



PILLARS OF ETERNITY

TABLETOP ROLE-PLAYING GAME





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CONTENTS

Introduction.....	3
Creating a Character	7
Character Sheets.....	11
Culture	15
Species and Stock.....	19
Backgrounds and Settings.....	21
Character Statistics	27
Skills	31
Traits.....	47
Powers	49
Equipment	69
Relationships & Finishing Touches	73
Combat, Status Effects, & Injuries	75
Wealth, Lifestyle, & Upkeep	81
Connections & Reputation	83
Creating New Powers	85
Enchanting.....	93
Age & Aging	99
Headquarters.....	103
Followers	107
Seasonal Activities.....	113
Index.....	119

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Welcome to the Pillars of Eternity Pen and Paper Player Guide Alpha! We at Obsidian are excited to present this opportunity for players to further explore the world of Eora and create new adventures and stories with your friends and companions. Let us know what you think at pnppfeedback@obsidian.net, and we'll update the Guide based on your feedback and our own ongoing playtesting.

A NOTE FROM THE AUTHOR

This Player Guide's Alpha represents an iteration on the Starter Guide from 2018. We have incorporated feedback from the community as well as from internal playtesters to clarify language, present a complete character creation process, and increase the speed with which players can make characters and start playing.

As always, thanks for reading and playing.



- Josh Sawyer

Introduction

Goals

The Pillars of Eternity RPG has a somewhat different focus from the computer games. The computer games were intended to capture the spirit of titles like Baldur's Gate and Icewind Dale, but the RPG is intended to capture the spirit of the Pillars of Eternity setting. Its mechanics have a different focus. More attention is given to initial character development, personal character growth, character relationships, and a focus on a long-term home or objective.

The reasons for these differences have to do with the difference in medium. In a tabletop RPG, each character has a role to play and must stand on their own. However, each character also needs to have ties both to other characters as well as to a higher level purpose -- be that the stewardship of a location or a far-flung objective. The mechanics motivate all players to strive to protect and promote their common cause.

Likewise, combat in a tabletop RPG has a different pace than combat in even the slowest CRPG. While the Pillars of Eternity CRPG focused on a finding a proper party balance of abilities for pacing, the TTRPG gives all characters tactical options in every phase of combat and encourages player communication. The combat systems are the most "gamey" you will find in these rules. The goal is to make combat enjoyable and tactically interesting for a variety of characters while avoiding the pitfalls that some systems with less structured combat systems succumb to.

While some aspects of the TTRPG strive for realism, this is in the service of helping ground the systemic elements in the world of Eora which, while fantastic, tries to emulate many realities of Earth in the Renaissance/Age of Exploration. When rules seem unrealistic, it is always because I believe the shift will result in a more enjoyable gameplay experience. Let me know if they do not.

Group Decisions

This game leans more heavily on the play group as a decision making body than games that traditionally rely on the Game Master for arbitration. Whenever a rule defers to the group for a ruling, every player (including the Game Master) counts equally. In the case of ties, the GM's opinion breaks the tie. Players are never excluded from these decisions, even if they are personally affected by the outcome.

The Cause

A Pillars of Eternity RPG campaign starts with establishing a cause. This is a common rallying point for all players. While Pillars promotes the use of a wide variety of personality types, players in a campaign must have a vested interest in the cause. The cause may be a common home, an individual the players are sworn to foster or protect, promotion of an exclusive society, or a thing that the group must accomplish. In all cases, the players must have a strong attachment to the cause and a desire to see it through.

TYPES OF CAUSES

HOME

Whether it is a village, a castle, a neighborhood, a sacred glen, or a lonely outpost in the middle of the wilderness, the characters are devoted to a fixed location in the world. It is their responsibility to protect their home and help it grow. Adventures around this type of cause focus on the home itself and nearby environments that become entangled with the home's welfare.

PERSON

An individual under the protection of the characters. This person may be the nominal superior of the characters (e.g. a nobleman or a wealthy patron) but is generally not the adventuring type. They require the special talents of the characters to survive and thrive in the world. Examples include the young heir to a noble house, a wealthy merchant, or a revered prophet. Adventures around this type of cause follow the growth of the individual, attendance to their obligations, and related entanglements.

SOCIETY

A limited-membership society, secret or public, of which the characters are all members. This may be a religious order, a political faction, a professional guild, a criminal organization, a mystery cult, or even a monster-hunting club. The society always has rules and goals that the group must uphold and try to accomplish, respectively. Adventures around this type of cause revolve around the goals of the society, advancement within the society, and its conflicts with other groups and individuals.

ACCOMPLISHMENT

The group has been formed, formally or informally, to accomplish a specific long-term task or set of tasks. They can be self-motivated or charged with this task by an outside party, but all characters are focused on achieving the goal. The goal may be revenge against one or more powerful parties, defeating a powerful dragon that has plagued a region for centuries, toppling a corrupt government, recovering a set of ancient artifacts, or exploring all 100 islands in an uncharted archipelago.

Regions

The first thing Pillars TTRPG players should do is familiarize themselves with the world of Eora and the core focus of the setting: The Eastern Reach. The Eastern Reach is the farthest expansion of western colonial powers in Eora. It is the confluence of the native cultures of Eir Glanfath and the imperial powers of Aedyr and Old Vailia. While the Eastern Reach is, in many ways, the most traditional “fantasy” region of Eora, it is caught in the midst of a social shift due the advancement of a controversial technology known as animancy.

Once you’ve become familiar with the Eastern Reach, you may also explore the Old Empires and Distant Lands. Aedyr, Old Vailia, Ixamitl, and Rauatai have been around for centuries – in some cases, millennia – but are falling into decline compared to the vivacious, but troubled, colonial nations. The Living Lands, The White that Wends, and Deadfire Archipelago are the other frontiers of kith exploration. Though far from lifeless, they are so hostile to the presence of kith that they are only populated by hardy natives and foolhardy fortune-seekers.

The region your group chooses as its focus will likely have a strong hand in defining the types of conflicts they will face. The Eastern Reach is embroiled in cross-culture misunderstandings, exploitation, the plundering and protection of local sites, and the ethical problems posed by the rise of animancy and the dismissal of mystical and religious authority.

THE OLD EMPIRES

Aedyr, Old Vailia, and Rauatai are collectively known as the Old Empires. They are often preoccupied with internal conflicts, dynastic squabbles, lower-class uprisings, and the pursuit of centuries-old myopic feuds. They are entrenched in their ways, but the trenches run deep, reflecting a long and complex history that the empires have difficulty moving forward from. The most active of the old empires, Rauatai, has renewed its outward focus in recent years. Aedyr and Old Vailia have been largely written off by their colonial offshoots in the Eastern Reach, but they still hold great power and the potential to rise to their former glory.

THE EASTERN REACH

The Dyrwood, Readceras, the Vailian Republics, Eir Glanfath, and Ixamitl are the nations of the Eastern Reach. So-named for the representing the former edge of Aeyran and Old Vailian colonial exploration, the Reach has transformed itself into a center of trade and innovation. The nations of the Eastern Reach are a diverse mix of old and new cultures. The Dyrwood, Readceras, and the Vailian Republics represent the now-independent colonial settlements of Aedyr and Old Vailia. Eir Glanfath and Ixamitl are both ancient civilizations, the former of which often clashes with the colonial powers.

THE DISTANT LANDS

The Living Lands, the White That Wends, and the Deadfire Archipelago are informally called the Distant Lands. These remote places are the least tamed regions of Eora that have been actively settled by kith. Even the Deadfire Archipelago, the most settled area of the Distant Lands, is still so unstable and that the war-torn Dyrwood in the Eastern Reach looks calm in comparison. Though ancient ruins are also part of the Distant Lands, life itself is a struggle and even the most well-connected and wealthy personalities can fall victim to the wildness of nature in the blink of an eye.

The Gods

The gods of Eora are a fickle bunch. Intractably dedicated to the promotion of their areas of concern, their actions often seem inscrutable or bizarre. Most gods do not take an active role in the lives of mortals, but may occasionally make their presence known through a supernatural manifestation or odd occurrence in an otherwise ordinary day.

SOCIETIES

THE LEADEN KEY

Though rumors of The Leaden Key surface from time to time among the educated elites, very few hard facts exist in written form. Supposedly several millennia old, The Leaden Key exists to serve the collective will of the gods, protect secrets they want to keep from mortal eyes, and stymie widespread promotion of faithlessness and blasphemy. The Leaden Key operates in small cells throughout Eora, some cells even consisting of a single individual only having contact with a single, anonymous superior. Whatever their ultimate motivations and ambitions, everyone who knows anything about them agrees that their methods are both selfless and ruthless -- a dangerous combination for anyone who crosses them.

Dice and How to Use Them

Pillars of Eternity uses a standard set of role-playing game dice: 4-sided, 6-sided, 8-sided, two 10-sided, 12-sided, and 20-sided. These are referred to as d4, d6, d8, d10, d12, and d20, respectively. A number in front of the type of dice indicates how many dice of that type are rolled, e.g. 5d6 is five 6-sided dice, or one 6-sided die rolled five times.

The most commonly-used dice are the two d10s. 2d10 is the standard roll for most skill checks and attacks.

Assist dice are always d4s, d6s, or d8s. When another player Assists, they should hand their dice to the player making the roll.

DIE MECHANIC GOALS

I believe that the dice and die mechanics used should be chosen to accomplish specific goals.

Use dice that are easy to acquire through game shops, online stores, or fellow players.

Tailor the use of dice to the probability curves I want to model instead of forcing mechanics to adapt to a small set of probability ranges.

Make player assistance and hindrance feel more palpable through the handing off of dice.

LET IT RIDE

Inspired by Burning Wheel, Pillars of Eternity uses the "Let it Ride" principle. The result of any roll for a particular activity stands unless the goal or means of the activity change -- or a special rule specifically allows you to roll again.

ROUNDING

Whenever values are averaged, halved, or modified in any other way that results in fractional values, always round up, regardless of the fraction's value. This applies in all circumstances unless specified otherwise.

Creating a Character

In Pillars of Eternity, creating a character involves conceiving their starting circumstances and the path they took to reach the start of the game. Characters may be created in a wide range of ages, but typically begin play as Adults.

CHARACTER CREATION GOALS

Each stage of character creation is intended to achieve something for the players and/or the GM. The process itself also has specific goals.

Stages of Character Creation

Every player character is created through these steps:

CULTURE – Where are you from? Culture determines your native language and available skills and grants you a cultural trait.

SPECIES AND STOCK – Are you an elf or an orlan? Island aumaua or coastal? These choices modify your basic attributes and grant a species trait.

BACKGROUNDS – What was your course through life? Backgrounds grant skill points, social connections, and starting money.

ATTRIBUTES – What are your basic mental and physical capabilities? Attributes affect many elements of gameplay, including skill checks, attack and damage rolls, and basic defenses.

SKILLS – What are you good at? From Theology to Leatherworking to Midwifery, skills determine your knowledge of and competence in a variety of matters.

TRAITS – What's special about you? Traits are special character elements that give special bonuses or alternate ways to interact with the rules.

POWERS – What soul powers have you acquired? Select one (or more!) Power Sources and individual powers for your character to use.

EQUIPMENT – What gear and personal belongings do you have? Starting equipment focuses on skill tools, weapons, and armor.

RELATIONSHIPS – What are your relationships to the other players' characters? These relationships allow you to more easily role-play with other characters from the start of a campaign.

PERSONAL GOAL – What personal goal do you have that is connected to the Cause? Personal goals can be incorporated into stories and grant bonus experience when they are accomplished.

NAME, APPEARANCE, AND PERSONALITY – Round out your character with these details. Defining these elements of your character can help bring them to life.

CHARACTER SHEETS

Record your character information on your character sheet. We have provided both a blank character sheet for duplication as well as a sample character sheet (Edér) for reference. Astute players may observe that Edér's sheet represents him a year before the beginning of Pillars of Eternity.



Character Worksheet & Flowchart

Print and use this worksheet and flowchart while creating your character. When you've finished the flowchart, transfer the information to your character sheet.

Page:

15

Culture:

Native Language (45xp):

Cultural Trait:

Primary Skills (2 - 15xp each):

Secondary Skills (3 - 8xp each):

19

Species & Stock:

Stock Trait:

Size:

Stride:

Attribute Modifiers:

21

Childhood:

Free XP:

+5 Connections XP in _____

10 Years

Setting 1:

Free XP:

+5 Connections XP in _____

5+____ Years

Background 1:

Primary Skill (1 - 15xp):

Secondary Skills (3 - 8xp each):

Setting 2:

Free XP:

+5 Connections XP in _____

5+____ Years

Starting Gold:

Total Free XP:

Starting Age:

Background 2:

Primary Skill (1 - 15xp):

Secondary Skills (3 - 8xp each):

15

Mig:

Con:

Dex:

Per:

Int:

Res:

Deflection:

Fortitude:

Reflex:

Will:

Health:

Endurance:

31

Skills:

XP

Rank

Skills:

XP

Rank

XP

Rank

XP

Rank

1

1

66

11

3

2

78

12

6

3

91

13

10

4

105

14

15

5

120

15

21

6

136

16

28

7

153

17

36

8

171

18

45

9

190

19

55

10

210

20

47

Traits (2):

49

1 Power Source at Rank 6:

Apprentice Powers (3):

or 2 Power Sources at Rank 4:

69

Equipment:

Remaining Gold:

73

Relationships:

Call to the Cause:

Personal Goal:

Name:

Appearance:

Personality:



WOUNDS	
Light: ____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Heavy: ____ <input type="checkbox"/> <input type="checkbox"/>
Severe: ____	<input type="checkbox"/> Injury: _____

Used	Traits
<input type="checkbox"/>	Culture
<input type="checkbox"/>	Stock
<input type="checkbox"/>	+
<input type="checkbox"/>	+

Relationships: _____

 Call to the Cause: _____
 Personal Goal (Year): _____

[illegible]

Weapon	Skill+	Attr+	Attack	Dmg	Crit	Range	Special

Power:
Source L/C:
Base Effects:

Range:
Target:
Duration:
Speed:
Exclusion:

Power:
Source L/C:
Base Effects:

Range:
Target:
Duration:
Speed:
Exclusion:

Power:
Source L/C:
Base Effects:

Range:
Target:
Duration:
Speed:
Exclusion:

Power:
Source L/C:
Base Effects:

Range:
Target:
Duration:
Speed:
Exclusion:

Power:
Source L/C:
Base Effects:

Range:
Target:
Duration:
Speed:
Exclusion:

Power:
Source L/C:
Base Effects:

Range:
Target:
Duration:
Speed:
Exclusion:

Connection	Rank	XP

Known Connections

Used	Power Source	Rank	XP	Pool Max	Pool Current
<input type="checkbox"/>				<div></div>	<div></div>
<input type="checkbox"/>				<div></div>	<div></div>
<input type="checkbox"/>				<div></div>	<div></div>


Reputation	Group	Rank	XP

Aging Points:

STR: DEX: INT:

CON: PER: RES:

Death March



Equipment

Wealth

Backgrounds and Settings

Childhood (10 years):

Background	Setting	Years

Notes



Name: Edér Teylecg Age (Apparent): 31 Current Year: 2820 AI
Culture: Dyrwood Species/Stock: Meadow Folk Size: o
The Cause: Stay alive in his home, Gilded Vale

MIG 3
CON 3
Fort 16

DEX 0
PER 1
Def 14 Ref 11

INT 0
RES 1
Will 11

SOAK 6

Armor Scale

Soak 6

Winded +5

Init -3

Other:

HEALTH max 44
bloodied 22
-5 Defenses, Acc, Skills

ENDURANCE max 30
winded 14
-3 Defenses, Acc, Skills

Stride 6

Initiative -3

WOUNDS

Light: 11

Severe: 33

Heavy: 22

Injury:

Traits

Used

Dyrwoodan Hello

Fighting Spirit

Second Wind

Friendly Face

Relationships: Woden (Siblings), Wirtan (Survivors, The Purges)
Call to the Cause: Desire to stay in the only home he's known.
Personal Goal (Year): Learn what happened to Woden. (2808)

Used	Skill	Rank	XP
<input type="checkbox"/>	Aedyran	9	45
<input type="checkbox"/>	Athletics	7	32
<input type="checkbox"/>	Farming	9	53
<input type="checkbox"/>	Brawl	8	39
<input type="checkbox"/>	Carouse	6	23
<input type="checkbox"/>	Glanfathan	3	8
<input type="checkbox"/>	Milling	6	24
<input type="checkbox"/>	Charm	6	24
<input type="checkbox"/>	Swim	3	8
<input type="checkbox"/>	Sword	10	55
<input type="checkbox"/>	Bow	3	8
<input type="checkbox"/>	Stealth	3	8
<input type="checkbox"/>	Read/Write Aedyran	--	5
<input type="checkbox"/>	Folklore (Dyrwood-Eothas)	5	19
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			

Weapon	Skill+	Attr+	Attack	Dmg	Crit	Range	Special
Sabre	+10	+1	+11	2d6	1d6	--	Windmill Slash: -2 Acc, Dmg & Crit to d8s
Heater Shield	--	--	--	--	--	--	+3 Deflection, +1 Winded

Power: Recovery
Source L/C: Discipline 8/4
Base Effects: Restore 4d6 Health,
Restore 4d6 Endurance
Range: None
Target: Self
Duration: Instant
Speed: Immediate
Exclusion: None

Power: Disciplined Barrage
Source L/C: Discipline 8/4
Base Effects: +1 to all Martial Skills

Range: None
Target: Self
Duration: Encounter
Speed: Immediate
Exclusion: None

Power: Knock Down
Source L/C: Discipline 8/4
Base Effects: Wpn Attack +1 Crit Die
vs Def, Prone vs. Fort
Range: Equipped Weapon
Target: Individual
Duration: Instant / Round
Speed: Action
Exclusion: None

Power: Covering Attack
Source L/C: Discipline 8/4
Base Effects: Wpn Attack vs. Def,
Move 2 Hexes
Range: Melee Weapon, Adjacent
Target: Individual EU, Individual EU
Duration: Instant
Speed: Action
Exclusion: None

Power:
Source L/C:
Base Effects:

Range:
Target:
Duration:
Speed:
Exclusion:

Power:
Source L/C:
Base Effects:

Range:
Target:
Duration:
Speed:
Exclusion:

Connections	Rank	XP
Gilded Vale	5	20
Dyrwoodan Army	2	5

Known Connections


Used	Power Source	Rank	XP	Pool Max	Pool Current
<input type="checkbox"/>	Discipline	6	21	12	
<input type="checkbox"/>					
<input type="checkbox"/>					

Reputation	Group	Rank	XP

Aging Points:

STR:	DEX:	INT:
CON:	PER:	RES:

Death March

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
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Equipment

Pipe

1 Whiteleaf

Wealth

10cp

Backgrounds and Settings

Childhood (10 years): Rural Child

Background	Setting	Years
Laborer (Farmer)	Rural (Gilded Vale)	5
Soldier (Infantry)	Military (Saint's War)	6
Militia (Farmer)	Rural (Gilded Vale)	5
Laborer (Farmer)	Rural (Gilded Vale)	5

Notes

Culture

Culture defines the basic grounding of the character, giving them a sense of identity within the world around them. Eora contains many cultures, each with their own languages, distinct talents, and ways of life. These elements heavily influence what a character has access to in their later life.

WHAT DETERMINES CULTURE?

The character's culture need not be where the character was born, but at least one of their Background phases should have been spent in that culture.

NATIVE LANGUAGE

A character is automatically considered Native (Rank 9) in the language of their culture.

LOCAL LANGUAGES

Every culture has two languages that are used commonly enough in their area that they can be learned as Culture Skills.

CULTURE SKILLS

A character's culture allows access to skills during character creation even when they are not in the character's Backgrounds. Pick two skills that you'd like to be good at and place a star * next to them. Pick three different skills you'd like to have basic talent in and place a slash / next to them.

TRAIT

A character's culture automatically grants them a free trait. Cultural traits can be used once per session.

AEDYR

NATIVE LANGUAGE: Eld Aedyran

LOCAL LANGUAGES: Aedyran, Hylspeak

CULTURE SKILLS: Axe, Blacksmithing, Bow, Carpentry, Etiquette, Farming, History, Housekeeping, Hunting, Husbandry, Insight, Laws of Aedyr, Mace, Masonry, Milling, Negotiate, Shield, Sword, Theology, Woodcutting

IMPERIAL COURTESY: Add a d4 Assist Die when using Etiquette, Charm, Oratory, Negotiate, or Intimidate.

DEADFIRE ARCHIPELAGO

NATIVE LANGUAGE: Huana

LOCAL LANGUAGES: Rauataian, Vailian

CULTURE SKILLS: Athletics, Axe, Brawl, Charm, Fishing, Forecasting, Herbalism, Hunting, Insight, Knitting, Leatherwork, Light Blade, Mace, Navigation, Oratory, Sailing, Shipbuilding, Spear, Survival, Swimming, Theology

WATERBORNE: Re-roll for any Athletic Skill or Sailing when in water or on a vessel or surface borne by the water (e.g. ship, raft, even a buoyant barrel).

DYRWOOD

NATIVE LANGUAGE: Aedyran

LOCAL LANGUAGES: Glanfathan, Hylspeak

CULTURE SKILLS: Axe, Baking, Blacksmithing, Brawl, Brewing, Carouse, Carpentry, Cooking, Explosives, Farming, Fishing, Housekeeping, Hunting, Husbandry, Intimidate, Light Blade, Milling, Sword, Trapping, Woodcutting

DYRWOODAN HELLO: May perform one free Immediate Action at the start of combat, before the Immediate Phase begins. Alternately, a re-roll for Brawl, Intimidate, and Explosives.

EIR GLANFATH

NATIVE LANGUAGE: Glanfathan

LOCAL LANGUAGES: Aedyran, Hylspeak

CULTURE SKILLS: Animal Training (Stelgaer), Astronomy, Athletics, Awareness, Bluff, Bow, Brawl, Carpentry, Herbalism, Hunting, Intimidate, Navigation, Mace, Polearm, Riding (Stelgaer), Spear, Stealth, Survival, Trapping, Theology

SACRED KNOWLEDGE: Add a d4 Assist Die when using Architecture, Masonry, Metaphysics, Mechanics, or Lockpicking, with Engwithan ruins, traps, machines, or locks. Alternately, add a d8 Assist Die when using Stealth within Engwithan ruins or Navigation when within sight of Engwithan ruins.

IXAMITL PLAINS

NATIVE LANGUAGE: Ixamitl

LOCAL LANGUAGES: Aedyran, Rauataian

CULTURE SKILLS: Baking, Brawl, Cooking, Dancing, Debate, Farming, Glazing, Hunting, Husbandry, Insight, Leatherworking, Light Blade, Masonry, Milling, Oratory, Philosophy, Spear, Sword, Wand, Weaving

CIVILIZED DISAGREEMENT: Re-roll for Philosophy, Debate, Oratory, Negotiate, and Theology.

LIVING LANDS

NATIVE LANGUAGE: Aedyran

LOCAL LANGUAGES: Vailian, Rauataian

CULTURE SKILLS: Awareness, Appraise, Axe, Blacksmithing, Bluff, Brawl, Carouse, Carpentry, Cobbling, Fishing, Gun, Hunting, Light Blade, Negotiate, Spear, Survival, Tailoring, Tattooing, Wagoneering, Woodcutting

DESPERATE SOLITUDE: Re-roll for any Obstacle or Versus test when no conscious allies are present in the scene (group decision).

NAASITAQ

NATIVE LANGUAGE: Naasitaqi

LOCAL LANGUAGES: Aedyran, Ordhjóna

CULTURE SKILLS: Basketry, Bow, Brawl, Carving, Cooking, Dancing, Engraving, Fishing, Forecasting, Hunting, Leatherworking, Light Blade, Mace, Navigation, Spear, Stealth, Survival, Tattooing, Trapping

SURVIVAL INSTINCT: Add a d8 Assist Die when using Awareness, Forecasting, Navigation, Stealth, or Survival when Bloodied. Alternately, add a d6 Assist die to Initiative when Bloodied.

OLD VAILIA

NATIVE LANGUAGE: Vailian

LOCAL LANGUAGES: Aedyran, Lembur

CULTURE SKILLS: Acting, Appraise, Carouse, Charm, Cooking, Crossbow, Etiquette, Farming, Fishing, History, Hunting, Juggling, Laws of Old Vailia, Light Blade, Navigation, Oratory, Painting, Polearm, Pottery, Shield, Sword

RICH TRADITIONS: Add a d4 Assist Die for History, Folklore, Oratory, Painting, Pottery, or Cooking.

