SCOPLAR, STORYTELLER

VIRTUE ANGRY




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COURAGE AFRAID



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PRESTIGE SHAMED



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TALENTS & ABILITIES:

Fynd: You have an overwhelming powerful presence and can sense emotion and intention.

Scoplar: Give a +d6 to another character whenever you do something to inspire them.

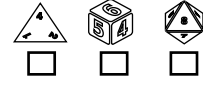
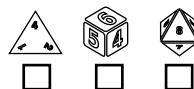
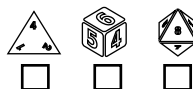
Feat: You are well-loved and charming. You may reroll a failed Prestige roll once per session.

DISCIPLINES

Canter, The Discipline of Song: Recount a legend, poem, or historical fact to assist in a situation.

Oraten, The Discipline of Oration: Use your wit or words to change someone's mind or the tone of a situation.

Pleier, The Discipline of Performance: Perform an instrument, dance, or sing to affect a situation.






- Deirwesch: No matter their type of talent, scoplars are called **HISTORIANS** and are revered.
- Highdoni: Scoplars serve the imperial court and are called **COURTSMITHS**.
- Rishen: The most prominent guild is **THE ODD PHILOSOPHICAL SOCIETY**.
- Saeberds: Were the first to coin the term **SCOPLAR**.

- Sterboren: The performers are legendary and called the **KHEM-REY**.
- Witlanders: Clans give them a noble rank called **WYRDERS**.
- Wyrmgarde: The monarchs always have a scoplar in court or the warbands as personal advisors, and they are called **KINFATES**.



GIANTKIN WARRENER, WARRIOR

VIRTUE	ANGRY
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COURAGE	AFRAID
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PRESTIGE	SHAMED
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TALENTS & ABILITIES:

- Giantkin:** You have more far more power than others your size.
- Warren:** +d6 whenever your understanding of battle strategy and tactics will help your situation.
- Feat:** Whenever you spend Favor to add a d6 to your modifier die pool, you add 2d6.

DISCIPLINES

Warder, The Discipline of Protection: Defend someone from harm.

Swyrder, The Discipline of Swordplay: Fight an opponent with swordplay.




Archer, The Discipline of Archery: Fight an opponent at a distance.



- Deirwesch:** Trained at Sundered Hold, you are appointed a **FORTUNATE**.
- Highdoni:** You are one of the imperial guards, the **VIOLET CLOAKS**.
- Rishen:** Trained by a prominent merchant guild, you rose in the ranks of the **FINISHERS**.
- Saeberds:** You became one of the **SALTFISTS**, feared maritime warriors.
- Sterboren:** You are now one of the **KHEMSTORM**.
- Witlanders:** You are named one of the **HUNDREDFORTH**.
- Wyrmgarde:** Trained by a war monarch in the Wyrmspine, you now in a highly prized warband called **KINGARDE**.



HOLTEN WICKER, WISE ONE

VIRTUE	ANGRY
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COURAGE	AFRAID
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PRESTIGE	SHAMED
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TALENTS & ABILITIES:

- Holten:** You are made of stone and it is difficult to harm or damage you.
- Wicker:** Give a +d6 whenever you are directly working to help or protect someone that is marginalized or oppressed
- Feat:** You are very true to your honor and word. Immediately spend Favor to negate harm to the Virtue Stat

DISCIPLINES

Chaerm, The Discipline of Talisman: Spend at least a full day to create a talisman with a long-term magical effect.

Cursian, The Discipline of Curses: Cast a magical curse that will have a harmful effect on a person.

Bledsen, The Discipline of Blessing: Cast a magical blessing that will have a helpful effect on a person.



- Deirwesch:** You stay amongst the lower class and are called **CHAERMERS**.
- Highdoni:** Respected by the empire, called the **FOLKWRIGHTS**.
- Rishen:** Operate outside of guilds, called **HAVENKIND**.
- Saeberds:** Highly celebrated by crews. called **SALTWEAVERS**.
- Sterboren:** A formal station to serve the non-nobility; these wickers are called **SEM-KA**.
- Witlanders:** The wicker are revered above all.



MORTAL VENEREN, DEVOTED

VIRTUE	ANGRY
	<input type="text"/> <input type="text"/> <input type="text"/>
COURAGE	AFRAID
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PRESTIGE	SHAMED
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TALENTS & ABILITIES:

Mortal: You get +d6 whenever you have to confront a threat as a result of the natural elements.

Veneren: +d6 whenever your understanding of the divine is needed to solve a problem.

Feat: Spend a Favor to move a threat down one stage.

DISCIPLINES

Haelan, The Discipline of Healing: Call upon your divine source to heal someone in need.

Wrothu, The Discipline of Divine Wrath: Call upon your divine source to cause harm to someone.

Prier, The Discipline of Prayer: Call upon your divine source to find wisdom or truth.



- Deirwesch: A minority and tend to be outcasts; they are called **YESTERFOLK**.
- Highdoni: They are called **REVERANDS**.
- Rishen: Rare and are called **WOVEN**, people of the cloth.

- Saeberds: Highly devoted to ordinary people; they are called **MERET**, the rememberers.
- Sterboren: They are called **HEM-KA** and serve as priests.
- Witlanders: The holy people of the witlands are called **OATHENSER**.



SAEL WILDKIN, NOMAD

VIRTUE	ANGRY
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COURAGE	AFRAID
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PRESTIGE	SHAMED
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TALENTS & ABILITIES:

Sael: You can radiate blinding light from yourself as if a visible aura.

Wildkin: Give a +d6 whenever you are attempting to balance nature and society with your action.

Feat: You may reroll a failed Courage roll once per session.

DISCIPLINES

Marchen, The Discipline of Journeys: Known and understand how to navigate an area.

Ferox, The Discipline of Survival: Know and understand how to withstand the elements.

Hunta, The Discipline of the Hunt: Know and understand how to track and capture or kill a creature.



- Deirwesch: The High Council looks down on **WILDKIN**.
- Highdoni: Called **STEROATHEN** for they are not with society.
- Rishen: They are welcome and admired and called **WILDKIN**.
- Saeberds: They call them

- ERTHSEL**, the ships of the earth.
- Sterboren: Wildkin are welcome. they are **HEM-SU**.
- Witlanders: Call them **WINDFEET**.
- Wyrmgarde: The term **WILDKIN** first came from here.