RAUATAI

NATIVE LANGUAGE: Rauataian

LOCAL LANGUAGES: Aedyran, Ixamitl

CULTURE SKILLS: Astronomy, Baking, Cooking, Etiquette, Explosives, Fishing, Forecasting, Gun, History, Intimidate, Intrigue, Laws of Rauatai, Masonry, Oratory, Polearm, Sailing, Shipbuilding, Sword, Shield, Tailoring

WILL OF EMPIRE: Add a d4 Assist Die for Oratory, Debate, Intimidate and Intrigue. Alternately, Assist Dice can explode on 4/6/8 (for d4s, d6s, and d8s, respectively) when assisting another character from the Rauatai culture.

READCERAS

NATIVE LANGUAGE: Aedyran

LOCAL LANGUAGES: Eld Aedyran, Ixamitl

CULTURE SKILLS: Axe, Blacksmithing, Bow, Brewing, Casting, Charm, Concentration, Cooking, Distillation, Etiquette, Farming, Gemcutting, Housekeeping, Mace, Mining, Oratory, Shield, Sword, Teaching, Theology, Whitesmithing

PENITENTIAL CONTEMPLATION: Re-roll for any Obstacle or Versus test following prayer or meditation (9 Difficulty Theology or Concentration, 1 round).

VAILIAN REPUBLICS

NATIVE LANGUAGE: Vailian

LOCAL LANGUAGES: Aedyran, Lembur

CULTURE SKILLS: Appraise, Astronomy, Carouse, Charm, Crossbow, Glazing, Gun, Intrigue, Laws of the Vailian Republics, Light Blade, Mechanics, Metaphysics, Negotiate, Sculpture, Shield, Shipbuilding, Sword, Whitesmithing, Tailoring

MODERN MIND: Add a d4 Assist Die on Mechanics, Metaphysics, Surgery, Astronomy. Alternately, a re-roll for the same skills.

WHITE THAT WENDS

NATIVE LANGUAGE: Ordhjóma

LOCAL LANGUAGES: Naasitaqi, Huana

CULTURE SKILLS: Acrobatics, Athletics, Awareness, Brawl, Carving, Etching, Fishing, Folklore, Forecasting, Hunting, Insight, Intimidate, Light Blade, Mace, Navigation, Oratory, Spear, Stealth, Survival, Swimming, Teaching, Trapping, Wand

WINTER'S WORK: Re-roll for any Obstacle or Versus test when temperature is below freezing or when the character is in darkness (group decision).

Species and Stock

Each Species represents a distinct group of living creatures in Eora, distinguished from each other by myriad traits, but distinctively an inability to produce offspring between different types. The standard Species in Pillars of Eternity are those of the kith, i.e. the "civilized" people that dominate Eora.

Within each Species, there are generally two or more Stocks. These are ethnic groups that can produce offspring between each other within a Species but may be distinguished from each other in some minor way.

STOCK TRAITS

Unless stated otherwise, Stock Traits are always active and their is no limit to how often they can be used in a play session or adventure.

AUMAUA

All aumaua have +2 to their Might Attribute. All aumaua are Size 1 and their Stride is 7.

COASTAL AUMAUA

TOWERING PHYSIQUE - All Coastal Aumaua have Resistance to Might Afflictions.

ISLAND AUMAUA

DEEP DIVER - +5 to Athletics, Swimming, and Fortitude rolls when in or underwater. Alternately, +5 Defense against any attack that affects breathing (group decision).

DWARF

All dwarves have +1 to their Might and Constitution Attributes. All dwarves are Size 0 and their Stride is 5.

BOREAL DWARF

SENSE OF NATURE - Once per session, a boreal dwarf may re-roll any Perception-based check (including an attack roll) when in a natural setting (group decision).

MOUNTAIN DWARF

HALE AND HARDY - All mountain dwarves have Resistance to Constitution Afflictions.

ELF

All elves have +1 to their Dexterity and Perception Attributes. All elves are Size 0 and their Stride is 6.

PALE ELF

WINTER TOUGHNESS - All pale elves have +6 soak against Freeze damage.

WOOD ELF

WILY STEP - All wood elves have Resistance to Dexterity Afflictions.

FOLK

All folk have +1 to their Might and Resolve Attributes. All folk are Size 0 and their Stride is 6.

MEADOW FOLK

OCEAN FOLK

SAVANNA FOLK

While there are different stocks of Folk, they all share the same trait.

FIGHTING SPIRIT - When Bloodied, they gain +2 Initiative and +2 Accuracy (does not remove penalties for being Bloodied).

GODLIKE

All godlike have +1 to their Dexterity and Intellect Attributes. Godlike are all derived from other species, so their Size and Stride attributes are based on their mortal parentage.

AVIAN GODLIKE

FEATHERSPEAK - Avian godlike have the innate ability to understand birdsongs and communication between birds. Such communication is limited to the senses and intelligence of the birds in question. The avian godlike also have the ability to speak to the birds using their own language, though many concepts are too complex for them to understand.

DAWN GODLIKE

DAWNBRINGER - A dawn godlike can cause their body to quickly suffuse with light. The godlike has the ability to control what part(s) of their body generate light and the amount. The light does not normally cause any discomfort or hindrance to onlookers. It requires an Immediate action.

DEATH GODLIKE

FADESENSE - Death godlike have the ability to sense any living (i.e. soul-housed) entity that is Incapacitated, suffering from a Debilitating Wound, or with a Death March score of 10 or higher. This requires a round of time, is centered on the godlike, and extends 100m in all directions.

ENDINGS GODLIKE

DISSOLUTION - Ending godlike have the ability to bring about the inevitable near-term end state of a nonliving (i.e., no soul) thing or process. A heavily rusted sword can be reduced completely to flakes. A sputtering fire can be completely extinguished. A cooling drink can be brought to room temperature. This requires only a moment of time and the godlike must be adjacent to the target.

FIRE GODLIKE

FIRESTARTER - Fire godlike can use part of their body to generate sparks or open flame to ignite flammable material. The heat of the flame does not exceed that of a standard campfire (500° F / 260° C). It requires an Immediate action and the godlike must be adjacent to the target.

MARINE GODLIKE

WATERSHAPER - Once per day, marine godlike can move or change the natural flow of up to 200 gallons of water within 9 hexes. The water can also be shaped into a specific form (stationary or animated) for up to an hour.

MOON GODLIKE

TIDAL PULL - Once per day, moon godlike can pull a lightweight object (10 lbs. / 4.5 kg) to them from up to 9 hexes away. They can exert no fine control over the movement of the object and the object must travel to them in a straight line (barring minor physical interference).

NATURE GODLIKE

BEASTMIND - Nature godlike can sense the general emotional state of a single Beast within 30m. It takes a round of concentration but requires no attack roll.

ORLAN

All orlans have +2 to their Perception Attribute, +1 to their Resolve Attribute, and -1 to their Might Attribute. All orlans are Size -1 and their Stride is 5.

HEARTH ORLAN

SURVIVAL INSTINCT - Hearth orlans have +5 Initiative in the first round (only) of any encounter. Additionally, once per encounter, they may attempt to use Stealth at the end of a Move action even if they are being directly observed (if applicable, add +5 Difficulty on top of other modifiers).

WILD ORLAN

DEFIANT RESOLVE - All wild orlans have resistance to Resolve Afflictions.

Backgrounds and Settings

All characters have one or more Backgrounds that define how they came up in the world prior to the start of the game. Backgrounds grant experience in one primary and three secondary skills. Because of this, most campaigns assume that all characters start with a Child background and two additional Backgrounds (e.g. Town Child, Laborer, Artisan). This is the default unless the GM states otherwise.

Each Background takes place in a Setting, a specific place with a general character, e.g. St. Ilana's Abbey is a Religious Setting, Defiance Bay is a Town Setting, and Gilded Vale is a Rural Setting. A few Settings have more specific requirements and are less associated with a specific place, e.g. Military Setting assumes that the character is actively engaged in a military conflict of some sort. Each Setting description details its nature.

PRIMARY AND SECONDARY SKILLS

Backgrounds have Primary and Secondary skills associated with them. Each Primary skill receives 15xp per time it appears in a background. Each Secondary skill receives 8xp per time it appears in a background.

FREE XP, CONNECTIONS XP, AND STARTING CP

Every Setting category comes with an amount of Free xp and Connections xp. Free xp is added up and spent across any skill, even ones not in your backgrounds (exception: Wild Settings). It cannot be spent on unlocking power sources or buying powers. During character creation, no skill can have more xp than their number of backgrounds (including Child) * 15.

Connections xp is used for establishing your social relationships with the communities you've spent time in. Connections advance on the same progression as skills. Note that if your character started in a culture that is far away from where a campaign takes place, it may be very difficult or rare to make use of certain community Connections (e.g. Deadfire - Neketaka [Town] when a campaign takes place in the Living Lands). If you don't know what towns, regions, or military orders are available, work with the GM to fill in your character's background.

E.g. Kate's character has a Town Setting and her culture is the Living Lands. She picks the coastal town of Witchwatch Cove and puts 5xp in Living Lands - Witchwatch Cove (Town). She spends her second background in the Living Lands as a Midwife and decides she lived in the countryside (Rural Setting) near Witchwatch Cove, which is in the South Coast region. She puts 5xp in Living Lands - South Coast (Rural). She spends her last background as a midwife in rural Old Vailia and she picks the fertile Berratia region, gaining 5xp in Old Valia - Berratia (Rural).

Starting cp only matters for the last background you select. So, if you begin as a Noble Child and end as a Farmer, your character begins play with 50cp.

BACKGROUND TIME

The first (Child) background is 10 years and each subsequent background is 5 years. This means that with three Backgrounds, most species begin the game as Young Adults (the exception being elves, who are still Adolescents).

TRANSITION TIME

To leave one background category and enter another (that is not lower than their current category), the character must pay a cost in years to explain their struggle to break through the boundaries of society. Compare the transition costs of each background category. If they are the same, the cost is always 1 year. If the cost of the new category is less than the old, there is no cost. If the cost of the new category is higher than the old, the character must pay the listed cost.

No experience is awarded for transition time. It is considered lost years.

CHILDHOOD BACKGROUNDS

The first background for every character must start as a Child background. Child backgrounds are broader than subsequent backgrounds because the lives of most children are less rigidly structured than those of adults. Each background corresponds to a category of backgrounds that the child would most likely transition into. For this reason, transition costs are listed with each child background even though they are not technically transitioned "into".

RURAL CHILD

Transition cost: 0.
10 Free xp and 5 Connections xp in their region.

TOWN CHILD

Transition cost: 1.
8 Free xp and 5 Connections xp in their town.

MILITARY CHILD

Transition cost: 0.
8 Free xp and 5 Connections xp in their military organization.

COURT CHILD

Transition cost: 3.
4 Free xp and 5 Connections xp in the community or land surrounding their estate.

NOBLE CHILD

Transition cost: 7.
2 Free xp and 5 Connections xp in their nation's nobility.

RELIGIOUS CHILD

Transition cost: 1.
8 Free xp and 5 Connections xp in their religious community, order, or surrounding community.

ACADEMIC CHILD

Transition cost: 2.
6 Free xp and 5 Connections xp in their academic institution or, if it is a small institution, a network of affiliated institutions.

CRIMINAL CHILD

Transition cost: 0.
10 Free xp and 5 Connections xp in their community's criminal networks.

POST-CHILDHOOD BACKGROUNDS

ARTISAN / CRAFTSPERSON (PAINTER, JEWELER, LEATHERWORKER, ARMORER, GOLDSMITH)

Settings: Rural, Town, Military, Court and Estate, Religious, Academic, Criminal

P: 1 Artistic Skill

S: 1 Artistic Skill + 2 Artistic, Social, or Worldly Skills

AUXILIARY (BODYGUARD, CAMP GUARD, SCOUT, RUNNER)

Settings: Rural, Town, Military, Court and Estate, Religious, Academic, Criminal

P: Athletics, Awareness, Riding, Stealth, or Swimming

S: 1 Martial Skill + 2 Physical or Worldly Skills

BRIGAND / ROBBER

Setting: Criminal

P: Survival or Intimidate

S: 3 Martial, Physical, or Worldly Skills or Intimidate

CON ARTIST / SWINDLER

Setting: Criminal

P: Acting, Bluff, or Insight

S: 3 Physical, Social, or Worldly Skill

COURTESAN / PROSTITUTE

Settings: Town, Military, Court and Estate, Religious, Academic, Criminal

P: Awareness, Charm, Carouse, Insight, or Negotiate

S: 1 Social Skill + 2 Academic, Physical, Social, or Worldly Skills

EXECUTIONER

Settings: Town, Military, Court and Estate, Religious

P: Surgery

S: 1 Martial Skill + 2 Social or Worldly Skills

HEIR OR LADY/LORD

Setting: Noble

P: 1 Social or Martial Skill or Housekeeping

S: 3 Artistic, Academic, Physical, Martial or Social Skills

LABORER (FARMER, CARPENTER, SURGEON, HERBALIST, ETC.)

Settings: Wild, Rural, Town, Military, Court and Estate, Religious, Academic, Criminal

P: 1 Worldly Skill

S: 1 Worldly Skill + 2 Physical, Social, or Worldly Skills

MERCHANT (INCLUDES BOOKKEEPER & TAX COLLECTOR)

Settings: Rural, Town, Military, Court and Estate, Religious, Academic, Criminal

Special: Bookkeeping must be either the primary or one of the secondary skills.

P: 1 Social Skill or Bookkeeping

S: 3 Social, Artistic, or Worldly Skills or Bookkeeping

KNIGHT

Setting: Noble

P: 1 Martial Skill

S: 1 Martial Skill + 2 Artistic, Physical, Social, or Worldly Skills

LAWYER

Setting: Rural, Town, Court and Estate, Religious, Criminal

Requires: 1 Student Background and Laws of (Culture) above 0.

MAIDEN / GENTLEMAN / COURTIER

Setting: Noble

P: 1 Social Skill

S: 3 Social, Academic, or Artistic Skills

MILITIA (ARTISAN, LABORER, LAWYER, MERCHANT)

Setting: Rural, Town

Requires: 1 Artisan, Laborer, Lawyer, or Merchant Background

P: Laws of (Culture), Bookkeeping or 1 Worldly or Artistic Skill

S: 1 Martial Skill + 2 Physical, Social, or Worldly Skill

OFFICER (SERGEANT, CAPTAIN, STEADMAN/LIEUTENANT)

Settings: Military

Requires: 1 Auxiliary, Militia, or Soldier Background or Noble Setting

P: Logistics, Tactics, Oratory, or Intimidate

S: 1 Martial Skill + 2 Physical or Social Skills, Bookkeeping, Logistics, or Tactics

PROFESSOR

Setting: Academic

Requires: 2 Student Backgrounds

P: Teaching

S: 2 Academic Skills + 1 Social or Academic Skill or Composition or Scribing

SOLDIER (INFANTRY, ARCHER, GUNNER)

Settings: Military

P: 1 Martial Skill

S: 1 Martial Skill + 2 Martial Skills or Athletics, Awareness, Riding, Stealth, Survival, Tactics

STUDENT

Setting: Academic, Town, or Court & Estate

P: 1 Academic Skill

S: 2 Academic Skills + 1 Social or Academic Skill or Composition or Scribing

RELIGIOUS CONTEMPLATIVE (HERMIT, MONK, NUN)

Settings: Wild, Rural, or Religious

P: Concentration, Survival, or Theology

S: 3 Artistic or Worldly Skills or Theology

RELIGIOUS LEADER (ABBESS/ABBOT, PRIEST, HIGH PRIEST)

Settings: Any

P: Housekeeping, Theology, Teaching or 1 Social Skill

S: 3 Artistic, Social, or Worldly Skills, or Housekeeping, Theology, or Teaching

THIEF

Setting: Criminal

P: Lockpicking, Stealth, or Sleight of Hand

S: 3 Artistic, Physical, or Worldly Skills

SETTINGS

WILD SETTING

Wild Settings are not populated by more than a handful of kith or wilder, and even those few have no more than momentary (often hostile) contact with each other. These are truly remote locations untouched by contemporary civilization, but they may contain abandoned ruins. Time spent in a Wild Setting is truly spent alone with the environment and its creatures. Motare ō Kozi and the interior of the Living Lands would be considered Wild Settings.

EACH BACKGROUND IN A WILD SETTING GRANTS

- 12 Free xp
- 0 Connections xp in their region
- Starting cp: 0
- Transition cost: 0

SPECIAL: Wild Settings are the only ones that restrict the use of Free xp. Free xp acquired from a Wild Setting may only be spent on Martial skills, Athletics, Concentration, Fishing, Hunting, Locale Lore, Navigation, Riding, Stealth, Survival, Swimming, or Trapping.

RURAL SETTING

Rural Settings are lightly populated areas with minimal traffic. They can be countryside, farmland, or even villages, as long as they feel relatively small and slow-paced. Contact and trade between kith or wilder is common and social, not particularly violent, though tensions may exist in the region. Gilded Vale, The White March, the island of Poko Kohara, and the coast of the Living Lands would be considered Rural Settings.

Note that Town Connections specifically do not include criminal connections (see Criminal Setting).

EACH BACKGROUND IN RURAL GRANTS

- 10 Free xp
- 5 Connections xp in their region
- Starting cp: 50
- Transition cost: 0

TOWN SETTING

The difference between a town and village is subjective, but towns see more traffic, have higher population density, and a faster pace of life than a village. Towns also include larger cities and metropoleis. Note that Town Settings do not include outlying lands; Rural Settings do. Defiance Bay, Neketaka, Port Maje, and Twin Elms would all be considered Town Settings.

Note that Town Connections specifically do not include criminal connections (see Criminal Setting).

EACH BACKGROUND IN TOWN GRANTS

- 8 Free xp
- 5 Connections xp in their town
- Starting cp: 75
- Transition cost: 1
- **SPECIAL:** 1 Artistic or Worldly Skill is always available as a secondary skill to any character spending a background in a town setting.

MILITARY SETTING

Military Settings are not necessarily fixed in a single place, but focus on an environment that is actively engaged in warfare. The setting could be in an active army, a term of service with a mercenary company, or even living in an environment that is constantly disrupted by warfare. The Dyrwoodan army, the Bleak Walkers, and the Torn Bannermen are all Military Settings.

EACH BACKGROUND IN MILITARY GRANTS

- 8 Free xp
- 5 Connections xp in their military organization
- Starting cp: 75
- Transition cost: 1
- **SPECIAL:** 1 Martial Skill is always available as a secondary skill to any character spending a background in a military organization.

COURT AND ESTATE SETTING

The active households of the truly wealthy and powerful are considered Court and Estate Settings. The distinction between Court and Estate and Noble is the role the character plays. Those who are not part of the nobility but work and live on the grounds are considered to be living in a court or estate. Raedric's Hold, Defiance Bay's Ducal Palace, and the manor houses of the Doemenel and Reymont families are considered Court and Estate Settings. Similarly, Neke-taka's Kahanga Palace and the manor houses of the Valera and Bardatto families are Court and Estate Settings.

EACH BACKGROUND IN COURT AND ESTATE GRANTS

- 4 Free xp
- 5 Connections xp in the community or land surrounding their estate
- Starting cp: 300
- Transition cost: 3
- **SPECIAL:** 1 Social Skill is always available as a secondary skill to any character spending a background in a court or estate setting.

NOBLE SETTING

The Noble "Setting" is a requirement of any noble background (Heir, Knight, Lady/Lord, Maiden/Gentleman/Courtier). For a character to spend a background as a noble, they live within the sphere of noble influence, wealth, and privilege, regardless of their physical location. While the physical location is often the same as Court and Estate, characters living in the Noble Setting are effectively living a completely different lifestyle.

EACH BACKGROUND IN NOBLE GRANTS

- 2 Free xp
- 5 Connections xp in their nation's nobility
- Starting cp: 1000
- Transition cost: 7
- **SPECIAL:** 1 skill from any category (other than Powers) can be selected as a primary or secondary skill for any character spending a noble background. Such are the privileges of power.

RELIGIOUS SETTING

Monasteries, large temples, and similar communities typify Religious Settings, environments where the majority of residents are at least nominally devoted to religious thought and work. Religious Settings may be remote, but they can just as easily exist within a city or adjacent to a village as long as the focus of the community is clear. The Abbey of the Fallen Moon, Noonfrost, and Harbingers' Watch are all Religious Settings.

EACH BACKGROUND IN RELIGIOUS GRANTS

- 8 Free xp
- 5 Connections xp in their religious community, order, or surrounding community
- Starting cp: 75
- Transition cost: 1
- **SPECIAL:** Theology or 1 Social Skill are always available as a secondary skill to any character spending a background in a religious setting.

ACADEMIC SETTING

Universities, large libraries, and similar institutions typify Academic Settings, locations where the majority of residents are primarily devoted to teaching and study. Note that Academic Settings, like Religious Settings, can be adjacent to or within other communities, such as a host city. The Hall of Revealed Mysteries, Whiterock Isle Scriptorium, and the Universities of Selona and Revua are all Academic Settings.

EACH BACKGROUND IN ACADEMIC GRANTS

- 6 Free xp
- 5 Connections xp in their academic institution or, if it is a small institution, a network of affiliated institutions
- Starting cp: 100
- Transition cost: 2
- **SPECIAL:** 1 Academic Skill or Social Skill is always available as a secondary skill to any character spending a background in an academic setting.

CRIMINAL SETTING

Criminal Settings typically map to a specific Town Setting or a specific Rural Setting. The connections formed represent the largely-unseen criminal underbelly of society.

EACH BACKGROUND IN CRIMINAL GRANTS

- 10 Free xp
- 5 Connections xp in their community's criminal networks
- Starting cp: 50
- Transition cost: 0
- **SPECIAL:** Survival, Streetwise, or 1 Physical skill are always available as a secondary skill to any character spending a background in a criminal setting.

Character Statistics

Attributes

Attributes represent fundamental physical and mental characteristics of a character. They are often added to die rolls or checked against directly in circumstances where individual skills do not apply. 0 represents an average score for kith characters. +3 is quite high, -3 is quite low, and values up to +5/-5 are extraordinary. Values above 5 are not normally found among kith.

Attributes are purchased on a point scale. All characters have 10 points to spend on Attributes, though setting an Attribute to a negative value grants the player points they can spend on other Attributes. Attributes cannot be purchased higher than 4 or lower than -4 before applying Species bonuses.

Bonuses to Attributes from a character's Species are applied after points are spent. E.g, an elf with 6 points in Dexterity has a base 3, modified to 4 by their Species. An orlan with 3 points in Might has a base 2, modified to 1 by their Species.

MIGHT

Affects Melee Weapon Damage, Thrown Weapon Damage, Carry Limit, and Fortitude.

CONSTITUTION

Affects Health, Endurance, Wound Recovery and Fortitude.

DEXTERITY

Affects Initiative, Ranged Weapon Damage (non-Thrown), Reflexes, and Deflection.

PERCEPTION

Affects Weapon Accuracy (even in conjunction with Powers), Reflexes, and Deflection.

INTELLECT

Affects Power Accuracy, Study Minimum Skill Requirements, and Will.

RESOLVE

Affects Magic Damage, Magic Healing, Endurance, and Will.

ATTRIBUTE POINTS AND SCORES

POINTS SPENT	ABILITY SCORE
10	4
6	3
3	2
1	1
0	0
-1	-1
-3	-2
-6	-3
-10	-4

Defenses

One of the most important impacts of Attributes is to contribute to Defenses. All characters use Defenses to resist attacks. Attackers attempt to equal or exceed these target numbers to score Hits.

DEFLECTION

Most weapon attacks, such as those from swords, arrows, and monsters' claws, target Deflection.

$$\text{BASE DEFLECTION} = \text{DEXTERITY} + \text{PERCEPTION} + 10$$

FORTITUDE

Fortitude represents the body's overall sturdiness and ability to resist poison and disease.

$$\text{BASE FORTITUDE} = \text{MIGHT} + \text{CONSTITUTION} + 10$$

REFLEXES

Reflexes represents the character's ability to maintain their balance or leap out of the way of area attacks like an explosion or a dragon's breath.

$$\text{BASE REFLEXES} = \text{DEXTERITY} + \text{PERCEPTION} + 10$$

WILL

Will opposes attacks against the mind and soul of the character, from the terror of a dragon's presence to a cipher's powers of enchantment.

$$\text{BASE WILL} = \text{INTELLECT} + \text{RESOLVE} + 10$$

Health

A character's Health is primarily determined by their Size and Constitution. Most kith characters are in a similar range of Health, with smaller and larger creatures scaling much more dramatically. Changing a character's size or Constitution can adjust their maximum Health and Wound thresholds, but does not make existing damage worse.

MAX HEALTH =

BASE HEALTH + CON SCORE(CON MULT.)

CALCULATING BLOODIED AND WOUND THRESHOLDS

As a character suffers damage, it will become less effective in combat. Particularly damaging hits can make it difficult for the character to recover Health. These penalties are represented through the Bloodied state and Wounds, respectively.

BLOODIED

Divide a character's Max Health by 2. This is the character's Bloodied threshold. When the character hits this Health value or below, they suffer -5 to all Defenses, Accuracy, and skill checks.

WOUNDS

When a character takes a large amount of damage from a single hit, it can cause a Wound. Wounds limit the healing of a character and cannot be removed without rest.

Light, Heavy, and Severe Wounds represent a quarter, half, and full value of a character's Max Health, respectively. If a character takes this much damage from a single attack, they mark the Wound on their character sheet. A character's current Health can never be more than their Max Health minus the accumulated values of their Wounds. E.g., a character with one Light and one Heavy Wound cannot have more than 25% of their Max Health as current Health.

A character with two Light Wounds or one Heavy Wound is always considered to be Bloodied. A character with any combination of Wounds that drops them to 0 Health is always considered Incapacitated (see below).

LIGHT WOUND = MAX HEALTH / 4

HEAVY WOUND = MAX HEALTH / 2

SEVERE WOUND = LIGHT WOUND X 3

Wounds can be characterized in the following ways:

LIGHT - Significant wounds that include contusions, visible cuts, painful burns and similar lesser injuries.

HEAVY - Lacerations, bruised and cracked bones, and gaping wounds.

SEVERE - Wounds so damaging that the target immediately suffers an Injury (see the Combat, Afflictions, and Injuries chapter) that inflicts specific penalties while the character is recovering.

Note that there are two other Health thresholds to record and be aware of: Incapacitated and Dead.

INCAPACITATED

When a character is reduced to 0 Health, they are Incapacitated. Incapacitated characters cannot walk without assistance and can only crawl so slowly that they are effectively immobile and inert in combat. They are considered Defenseless and the only skill checks they can make are knowledge-based at a -5 penalty.

DEAD

A character dies when their Health reaches a negative value equal to a quarter of their Max Health.

Endurance

Endurance represents a character's level of exhaustion relative to their absolute limits. Endurance can be lost in several ways, but most notably through performing strenuous actions or as a side effect of Soaking damage. Max Endurance is based on Size, Constitution, and Resolve.

$$\text{MAX ENDURANCE} = \text{BASE ENDURANCE} + \text{CON SCORE}(\text{CON MULT.}) + \text{RES SCORE}(\text{CON MULT.})$$

WINDED

Divide a character's Max Endurance by 4. The result is their Winded threshold. When a character's Endurance drops to this value or lower, they are Winded

CALCULATING HEALTH

SIZE	BASE HEALTH	CON MULT.	EXAMPLES
-4	4	$x^{1/2}$	Squirrels and Their ilk
-3	8	x1	Cats, Small Dogs
-2	16	x2	Children, Wichts, Dogs, Imps
-1	32	x3	Orlans, Xaurips, Sporelings, Wurms, Wolves
0	35	x3	Dwarves, Elves, Folk
1	38	x3	Aumaua
2	75	x6	Ogres, Trolls
3	125	x12	Dank Spores, Young Drakes
4	250	x25	Drakes
5	500	x50	Dragons

CALCULATING ENDURANCE

SIZE	BASE ENDURANCE	CON MULT.	RES MULT.	EXAMPLES
-4	3	—	$x^{1/4}$	Squirrels and Their ilk
-3	6	$x^{1/4}$	$x^{1/2}$	Cats, Small Dogs
-2	12	$x^{1/2}$	x1	Children, Wichts, Dogs, Imps
-1	23	x1	x2	Orlans, Xaurips, Sporelings, Wurms, Wolves
0	25	x1	x2	Dwarves, Elves, Folk
1	27	x1	x2	Aumaua
2	50	x2	x4	Ogres, Trolls
3	100	x4	x8	Dank Spores, Young Drakes
4	200	x8	x15	Drakes
5	400	x15	x30	Dragons

and suffer -3 to all Defenses, Accuracy, and skill checks.

EXHAUSTED

At 0 or less Endurance, the character is considered Exhausted and can no longer stand or act in combat. They are incapable of taking actions other than labored speech, crawling, and similar low-energy activities. They are Defenseless and cannot use skills for any purposes other than slowly speaking or checking knowledge (at -5). Endurance can continue to drop below 0 if, for example, the character is struck by an attack that fails to penetrate their armor.

RESTORING ENDURANCE

The most common way to restore Endurance is simply to rest, but many Powers also restore Endurance.

$$\text{MINUTES RESTED} \times 2 = \text{ENDURANCE RESTORED}$$

Skills

Skills represent the basis of most characters' capabilities in Pillars of Eternity. While traits, talents, and abilities represent special characteristics, skills are tested more often than any other element of a character. Skills represent a combination of training and natural talent, with higher skill allowing the character to perform more difficult tasks and to make performing routine tasks much more reliable.

Because of Pillars of Eternity's dice mechanics, having a high skill is necessary for achieving difficult tasks with regularity. A lucky double may propel a character to great heights every once in a while, but the skills themselves add to every roll.

Skills from Character Creation

BACKGROUND SKILLS

First, calculate your background skills. All characters begin play with a set of skills defined by their backgrounds. Look at your character's backgrounds and make a list of all skills that appear in them. Put a star * next to a skill each time it appears as a primary focus. Put a vertical slash | next to a skill each time it appears as a secondary focus.

When you are finished, give the skills 15 experience for each star, 8 experience for each slash. Reference the experience table below and write down the current rank for each skill with experience. This can later be expanded on with Free Spend (below) or during character advancement between adventures.

FREE SPEND EXPERIENCE

Each Setting grants a character a number of "free spend" experience based on the Setting (e.g. Rural, Military, Religious). Add up these points and spend them on any skills in any skill category.

NOTE: Free Spend experience cannot be spent on Power Sources or Powers.

THE EXPERIENCE TABLE

All skills (and Power Sources) advance using the following experience table. The progression is triangular, meaning advancement in skills will naturally slow down as the character's rank gets higher. For that reason, it is often more efficient to spread points across multiple skills instead of a single skill.

EXPERIENCE TABLE

XP	RANK	XP	RANK
1	1	66	11
3	2	78	12
6	3	91	13
10	4	105	14
15	5	120	15
21	6	136	16
28	7	153	17
36	8	171	18
45	9	190	19
55	10	210	20

Progression past rank 20 increases in the same manner.

SKILL CATEGORIES

Skills are all grouped into the following six categories: Academic, Artistic, Martial, Physical, Social, and Worldly. Some backgrounds require you to select skills within a specific category. Within this chapter, all skills are sorted alphabetically in their categories, which are also organized alphabetically.

Academic Skills

Academic Skills are typically used as part of research or recollection. They are most likely to be used in Obstacle Tests (recalling facts) but may also be used as part of Seasonal Tests when the character is trying to research an obscure piece of information in a library or across myriad complicated texts.

NOTE: An Academic Skill cannot be used unless the character has at least 1 rank in it.

ASTRONOMY

Astronomy is the study of stars, moons, and other celestial bodies. It encompasses both practical knowledge as well as the theoretical debates in the field. Some Astronomy checks may require the use of charts or other special tools, such as telescopes, to view objects hidden from the naked eye.

OBSTACLES:

- 10** - Identify the phase of Beläfa (the main moon) by observation.
- 15** - Determine the phase of Beläfa by knowing the calendar day. Project the date of a future phase of Beläfa by knowing the current phase. Identify well-known stars and constellations. Identify the planets visible from Eora. Use an astrolabe to assist Navigation.
- 20** - Determine the phase of Cawldha (the black moon) by knowing the calendar day. Project a star or constellation's position by knowing its current position and the calendar date. Identify lesser-known stars and constellations. Knowledge of specific comets and their time cycles. Properly use a telescope to observe specific stars that are not visible to the naked eye.
- 25** - Identify approximate position and orientation in Eora (within 2,000 miles) by knowing the calendar day and using an astrolabe to observe a clear night sky.

BOOKKEEPING

Bookkeeping is the practice of maintaining daybooks, ledgers, and similar account-keeping records. The more financially-active cultures of Eora, such as the Vailian Republics and Rauatai, practice double-entry bookkeeping, but even remote cultures like the Glamfellen of the White That Wends have their own methods for recording important account data.

Obstacles:

- 10** - Identify an accounting book and discern the different types (e.g. daybooks, ledgers, etc.).
- 15** - Make basic sense of a standard accounting book when reading one. Make simple single-entry accounting records.
- 20** - Making sense of complex account books when reading them. Double-entry bookkeeping.
- 25** - Spotting errors or intentional obfuscation in an accounting book. Obscuring the true values going into and out of accounts with tricks.

DEAD LANGUAGE

Dead languages are only learned in an academic context or in highly-specialized communities that maintain the use of the language among their ranks. If a dead language has a unique alphabet, that must be learned to read the language.

Note that some of these languages are so dead (e.g. Engwithan) that they are impossible to learn without a source that can translate into a living language.

LANGUAGE PROFICIENCY

Languages are not rolled against, but purchased to a specific level of proficiency.

- RANK 3 - BASIC:** Greetings, vocabulary of common nouns and verbs, simple questions and physical directions. Conversations must be slow-paced or they become unintelligible.
- RANK 5 - CONVERSATIONAL:** Can hold conversations on everyday subjects, but lacks technical vocabulary, makes grammatical mistakes, and has some pronunciation or accent problems.
- RANK 7 - FLUENT:** Able to converse at length on any subject, though may lack specific vocabulary. Only rare grammatical errors. Does not present an obstacle for communication.
- RANK 9 - NATIVE:** Comprehensive mastery of the language spoken with appropriate native accent.

NOTE: These proficiency levels inform the use of texts for acquiring experience as well as conversational ease.

DEAD LANGUAGE (CONT.)

BASIC LITERACY

It costs 5xp to learn the alphabet of a language from an appropriate source. Some alphabets are used by multiple languages.

DEAD LANGUAGE LITERACY

ALPHABET	LANGUAGES
Engwithan	Engwithan

HISTORY OF (REGION)

Though little is agreed upon by the various people and nations of Eora, History allows the user to recall the most popular accounts of historical events. There are often many different versions of history depending on whom one asks or what texts one reads. There is also heavy overlap between folklore, mythology, and the sober recapitulation of facts by witnesses. The machinations of interested political parties as well as the Hand Occult further complicate the study of many historical events.

OBSTACLES:

10 - Recall the common "greatest hits" of your region's history in broad strokes. Recall the names of and rudimentary information about the most prominent and legendary historical figures of your region.

15 - Details of the most prominent historical figures and events. Names and rudimentary information of secondary figures and events. The ability to date major and secondary events within 50 years.

20 - Details of secondary figures and events and knowledge of exact dates. Names and rudimentary information of obscure figures and events. Ability to tie figures, events, and movements together in a larger framework. Knowledge of major historians and passing familiarity with their work.

25 - Details of obscure figures and events. Comprehensive knowledge of how various historical figures, events, and movements tie together. Ability to reference and quote the works of major historians from memory. Passing knowledge of minor historians and their work.

30 - Intimate familiarity with minor historians and their work. Ability to recall from memory how historians reference each other's works.

LAWS OF (CULTURE)

Each culture in Eora has its own customs and laws, whether written or taught orally to its people. Knowledge of law is never general, but always specific to an individual culture. There is some overlap between the laws of imperial and colonial cultures, such that knowledge of one can be used to infer (sometimes dangerously) the laws of the other. In such cases, the difficulty is 3 higher than normal.

Specializations: Aedyr, Readceras, The Dyrwood, Old Vailia, The Vailian Republics

OBSTACLES:

10 - Basic knowledge of the commonly-encountered laws of the land (assault, murder, theft, etc.) and their punishments.

15 - Knowledge of minor laws and punishments, local variations on common laws, loopholes around common laws, basic understanding of the legal processes of the land.

20 - Knowledge of famous trials and their details. Loopholes around minor laws. Detailed understanding of legal processes and the bureaucracy (if any) surrounding them.

25 - Knowledge of obscure trials and their details. Thorough knowledge of the land's canon of law, including the history of how it developed over time.

METAPHYSICS

Metaphysics covers practical and theoretical aspects of souls and their functions. While a knowledge of metaphysics does not require the use of animancy, the practice of animancy requires knowledge of metaphysics. More than any other academic field in Eora, metaphysics is highly speculative and full of hotly-contested theories.

SPECIALIZATIONS: Animancy, Fringe Theories, Kith Metaphysics, Mainstream Theories

OBSTACLES:

10 - Knowledge of the basics of the Wheel: the Here, the In-Between, and the Beyond. Rudimentary understanding of adra and how it ties into the Wheel.

15 - Knowledge of different types of adra (living, dead, luminous, white, etc.). Understanding of how the Here, In-Between, and Beyond operate physically and metaphysically. Basic understanding of the different types of vessels and spirits.

20 - Ability to distinguish different types of souls (kith, animal, etc.) with basic (or better) animancy tools. Detailed understanding of different types of vessels and spirits and theories about their creation.

25 - Ability to use standard (or better) animancy tools to analyze souls for more detailed information: number of lives lived, length of lives, relative trauma. Detailed knowledge about how various spirits and vessels are created and how animancy tools can be used to assist in such endeavors.

30 - Ability to use advanced animancy tools to find and excise memories from the current life of a soul. Ability to use animancy tools to prod at latent life memories in a soul with unpredictable results. Ability to use animancy tools sever a soul's connection to a body, pushing it into the In-Between.

35 - Ability to use advanced animancy tools to bring forward a latent life memory in a soul and ask it direct questions. Ability to use animancy tools to excise memories or entire latent lives from a soul. Ability to use animancy tools put a soul into a vessel.

PHILOSOPHY

A companion to Theology and Metaphysics, Philosophy is the study of knowledge itself, the examination of consciousness and the moral and ethical implications of living as a sapient being in Eora. Philosophy covers not only the bodies of work developed by philosophers from across Eora, but also the logical underpinnings of their arguments and counter-arguments.

OBSTACLES:

10 - Knowledge of the "greatest hits" of philosophy among academics: prominent thinkers and crude, broad strokes of their beliefs.

15 - More detailed understanding of prominent thinkers, fundamentals of their beliefs, quotable passages, and their relationships to other philosophers. Basic knowledge of secondary thinkers and their beliefs.

20 - Thorough, detailed knowledge of the works of prominent thinkers and how their beliefs developed over time. Detailed knowledge of secondary thinkers and their relationships to other philosophers.

25 - Ability to comprehensively analyze and critique various philosophers through the different lenses of philosophical inquiry: epistemology, logic, ethics, etc.

THEOLOGY

Separate from Metaphysics, Theology covers the knowledge of religions, religious organizations (though not religious law), and religious practices, including prayers and rites. As much of Eora is polytheistic, general knowledge of the gods is covered equally by this skill. Obscure splinter faiths, heretical movements, and remote, isolated observances are significantly more difficult to know and recall.

OBSTACLES:

10 - Basic knowledge of the gods of Eora and what they represent.

15 - Common prayers and invocations of Eora's mainstream faiths, basic knowledge of rituals, popular myths, religious organizations and most prominent leaders.

20 - Lesser-known prayers and obscure myths of Eora's mainstream faiths, basic knowledge of heresies and apocryphal legends, advanced ritual knowledge, extensive knowledge of prominent church figures and basic knowledge of associated religious communities and orders.

25 - Advanced doctrinal knowledge, deep knowledge of apocryphal legends, heresies, and debates, thorough history of the churches' structures, prominent leaders, debates, and movements over time.

Artistic Skills

Artistic skills encompass an enormous range of material and performance arts in Eora's various cultures. In addition to being useful for earning a living, artistic skills are required for the creation and enchantment of magical items.

Although most Artistic skills require tools, a small number do not.

ARTISTIC DIFFICULTIES

Artistic skills do not have fixed difficulties for tasks, as the quality of the work is relative. However, the following difficulties should give a rough idea of quality:

OBSTACLES:

10 (TERRIBLE) - The most rudimentary work. Barely passable. Terrible Quality.

15 (POOR) - Novice work, obviously simple, inexperienced, and lacking nuance. Poor Quality.

20 (STANDARD) - Competent work on everyday tasks. This work could be that of a dedicated student or a working professional. Standard Quality.

25 (FINE) - Quality work that could only be the work of a professional of some talent. Possesses detail and nuance that only come from experience. Fine Quality.

30 (EXCEPTIONAL) - Extraordinary work, the product of a skilled artist with significant experience and talent. Layers of nuance and detail in the work that are obvious to those who look for it. Exceptional Quality.

35 (SUPERB) - Fantastic work, rarely seen, a step above the "merely" extraordinary. Superb Quality.

40 (LEGENDARY) - Among the finest work known to mortals. Legendary Quality.

TIME FOR QUALITY

The time to produce work varies depending on the target quality. Note that objects made to lesser standards are still made with the competence of the artist; they just lack the official quality rating of higher standards.

TERRIBLE: -50% time.

POOR: -25% time.

STANDARD: Listed time.

FINE: +50% time.

EXCEPTIONAL: +200% time.

SUPERB: +800 time.

LEGENDARY: +3200% time.

RECOGNIZING QUALITY

The target difficulty to recognize quality work is always 10 points lower than the difficulty to create it in the first place. E.g. Carrie's character examines a sword that is (unknown to her) of Superb quality. She rolls against her Perception and Blacksmithing to discern its quality and her result is 22. She can tell that it is at least Exceptional (30 required to make), but cannot be sure if the quality may be even higher.

ACTING

Acting is more than simply bluffing or pretending. It involves knowledge of stage practices, the study and affectation of manners, gestures, and accent, and the improvisational interplay of multiple players. Put simply, Bluff covers the successful telling of half-truths and bald-faced lies. Acting is about the assumption of a full role for more than the duration of a simple exchange. When the character is not assuming an alternate role, use Bluff.

SPECIALIZATIONS: Accents, Cheating to the Audience, Improvisation, Mannerism

BASKETRY

Basketry involves the use of pliable materials, typically stiff grasses or leaves, into containers such as baskets, bowls. However, the applications of basketry go beyond containers and can be applied to mats, decorative wall-hangings, and even some forms of clothing.

BLACKSMITHING

Blacksmithing involves the working of hard metals such as iron and steel for the creation of tools, including weapons and armor, as well as practical items such as horseshoes, nails, and weather vanes. It does not include decorative engraving (covered by Engraving) or plating (covered by Whitesmithing) but does cover structural decorative elements such as fluting or other artistic flourishes, as well as finishing and polishing.

SPECIALIZATIONS: Armor, Weapons, Common Goods

REQUIRES: Tools, Forge

BOOKBINDING

Bookbinding covers the manufacture of bound books from parchment, palm slats, vellum, or paper with wood, leather, or other durable materials. It covers both the craft aspects of assembling the book as well as decorative applications such as inlays and gilded page edges. However, it does not cover calligraphy (Writing) or illumination (Painting).

SPECIALIZATIONS: Aesthetics, Durability, Efficiency

REQUIRES: Tools

CARVING

The line between engraving and carving is primarily how deep the cuts are. Engraving is superficial and carving is sculptural. The difference between Carving and Sculpting is that Carving deals fundamentally with the removal of material (bone, ivory, wood, stone) rather than the building up of material.

REQUIRES: Tools

CASTING

Casting covers both the creation of molds and the process of casting objects from existing molds in a variety of metals. The original material can be almost any hard substance. The molds are typically made from plaster, sand, or other materials that can withstand the heat of molten metal.

REQUIRES: Tools, Forge

COBBLING

Cobbling covers the creation, modification, and repair of footwear. It includes the use of leather, cloth, wood, and other, more exotic structural and decorative materials.

REQUIRES: Tools

COMPOSITION

Composition is the artistic development of written language, the literary equivalent of Oratory. It allows the writer to make their points clearly and, if desired, with wit, scorn, or lamentation heaped on top. It can be used either to instruct or to persuade. The most extraordinary compositions do both.

SPECIALIZATIONS: Instruction, Playwriting, Poetry, Rhetoric, Satire, Storytelling

ENGRAVING

Engraving is the inscription of patterns or letters in hard and semi-hard materials such as bone, ivory, metal, wood, or stone, with specialized tools. It is primarily a decorative endeavor, but occasionally involves the recording of valuable instructions, commemorative speeches, or important cultural legends.

SPECIALIZATIONS: Bone and Ivory, Metal, Stone, Wood

REQUIRES: Tools

GEMCUTTING

Whether precious or semi-precious, gemstone, shells, or stones, gemcutting allows the practitioner to cut, shape, and polish stones and shells for use in jewelry or other artistic applications. Gemcutting often adds greatly to the value of uncut stones, but can be a labor-intensive process. It can be used to create small hardstone carvings, faceted jewels, and smooth cabochons.

SPECIALIZATIONS: Hardstone Carvings, Faceted Jewels, Cabochons, Shells

REQUIRES: Tools

GLAZING

The creation of both clear and “stained” glass (including relevant leadworking) as well as glassblowing is covered by glazing. Glazing includes knowledge of both the technical aspects of the processes and tools as well as artistic skill.

SPECIALIZATIONS: Clear Glass, Glassblowing, Stained Glass

REQUIRES: Tools, Forge

JEWELING

Jewelry specifically covers the setting (or careful removal) of gemstones and similar decorative hard stones or shells into jewelry or other artistic objects such as sculptures and books. It does not cover gemcutting or whitemithing itself.

REQUIRES: Tools

KNITTING

Knitting is distinguished from weaving by the tools and techniques used. Knitting uses needles to form interlocked loops of yarn, typically made of wool. It is often used for smaller pieces of clothing or decorative elements. Knitting can incorporate complex patterns and myriad colors.

REQUIRES: Tools

LEATHERWORKING

Leatherworking is the preparation, shaping, and cutting of leather for use in clothing and other applications. It includes the preparation of leather from raw hides, boiling and other softening and hardening techniques, stitching, and other other aspects of producing the finished work. Note that it does not cover the creation of footwear (Cobbling).

REQUIRES: Tools

MUSICAL COMPOSITION

Musical Composition covers the act of developing original musical melodies, harmonies, rhythms, and even lyrics. If the composer has any skill in Scribing, it also includes setting these compositions to durable materials.

MUSICAL PERFORMANCE (INSTRUMENT)

The performance of music always requires a specific instrument. This can be a complex Vailian contraption, a simple wooden percussion instrument, or the performer's voice. A small number of instruments require a corresponding Proficiency before they can effectively be used for a performance.

REQUIRES: Instrument

PAINTING

Painting is the use of colored pigments of various types to illustrate figures, landscapes, and even symbolic elements on a variety of surfaces, great and small. It includes the creation of murals, portraits, and even the illumination of decorative elements in manuscripts.

REQUIRES: Tools

POTTERY

Pottery deals with the creation of thrown clay and ceramic vessels. It does not deal with the creation of sculptural works out of similar materials, which is covered by Sculpting. Pottery includes everything from the shaping of the material to glazing and firing.

REQUIRES: Tools

SCRIBING

Scribing is the act of writing itself. It covers physical proficiency, speed, clarity, and calligraphy, though different scribes will naturally emphasize different aspects. Though there is some overlap with painting, it does not directly cover illumination with gold leaf and pigments (Painting).

REQUIRES: Tools

SCULPTING

Sculpting involves the creation of large-scale (i.e., not jewelry-sized) three-dimensional works out of clay, wax, or other soft materials. For purposes of what skills cover what activities, Sculpting always involves building the material up rather than removing of material (Carving). It does not cover the creation of molds or the process of casting from an original (Casting).

REQUIRES: Tools

TAILORING

Tailoring is specifically the creation, modification, and repair of clothing of all sorts - excluding footwear, covered by Cobbling, and the use of leather as a primary material, covered by Leatherworking. It covers most forms of fabric and most styles of clothing, though certain pieces may require an extreme level of skill.

SPECIALIZATIONS: Wool, silk, linen, (Culture) clothing.

REQUIRES: Tools

TATTOOING

Tattooing allows the practitioner to embed ink below the surface of a creature's skin. Although different cultures use different tools for tattooing, the general process is always the same: the tattooist uses a sharp instrument laden with ink to pierce the skin and deposit the ink beneath.

SPECIALIZATIONS: Black work, vibrant color, geometric patterns, creatures, symbols

REQUIRES: Tools

WEAVING

Weaving requires the use of a loom and allows for the creation of large pieces of cloth or for large-scale patterned works of fabric art such as tapestries.

SPECIALIZATIONS: Patterns, Tapestries

REQUIRES: Tools

WHITESMITHING

Although traditional whitesmithing involves the use of tin, in Eora it is dominantly concerned with the use and shaping of gold, silver, and other precious metals. It contrasts with blacksmithing in the types of metals and techniques used as well as the typical application of the products. Whitesmithing is largely decorative and blacksmithing is typically used for durable tools, weapons, and armor. Whitesmithing also involves the practice of plating objects made from other materials (typically hard metals).

SPECIALIZATIONS: Gold, Silver, Jewelry, Plating, Utensils

REQUIRES: Tools

Martial Skills

All martial skills are used in a similar fashion. When used in combat, they are part of the Attack Roll, usually a Versus Test against an enemy. The descriptions for martial skills simply define what weapons or shields are covered by those skills.

NOTE: *Brawl*, which covers unarmed combat, is categorized as a Physical skill.

AXE

Hatchets, battle axes, great axes, and sickles.

BOW

Hunting bows and war bows.

CROSSBOW

Crossbows and arbalests.

EXPLOSIVES

Grenades, bombs, and all other non-firearm explosives.

GUN

Arquebuses, blunderbusses, and pistols.

LIGHT BLADE

Daggers, rapiers, and stilettos.

MACE

Maces, morning stars, clubs, and flails.

POLEARM

Pollaxes, quarterstaves, and halberds.

SIEGE

Siege covers the use of catapults, arbalests, onagers, and similar siege weapons.

SPEAR

Spears and pikes.

SWORD

Arming swords, long swords and sabres.

WAND

Rods, sceptres, and wands.

Physical Skills

ACROBATICS

Acrobatics includes all physical feats of body balance and gymnastics.

OBSTACLES:

10 - Perform a simple roll on level ground. Walk across a level beam (or equivalent) between 20cm and 30cm wide.

15 - Perform a cartwheel on level ground. Walk across a level beam (or equivalent) less than 20cm wide and at least 5cm wide.

20 - Perform a handspring on level ground. Walk across a level beam (or equivalent) less than 5cm wide.

25 - Perform a flip on level ground.

ATHLETICS

Athletics covers all raw feats of physical strength and endurance, including running and climbing, but not including Swimming and Acrobatics.

OBSTACLES:

10 - Climb a surface with broad ledges or a multitude of handholds and footholds, such as myriad protruding bricks or a ship's rigging. Jump 1 hex (2m).

15 - Climb a surface with a fair number of handholds and footholds, e.g. a natural rock surface or tree. Jump 2 hexes (4m).

20 - Climb a mostly-even surface with a small number of cracks, handholds, or footholds. Typical wall. Jump 3 hexes (6m).

25 - Climb a relatively smooth surface with few handholds. Jump 4 hexes (8m).

Athletics Roll Modifiers:

-3 - Climbing or jump launch surface is slippery or shifts due to vegetation or loose soil/sand.

-3 - Visibility is reduced due to poor lighting or thick fog.

-6 - Visibility is entirely compromised. The character is not able to see their climbing or jumping environment at all.

BRAWL

Brawl covers all unarmed attacks, whether using fists, feet, claws, tentacles, or any other body part.

DANCING

Dancing appears in every culture on Eora, even in the frozen lands of The White That Wends. It is used to celebrate, to entertain, and even to mourn. Though the styles vary from culture to culture, the basics are universal.

Use the Artistic Difficulties ratings for determining the quality of the performance.

JUGGLING

A very specific skill, Juggling allows the user to toss one or more objects airborne continuing while continuing to catch, handle, or toss additional objects.

Use the Artistic Difficulties ratings for determining the quality of the performance.

RIDING (CREATURE)

Riding involves the mounting and control of a domesticated animal such as a horse or, rarely, a tamed creature such as a giant spider or dragon. Riding does not include the skills required for raising animals (Husbandry) or their domestication (Animal Training).

OBSTACLES:

10 - Keep combat-trained mount calm (i.e., not bolting) in a combat situation or similarly frightening circumstance.

15 - As a move, quickly dismount or fall safely from mount. If failed, take 1d6 damage and go Prone in the target hex.

20 - As a Move, control an untrained mount in combat. If failed, the mount acts of its own accord.

25 - As a Move, control an untrained mount in combat and end by safely leaping up to 3 hexes from the mount's final hex. If failed, the mount moves but you take 3d6 damage and go Prone in the target hex.

SLEIGHT OF HAND

This skill covers the use of sleight of hand both for entertaining a crowd and for misdirecting onlookers for nefarious purposes. It can be used to make small objects (no larger than the size of a folk's fist) "disappear", switch one object for another, or, of course, to covertly cut someone's purse strings or filch something from their person.

Sleight of Hand is always done for the sake of an audience and requires a Versus Test against Perception + Awareness.

SLEIGHT OF HAND ROLL MODIFIERS:

- 3 - Character is well-illuminated.
- 3 - Targets reasonably expect trickery.
- 3 - Object is fist-sized.
- 3 - Object is on the target's body.
- 6 - Object is in the target's hand.
- +3 - Targets are distracted (e.g. by a large crowd, loud noise, etc.).
- +3 - Character is poorly-illuminated.
- +3 - Object is coin-sized or smaller.
- +3 - Object is more than 5m from the targets.

STEALTH

The Stealth skill allows the user to conceal themselves from casual observation or, in extreme cases, direct inspection in poor or obscured visibility. While Stealth cannot be used to hide while already in someone's direct line of sight, a simple distraction can be all the opportunity required for someone to step behind a pillar, crouch in a field of wheat, or slink into a deep shadow.

Stealth is always done for the sake of an audience and requires a Versus Test against Perception + Awareness.

STEALTH ROLL MODIFIERS:

- 3 - Character is well-illuminated (only applies to observation).
- 3 - Character is in an open area with little cover (only applies to observation).
- 3 - Terrain is noisy (e.g. dry leaves, littered with broken glass, creaky floors) (only applies to movement).
- 3 - For each point of Size the character has over 0.
- +3 - Character is poorly-illuminated.
- +3 - Character is in an area with many opportunities for cover (e.g. forest, packed storage room).
- +3 - Environment is noisy (e.g. near a waterfall, active machinery, people socializing) (only applies to movement).
- +3 - For each point of Size the character has under 0.

SWIMMING

Swimming allows the user to tread and efficiently move through water and water-like liquids. Although Athletics covers general athletic endurance, Swimming is always used when checking the stamina of someone who is swimming or treading water.

OBSTACLES:

- 5 - Tread calm water.
- 10 - Swim in calm water. Tread choppy water.
- 15 - Swim in choppy water. Tread stormy water.
- 20 - Swim in stormy water.

Social Skills

BLUFF

Bluff involves spoken fibs, exaggerations, and outright lies. It can be a powerful tool in the right circumstances, but it should be noted that Bluff does not cover the extended impersonation of a known person or invented character (Acting).

CAROUSE

The general partying skill of Eora, Carouse is used to casually socialize, drink, and entertain at festive group gatherings. Carouse allows the user to fit in, make people comfortable, and generally lift spirits. It is not generally applicable in one-on-one interactions.

CHARM

Charm is used to flatter, befriend, calm, and flirt. It can also be used to use humor, both to joke and to tease or insult someone to provoke a reaction from the target or onlookers. Charm is not always about being polite, but about creating relaxed or amused feelings from the audience.

DEBATE

Debate is used specifically to refute the claims of another party, typically through sound logic, but potentially through well-worded fallacies. It can be used in one-on-one discussions, but is often more useful when used for the sake of persuading onlookers.

ETIQUETTE

Not a “speaking” skill in the strict sense, Etiquette is used to navigate and perform the particular social observances of a given culture. Taken generally, Etiquette deals with basic aspects of social interaction. It is more commonly specialized in by culture. Etiquette should be used for knowledge of particular interactions as well as the performance of social cues.

INTIMIDATE

Intimidate can be used to defuse aggression or induce fear in an individual or small group. It always involves the threat of danger (not necessarily physical) backed up by the careful use of vocal tone, physical positioning, and posturing.

INTRIGUE

Intrigue is the skill of working social groups for information. Unlike Carouse, which tends to draw attention to the user, Intrigue gives the character what they are looking for without arousing suspicion. Like Carouse, it is primarily used with large groups and is more abstract than a one-on-one conversation.

INSIGHT

Insight involves the observation of an individual’s body language, vocal tone, and general reactions to gauge their emotional state and receptiveness to different types of influence. Like Etiquette, Insight is not a “spoken” social skill.

NEGOTIATE

The art of compromise, Negotiate is used to make deals through appeals to reason, logic, and emotion. It can be used in financial or diplomatic contexts but always requires an exchange of offers between parties.

ORATORY

When addressing large crowds (outside of the use of Charm against an individual to provoke a reaction from onlookers), Oratory is required. Oratory is about persuading a large group of people and, as such, rarely addresses individuals unless they are the subjects of criticism for the sake of the audience. While Oratory can be used to provoke a large range of emotions, it is most often used to persuade listeners that the speaker’s position is sound and correct. And although Oratory ideally involves the use of prepared speeches, it can be used extemporaneously to great effect on, for example the battlefield. Note that Debate is also often used with large crowds, but only to refute the statements or positions of another.

TEACHING

Teaching is purely instructional and is used for one-on-one or group education. The larger the group of individuals, the more difficult instruction becomes – and every teacher has their limits.

Worldly Skills

ANIMAL TRAINING (CREATURE)

Animal Training is used to domesticate wild animals (when possible) and to train domesticated animals for use as mounts, guards, messengers, drafting, and other specific purposes. Animal Training skills are always specific to a single type of creature.

APPRAISE

Appraise allows the user to discern the value of any commonly or uncommonly traded types of art objects, jewels, materials, commodities, and other rarities.

ARCHITECTURE

Typically rising from the ranks of carpenters and masons, architects are able to plan and coordinate the construction of buildings from foundation to completion. Architecture allows the user to plan and oversee construction as well as to analyze existing structures or architectural drawings.

AWARENESS

Awareness is all about paying attention to details. In contrast with Insight, which involves intuition, Awareness involves direct observation: spotting someone hiding bushes or noting a small detail out of place on a scribe's desk.

BAKING

Baking allows the user to create bread and other food items that are prepared through the use of dry heat (e.g. crackers, pies, etc.).

REQUIRES: Tools

BREWING

Brewing is the creation of beer through the use of grains steeped in water and its subsequent fermentation in yeast. It can be done in most homes with simple equipment and common ingredients.

REQUIRES: Tools

CARPENTRY

Carpentry is the use of wood for building structures, from a modest shed to a house. It involves all aspects of sizing, fitting, and joining the timber elements.

REQUIRES: Tools

CONCENTRATION

As useful to the artist as it is to the hermit, concentration allows the user to focus on the task at hand without being distracted.

COOKING

One of the most beloved skills in Eora, Cooking allows the user to prepare food through the use of various ingredients and the application of heat, typically boiling (cf. Baking).

REQUIRES: Tools

DISTILLATION

Distillation is the creation of spirits (beverages) such as rum and brandy through the process of distilling fermented beverages.

FARMING

The cultivation of crops is covered by Farming. It includes the knowledge of best practices including basic soil analysis, planting and watering schedules, and harvesting techniques. Though the techniques and scale of farming differ from gardening, the skill of Farming covers the development and maintenance of gardens as well as full farms.

REQUIRES: Tools

FISHING

Fishing allows the user to capture fish, eels, and similar aquatic critters with the use of hook and line, nets, and fishing spears.

REQUIRES: Tools

FOLKLORE (OF CULTURE)

Every society has local legends, holidays, and superstitions that fall outside of the realms of history, law, and advanced theology. Folklore is always culture-specific and includes the common wisdom and beliefs held by members of that society across class boundaries.

SPECIAL: When a character reaches 5 ranks in Folklore of a culture, they can assign one god to the skill, representing a god that is commonly worshipped among the populace. When a Theology check involves that god, this Folklore skill can be used as a Proxy Skill.

FORECASTING

Forecasting is the process of predicting weather based off environmental signs as well as knowledge of annual weather cycles. Forecasting is not literal divination, but educated guessing based on personal experience, observation, and collective social knowledge.

HERBALISM

Herbalism is the study and use of plants for medicinal purposes. It includes the identification of herbs, knowledge of their purported medicinal properties, and the ability to harvest and prepare the herbs for medicinal use.

HOUSEKEEPING

General care for the stocking, organization, and cleanliness of a residence is covered by Housekeeping.

HUSBANDRY

Husbandry is the breeding, care, and raising of domesticated animals, typically for use in labor or as livestock. Husbandry is general to a wide variety of domestic animals but can be specialized. Note that Husbandry never applies to a wild animal, only one that is already domesticated. Husbandry can also be used as a stand-in for Midwifery and Surgery for domesticated animals.

HUNTING

Hunting is typically used for finding animals, but can also be used for pursuing and tracking down kith – whether they want to be found or not.

LIVING LANGUAGE

Living languages are ones that are currently in use by societies around Eora. The most commonly used are Aedyran, Vailian, Rauataian, Huana, and Eld Aedyran. They are typically learned through direct exposure to the societies that use them, but can also be learned in an academic environment. As with dead languages, writing a living language requires knowledge of its alphabet.

LANGUAGE PROFICIENCY

Languages are not rolled against, but purchased to a specific level of proficiency.

RANK 1 - RUDIMENTARY: Simple greeting. Can say "yes", "no", "my name is", "I am from", simple numbers equivalent of 0-10, and primary / secondary colors. Has no comprehension outside of this.

RANK 3 - BASIC: Greetings, vocabulary of common nouns and verbs, simple questions and physical directions. Conversations must be slow-paced or they become unintelligible.

RANK 5 - CONVERSATIONAL: Can hold conversations on everyday subjects, but lacks technical vocabulary, makes grammatical mistakes, and has some pronunciation or accent problems.

RANK 7 - FLUENT: Able to converse at length on any subject, though may occasionally lack specialized vocabulary. Only rare grammatical errors. Does not present an obstacle for communication.

RANK 9 - NATIVE: Comprehensive mastery of the language spoken with appropriate native accent.

NOTE: These proficiency levels inform the use of texts for acquiring experience as well as conversational ease.

BASIC LITERACY

It costs 5xp to learn the alphabet of a language from an appropriate source. Some alphabets are used by multiple languages.

LIVING LANGUAGE LITERACY

ALPHABET	LANGUAGES
Aedyran	Eld Aedyran, Aedyran, Hylspeak
Huana	Huana, Rauataian
Glanfathan	Glanfathan
Ixamitl	Ixamitl
Jommydra	Ordhjóma
Vailian	Vailian, Lembur

LOCALE LORE

In contrast to Folklore, Locale Lore involves verifiable facts and figures about the land, its people, its rulers, and the basics of its government. It includes the relative position and distances of cities, rivers, lakes, mountains, roads, and other notable landmarks.

LOCKPICKING

The skill of opening locks with specialized tools, lockpicking is often (but not solely) the realm of professional thieves. Most locks in Eora are simple warded locks that require minimal effort to open, but wealthy individuals can afford locks with complex wards and obstacles for the would-be lockpicker to overcome.

REQUIRES: Tools

LOGISTICS

Logistics is a partner to Housekeeping, but applies to the organization and execution of strategic and tactical plans, including supply chains, formations, and command structures. It is typically employed in a large-scale military context but may be applied in circumstances that are similarly complex.

MASONRY

Masonry is the use of stonework in construction of buildings. It can be used on its own or in conjunction with Carpentry.

REQUIRES: Tools

MECHANICS

Broadly, mechanics covers all simple and complex machines, from mill wheels to clocks. Pulleys, springs, gears, and similar mechanical bits and pieces all fall under this skill. Note that placed traps are covered by Trapping and locks are covered by Lockpicking.

REQUIRES: Tools

MIDWIFERY

A valuable member of any community, practitioners of Midwifery help with the process of childbirth. They work both to make mothers comfortable as well as to ensure the safety of both mother and child. Before the birth, Midwifery can also be used to advise soon-to-be mothers on safe and prudent practices during the pregnancy.

REQUIRES: Tools

MILLING

Milling is the grinding of grains and similar food-stuffs with a dedicated milling wheel, typically made of stone. Mills can be powered by a variety of sources, including water, wind, animals, or even kith.

REQUIRES: Tools

MINING

Dangerous work, mining involves extracting gemstones and ore from deep underground, typically through the use of picks and carefully-engineered explosives.

REQUIRES: Tools

NAVIGATION

Navigation is the use of maps, physical landmarks, and celestial bodies to orient travelers. While Locale Lore can be used as a substitute for a map in a pinch, typically a physical map of some sort – even if incomplete – is required to properly navigate.

REQUIRES: Tools

SAILING

Sailing includes both the use of small boats as well as the operation of large sailing vessels (a task which often involves many people skilled in Sailing). It involves rowing, handling rigging, and basic maintenance.

SHIPBUILDING

Shipbuilding is the construction, waterproofing, and repair of boats and sailing ships of all sizes. Although most ships are made of wood, Shipbuilding can also cover vessels made of other materials, such as skin boats built over bone or wooden frames.

REQUIRES: Tools

STREETWISE

The urban equivalent of Survival, Streetwise allows the user to feel comfortable and fit into urban environments – big cities only. It can also allow the user to recognize when they are walking into a dangerous circumstance such as an alley ambush or the setup for a confidence game.

SURGERY

Surgery covers the theory and practice of kith surgery, including limited knowledge of internal biological systems such as the skeletal system, respiratory system, digestive system, and circulatory systems. When in doubt, assume Eora's finest surgeons have the level of knowledge of 16th century Earth surgeons. Knowledge of pathology is extremely limited and sterilization is extremely basic when it is practiced at all.

REQUIRES: Tools

SURVIVAL

Survival allows the user to feel comfortable in wilderness environments. A true wilderness is not occupied by kith or wilder, but dominated by native plants and creatures. Survival can be used to navigate around hazards, locate food and water, and to avoid known nesting areas of predators or dangerous territorial creatures.

TACTICS

Tactics covers the organization and use of a military force toward a specific objective. It includes best practices but does not necessarily cover historical examples in detail.

TRAPPING

Trapping involves the use of snares, deadfalls, leg holds, and similar devices to remotely capture or kill animals. It includes knowledge of the basic functionality of traps as well as concealment techniques. However, it does not include locating animals in the first place (Hunting).

WAGONEERING

Wagonnering is the practice of driving a wagon, chariot, or other creature-drawn vehicle. While related to Riding, Wagoneering requires a specialized skillset to carefully guide the draft animals and vehicle over obstacles and around turns at a variety of speeds.

WINEMAKING

Though grapes are unknown in Eora, many kith make wine from rice. Winemaking involves the cultivation of rice, its fermentation, and the subsequent development into rice wine. Note that wines do not typically stay potable for more than a year once the process has been completed.

REQUIRES: Tools

WOODCUTTING

The selection, felling, hewing, splitting, and finishing of lumber are all covered by Woodcutting. Typically performed with woodcutting axes and saws, some aspects may also be conducted at a dedicated sawmill. The use of finished lumber is covered by Carpentry.

REQUIRES: Tools

Skill Tests

Skill tests take a variety of different forms in Pillars of Eternity: obstacle, versus, investigative, and seasonal.

PROXIES AND BOLSTERS

Pillars of Eternity has a lot of skills. It is not possible for a single character, or even an entire party, to cover every skill. It is intended that players will cover some of their deficiencies with Proxies and augment their strengths with Bolsters. They are mechanically similar but not identical.

CHAOS OF BATTLE

Due to the chaotic and stressful nature of combat, Proxies and Bolsters may never be used while a character is in combat.

PROXIES

When a character has no score in the skill being tested, they may argue to use a related skill as a Proxy (group decision). They may only use a skill they possess at a rank of 5 or higher.

USING PROXIES

PROXY SKILL RANK	PROXY DIE
5-10	1d4
11-15	1d6
16+	1d8

Rolling a skill as a Proxy counts of use of that skill for purposes of advancing it at the end of an adventure. The main skill being tested (i.e., not the Proxy) is not considered to have been used.

BOLSTERS

When a character does have a score in the skill being tested, they may argue to use a related skill as a Bolster (group decision). They may only use a skill they possess at a rank of 5 or higher.

USING BOLSTERS

BOLSTER SKILL RANK	BOLSTER DIE
5-10	1d4
11-15	1d6
16+	1d8

Applying a Bolster bonus does not count as a use of that skill for purposes of advancing it at the end of an

adventure. The main skill being tested is considered to have been used.

ASSIST DICE

One character can offer aid to another character's efforts to use a skill. This takes the form of Assistance. Assistance requires a score in the skill being directly checked (cannot be a Proxy or Bolster) and the character must be close and clear enough to actively assist (group decision if in question).

BATTLE ASSIST

Characters can only actively assist a skill check during combat if they have readied an action to do so prior to the action of the character they are assisting.

ASSIST DICE

One character can provide assistance in the form of Assist dice to another if they are close and clear enough to be able to do so. Only one character can provide assistance for a single roll and they must have a rank of 5 or higher in the skill being directly tested. The assistant should hand the appropriate die to the player making the roll.

USING ASSISTANCE

ASSIST SKILL RANK	ASSIST DIE
5-10	1d4
11-15	1d6
16+	1d8

OBSTACLE TESTS

Obstacle tests pit the character's skills against that of a static obstacle or general circumstance, e.g. climbing a wall or abstracting a character sneaking through a building with a single roll. Obstacle tests never represent a test against an individual that is posing an active threat to the character's success. E.g., you would use an obstacle test to quickly abstract Hiravias sneaking in and out of a building of people, but you wouldn't use one to see if Hiravias could sneak by a single guard.

Sample Obstacle Difficulties are listed with each skill.

OBSTACLE TEST

2D10 + ATTRIBUTE + SKILL
+ ASSISTANCE - HINDRANCE
VS. OBSTACLE DIFFICULTY

VERSUS TESTS

Versus tests are always used when there is a direct contention of action between two or more parties. It can be used for individual feats or a set of opposed tasks, e.g. one character sneaking through a room of individual guards, one character trying to hit another, or two teams of people running across a city to reach the gates first. In such cases, one side is trying to beat the other(s) rolls.

VERSUS TEST

2D10 + ATTRIBUTE + SKILL
+ ASSISTANCE - HINDRANCE

VS. VERSUS TESTS OF OTHERS

INVESTIGATIVE TESTS

Investigative tests are not rolled, but simply check to see who in the group has the highest bonus in the relevant investigative skills. Investigative skills are used automatically and passively whenever the party chooses to investigate something when there is a clue to find. Of those who participate in the investigating action, the character with the highest relevant bonus automatically finds the clue. Of course, finding a clue does not, in itself, explain its importance or meaning. That is left to the minds of the players.

INVESTIGATIVE TEST

ATTRIBUTE + SKILL

VS. INVESTIGATIVE TESTS OF OTHERS

SEASONAL TESTS

Seasonal tests are only performed in down time and, as you may have guessed, take an entire season of time. These may represent obstacles or versus tests when one or more parties are in competition with each other. Seasonal tests may occasionally be broken up over multiple seasons, e.g. a project that takes half a year to complete may require two separate seasonal rolls.

Because seasonal tests are often for specific mechanics, the difficulty of seasonal tests is usually defined in the text associated with that mechanic.

SEASONAL TEST

2D10 + ATTRIBUTE + SKILL
+ ASSISTANCE - HINDRANCE
VS. SEASONAL DIFFICULTY

Traits

Traits are intrinsic and inherent to a character. They take no special effort from the character to use and require no external power. Traits are always acquired or lost through backgrounds or training. Traits can only be used by the character who has them. I.e., they cannot be used while assisting another character unless explicitly stated.

Gaining Traits

All characters begin play with one cultural trait, one stock trait, and two additional traits. After character creation, characters can switch traits through seasonal activity.

Adventure Traits

Adventure traits deal with the myriad gameplay interactions that are not in combat and not seasonal. They can be used once per session and can only be used one at a time. Adventure traits can never be used in combat.

BEAST KEN

You gain a +3 bonus on a roll involving a Beast of some sort (wolf, beetle, spider, dragon, etc.).

CAT'S GRACE

You gain a +3 bonus on a roll involving balance or grace.

CLEAR MIND

You gain a +3 bonus on any roll involving logic, reason, or attempts to deceive you.

FAST HEALER

You gain a +3 bonus on a Recovery roll.

FRIENDLY FACE

You gain a +3 bonus on a Social skill roll when meeting someone for the first time.

GOOD MEMORY

You gain a +3 bonus on any roll involving knowledge.

GREAT STAMINA

You gain a +3 bonus on any roll involving endurance over a long period of time.

HAWK'S SIGHT

You gain a +3 bonus on any roll involving vision.

INCREDIBLE STRENGTH

You gain a +3 bonus on a roll involving a feat of physical strength or a sprint.

INDEFATIGABLE

You restore twice as much Endurance per minute rested.

INVESTIGATOR

For purposes of Investigation skill tests, all of your skills are considered to be 2 points higher than normal.

KEEN HEARING

You gain a +3 bonus on any roll involving hearing.

KNOW SOMEONE WHO KNOWS SOMEONE

On a failed Connections test, you can roll a different Connections test later in the same session for a different type of Connection.

QUICK HANDS

You gain a +3 bonus on any roll involving quickly grabbing, catching, or otherwise snatching something.

RITUALIST

The time required to invoke a Ritual is halved for you.

SPIRITUAL SENSITIVITY

You can choose to concentrate for a moment and immediately detect the presence and location of any Spirits within 100m of you - even ones in the In-Between.

TOUGH TALKER

You may attempt a Social skill roll a second time after failing it the first time, at a -2 penalty.

WHAT REALLY HAPPENED WAS...

When a negative Reputation is used against you and a Social skill or Connections roll fails because of it, you can add 1d10 to the final total by offering an alternate explanation for why you unjustly earned the rep.

Combat Traits

Combat traits specifically deal with combat. Each can be used once per encounter and can only be used one at a time. Traits are always invoked after all dice are rolled.

FAR CAST

When using a power with a range of Close, Mid, Far, or Extreme, you can increase its range by 3 hexes.

FAST FEET

You can increase your Stride by 3 on your Move action.

SECOND WIND

Restore 4d8 Endurance as an Immediate action.

SHIFT

During the Immediate phase, you can move one hex either as part of another Immediate action or as an Immediate action. Because all Immediate actions resolve concurrently, this does not affect the positioning of the character at the time the Immediate phase is resolved.

Experience Traits

Experience traits all focus on seasonal activities related to acquiring experience. They require no effort to use and have no frequency limitation on their use. Experience traits may indirectly offset xp loss, but they never increase maximum xp gain for seasonal activities.

BOOK LEARNER

When learning from texts, the required skill minimum is lowered by 1 and the skill maximum is raised by 1.

POLYMATH

When Practicing, you can focus on two skills concurrently in a season. The total xp is split between the two skills as you see fit, though all halved values are rounded down.

REFLECTIVE DISCOURSE

When teaching, writing, translating, or copying texts, you can choose to sacrifice (only) 2xp of their 10xp in Teaching or Scribe in exchange for 1xp in the skill you are working with. This also applies when teaching or writing about Powers (to the appropriate Power Source).

QUIET STUDENT

When being taught by a teacher, this student does not count toward the class size for purposes of calculating experience received by the group.

SOCIAL BUTTERFLY

When Socializing, you are able to adjust two Reputations in a single season. The total xp is split between the two Reputations as the player sees fit, though all halved values are rounded down.

VORACIOUS READER

When learning from skill texts, you can focus on two books concurrently in a season, gaining half xp (rounded down) from each.

Powers

Powers can be used by any character who has learned to harness and control a Power Source. Power Sources are all ultimately derived from soul energy, but each Power Source represents a different manner of manipulating that energy. A trained warrior relies upon Discipline to use their own soul's power to protect themselves, remove Endurance, and pull enemies toward them. A wizard uses Arcana to pull soul fragments from the In-Between into themselves or a magical grimoire to hurl balls of flame, confuse opponents, or slicken the ground to trip their enemies.

While many Power Sources can do similar things, a Power Source's ability to perform a specific action may be limited in ways that another Power Source is not, or may have unique advantages that other Power Source lack. The abilities listed in this chapter are only the starting point for ambitious adventurers. Each Power Source contains guidelines for developing new abilities as well as limitations that represent the upper boundaries of what a Power Source is capable of... for now!

POWER SOURCE TYPE

Each Power Source is categorized as External, Personal, or Trained. This defines the fundamental nature of where the power comes from and is relevant for a small number of rules, e.g. reading Power Source texts.

EXTERNAL - Though the user's soul energy is part of how the Power works, the majority of the energy for the Power comes from other sources: the world around, fragments of memories floating in the In-Between, or even another character's soul.

PERSONAL - Personal power sources are largely intuitive and emotional in nature. The power comes directly from the character's beliefs and passions.

TRAINED - Trained power sources come from the individual's soul, but are largely intellectual and formulaic, relying on learned techniques rather than emotional strength.

UNLOCKING & ADVANCING POWER SOURCES, & LEARNING POWERS

AT CHARACTER CREATION:

- Characters can either have access to one Power Source at rank 6 or two Power Sources at rank 4.
- Characters can buy 3 Powers between any Power Sources they possess. All Powers should be selected from the Apprentice Powers.

After character creation, see the rules in:
Seasonal Activities > Learning Powers

POWER POOL

For every Power Source a character has access to, they have a corresponding Power Pool to draw from in each encounter. When the encounter ends, the Power Pool is replenished following a short rest. The exception are ritual powers (see below) which do not refund their cost until the ritual's effects cease.

$$\text{POWER POOL} = (2 \times \text{POWER SOURCE}) + \text{INT}$$

POWER COST

Using Powers has a cost that must be expended from the corresponding Power Pool at the time of the Power's use.

$$\text{POWER COST} = \text{POWER LEVEL} / 2$$

The Power Cost is replenished at the end of an Encounter or when the Power's duration expires, whichever is longer.

GAINING POWERS

Characters can gain Powers through character creation or through seasonal activities after character creation has ended.

IMPROVISING POWERS

Any character with ranks in a Power Source can attempt to improvise a Power even if they haven't formally learned it. A player can also spontaneously construct a power within the guidelines for their Power Source and attempt to use it in the same way. Both methods have the same restrictions and penalties.

- The Power Cost is always doubled.
- The user loses Endurance equal to Power Level - Power Source.

Powers Terminology

All Powers specify their Range, Target, Duration, Speed, and Exclusions (if any). For existing Powers, these are built into the stat block and reflected in the Power Level of the ability. For modifications of Powers or the creation of new Powers, the value listed next to each entry indicates how much the use of this parameter increases the Power Level of the ability.

Any parameter marked with Ritual means that the use of that parameter requires the Power to be activated through a lengthy Ritual (see below).

RANGES

NONE – The power is always centered on a hex occupied by the user.

ADJACENT – (+1) The target must at least partially occupy a hex adjacent to a hex occupied by the user.

MELEE WEAPON – (+1½) The target must be within range of a currently-equipped melee weapon, which must also be used to deliver the Power.

CLOSE – (+2) The target must be no more than 4 hexes away from the user.

EQUIPPED WEAPON – (+2½) The target must be within range of a currently-equipped weapon, which must also be used to deliver the Power.

MID – (+3) The target must be no more than 8 hexes away from the user.

FAR – (+4) The target must be no more than 16 hexes away from the user.

EXTREME – (+5) The target must be no more than 32 hexes away from the user.

TARGETS

SELF – The target is the user of the ability.

INDIVIDUAL EU – (+½) The target may be any individual, except the user.

INDIVIDUAL – (+1) The target may be any individual, including the user.

SPACE – (+1½) The target may be a single hex.

CIRCLES

All circles radiate out from a central point or hex, equally in all directions.

SMALL CIRCLE – (+2) A hex and the 6 hexes adjacent to it.

LARGE CIRCLE – (+4) A hex and every hex within 3 hexes of it.

AURAS

All auras radiate out from a central character, equally in all directions. They move with the character and can only be used with effect durations greater than Round.

SMALL AURA – (+1½) One hex of a character and the 6 hexes adjacent to it.

LARGE AURA – (+3½) One hex of a character and every hex within 3 hexes of it.

CONES

All cones begin adjacent to the user (i.e., they must use Range: Adjacent) and move directly away from the user through that hex. They begin as a single hex and add an additional hex to each row as it moves away from the user. E.g. a Medium Cone begins as 1 hex in the first row, 2 in the second, 3 in the third, and 4 in the final row.

SMALL CONE – (+2) 3 hexes long.

LARGE CONE – (+4) 7 hexes long.

RAYS

All rays target an Individual EU within Range. The individual and all hexes between them and the user are in the area of effect. If the target is closer than maximum range, the overall area of effect is reduced accordingly. The user is always excluded from the Ray. The target may be excluded with Target exclusion.

RAY – (+1)

LINES

Lines can be placed wherever the user wishes but one end of the line must be in the power's range and the line must be straight.

SHORT LINE – (+2) 3 hexes long.

LONG LINE – (+4) 8 hexes long.

BOUNDARIES

All boundaries must physically exist and be contiguous and closed at the time the Power is used. The user must physically walk within 1 hex of the entire length of the boundary during the activation of the Power. For this reason, all Powers with boundary targets are Range: Adjacent.

A boundary can be comprised of multiple physical materials, e.g. a stone wall, a door, a stream, and a chalk line that bridges a gap in the stone wall. A boundary cannot cross itself or that of another power's boundary, but a single boundary can be used to bound multiple powers. The destruction/removal/erasure of more than 50% of a boundary will immediately end the power. Objects comprising the boundary can be moved, but do not move the boundary with them (e.g., opening a door).

All boundaries affect the space above them up to 15m or until a physical barrier more than 1/4m thick is encountered. The user can voluntarily lower the maximum affected height of the boundary at the time of the power's activation.

ADJACENT BOUNDARY – (+2) A boundary no larger than the hex the user is standing in and every adjacent hex. This is the only boundary that does not require a ritual, but it always requires an activation time of Slow.

SMALL BOUNDARY – (+5, RITUAL) A boundary encompassing no more than 30 hexes.

LARGE BOUNDARY – (+10, RITUAL) A boundary encompassing no more more than 120 hexes.

HUGE BOUNDARY – (+15, RITUAL) A boundary encompassing no more than 360 hexes.

DURATIONS

INSTANT – The effect takes place and is resolved immediately, typically used for damage and healing.

INSTANT 2R – (+1) As instant, but the effects are re-applied on the following round. Only used for damage and healing effects.

ROUND – (+1) The effect lasts for a single round, roughly 6 seconds. Effects always expire on the beginning of the phase that they started on (non-inclusive).

ENCOUNTER – (+2) Roughly 5 minutes or the duration of an ordinary conversation or combat encounter. Treat a natural close to an encounter as the end of any Encounter duration (group decision). If an

encounter seems to run beyond the bounds of what could plausibly be 5 minutes, also put it up to a group decision.

ENCOUNTER PER ROUND – (+3) As Encounter, but the effects are applied at round intervals with each application only lasting one round. This duration cannot be used with effects that repeatedly apply damage or healing effects and may only be used with area Targets.

BOUNDARY – (+3) Only used with Powers that have a Boundary target. The effect lasts until the Boundary is broken, the user ends the Power, or the user is incapacitated/killed. Note that if the user wishes to maintain the Boundary indefinitely, they are paying an ongoing Power cost.

DAY – (+5, RITUAL) A full day, ending at the same time that it began.

WEEK – (+6, RITUAL) Five days.

MONTH – (+7, RITUAL) Twenty days.

SEASON – (+8, RITUAL) Four months / 80 days.

YEAR – (+9, RITUAL) A full year.

SPEED

SLOW – This is the default Speed for any power. It takes a full round to activate, starting in the Immediate Phase.

MOVE – (+1) The power can be activated during the Move phase. Only powers that contain a Move Base Effect can (and must) utilize this speed.

ACTION – (+1½) The power can be activated during the Action phase.

IMMEDIATE – (+5) The power can be activated during the Immediate phase.

TRIGGERED 1/REST – (+7, RITUAL) The power is automatically triggered by a specific condition once per Rest.

TRIGGERED 1/ENCOUNTER – (+9, RITUAL) The power is automatically triggered by a specific condition once per Encounter.

EXCLUSION

Exclusion allows the user to exclude allies or enemies from being affected by the Power.

NONE – No one is excluded from the effect. If they are within the Target, they are affected.

TARGET – (+½) The target of the power is excluded from the effect. Only used with Powers that have an area of effect.

SINGLE – (+1) A single target is excluded from the area of effect, chosen at the time of use.

SELECTIVE – (+2) The user may exclude allies, enemies, or any subset of characters within the Target.

RITUAL POWERS

Rituals can be found in any power source, though they may take different forms. Arcane spells may require consulting tomes, burning incense, and charging multiple grimoires. Discipline powers may require practicing martial forms.

In all cases, when any parameter of a Power calls for a ritual (listed in the cost), it becomes a Ritual Power and must be activated as such.

Optionally, a power can be designed as a Ritual to decrease its power cost by half. Note that once it is performed, the cost is subtracted from the user's power points until the effects end and the user has time to recover them.

RITUAL ACTIVATION TIME:

15 MINUTES + 1 MINUTE PER POWER LEVEL

The activation of a Ritual Power can be interrupted like any other Power. If a Ritual Power is interrupted, the user must begin the ritual again, i.e. they must take the full activation time to complete it.

DEFENSES

When modifying or creating new powers, any Base Effect that can reasonably be considered to be hostile in the specific application (group decision) must be tested against a corresponding Defense (Deflection, Fortitude, Reflex, or Will). The Defense used should logically follow the spirit of common usage (see the Defenses subsection of Attributes).

Hostile effect costs assume a single defense. Any single hostile effect without a defense adds +3 to the Power Level. Such attacks are considered Always Hits. *Note: Always Hits effects cannot be used with Split Defenses or Secondary Defenses, and can only be damage effects with no direct additional effects.*

SPLIT DEFENSES

If a Power has multiple hostile effects, the different effects can attack Split Defenses (e.g. Deflection and Reflexes, Fortitude and Will) with separate rolls. This does not modify the Power Level.

SECONDARY DEFENSES

A power may also have Secondary Defenses for secondary hostile effects. In such cases, the first listed Defense must be overcome with a Hit or Crit result. If it is not, the Secondary Defenses do not need to be checked; those effects simply do not apply. If the first Defense is overcome with a Hit or Crit, a second attack roll is made against the Secondary Defense.

Note that the Secondary Defense must be a different Defense. If a Power has a Secondary Defense, the Power Level is reduced by 1.

CONTINGENCIES

Some Powers have beneficial secondary effects that are contingent on the hostile primary effect's attack scoring a Hit or Crit. When a secondary effect has a Contingency, the Power Level of the Power is reduced by 1. Contingencies cannot be used with Always Hits attacks.

LIMITATIONS

Many Powers are limited by weaknesses. These weaknesses can be exploited by clever enemies, but they make the Powers significantly less difficult to learn and less costly to activate. Players may make use of Limitations in developing their own Powers.

ATTACKS DECREASE DEFENSE

Only usable with Powers that increase one or more Defenses. Any attack against the Defense will decrement the Defense by 1. -1½ Power Levels.

Arcana

EXTERNAL

Practitioners of arcana are often called wizards. Arcana allows a wizard to draw fragments of Essence from the In-Between into a specially-prepared book called a grimoire. The grimoire effectively acts as a capacitor for this energy, which the wizard can unleash in the form of arcane spells. While wizards can use any grimoire as a focus for spells they have mastered, the greater power of grimoires is their ability to allow wizards to cast spells that have been inscribed into the grimoire. With a large enough library of grimoires, a wizard has access to a wide range of spells with an enormous variety of effects.

LIMITS OF ARCANA

- Arcana cannot heal or grant a bonus to a character other than the user.
- Arcana cannot heal except as a contingent effect after causing damage.
- Base Effects that cause Afflictions or Burn, Freeze, Shock, or Corrode damage in an area greater than one hex are reduced by 2 points.
- Base Effects that grant beneficial effects to Self are reduced by 1 point.
- Base Effects from the Essence Sphere that conjure weapons into the hands of the user are reduced by 3 points.
- Base Effects from the Essence Sphere that inflict damage are reduced by 2 points.

FOUNDATION: CHANNEL GRIMOIRE

Channel Grimoire allows the user to draw Essence into any proper grimoire. The user can cast any spell in the grimoire as long as they succeed at the following check:

ARCANA + INTELLECT

VS. 15 + THE POWER LEVEL OF THE SPELL.

APPRENTICE POWERS

GHOST BLADES

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: 2d4 Physical (Es 3 [1]), Afflict Dexterity (I) (Bo 1 [0]) vs. Reflex

RANGE: Adjacent (+1)

TARGET: Small Cone (+2)

DURATION: Instantaneous (Damage), Encounter (+2)

SPEED: Slow

EXCLUSION: Selective (+2)

Ghost Blades fires myriad spikes of magical energy out from the caster in a cone, causing 2d4 Physical damage and a Tier I Dexterity Affliction on those caught in the area.

FAN OF FLAMES

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: 4d8 Burn (Fi 4 [2])

RANGE: Adjacent (+1)

TARGET: Large Cone (+4)

DURATION: Instantaneous

SPEED: Action (+1½)

EXCLUSION: None

MINOLETTA'S MINOR MISSILES

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: 3 x 2d4 Physical/Corrode (Es 2 [2]) - Always Hits (+3)

RANGE: Close (+2)

TARGET: Individual EU (+1½)

DURATION: Instantaneous

SPEED: Slow

EXCLUSION: None

SLICKEN**POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** Prone vs. Reflex (Wa 3 [1]) on entering and each round**RANGE:** Close (+2)**TARGET:** Small Circle (+2)**DURATION:** Encounter per Round (+3)**SPEED:** Slow**EXCLUSION:** None**SPIRIT SHIELD****POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** Force Barrier 1 (Es 2 [1])**RANGE:** None**TARGET:** Self**DURATION:** Encounter (+2)**SPEED:** Instantaneous (+5)**EXCLUSION:** None**THRUST OF TATTERED VEILS****POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** Destroy Force Barrier 1 (Es 1)**RANGE:** Close (+2)**TARGET:** Individual EU (+½)**DURATION:** Instantaneous**SPEED:** Immediate (+5)**EXCLUSION:** None**WIZARD DOUBLE****POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** -5 Penalty on incoming Deflection Attacks (Il 3 [2])**RANGE:** None**TARGET:** Self**DURATION:** Encounter (+2)**SPEED:** Immediate (+5)**EXCLUSION:** None**LIMITATIONS:** Attacks Decrease Defense (-1)

Bond

PERSONAL

Bonds are spiritual connections between two living, intelligent beings. More than simply emotional, a Bond literally tethers the beings' souls together through the In-Between. The power of a Bond allows the bonded creatures to share thoughts and feelings even when separated by great distances, but the Bond can also create vulnerabilities if either party is injured or if they are separated for extended periods of time.

While not all practitioners of Bond form connections with beasts, those who do are often referred to as rangers.

EDITOR'S NOTE: *The Bond Power Source is likely to be deprecated in the next revision of the rules. Instead of being a distinct Power Source, there will be separate rules for characters to spend resources to gain an animal companion, familiar, or other bonded partner. The rules are being left in this revision to show their current state for reference.*

LIMITS OF BOND

Other than the foundational power, *Form Bond*, all Bond powers require the user and targets to be linked via Form Bond.

- They must all have:

TARGET: Bonded Partner

and either:

RANGE: Bonded Sight

or

RANGE: Bonded Link.

They optionally may also have:

TARGET: Self with a secondary effect.

- Bond Powers that provide beneficial effects to a single character are reduced by 3.

TARGET: BONDED PARTNER (o) - When Form Bond is used, the target becomes the Bonded Partner of the user. They can be targeted with abilities targeting Bonded Partner.

RANGE: BONDED SIGHT (o) - This range allows the user to target their Bonded Partner as long as they can see them. Note that they simply need to be visible at the time the power is used.

RANGE: BONDED LINK (+2) - This range allows the user to target their Bonded Partner regardless of their physical distance.

FOUNDATION: FORM BOND

POWER LEVEL: 8

BASE EFFECTS: Form Bond (1 [Exclusive to Bond])

RANGE: Adjacent (+1)

TARGET: Individual EU (+½)

DURATION: Week (+6, Ritual)

SPEED: Ritual

EXCLUSION: None

The user can form a Bonded Link with a single sentient entity (the Bonded Partner). The entity must willingly participate in the ritual for the duration. If the user or the Bonded Partner are incapacitated, the other suffers Bonded Grief until the injured party recovers. If one of them is killed, the other suffers Bonded Grief for one month and cannot use Form Bond until the mourning period has ended.

BONDED GRIEF: -2 to all Defenses, skill checks (including attacks), and Recovery Rolls.

APPRENTICE POWERS

EMPATHIC COMMUNICATION

POWER LEVEL: 5

POWER COST: 3

BASE EFFECTS: Silent Communication (So 2 [0]), Silent Communication (So 2 [0])

RANGE: Bonded Sight (0), None

TARGET: Bonded Partner (0), Self

DURATION: Day (+5, Ritual)

SPEED: Ritual

EXCLUSION: None

IMPART SKILL

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Provide a Skill Assist (So 4 [1])

RANGE: Bonded Link (+2)

TARGET: Bonded Partner (0)

DURATION: Day (+5, Ritual)

SPEED: Ritual

EXCLUSION: None

Discipline

TRAINED

Discipline is the vocation of the professional soldier. It emphasizes dependability, determination, and self-reliance. The practitioner of Discipline does not draw power from faith or from the In-Between, but from thousands of hours of martial training and battlefield application. In an experienced soldier, the soul acts in harmony with the body, not merely mimicking, but augmenting their actions to perform supernatural feats.

LIMITS OF DISCIPLINE

- Discipline has no access to the Spheres of Earth, Fire, Storm, or Water.
- Discipline cannot create Summons from the Essence Sphere.
- Discipline may only heal Self.
- Effects from the Body or Soul Spheres that target Self, Individual, or Individual EU are reduced by 2 points.
- Effects from the Sense Sphere that target Self are reduced by 2 points.

APPRENTICE POWERS

FOUNDATION: RECOVERY

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Restore 4d6 Health (Bo 4 [2]), Restore 4d6 Endurance (Bo 3 [1])

RANGE: None

TARGET: Self

DURATION: Instant

SPEED: Immediate (+5)

EXCLUSION: None

DISCIPLINED BARRAGE

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: +1 to all Martial Skills (So 3 [1])

RANGE: None

TARGET: Self

DURATION: Encounter (+2)

SPEED: Immediate (+5)

EXCLUSION: None

KNOCK DOWN

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Weapon Attack +1 Crit Die (Bo 3 [2]) vs. Deflection, Prone vs. Fortitude (Bo 3 [0])

RANGE: Equipped Weapon (+2½)

TARGET: Individual (+1)

DURATION: Instantaneous / Round (+1)

SPEED: Action (+1½)

EXCLUSION: None

COVERING ATTACK

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Weapon Attack vs. Deflection (Bo 2 [0]), Move 2 Hexes (Bo 3 [1])

RANGE: Melee Weapon (+1½), Adjacent (+1)

TARGET: Individual EU (+½), Individual EU (+½)

DURATION: Instant

SPEED: Action (+1½)

EXCLUSION: None

INVIGORATING STRIKE**POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** Weapon Attack vs. Deflection (Bo 2 [0]), Restore 7d6 Health (Bo 7 [5])**RANGE:** Melee Weapon (+1½), None**TARGET:** Individual EU (+½), Self**DURATION:** Instant**SPEED:** Action (+1½)**EXCLUSION:** None**VIGOROUS DEFENSE****POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** +1 to all Defenses (Bo/So 3 [1])**RANGE:** None**TARGET:** Self**DURATION:** Encounter (+2)**SPEED:** Immediate (+5)**EXCLUSION:** None**CONSTANT RECOVERY****POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** Restore 2d6 Health (Bo 2 [0]), Restore 3d6 Endurance (Bo 2 [0])**RANGE:** None**TARGET:** Self**DURATION:** Immediate 2R (+3)**SPEED:** Immediate (+5)**EXCLUSION:** None

Faith

PERSONAL

While not all priests use the soul magic of Faith, those who use Faith are invariably believers in a higher power that orders Eora according to a particular religion. Most priests who use Faith align themselves with one of the organized religions, but there are some priests who practice multiple faiths, some who belong to heretical sects, and a small number who believe in religions of their own making.

LIMITS OF FAITH

- Faith powers cannot have target Self (though they may target the user through the Individual target or other target types).
- Effects from the Body and Soul Spheres that grant beneficial effects are reduced by 3 points.

APPRENTICE POWERS

FOUNDATION: HOLY RADIANCE

POWER LEVEL: 8
POWER COST: 4
BASE EFFECTS: Restore 3d6 Health (Bo 3 [0]), 2d6 Burn (Fi 2)
RANGE: Adjacent (+1)
TARGET: Small Circle (+2)
DURATION: Instant
SPEED: Action (+1½)
EXCLUSION: Selective (+2)

ARMOR OF FAITH

POWER LEVEL: 8
POWER COST: 4
BASE EFFECTS: +1 Soak (Bo 3 [0]), +1 Deflection (Bo/ So 2 [0])
RANGE: None
TARGET: Large Circle (+4)
DURATION: Encounter (+2)
SPEED: Slow
EXCLUSION: Selective (+2)

BARBS OF CONDEMNATION

POWER LEVEL: 8
POWER COST: 4
BASE EFFECTS: 4d4 Physical (Es 4) vs. Will
RANGE: Close (+2)
TARGET: Individual EU (+½)
DURATION: Instant
SPEED: Action (+1½)
EXCLUSION: None

BLESSING

POWER LEVEL: 8
POWER COST: 4
BASE EFFECTS: +1 to all Martial Skills (So 3 [0]), +1 to all Physical Skills (So 3 [0])
RANGE: None
TARGET: Large Circle (+4)
DURATION: Encounter (+2)
SPEED: Slow
EXCLUSION: Selective (+2)

MINOR RESTORATION

POWER LEVEL: 8
POWER COST: 4
BASE EFFECTS: Restore 4d6 Health (Bo 4 [1]), Restore 4d6 Endurance (Bo 3 [0])
RANGE: Mid (+3)
TARGET: Large Circle (+4)
DURATION: Instant
SPEED: Slow
EXCLUSION: Selective (+2)

SEAL OF PROTECTION

POWER LEVEL: 8**POWER COST:** 4**BASE EFFECTS:** +2 to all Defenses (Bo/So 5 [1])**RANGE:** Adjacent (+1)**TARGET:** Adjacent Boundary (+2)**DURATION:** Boundary (+3)**SPEED:** Slow**EXCLUSION:** None

This power creates a boundary around the priest's casting position that provides protection to everyone within it.

Focus

EXTERNAL

Though it had been practiced in Eir Glanfath by for centuries, the art of Focus reached more widespread use when it was formally studied by animancers in the Dyrwood during the colonization of that country. Due to the mysterious nature of the power, its practitioners became known as "ciphers". Focus is, in some ways, the opposite of Bond. It allows the cipher to make contact with another soul even against the will of the being possessing it. The cipher can then use a combination of their own power and the power of the other soul to create myriad devastating effects.

LIMITS OF FOCUS

- Focus powers must initially target Individual EU, and the individual must always contain at least one distinct, sentient soul (i.e, living things like ordinary blades of grass don't qualify). A trick that many ciphers use to deal with this limitation is the employment of Soul Stones. Soul Stones are devices created through simple animancy that contain a trapped soul. If a cipher can see or touch a Soul Stone (even one that is not theirs), they can target it.
- Secondary Effects can target other target types, but if they are areas of effect, they must originate on the first target.
- Effects from the Soul or Sense Spheres are reduced by 3 points.
- Effects from the Essence Sphere that cause damage or destroy Force Barriers are reduced by 2 points.
- Any beneficial effect that targets the cipher must, by its nature, be secondary and it must always be Contingent on a hostile primary effect.

APPRENTICE POWERS

FOUNDATION: SOULSPEAK

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Speak to Soul (So 2 [0]) vs. Will

RANGE: Far (+5)

TARGET: Individual EU (+2)

DURATION: Instant

SPEED: Action (+1½)

EXCLUSION: None

The user may "speak" 3 words to an individual soul. The words are obviously unnatural to the target, but are spoken in the user's voice and a language they know. An unwilling target may resist with Will.

INTERROGATE MOTIVE

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Sense Emotion or Motive (So 3 [0]) vs. Will (GM Roll)

RANGE: Far (+4)

TARGET: Individual EU (+½)

DURATION: Encounter (+2)

SPEED: Action (+1½)

EXCLUSION: None

Extremely useful for the ciphers of Defiance Bay's Dunryd Row, this power can detect a basic emotion, such as fear, anger, regret, or joy, in an individual. The attack roll against the subject's Will is made by the GM. If the attack fails, the target is able to shift the perceived emotion to another of their choosing.

INFLAME MIND**POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** Grant Perception I (So 3 [0]), Grant Intellect I (So 3 [0])**RANGE:** Mid (+3)**TARGET:** Individual EU (+2)**DURATION:** Encounter (+2)**SPEED:** Action (+1½)**EXCLUSION:** None**ANTIPATHETIC FIELD****POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** 3d4 Burn/Corrode (Es 3 [1]) vs. Reflex**RANGE:** Mid (+3)**TARGET:** Ray (+1)**DURATION:** Instant**SPEED:** Action (+1½)**EXCLUSION:** Selective (+2)**EYESTRIKE****POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** Perception Affliction III (So 5 [2]) vs. Will, Perception Affliction II (So 3 [0]) vs. Will**RANGE:** Mid (+2)**TARGET:** Individual EU (+½), Small Circle (+2)**DURATION:** Round (+2)**SPEED:** Slow**EXCLUSION:** None**WHISPER OF TREASON****POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** Charm (So 5 [2]) vs. Will**RANGE:** Close (+2)**TARGET:** Individual EU (+½)**DURATION:** Encounter (+2)**SPEED:** Action (+1½)**EXCLUSION:** None

Guile

TRAINED

Guile is the art of magical misdirection through a variety of soul-augmented tricks and the manipulation of the In-Between. It can be used to conceal, distract, deceive, and even to step through the In-Between with ease.

LIMITS OF GUILLE

- Guile powers may not use target shapes other than Small Circle.
- Guile powers may not access the Essence sphere.
- Guile powers may not heal.
- Effects from the Body, Soul, and Sense Spheres that cause damage, deceive, or otherwise negatively affect a target are reduced by 2 points.
- Effects that involve movement are reduced by 1 point.

FOUNDATION: QUIET MURMUR

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Create Sound (Il 2 [0])

RANGE: Mid (+3)

TARGET: Space (+1½)

DURATION: Instant

SPEED: Action (+1½)

EXCLUSION: None

Allows the user to create an indistinct, soft noise at a distance. The user can specify a general type of sound (e.g. clang, pop, shuffle, wordless voice) but the volume is low and the noise is not specific. Those in the area who hear it make Perception + Awareness rolls against an 18 Difficulty to discern that the sound is artificial. The Difficulty falls to 15 for those within 3 hexes.

APPRENTICE POWERS

COORDINATED POSITIONING

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Standard Move (Bo 4 [3]) and Move 3 hexes (Bo 4 [3])

RANGE: Self, Adjacent (+1)

TARGET: Individual EU (+½)

DURATION: Instant

SPEED: Move (+1)

EXCLUSION: None

The user can perform their standard move and, either at the beginning or end of their move, shift an adjacent character 3 Hexes. The shift does not provoke a Disengagement Attack. The character must be willing to be moved.

SMOKE CLOUD

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Perception Affliction II (Il 2 [0]) vs. Reflex

RANGE: Adjacent (+1)

TARGET: Individual EU (+½)

DURATION: Round (+2)

SPEED: Immediate (+5)

EXCLUSION: None

Creates an illusory cloud of smoke around the user that irritates the senses of enemies in the area.

MINOR APPARITION**POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** Create Illusory Appearance (Il 2 [0])**RANGE:** Far (+4)**TARGET:** Space (+1½)**DURATION:** Round (+1)**SPEED:** Action (+1½)**EXCLUSION:** None

Allows the user to create an indistinct image, no large than an Aumaua/single hex, at distance. The user can specify a general form to the image (kith type, creature type) but the details are fuzzy and vague. Those in the area who see it make Perception + Awareness rolls against a 15 Difficulty to discern that the image is artificial. The Difficulty falls to 12 for those within 3 hexes.

COPY VISAGE**POWER LEVEL:** 8**POWER COST:** 4**BASE EFFECTS:** Copy Appearance (Il 2 [0]) vs. Deflection**RANGE:** Adjacent (+1)**TARGET:** Individual EU (+½)**DURATION:** Encounter (+2)**SPEED:** Immediate (+5)**EXCLUSION:** None

The user can adopt the bodily and facial appearance of someone adjacent to them by touching their face. They must be of the same size category and classification (e.g. kith for kith, wilder for wilder, beasts for beasts) but can be different species and stock, skin, hair, eye color, and even different genders. In extreme cases, the shift may simply be too extreme to allow (group ruling).

The alteration does not change the user's voice. The process is inherently threatening and hostile and most sapient beings will interpret it as an attack. The power can also be used against unconscious or dead individuals, which naturally obviates the problem.

Mortification

TRAINED

Mortification is the channeling of spiritual power through suffering, typically physical pain, by monks pursuing various spiritual and physical regimens. It can be used to allow the monk to inflict terrible damage, devastating injuries, to purify their bodies, and to perform supernatural spiritual and physical feats.

LIMITS OF MORTIFICATION

- Mortification powers must always have a range of None or Melee Weapon.
- Mortification may not heal.
- Hostile powers that target a single character are reduced by 2.
- Powers that affect the user's body directly are reduced by 2.
- While Bloodied, a user's Mortification costs are reduced by 1 point (never below 1).
- Light, Heavy, and Severe Wounds on the user increase the damage done by Mortification powers by d6, d8, and d10, respectively.

FOUNDATION: TRANSCENDENT SUFFERING

POWER LEVEL: 8

POWER COST: 2

BASE EFFECTS: Brawl from 2d4/1d4 to 2d6/1d6 (Bo 5[3])

RANGE: None

TARGET: Self

DURATION: Day (+5)

SPEED: Ritual

EXCLUSION: None

APPRENTICE POWERS

LONG STRIDE

POWER LEVEL: 8

POWER COST: 2

BASE EFFECTS: +3 Stride (Bo 5[3])

RANGE: None

TARGET: Self

DURATION: Day (+5)

SPEED: Ritual

EXCLUSION: None

ENERVATING BLOW

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Weapon Attack -2 Power Points (Bo 5 [3]) vs. Will

RANGE: Equipped Weapon (+2½)

TARGET: Individual (+1)

DURATION: Instantaneous

SPEED: Action (+1½)

EXCLUSION: None

FORCE OF ANGUISH

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Weapon Attack +2 Crit Dice (Bo 4 [2]) vs. Deflection, Move Target 3 Hexes (Bo 4 [1])

RANGE: Equipped Weapon (+2½)

TARGET: Individual (+1)

DURATION: Instantaneous

SPEED: Action (+1½)

EXCLUSION: None

Nature

EXTERNAL

Nature magic is the province of druids. Drawing power from the soul energy of all living (and some unliving) things, druids are attuned to the magic of the trees, rocks, streams, bitter tundras, and deep deserts of Eora. Nature magic focuses on healing, plants and beasts, and the powers of the elements.

LIMITS OF NATURE

- Nature powers can only use the Sense or Illusion Spheres if the power is Linked to the Fire, Water, Storm, or Earth spheres.
- Effects from the Fire, Water, Storm, or Earth Spheres are reduced by 1.
- Effects that grant beneficial effects are reduced by 1.
- Effects that only affect Beasts are reduced by 2.

APPRENTICE POWERS

NATURE'S VIGOR

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Restore 2d6 Health (Bo 2 [1]), Restore 2d6 Endurance (Bo 1 [0])

RANGE: Adjacent (+1)

TARGET: Small Circle (+2)

DURATION: Instant 2R (+3)

SPEED: Action (+1 1/2)

EXCLUSION: None

SUNBEAM

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: 2d6 Burn (Fi 2 [1]), Cause Perception Affliction I (Fi 1/2 [0]) vs. Reflex

RANGE: Close (+2)

TARGET: Small Circle (+2)

DURATION: Instant, Round (+2)

SPEED: Action (+1 1/2)

EXCLUSION: None

TANGLEFOOT

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Afflict Dexterity (I) (Ea 1/2 [0]) vs. Reflex

RANGE: Mid (+3)

TARGET: Small Circle (+2)

DURATION: Encounter per Round (+3)

SPEED: Slow

EXCLUSION: None

VILE THORNS

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: 4d6 Physical (Ea 4 [3]) vs. Deflection, Cause Constitution Affliction II (Ea 2 [0]) vs. Constitution (Secondary Defense)

RANGE: Adjacent (+1)

TARGET: Small Cone (+2)

DURATION: Instant, Encounter (+2)

SPEED: Slow

EXCLUSION: None

Rage

PERSONAL

In contrast to the practitioners of Discipline, those who channel pure Rage are often known as barbarians. What they lack in finesse and precision, they make up for with raw power and brutality. The powers of Rage allow the user to improve their physical attributes, shrug off damage, terrify enemies, and devastate anyone near them.

LIMITS OF RAGE

- Rage may only heal Self.
- Rage may not grant beneficial effects to targets other than Self.
- Rage may not use powers from the Sense Sphere.
- Rage powers may not use "Detect" Effects.
- Effects from the Body or Soul Spheres that grant beneficial effects are reduced by 1.
- Effects from the Body or Soul Spheres that cause hostile effects in an area are reduced by 3.

FOUNDATION: FRENZY

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: +1 Might (Bo 1 [0]), +1 Soak (Bo 2 [1])

RANGE: None

TARGET: Self

DURATION: Encounter (+2)

SPEED: Immediate (+5)

EXCLUSION: None

APPRENTICE POWERS

CARNAGE

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Weapon Attack (Bo 2), 4d4 Raw (Bo 4 [0]) vs. Deflection

RANGE: Melee Weapon (+1 1/2)

TARGET: Individual EU (+1/2), Small Cone (+2)

DURATION: Instant

SPEED: Action (+1 1/2)

EXCLUSION: None

FRIGHTENING SHOUT

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Resolve Affliction (II) (So 3 [0]), -1 to Martial Skills (So 3 [0]) vs. Will

RANGE: None

TARGET: Large Cone (+4)

DURATION: Encounter (+2)

SPEED: Action (+1 1/2)

EXCLUSION: Single (+1)

WILD SPRINT

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Standard Move +4 Hexes (Bo 6 [5]), Restore 4d6 Endurance (Bo 3 [2])

RANGE: None

TARGET: Self

DURATION: Instant

SPEED: Move (+1)

EXCLUSION: None

BARBARIC BLOW

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Weapon Attack (Bo 2), vs. Deflection, Resolve Affliction (II) (So 3 [0]) vs. Will

RANGE: Melee Weapon (+1 1/2)

TARGET: Individual EU (+1/2), Small Cone (+2)

DURATION: Instant, Round (+1)

SPEED: Action (+1 1/2)

EXCLUSION: None

Spirits

EXTERNAL

Indisputably the oldest form of magic still in use in Eora, invoking the memories of dead spirits is the realm of chanters. Every culture in the world is known to have chanters of some sort, women and men who are repositories of lore and folklore, who recite time-honored stories that draw power from fragments of dead souls in the In-Between. Their magic takes the form of individual spoken phrases that build to the unleashing of invocations -- powers capable of summoning phantasmal creatures, devastating enemies, empowering allies, and a wild range of unique effects.

LIMITS OF SPIRITS

- Effects from the Fire, Water, Earth, and Storm Spheres that cause damage are reduced by 1.
- Effects from the Essence Sphere are reduced by 1.
- Effects from the Body and Soul Spheres affect more than one hex are reduced by 2.
- Effects from the Essence Sphere that are Summons are reduced by 3.

APPRENTICE POWERS

AND HEL-HYRAF CRASHED UPON THE SHIELD

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: -2 Deflection vs. Will (Bo 4 [2])

RANGE: Adjacent (+1)

TARGET: Small Cone (+2)

DURATION: Encounter (+2)

SPEED: Action (+1½)

EXCLUSION: None

IF THEIR BONES SLEEP UNDER THAT HILL STILL, NONE CAN SAY

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Create 3 Level 1 Summons (Es 5 [2])

RANGE: Close (+2)

TARGET: Small Circle (+2)

DURATION: Encounter (+2)

SPEED: Slow

EXCLUSION: None

THE THUNDER ROLLED LIKE WAVES ON BLACK SEAS

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: 2d4 Physical/Shock (Es 2 [1]), Push 1 Hex (Bo 2 [1])

RANGE: Adjacent (+1)

TARGET: Large Cone (+4)

DURATION: Instant

SPEED: Action (+1½)

EXCLUSION: None

Zeal

PERSONAL

Sometimes distinguished from Faith by its lack of nuance and tolerance, Zeal represents pure passion combined with intense belief. Paladins who employ Zeal may be members of a religious military order, guardians of a noble family, or even devotees of merciless “total war” practices. Zeal can manifest as healing power, beneficial auras, inspiring commands, and targeted attacks on the paladin’s enemies.

LIMITS OF ZEAL

- Effects from the Body Sphere are reduced by 1.
- Effects from the Fire Sphere are reduced by 1.
- Hostile Effects from the Soul Sphere against a single target are reduced by 2.
- Effects with an aura target are reduced by 2.
- Effects that heal or grant beneficial effects to Self, Individual, or Individual EU targets are reduced by 2.

FOUNDATION: CONVICTION

POWER LEVEL: 8

POWER COST: 2

BASE EFFECTS: +2 to all Defenses (Bo 5 [3])

RANGE: None

TARGET: Self

DURATION: Day (+5)

SPEED: Ritual

EXCLUSION: None

APPRENTICE POWERS

FLAMES OF DEVOTION

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Weapon Damage (Bo 2 [1]), 5d6 Burn (Fi 5 [4]) vs. Deflection

RANGE: Melee Weapon (+1½)

TARGET: Individual EU (+½)

DURATION: Instant

SPEED: Action (+1½)

EXCLUSION: None

SWORN ENEMY

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Mark Target for +3 Accuracy (So 3 [1]) vs. Will

RANGE: Close (+2)

TARGET: Individual EU (+½)

DURATION: Encounter (+2)

SPEED: Action (+1½)

EXCLUSION: None

LAY ON HANDS

POWER LEVEL: 8

POWER COST: 4

BASE EFFECTS: Restore 3d6 Health (Bo 3 [1]), Restore 4d6 Endurance (Bo 3 [1])

RANGE: Mid (+3)

TARGET: Individual (+1½)

DURATION: Instant

SPEED: Action (+1½)

EXCLUSION: None

Equipment

Tools

Tools are typically used in conjunction with an Artistic or Worldly skill when those skills are applied to physical problems instead of academic questions. When a practitioner of a skill lacks access to tools, they may be forced to improvise. Improvisation inflicts penalties to applications of the skill based on how suitable they are as a substitute. The group should decide what suitability level the tools fall into.

Tools are always referred to by the name of the skill they are used with, e.g. Lockpicking Tools, Herbalism Tools, Surgery Tools.

TOOLS

TOOL	COST
Astronomy Tools	20 cp
Animancy Tools, Basic	20 cp
Animancy Tools, Standard	200 cp
Animancy Tools, Advanced	2500 cp
(Artistic Skill) Tools	20 cp
(Worldly Skill) Tools	20 cp

Melee Weapons

Most weapons possess a special feature that requires the wielder to be experienced in the skill used by the weapon. This means the user must have 5 or more ranks in the skill. Features with such a requirement are prefixed below with (Skilled). All such features must have their use declared before an attack roll is made.

SMALL MELEE

Small melee weapons can perform one additional standard attack in the Immediate phase.

Wielded as a single one-handed weapon (without a shield), they grant +1 Deflection and +1 Accuracy.

Dual-wielded, each weapon can attack separately. Wielded two-handed, they gain +2 damage.

IMPROVISING TOOLS

SUITABILITY	PENALTY	EXAMPLES
Good	-2	Stiff wire (<i>Lockpicking</i>) Lush Forest (<i>Herbalism</i>) Stone Chisel (<i>Carving</i>)
Fair	-4	Stiletto (<i>Lockpicking</i>) Spring Meadow (<i>Herbalism</i>) Dagger (<i>Carving</i>)
Poor	-8	Thin stick (<i>Lockpicking</i>) Stocked Kitchen (<i>Herbalism</i>) Sharp Stone (<i>Carving</i>)

SPECIAL ABILITIES

BATTERING – (SKILLED) Base damage is halved. Endurance loss from Soak is tripled.

HEAVY HIT – (SKILLED) Make an attack at -2 Accuracy to double the base Damage.

THROW – (SKILLED) The weapon can be thrown. Doing so uses the base skill of the weapon.

BLEEDING CUT – (SKILLED) Halve the initial damage total. If the attack penetrates the victim's Soak, on the following round, the target takes the full listed damage as Raw (i.e. ignoring armor). This attack can only be used on Kith, Wilder, and Beasts. It has no effect on Primordials, Spirits, or Vessels.

MERCY STROKE – (SKILLED) The Crit Die becomes the Damage and vice versa.

RAPID STRIKE – (SKILLED) In the Immediate phase, the weapon can be used to make two attacks at -2 Accuracy.

MEDIUM MELEE

Medium melee weapons do more damage than small melee weapons.

Wielded as a single one-handed weapon (without a shield), they grant +1 Deflection and +1 Accuracy.

Dual-wielded, each weapon can attack separately. Wielded two-handed, they gain +2 damage.

SPECIAL ABILITIES

HALF-SWORD – (SKILLED) Ignore 6 points of a target's Soak from armor (only). Reduce Deflection by 3 until next Action.

SPLIT SHIELD – (SKILLED) Attack the target's Deflection, but a shield's contribution reduces their Deflection instead of increasing it. Damage is done directly to the shield. Bucklers, heaters, and kites can take 15, 25, and 35 points of damage before being disabled, respectively. Shields can be repaired automatically at the next rest.

LASHING CHAIN – (SKILLED) Ignore any Deflection from shields or weapons. Reduce Deflection by 1 until next Action.

WINDMILL SLASH – (SKILLED) Attack at -2 Accuracy and increase the Damage and Crit Die from d6s to d8s.

PIERCING BLOW – (SKILLED) Attack at -3 Accuracy and ignore 6 points of a target's Soak from armor (only).

LARGE MELEE

Large melee weapons do more damage than small and medium melee weapons.

They can only be wielded two-handed. All large melee weapons gain +2 damage.

If forced to be wielded one-handed, they are at -10 Accuracy and lose their damage bonus.

SPECIAL ABILITIES

REACH 2/3 – This weapon can attack at a range of 2 or 3 hexes from the wielder, respectively. This feature requires no special skill in the weapon.

GUARD – (SKILLED) As an Action, a character can protect any hexes within the Reach of a weapon. Until the character performs another action (in any phase) other than a Withdraw, hexes around them are considered guarded if someone moves into them. As long as the guarding character is aware of the intrusion (i.e., the intruder is not hidden and the defender is not stunned, blinded, etc.), they get one attack at any character moving into range until they miss, at which points the Guard ends. A character who is hit by the Guard is immediately moved back into the hex they came from. A character who is charging or running takes double damage and is automatically

SMALL MELEE WEAPONS

WEAPON	DAMAGE	CRIT DIE	SPECIAL	COST
Dagger	2d4	1d4	Throw (Range 4)	3 cp
Club	2d4	1d4	Battering	3 cp
Fists (Size -1,0,1)	2d4	1d4	Heavy Hit	3 cp
Hatchet	2d4	1d4	Throw (Range 4)	3 cp
Rapier	2d4	1d4	Rapid Strike	3 cp
Sickle	2d4	1d4	Bleeding Cut	3 cp
Stiletto	2d4	1d4	Mercy Stroke	3 cp

MEDIUM MELEE WEAPONS

WEAPON	DAMAGE	CRIT DIE	SPECIAL	COST
Arming Sword	2d6	1d6	Half-Sword	15 cp
Battle Axe	2d6	1d6	Split Shield	15 cp
Flail	2d6	1d6	Lashing Chain	15 cp
Mace	2d6	1d6	Battering	15 cp
Sabre	2d6	1d6	Windmill Slash	15 cp
Spear	2d6	1d6	Throw (Range 4)	15 cp
War Hammer	2d6	1d6	Piercing Blows	15 cp

LARGE MELEE WEAPONS

WEAPON	DAMAGE	CRIT DIE	SPECIAL	COST
Estoc	2d10	1d10	Mercy Stroke	30 cp
Great Axe	2d10	1d10	Split Shield	30 cp
Halberd	2d8	1d8	Reach 2, Guard	30 cp
Long Sword	2d10	1d10	Half-Sword	30 cp
Morning Star	2d10	1d10	Battering	30 cp
Pike	2d8	1d8	Reach 3, Guard	30 cp
Poleaxe	2d8	1d8	Battering	30 cp
Quarterstaff	3d6	1d10	Reach 2, Immediate Strike	30 cp

Knocked Down (this includes mounted characters and their mounts) as well as moved back. Characters who are already in range of the Guard are free to ignore it.

IMMEDIATE STRIKE - (SKILLED) Despite being large, this weapon can make an attack in the Immediate phase at -4 Accuracy.

Ranged Weapons

MEDIUM RANGED

Medium ranged weapons do less damage than large ranged weapons.

Wielded one-handed (with or without a shield) they are at -2 Accuracy.

Dual-wielded, both can attack separately at -4 Accuracy. Wielded two-handed, they gain +1 Accuracy.

SPECIAL ABILITIES

DESTRUCTIVE CHANNELING - (SKILLED) Take a Crit Die of Raw damage to double the inflicted Crit Die damage.

DISTANT SHOT - (SKILLED) Halve the base Damage and double the base range.

RELOAD - This weapon must be reloaded as a Move after firing before it can be fired again.

MEDIUM RANGED WEAPONS

WEAPON	DAMAGE	CRIT DIE	RANGE	SPECIAL	COST
Blunderbuss	1d6 x 4	1d4 x 4	3 Hexes	Snapshot, Reload	200 cp
Pistol	2d8	1d8	4 Hexes	Snapshot, Reload	200 cp
Sceptre	1d8	1d4	6 Hexes	Destructive Channeling	150 cp
Wand	1d8	1d4	6 Hexes	Distant Shot	150 cp

LARGE RANGED WEAPONS

WEAPON	DAMAGE	CRIT DIE	RANGE	SPECIAL	COST
Arbalest	3d6	1d10	7 Hexes	Snapshot, Reload, Threat Block	450 cp
Arquebus	2d10	1d10	6 Hexes	Snapshot, Reload, Threat Block	450 cp
Crossbow	1d12	1d6	7 Hexes	Snapshot, Reload	50 cp
Hunting Bow	1d10	1d6	10 Hexes	Rapid Shot	25 cp
Rod	3d4	1d6	6 Hexes	Blast	150 cp
War Bow	2d6	1d6	8 Hexes	Overdraw	45 cp

SNAPSHOT - (SKILLED) In the first round of a character's combat, if this weapon is already loaded and equipped, it can be fired as an Immediate action.

LARGE RANGED

Large ranged weapons can only be wielded two-handed. They are automatically considered to have +2 Accuracy.

If forced to be wielded one-handed, they are at -10 Accuracy (obviously, they lose the +2).

SPECIAL ABILITIES

BLAST - (SKILLED) Halve the base Damage, but the attack hits a Small Circle (1 hex + 6 hexes around it).

OVERDRAW - (SKILLED) Attack at -2 Accuracy to add an automatic Crit die as long as the attack doesn't Miss.

RAPID SHOT - (SKILLED) In the Action phase, this weapon can make two standard Attacks at -2 Accuracy. The targets of each attack may be different as long as they are no more than 3 hexes apart.

THREAT BLOCK - This weapon cannot be fired when an enemy is Threatening the wielder.

Armor & Shields

Armor and Shields protect the wearer from damage at the cost of a reduced Winded Threshold.

SOAK: The standard amount of Soak the armor has against damage.

WINDED THRESHOLD: The character's Stamina threshold to be Winded is increased by this value while the armor or shield is worn.

INITIATIVE: This penalty is applied to the character's Initiative when rolled while the armor is worn.

DEFLECTION: The character's Deflection is increased by this value while the shield is worn.

LIGHT ARMORS

ARMOR	SOAK	WINDED THRESHOLD	INITIATIVE	COST
Padded	2	+1	-1	8 cp
Hide	3	+2	-1	10 cp
Leather	4	+3	-1	15 cp

MEDIUM ARMORS

ARMOR	SOAK	WINDED THRESHOLD	INITIATIVE	COST
Scale	6	+5	-3	75 cp
Breastplate	7	+6	-3	90 cp
Mail	8	+7	-3	115 cp

HEAVY ARMORS

ARMOR	SOAK	WINDED THRESHOLD	INITIATIVE	COST
Brigandine	10	+9	-6	1000 cp
Plate	11	+10	-6	1200 cp

SHIELDS

SHIELD	DEFLECTION	WINDED THRESHOLD	INITIATIVE	COST
Buckler	+2	—	—	10 cp
Heater	+3	+1	—	25 cp
Kite Shield	+4	+2	—	65 cp

Relationships & Finishing Touches

Relationships

Relationships exist between player characters. They are not mechanical, but exist to lay the groundwork for character interactions even during the first play session. Not all characters in a campaign need to have established Relationships with each other, but all characters must have Relationships with at least one other.

AGREE TO AGREE

Relationships only work if everyone involved agrees that they work. Make sure all players involved in a relationship agree to it beforehand!

RELATIONSHIP HOOKS

BUDDIES

You are just good friends and have been for some time. The friendship should revolve around a shared life circumstance (e.g. lived in the same area), activity (e.g. drinking, gambling), or interest (e.g. rare books, ornithology). This relationship is generally a positive one even if there are occasionally rough edges to your interactions.

CHILDHOOD FRIENDS

You were friends during your (mutual) childhood (make sure your ages match up!). You spent a great deal of time together then, and even though the years may have separated you, your shared experiences in youth bind you together. This bond may be a source of warmth and comfort or an annoying reminder of an embarrassing or painful childhood.

INDEBTED

One of you is indebted to the other in a way that is not covered by any of the other options listed here. This may be a financial debt or something more abstract that is owed by one party to the other. The nature of the debt should be something that causes some stress between the two of you because it cannot be quickly or easily repaid.

LOVERS

Current or former, you share or shared a romantic relationship. Such things take many forms and it is up to you to decide how it came into existence, how it has changed over time, and where it stands now.

MENTOR

One of you is the mentor of the other. This may work best in situations where one character is much older than the other (e.g. when a new character is introduced in the middle of a campaign). Ideally, this relationship is healthy and productive, but many are not. Mentorship does not guarantee obedience and many students rebel against their mentors on principle.

ON THE RUN

Together, you escaped some dire circumstance that was not a catastrophic event (see Survivor). You may have escaped prison, evaded a search party, or squirmed out of the clutches of slavers. The escape was a complex ordeal in which both of you helped the other work their way to freedom. Whether you have been together ever since or have only recently encountered each other again, the escape continues to link you.

RIVALS

In one way or another, you are rivals. Skill with a sword, personal wealth, romantic endeavors, or something more esoteric. Your rivalry may be healthy and good-natured or a bitter matter of honor and personal pride. The subject of the rivalry should continue to be present in your lives, though the nature of the rivalry may change over time.

SAVED

One of you saved the other from certain death or a similarly awful fate. Whether the imminent doom was a headman's axe or a lifetime of slavery, the act of salvation is known by both parties and has created a bond between you. Does the savior dangle the act over the head of the saved? Does the saved feel indebted to the savior? Is the event something that creates tension or discomfort between them?

SHARED SERVICE

You were both employed by the same company or individual for one reason or another. This may have been a mercenary company, an antiques dealer, a well-traveled merchant, or some other party. Whatever the employer, you worked in close enough

proximity to get to know each other. The shared service continues to be a bond between you, for good or ill.

SIBLINGS

Whether by blood or by circumstance, your characters are siblings. The nature of your relationship is open to many avenues of exploration. Perhaps your parents loved both of you equally and always encouraged you to watch out for each other. Maybe the parents pitted you against each other to vie for their affection. And as with many siblings, the relationship may be much more complicated.

SURVIVORS

You both survived the same disastrous event. A ship sank, an army destroyed your village, a dragon wiped out your entire mercenary company, or something similarly traumatic occurred. Whether you are the sole survivors or simply among the few, you are both clearly very lucky to have survived at all. The event was terrifying in the moment and left a lasting impression, possibly even trauma, that links you.

WITNESSES

You both witnessed something dramatic, incredible, and life-changing: a god walking across the land, a fleet of ships wiped out by a tidal wave, a flight of dragons descending on a town, the murder of a beloved mentor. The event has remained in your memory ever since, and the shared experience has bonded you together. Note that this is distinct from Survivor, in which the characters were directly in danger and traumatized by the event.

Finishing Touches

CALL TO THE CAUSE

Why does your character believe in the Cause? Are they drawn to the Cause out of personal interest, fervent belief, an owed debt, or some other reason? Use your Call to the Cause to help anchor your character to the campaign and to focus decisions the character makes regarding the direction the Cause should (or shouldn't) take.

PERSONAL GOAL

All characters should have a Personal Goal that is connected to (but not the same as!) the Cause and will be resolved during in-game play (i.e. not seasonal activity). This goal should be a challenge that cannot be accomplished in a single game year, but is unlikely to take longer than five game years to complete. When defining the Personal Goal, the player should write down the year in which the goal was defined (the first is always the year the campaign starts).

The GMs should know the Personal Goals of all player characters and try to incorporate one or two into each session.

Completing a Personal Goal grants the character 1xp for every year it took to complete. Personal Goals completed in less than a year grant no experience. Once a Personal Goal is completed, the player should define a new Personal Goal.

NAME, APPEARANCE, AND PERSONALITY

To finish off your character, give them a name, appearance, and personality. Define whatever you feel is relevant to describe and play the character.

Combat, Status Effects, & Injuries

Combat

PHASED INITIATIVE

Pillars of Eternity uses a phase-based initiative system to cleanly separate different types of actions. The goals of the system are to reduce downtime for players between actions, to create a combat flow that, although it may seem artificial, makes sense as it plays out, and to simplify the players' tactical choices in any given phase of combat.

ROLLING INITIATIVE

All participants in a combat roll initiative in the round when they enter combat. The GM records the order of all participants.

IMMEDIATE PHASE

A small subset of actions are classified as Immediate. Each character can perform a single Immediate action at the start of every combat round. The GM states which NPCs are performing Immediate actions (without declaring those actions) and asks the players collectively if they wish to perform an Immediate action. Without revealing those actions, they must state whether or not they are participating.

After all players have declared participation in the Immediate Phase, they declare and perform their actions in reverse initiative order. All actions in the Immediate Phase resolve simultaneously, meaning that one action cannot affect or influence any other in that phase.

If a character declared participation in the Immediate Phase and then either declines to act or does not have a valid action to perform, they Balk and cannot participate in the Action Phase of that round.

TYPES OF IMMEDIATE ACTIONS

SMALL DRAW – Any small object can be drawn in the Immediate Phase. If an item is already in the drawing hand, it must be dropped. The character can draw as many objects as they can hold in their hands (e.g. an elf could draw two pistols, one in each hand).

MODAL SHIFTS – Any character can change or disable one or more modal ability in the Immediate Phase.

SNAPSHOT – Any firearms, crossbows, or arbalests that are already loaded and in hand can be fired in the Immediate Phase as a Snapshot. Note that a character with multiple qualifying weapons in hand can perform multiple Snapshots in one Immediate Action.

IMMEDIATE ABILITY – A character can activate and resolve an Immediate Ability in the Immediate Phase.

BEGIN/END SLOW ABILITY – A character who wishes to perform a Slow Ability begins performing it in the Immediate Phase. Activating a Slow ability disallows participation in the Movement Phase and Action Phase unless the character chooses to cancel the Slow Ability. Slow Abilities complete as the action of the subsequent Immediate Phase.

MOVEMENT PHASE

In the movement phase, all characters perform their movement actions. Movement is acted out in reverse initiative order, with the slowest characters moving first, followed by faster characters and ending with the fastest character. If a character changes position (even by one hex) in this phase, they put down a marker to indicate it. A character who is Engaging others and changes position also automatically drops their Engagement until the end of the Movement Phase.

Characters can move through other characters (Ally or Foe) with a marker and can choose to end their turn on a hex occupied by another character if that character has a marker. When this happens, the character previously occupying the spot is Bumped.

The player (or GM) of a Bumped character chooses the hex or hexes they bump into, but must always move to the closest unoccupied space(s).

TYPES OF MOVEMENT

MOVE – Character can move up to their Stride. A character who is Engaged cannot perform a Move.

WITHDRAW – An Engaged character can safely leave Engagement and move up to half their Stride. Note that if they are slower than (i.e., acting before) another character who wants to keep them in Engagement, avoiding their opponent can be extremely difficult unless they have a superior Stride.

RELOAD – This is the reload action of crossbows, pistols, and blunderbusses. A single weapon can be reloaded with this action.

RUN – Character can move up to double their Stride and lose their Action phase. A character who is Engaged cannot perform a Run.

STANDARD DRAW – Any object of reasonable size can be drawn in the Movement phase. If an object is in the hand(s) performing the draw, it must be dropped. As many objects can be drawn as the character can hold in their hands. Characters who perform a Standard Draw may also move up to their Stride unless they are Engaged.

STOW – Any object can be stowed in the Movement phase. As many objects can be stowed as the character has hands to stow. Object size is irrelevant for stowing.

At the end of the Movement Phase, all players and the GM remove any move tokens on the board. Any characters armed with melee weapons who do not have a Can't Act condition are automatically considered to be Engaging adjacent opponents.

ACTION PHASE

The last phase of combat is Action. This is the phase where most attacks and support events occur. Actions are declared and executed in standard initiative order.

TYPES OF ACTIONS

ATTACK – The character can perform a weapon or unarmed attack against any character in their weapon(s) range.

CHARGE – The character can move half Stride (rounded up) and make a standard Attack (above) at -3 Accuracy. The attacker must move in a straight, unobstructed line toward the target and the attacker cannot start adjacent to the target. Characters who are Prone, Immobilized, Paralyzed, have a Stride below 2, or who are otherwise sensibly unable to do so (group decision) cannot perform a Charge.

READY – The character specifies an action to be performed when a specific trigger occurs before their next Action phase. This readied action must be an Action, not an Immediate or Move, though it can occur in those phases. The Action is considered to take place as soon as it is triggered, meaning it can potentially end someone else's turn before it completes.

STANDARD ABILITY - The character can activate any ability with a Standard activation time in the Action Phase.

TOTAL DEFENSE – The character commits themselves to defense, gaining +3 to all Defenses until their next Action turn. Immediate and Move actions between Action turns do not remove the bonus.

ATTACKS

Attacks encompass any sort of hostile action between two or more characters. It covers weapon attacks, unarmed attacks, mental attacks, and spell attacks of all sorts.

ALWAYS HITS

This attack type is only used for attacks that cause damage and have no direct additional effects. An attack specified as Always Hits does not make an attack roll and will, shockingly, always Hit its target. Special circumstances may still convert the Hit to a Crit or Miss. Note that if a target is immune to an effect, an Always Hits attack will still have no effect. If a secondary effect is triggered by a Hit, an Always Hits against a target immune to the primary effect will not trigger the secondary effect.

VS. DEFENSE

An attack that is vs. Defense indicates that the target has a chance to avoid or resist the attack through one of the four main defenses: Deflection, Fortitude, Reflexes, and Will. The attacker rolls 2d10, adds their Accuracy, and compares it to the target's relevant defense.

ACCURACY = SKILL + BONUSES

There are three potential resolutions:

MISS =

MISS = ATTACK LOWER THAN DEFENSE

In most cases, when a total Attack roll is lower than the target's Defense, the attack misses. There is no effect.

HIT =

**ATTACK EQUAL TO OR UP TO
4 HIGHER THAN DEFENSE**

An Attack total equal to or higher than the target's Defense, but not 5 or more Higher, is a Hit. A Hit does the standard listed effects.

VS. DEFENSE (CONT.)**CRIT =****ATTACK 5 HIGHER THAN DEFENSE, AND ABOVE**

If an Attack total is 5 or more points higher than a Defense total, the result is a Crit. For every 5 Attack above the Defense, add a Crit Die of damage.

All weapons list a Crit Die, but if a Crit Die must be calculated for a spell, divide the maximum damage dice result by 2 and round up to the nearest die, never exceeding d12.

E.g. Kate Crits with a spell that causes 4d4 damage. The maximum die damage is 16, so the Crit Die is 1d8. John Crits with a spell that causes 5d8 damage. The maximum die damage is 40, so the Crit die maxes out at 1d12.

Afflictions and Inspirations

During combat, characters can suffer damage, but they can also be subjected to a variety of other harmful effects, called Afflictions. Afflictions can attack the mind and the body in different ways, from preventing the use of powers to restricting movement.

To counteract these Afflictions, characters can use Inspirations. On their own, Inspirations provide bonuses and beneficial effects. They also serve to counteract the effects of and even negate Afflictions.

Most Afflictions and Inspirations are associated with basic Attributes, inflicting a penalty or granting a bonus to the Attribute and, if powerful enough, providing an additional effect.

STACKING ATTRIBUTE**AFFLICTIONS & INSPIRATIONS**

Attribute Afflictions and Inspirations of the same Attribute type do not “stack”. Instead, the most

powerful effect applies while the lesser effects are subordinated.

COUNTERING ATTRIBUTE**AFFLICTIONS & INSPIRATIONS**

If a character is under the effect of an Attribute Affliction or Inspiration, it can be countered by an Inspiration or Affliction of the same Attribute type. As all Attribute Afflictions and Inspirations are tiered, the effect of the counter is subtractive.

I.e. applying a Tier 1 Affliction to someone benefiting from a Tier 2 Inspiration of the same type would reduce the Inspiration to Tier 1.

A Tier 2 Affliction would negate it entirely. A Tier 3 Affliction would negate the Tier 2 Inspiration and apply the Tier 1 Affliction.

AFFLICTION RESISTANCE

Many creatures have Resistance to one or more Affliction types. Resistance automatically downgrades an Affliction by one rank. A Tier 2 Dexterity Affliction becomes Tier 1, a Tier 1 Constitution Affliction is negated entirely. This does mean that characters with such resistances will effectively never suffer the effects of a Tier 3 Affliction.

OTHER AFFLICTIONS AND COUNTERS

Not all Afflictions are in the Attribute Tiers, but they can still be countered by specific Attribute Inspirations. These Afflictions exist independently of each other and all of their effects apply.

Even a Tier I Inspiration of the appropriate Attribute will block these Afflictions or remove them. When Inspirations remove these non-Tiered Afflictions, they always apply their effects in addition to removing the Affliction. If the Inspiration is also countering a Tiered Attribute Affliction, it will be lowered appropriately in addition to removing the non-Tiered Afflictions.

ATTRIBUTE AFFLICTIONS & INSPIRATIONS

TIER 3 AFFL.	T2 AFFL.	T1 AFFL.	ATTRIBUTE	T1 INSP.	T1 INSP.	TIER 3 INSP.
-2 Damage Dice	-2 Mig	-1 Mig	Might	+1 Mig	+2 Mig	Double Damage Dice
-3 Soak	-2 Con	-1 Con	Constitution	+1 Con	+2 Con	+3 Soak
-3 Stride	-2 Dex	-1 Dex	Dexterity	+1 Dex	+2 Dex	+3 Stride
-2 Crit Dice	-2 Per	-1 Per	Perception	+1 Per	+2 Per	Double Crit Dice
-3 Power Range	-2 Int	-1 Int	Intellect	+1 Int	+2 Int	+3 Power Range
Can't Attack	-2 Res	-1 Res	Resolve	+1 Res	+2 Res	+1 Conc/Round

A small number of Afflictions have no counter. They simply persist until the effect expires.

STUCK - (DEXTERITY) A Stuck character cannot move even a single hex, voluntarily or involuntarily. Reflexes and Deflection are reduced by 2. Any successful attempt to move the character (voluntarily or involuntarily) will leave them Knocked Down as well.

CHARMED - (RESOLVE) A Charmed character can be commanded (by the charmer) to perform any action except those that could reasonably cause self-harm or harm to someone the Charmed character reasonably regards as an ally or friend (group decision, if questionable).

DOMINATED - (RESOLVE) A Dominated character can be commanded (by the dominator) to perform any action they are capable of, including those that cause self-harm or harm to allies and friends.

PARALYZED - (INTELLECT) A Paralyzed character cannot take any action.

STUNNED - (INTELLECT) A Stunned character cannot participate in the Action phase.

KNOCKED DOWN - (NO COUNTER) A Knocked Down character is oriented in such a way that movement and other actions are difficult. Stride is reduced by 5, to a minimum of 1. Dexterity is reduced by 3.

PUSHES AND PULLS

Some attacks and Powers may allow for Pushes or Pulls. Pushes must always move from hex to hex *away* from the user and Pulls must always move from hex to hex *toward* the user.

Pushes and Pulls can move through occupied hexes, but they must *end* in unoccupied hexes.

Damage, Soak, and Injuries

Every attack uses a set of dice to determine base damage. The attacker rolls damage dice and adds appropriate modifiers to find the Damage Total. Damage Total is then compared to the target's Soak to determine Health and Endurance damage and potential Wounds.

SOAK

Soak is based on a character's armor, but can be modified by other effects. After subtracting Soak from Damage, you have Health Damage.

Any damage absorbed by Soak is inflicted on Endurance.

$$\text{DAMAGE TOTAL} - \text{SOAK} = \text{FINAL DAMAGE}$$

INJURIES

Any time a character takes a Severe Wound, they suffer an Injury. Injuries are always specific to the type of damage that incapacitated the character. Injuries are not received when a Heavy Wound worsens to a Severe wound during recovery (see below).

Even after the Severe Wound has been reduced to a Heavy Wound, the Injury and its penalties plague the character until the resulting Light Wound is removed.

PHYSICAL AND RAW

Roll 1d6 and consult the list, below:

1 - BROKEN ARM

- One of the character's arms cannot be used, prohibiting the use of two-handed weapons.
- Channeling magical energy also becomes more difficult, inflicting -2 Accuracy on any targeted Power.

2 - BROKEN LEG

- The character cannot Run or Charge.
- Stride is halved.
- -2 Dexterity.

3 - BROKEN RIB

The character has difficulty walking and running.

- Stride is halved.
- Running or Charging immediately inflicts 2d6 Raw damage.
- -2 Constitution.

4 - COLLAPSED LUNG

The character's Endurance is impacted.

- Max Endurance is immediately halved
- -1 Fortitude

5 - CONCUSSION

The character's coordination and thinking are affected.

- -1 Dexterity, -1 Intellect, -1 Resolve.

6 - SWOLLEN EYE

- The character is temporarily blinded in one eye.
- -2 Perception.

FREEZE, SHOCK, CORRODE, AND BURN

Freeze always inflicts Frostbite, Shock always inflicts System Shock, and both Corrode and Burn inflict Severe Burn.

FROSTBITE

The character loses sensation and is vulnerable to further Freeze damage.

- -1 Perception, -1 Dexterity.
- -5 Freeze Soak.

SEVERE BURN

Movement is painful and the character is vulnerable to further Burn and Corrode damage.

- Running or Charging immediately inflicts 2d6 Endurance damage.
- -2 Constitution.
- -3 Burn and Corrode Soak.

SYSTEM SHOCK

The character's nervous system has been disrupted.

- -2 Dexterity.
- -5 Shock Soak.

RECOVERING FROM WOUNDS AND INJURIES

Wounds in Pillars of Eternity are serious things. They take time to recover from. Without the assistance of skilled healers, Wounds can worsen and even result in death. If the character aggravates their wounds through strenuous activity, their condition can worsen even more quickly.

WHEN TO MAKE RECOVERY ROLLS

Recovery rolls start 5 days after the end of the adventure (or incident, for Wounds received during downtime) on which they were received. The rolls start with or without treatment. If the character lacks treatment, recovery can be difficult.

Both Herbalism and Surgery can be applied as treatment. Herbalism can be applied by the person suffering the wounds themselves, but does require access to herbalist's tools or equivalent (e.g. a stocked apothecary or medicinal herb garden).

Surgery is ideally applied by another character and requires surgeon's tools. Surgery applied by the victim only applies half of its value.

RECOVERY =

2D10 + HERBALISM + SURGERY + CONSTITUTION

LIGHT WOUND

ROLL VS. 12 TO RECOVER IN 10+1D10 DAYS.

A roll of 6 or lower changes a Light Wound to a Heavy Wound in the same period of time.

HEAVY WOUND

ROLL VS. 15 TO CHANGE THE HEAVY WOUND TO A LIGHT WOUND IN 12+2D6 DAYS.

A roll of 9 or lower changes a Heavy Wound to a Severe Wound in the same period of time.

SEVERE WOUND

ROLL VS. 18 TO CHANGE THE SEVERE WOUND TO A HEAVY WOUND IN 1D4 DAYS.

A roll of 12 or lower worsens the patient's condition and rapidly becomes fatal.

UNTREATED WOUNDS

If a wound goes untreated, either because the character ignores the wound or their bed rest is interrupted for at least a day, it can worsen. Roll for wound recovery as normal, but without the benefit of Herbalism or Surgery.

Wealth, Lifestyle, & Upkeep

Wealth in *Pillars of Eternity* is tracked as individual tallies of coins, art objects, jewels, and other valuable objects. Characters spend their wealth as they see fit on items and services. In addition to expenses that come up during sessions, wealth can be spent on Lifestyle to grant seasonal bonuses. The accumulation of special holdings, such as Sidekicks and property, will come with the price of Upkeep. Failure to pay the price of Upkeep can have minor to severe consequences on those holdings.

WEALTH AS CURRENCY

Not all wealth comes in the form of currency (typically coins), but most does.

The base unit of currency in most parts of the Old Empires, Eastern Reach, and the Deadfire Archipelago is the copper pire (cp). It is produced and distributed by the Vailian Republics, the most powerful trading nation in their hemisphere. For simplicity, the base rules of *Pillars of Eternity* can function purely off of prices in cp, with the GM giving all rewards in cp, even if those rewards may, for narrative purposes, be gold or silver coins from a non-Vailian country.

See the Expanded Currencies section at the end of this chapter for optional rules that expand the variety of currencies available to players.

NON-CURRENCY FORMS OF WEALTH

Wealth can also take the form of gemstones, art objects, rare books, and other precious items. These goods can also be sold (or traded) for money, but it is up to an individual buyer (at the GM's discretion) to accept those goods.

STARTING WEALTH

All bonuses to Wealth received through Backgrounds are tallied up to total the character's starting funds. This money can be spent during character creation or can be saved for use during gameplay.

THE COST OF THINGS

All items and most services will be listed with prices in cp. GMs should improvise values for items or services that are not listed using printed values as a basic guide. In some cases, the GM may call for a

group decision to raise or lower the prices of items or services based on the reality of the situation. E.g., rare spices aren't so rare if you're on the remote island where they grow, after all.

LIFESTYLE

Lifestyle represents the general level of shelter, safety, and comfort that the character lives in. Each season, the character opts into a lifestyle and pays an associated cost (unless their lifestyle is being provided for by another character). In exchange, the character receives a variety of bonuses (or penalties, if the lifestyle is severe) for the following season.

A player may discontinue a lifestyle at the start of any season.

IMPOVERISHED

The Impoverished lifestyle is lean and brutal, bereft of all but the most meagre sustenance and shelter. Malnutrition is the rule, lodging is often improvised or absent. Characters who live an Impoverished lifestyle are exposed to the elements and often live on the fringes of civilization.

Note that any character who pays the cost (i.e., nothing) for an Impoverished lifestyle may live a Poor lifestyle by choosing to Live Off the Land (see Seasonal Activities).

0 CP / SEASON

+2 to Aging Rolls

-4 to Connections Rolls

POOR

Most people in Eora lead a Poor lifestyle. They have basic food and humble shelter, enjoy mild protection from the elements, but still lead hard lives. Clothing is often handed-down and in poor condition. Most villages are dominated by the poor and many towns and cities have large populations of poor residents who struggle to keep themselves from becoming destitute.

15 CP / SEASON

+1 to Aging Rolls

-1 to Connections Rolls

COMFORTABLE

Found most often in towns and cities, the Comfortable lifestyle is a product of prosperous merchant, trade, and artisan classes. People living a Comfortable lifestyle have access to good food, secure shelter, well-kept clothing, and may rarely employ the services of a surgeon, clerk, lawyer or other professional.

250 cp / season

PROSPEROUS

Particularly successful merchants, renowned artisans, gentry, and minor nobles often live Prosperous lifestyles. They have access to fine food, beautiful and secure shelter, fine clothing in excellent condition, and may easily employ a variety of professionals to see to their needs. The Prosperous lifestyle also often includes the use of basic household servants.

1,500 CP / SEASON

-1 to Aging Rolls

+1 to Connections Rolls

RICH

The truly wealthy, people living a Rich lifestyle may easily conduct their lives without contacting less wealthy people outside interactions with servants. Typically only landed nobles in good standing can afford to maintain such a lifestyle for long. This lifestyle gives regular access to exotic food, lavish accommodations, and elaborate clothing featuring rare materials. Household servants and personal guards are always on hand and skilled professionals are often on Sidekick for easy access.

7,500 CP / SEASON

-2 to Aging Rolls

+4 to Connections Rolls

EXTRAVAGANT

Although there are arguably even more tiers of lifestyle above Extravagant, they are effectively indistinguishable for game purposes. Generally only enjoyed by royalty and high-ranking nobility, the Extravagant lifestyle is phenomenally expensive to maintain. It gives access to any food, any clothing, any people that may be desired for any purpose. Accommodations are both astonishing in craftsmanship and security. A person living an Extravagant lifestyle is often within shouting distance of elite guards, a small army of servants, and myriad top-tier professionals to cater to their every need.

50,000 CP / SEASON

-3 to Aging Rolls

+8 to Connections Rolls

LIFESTYLE AVAILABILITY

The GM may rule that certain lifestyles are simply not available in a given location due to a lack of sufficient housing, fresh food, etc. In such cases, the player must make do with what is available or change their residence.

Connections & Reputation

Connections

Connections represent the social connections your character has made over the course of their life. Connections correspond to social background categories or discrete societies (secret or otherwise). They can be used to call on (effectively create) NPCs for knowledge and favors. These NPCs need not (and typically should not) exist ahead of time. When successfully rolled, the player can create the necessary NPC and potentially call on them again in the future.

WHO CAN YOU KNOW?

Characters can only have Connections with characters plausibly in their Backgrounds. Soldiers can know other soldiers, military chaplains, and even prostitutes, but they aren't acquainted with tax collectors and farmers. The rule here is not what is technically in the Backgrounds list, but what is plausible given the narrative reasoning of the player (group decision). If it doesn't fit, the player shouldn't be allowed to roll for a Connection.

TESTING CONNECTIONS

Connections use the character's Connections score and any potentially applicable Reputations. Connections can only be tested twice per session per character.

CONNECTIONS

$$2D10 + \text{CONNECTIONS} + \text{LIFESTYLE} + \text{REPUTATIONS} \text{ VS. DIFFICULTY}$$

CONNECTION DIFFICULTY

The more likely a character is to be found in a place, the easier it is to find them. The base difficulty to find any Connection is 10, to which are added the modifiers on the table below:

CONNECTION DIFFICULTY MODIFIERS

OCCUPATION	MODIFIER
Common (e.g. farmer in village)	—
Uncommon (e.g. falconer in an estate)	+5
Rare (e.g. inquisitor in a monastery)	+10
SPECIALIZED KNOWLEDGE	MODIFIER
None/Common	—
Uncommon (e.g. herbalist knowing uncommon herbs)	+5
Rare (e.g. smith working with Durgan steel)	+10
CIRCUMSTANTIAL	MODIFIER
Advantageous (e.g. farmers on market day)	-5
Already a Named Connection for this Character	-3
Ordinary	—
Disadvantageous (e.g. town blacksmith during war)	+5
Awful (e.g. as above, but at midnight)	+10

LIFESTYLE AND REPUTATION MATTERS

The current Lifestyle of the character performing the Connection roll may modify the roll. People living wealthier lifestyles have an easier time finding people. Players are not required to use positive Reputations to assist their Connection rolls, but can receive Bonus dice if they apply and choose to use them. Applicable negative Reputations always contribute Penalty dice.

NAMING CONNECTIONS

If the player succeeds at a Connection roll, they should name the Connection and write it down along with their occupation and specialized knowledge (if any) for future use. If the character attempts to contact the Connection in later sessions, the target difficulty is -3.

Reputations

Characters can receive a wide variety of Reputations, both broad and nuanced, over the course of their lives. Reputations are always specific to a community, region, or organization of some sort, but are as broad and varied as people themselves.

Some characters may begin play with Reputations due to their backgrounds and traits, but most Reputations are acquired during play at the end of adventures.

The GM should keep track of all player characters to participate in an adventure in a meaningful way (i.e. more than simply a cameo appearance). At the end of the adventure, they should ask the players to nominate reputations for each character. If there is a general consensus, the character receives that reputation. If there is no consensus, the GM should decide.

Reputations advance like skills and receive XP based on the size of the community or region in which the reputation is being formed. Extremely large communities or regions may touch the lives of thousands of people, meaning that they receive relatively little XP and advance slowly. Tightly-knit communities advance Reputations quite quickly as word gets around.

AWARDING REPUTATIONS XP

COMMUNITY SIZE	XP
Village, Monastery, Large Household	10
Town, Multi-City-Wide Organization	5
City, Nation-Wide Organization	3
Metropolis, International Organization	1

THE SCALE OF REPUTATION

Reputations start at 1 (when the character gets a single XP in it) and never exceed 5.

USING REPUTATION

Any Reputation may be used once per Session by the player to gain a bonus on a Social Skill or Connections test if it is applicable. Note that certain Social Skills, such as Insight and Teaching, may be hard to justify the use of Reputation. In all cases, the player should make the argument to justify how their Reputation applies to the Skill / Connections test and circumstance (group decision).

ONE ROLL, ONE REPUTATION

On a single roll, only a single beneficial Reputation may apply.

TO GAIN A BONUS

The player can call on their Reputation to gain a bonus on a Social Skill once per Session. They gain 1 Bonus die per rank of the applicable Reputation, up to a maximum of 5d4.

NEGATIVE REPUTATIONS

If there are any Reputations the character has that could make the use of their Social Skill or Connections more difficult, the worst one always applies. Negative Reputations can apply to any number of Social Skill or Connection rolls without limit. The skill roll gains 1 Penalty die per rank of the applicable Reputation, up to a maximum of 5d4.

Creating New Powers

Only available to characters with at least a score of 10 in a Power Source, the ability to design and create new Powers opens up a world of possibilities to players. Though a player can design Powers at any time, creating Powers is a seasonal activity that may take multiple seasons and, in extreme cases, even a year.

Designing the Power

Powers are designed through a straightforward process that is generally uniform across Power Sources. Some Power Sources have option rules for the creation process, but those are dealt with after the core of the Power has been designed.

1. **PICK A POWER SOURCE** – The character must have a score of at least 10 in the Power Source to be used. The Power Source may limit access to certain Spheres or Base Effects and may offer Power Score discounts on certain types of Base Effects when used in specific ways.
2. **PICK A BASE EFFECT FROM THE SPHERES** – The Spheres are categories of energy and Base Effects are the building blocks that make up Powers. Each Base Effect has a level associated with it. Write down that level next to the Base Effect.
3. **PICK A RANGE** – The Power's Range determines how far away you can be from the target of the Power. Greater distances are generally more expensive. Write down the cost of the Range.
4. **PICK A TARGET** – The Target defines what the Power can affect with a single use. Larger areas are more expensive. Write down the cost of the Target.
5. **PICK A DURATION** – How long does the Power last? Longer durations are more expensive. Write down the cost of the Duration.
6. **PICK A SPEED** – How quickly can the Power be activated? Faster Speeds are more expensive. Write down the cost of the Speed.
7. **PICK EXCLUSION** – Only necessary for Powers with an area of effect. Can the user exclude anyone from the Target's area? Make your choice and write down the cost.
8. **OPTIONAL:** Pick a Second Base Effect from the Spheres – The second Base Effect can be completely unrelated to the first.

9. **OPTIONAL:** Set Parameters for the Second Base Effect – Follow steps 3-7. If the parameters differ in any way from the first Base Effect, write down the second parameter next to the first. If the second parameter is more expensive than the first, that is the new cost for that parameter. I.e., always use the more expensive parameter when dealing with multiple Base Effects.

10. **CALCULATE INCREASES AND DISCOUNTS** – Many things can change the cost of a Base Effect. Adding multiple projectiles can increase the cost of a Base Effect. Specifying that a secondary Base Effect is contingent on the first Base Effect scoring a Hit or Crit can lower the cost. Most importantly, Power Sources often discount Base Effects meeting certain criteria, e.g. Discipline heavily discounts Base Effects from the Body or Soul Spheres that target Self, Individual, or Individual EU. Note that a Base Effect cost can never be reduced below 0. Write the modified Base Effect cost next to the standard cost.

11. **CALCULATE POWER ABSTRACT AND REFERENCE THE POWER TOTAL** – The Power Abstract for the Power is:

$$\text{MODIFIED BASE EFFECT COSTS} + \text{RANGE} + \text{TARGET} + \text{DURATION} + \text{SPEED} + \text{EXCLUSION}$$

The Power Abstract is then indexed on the following chart to determine the Power Total:

POWER ABSTRACT AND TOTAL

ABSTRACT	TOTAL	COST
8 or Lower	Face Value	4
9	10	5
10	12	6
11	14	7
12	16	8
13	18	9
14	20	10
15	22	11
16	24	12
17	26	13
18	28	14
19	30	15
20	32	16

12. **CALCULATE POWER COST** – The Power Cost is equal to 1/2 the Power Total, rounded up.

13. CALCULATE STUDY TOTAL – The character must have a Max Power Level in excess of of the Power Total to begin work on the Power. They earn 2xp for every point in excess. When they acquire 10xp, they have learned the Power.

SPHERES AND THEIR BASE EFFECTS

Spheres represent fundamental categories of magical energy that define and encompass all effects that go into constructing Powers. At the heart of every Power is at least one Base Effect that defines what it does. The higher the level of the Base Effect, the more difficult an associated Power will be to learn and use.

TWO BASE EFFECTS

A Power can be constructed using up to two Base Effects. In such cases, the cost of the second Base Effect is calculated into the Power’s score. Any variations in duration, target, etc. from the primary Base Effect must be paid separately.

LINKED SPHERES

Some Base Effects are logically linked with other spheres through their use. E.g., Shape of Ashes is a druid spell that uses a Fire Base Effect but is linked to the Soul Sphere because it involves perception. If a Power Source does not have access to a Linked Sphere, no Power from that source can link to it.

FIRE

BASE EFFECTS

LVL EFFECTS

- 1/2

 - Create or extinguish fire equivalent to a candle.
 - Ignite something volatile (e.g. gunpowder, lamp oil)
 - Reduce or increase the intensity of a fire by one step (candle to torch, bonfire to campfire, etc.).
 - Perceive fire at range ignoring obstacles. (Linked: Sense)
 - Use fire or smoke to cause Perception Affliction I.
- 1

 - Create or extinguish fire equivalent to a torch.
 - Ignite something very flammable (e.g. paper, dry cloth).

LVL EFFECTS

- 1 1/2

 - Create or extinguish fire equivalent to a campfire.
 - Ignite something flammable (e.g. dry wood)
 - Boil water.
 - Sense levels of heat (Linked: Sense)
 - Move fire along a surface.
 - Perceive embers or ash at range ignoring obstacles.
 - Use fire or smoke to cause to cause Perception Affliction II.
- 2

 - Inflict 2d6 Burn damage.
 - Create or extinguish fire equivalent to a bonfire.
 - Ignite something not very flammable (e.g. damp wood)
 - Melt tin.
 - Freeze Proofing (+5 Soak)
- 3

 - Inflict 3d6 Burn damage.
 - Move fire through open air.
 - Freeze Resistance (+10 Soak)
 - See clearly through flames. (Linked: Sense)
 - Sense what embers or ash once were. (Linked: Sense)
- 4

 - Inflict 4d6 Burn damage.
 - Move fire through liquid.
 - Melt zinc or lead.
 - Hear and see the immediate surroundings of a fire. (Linked: Sense)
- 4 1/2

 - Make fire assume basic shapes (spheres, pyramids, cubes, rings) and animate them.
- 5

 - Inflict 5d6 Burn damage.
 - Freeze Warding (+15 Soak)
 - Melt silver, brass, bronze, gold, copper, or (non-wrought) iron.
 - Make fire assume complex forms (creatures, buildings, trees) and animate them.
 - Sense levels of heat at range ignoring obstacles. (Linked: Sense)
- 6

 - Inflict 6d6 Burn damage.
 - Melt steel or wrought iron.

WATER

SIZE GUIDELINES

LVL	SIZE
Base	Cup
+½	Pitcher
+1	Tub
+2	Pool
+4	Pond
+8	Small Lake

BASE EFFECTS

LVL EFFECTS

1	<ul style="list-style-type: none"> Perceive a specific liquid at range ignoring obstacles. Change the flow of water. Freeze or thaw water/ice.
2	<ul style="list-style-type: none"> Inflict 2d6 Physical, Freeze, or Corrode damage. Form water or ice into simple shapes: spheres, pyramids, or cubes.
3	<ul style="list-style-type: none"> Inflict 3d6 Physical, Freeze, or Corrode damage. Create a slippery liquid that can force a target Prone (Reflex). See through water, snow, or ice regardless of clarity. Perceive the form that water held the last time it was frozen. Form water or ice into more complex shapes: arcs,
4	<ul style="list-style-type: none"> Inflict 4d6 Physical, Freeze, or Corrode damage. Create a flammable liquid that can be ignited to do 3d6 Burn damage. See and hear the immediate surroundings of a pool of water.
5	<ul style="list-style-type: none"> Inflict 5d6 Physical, Freeze, or Corrode damage.
6	<ul style="list-style-type: none"> Inflict 6d6 Physical, Freeze, or Corrode damage.

STORM

BASE EFFECTS

LVL EFFECTS

½	<ul style="list-style-type: none"> Create a breeze that can extinguish a candle. Hear sounds from the direction the wind is blowing.
1	<ul style="list-style-type: none"> Create wind that can Push 1 hex or slow the descent of an object by enough to negate 10' of falling damage. Hearing is unhindered by wind noise or thunder.
1½	<ul style="list-style-type: none"> Corrupt air to cause a Constitution Affliction I. Reduce or increase the intensity of a wind, rain, or fog/mist phenomenon by one step. Create a spark that can ignite something volatile.
2	<ul style="list-style-type: none"> Inflict 2d6 Shock or Physical damage.
3	<ul style="list-style-type: none"> Inflict 3d6 Shock or Physical damage. Corrupt air to cause a Constitution Affliction II. Create crackling air that causes Perception Affliction I. Create a gale that can Push 3 hexes or lift an object or arrest its descent.
4	<ul style="list-style-type: none"> Inflict 4d6 Shock or Physical damage.
4½	<ul style="list-style-type: none"> Create thunder that causes Perception Affliction II.
5	<ul style="list-style-type: none"> Inflict 5d6 Shock or Physical damage. Create hurricane wind that can Push 5 hexes or cause Prone.
6	<ul style="list-style-type: none"> Inflict 6d6 Shock damage.

EARTH

SIZE GUIDELINES

LVL	SIZE
Base	Handful
+½	Bucketful
+1	Barrowful (1m3)
+2	Cartful (3m3)
+3	Wagonful (10m3)
+4	Small Hill (25m3)
+6	Large Hill (75m3)

BASE EFFECTS

LVL	EFFECTS
½	<ul style="list-style-type: none"> • Cause plants to hinder movement with a Dexterity Affliction (I). • Cause poisonous plants to inflict a Constitution Affliction (I).
1	<ul style="list-style-type: none"> • Determine basic properties of soil, stones, metals, and gemstones (Bonus Die for Farming or Appraise for such purposes). • Determine basic properties of a plant (Bonus Die for Herbalism or Farming for such purposes). • Soften or harden soil (hard dirt to mud, mud or sand to hardened dirt). • Create a small plant in natural form. • Create a part of a plant (petals, fruit, leaf) in natural form.
1½	<ul style="list-style-type: none"> • Move soil. • Destroy soil. • Create a large plant or small tree in natural form. • Detect specific plants within range.

LVL EFFECTS

2	<ul style="list-style-type: none"> • Determine how long ago (hours, days, weeks, months, years, decades, centuries, millennia) an indelible mark was made on stone, metal, or gemstone. • Inflict 2d6 Physical damage. • Create non-precious earth, clay, sand, or stone, but not metal. • Detect specific stones or metals within range. • Soften or harden stone or metal (-1/+1 Soak on metal armor) • Cause poisonous plants to inflict a Constitution Affliction (II).
3	<ul style="list-style-type: none"> • Inflict 3d6 Physical damage. • Create any base metal in a specific shape. • Move metal or stone. • Detect a specific type of stone or metal within range. • Increase the Size of a base stone or base metal object by 1. • Destroy stone or metal. • Create a large tree in natural form. • Create wood in a specific shape, such as a simple door or plank spanning a narrow gap.
4	<ul style="list-style-type: none"> • Inflict 4d6 Physical damage. • Create molten stone (requires Fire) that can inflict 4d6 Burn damage. • See or listen through stone and metal without hindrance.
5	<ul style="list-style-type: none"> • Inflict 5d6 Physical damage. • Create any precious metal in a specific shape.
6	<ul style="list-style-type: none"> • Inflict 6d6 Physical damage. • Create any gemstone in a specific shape. • Detect a specific type of stone or metal within range regardless of barriers.

BODY

SIZE GUIDELINES

LVL	SIZE
Base	Size 1 or smaller
+½	Size 2
+1	Size 3
+2	Size 4
+3	Size

BASE EFFECTS

LVL EFFECTS

½	<ul style="list-style-type: none"> Preserve a Kith, Wilder, or Beast corpse. Detect Kith, Wilder, or Beast corpses (non-specific).
1	<ul style="list-style-type: none"> Discern the general age and injuries on a Kith, Wilder, or Beast corpse (Bonus Die for Surgery and Husbandry for this purpose). Detect living Kith, Wilder, or Beast (non-specific). Grant a single natural feature of a Kith, Wilder, or Beast to a Kith, Wilder, or Beast. Grant a Might, Constitution, or Dexterity Inspiration or Affliction (I). Restore 2d6 Endurance Inflict 2d6 Endurance damage to Kith, Wilder, and Beasts.
2	<ul style="list-style-type: none"> Increase or decrease the Size of a Kith, Wilder, or Beast by 1. Change the cosmetic physical features of Kith, Wilder, or Beast while remaining the same type. Move a body 1 hex. Discern the general age and health of a Kith, Wilder, or Beast. Make an attack vs. Deflection with an equipped weapon. Inflict 2d4 Raw damage to Kith, Wilder, and Beasts. Inflict 3d6 Endurance damage to Kith, Wilder, and Beasts. Restore 2d6 Health Restore 3d6 Endurance

LVL EFFECTS

2	<ul style="list-style-type: none"> Grant +1 Deflection (Linked: Soul) Grant +1 Fortitude Grant +1 Reflex (Linked: Soul)
3	<ul style="list-style-type: none"> Detect health problems in a Kith, Wilder, or Beast (Bonus Die for Surgery and Husbandry for this purpose) Detect individual Kith, Wilder, or Beasts, or dead, by picturing them (foiled by physical changes, but not by Sense magic). Move a body 2 hexes (not user). Make an attack vs. Deflection with an equipped weapon with +1 Crit Die of damage. Knock target Prone vs. Fortitude Increase Stride by +1. Transform into form that hybridizes a Kith, Wilder, or Beast with a different type (e.g. Kith/Wilder or Kith/Beast) within 1 Size. Grant a Might, Constitution, or Dexterity Inspiration or Affliction (II). Inflict 3d4 Raw damage to Kith, Wilder, and Beasts. Inflict 4d6 Endurance damage to Kith, Wilder, and Beasts. Restore 3d6 Health Restore 4d6 Endurance Grant +1 to all Defenses (Linked: Soul)
4	<ul style="list-style-type: none"> Transform into a Kith, Wilder, or Beast within 1 Size. Inflict 4d4 Raw damage to Kith, Wilder, and Beasts. Inflict 5d6 Endurance damage to Kith, Wilder, and Beasts. Perform a standard Move action (user only). Move a body 3 hexes (not user). Make an attack vs. Deflection with an equipped weapon with +2 Crit Dice of damage. Increase Stride by +2. Restore 4d6 Health

LVL EFFECTS

- 4
 - Restore 5d6 Endurance
 - Grant +2 Soak
 - Grant +2 Deflection (Linked: Soul)
 - Grant +2 Fortitude
 - Grant +2 Reflex (Linked: Soul)
- 5
 - Grant a Might, Constitution, or Dexterity Inspiration or Affliction (III).
 - Restore 5d6 Health
 - Restore 6d6 Endurance
 - Increase the damage dice of 2d4 Brawl weapons to 2d6, Crit Die to 1d6.
 - Make an attack vs. Will with an equipped weapon that also drains 2 Power Points from one 1 Power Source.
 - Perform a standard Move action +2 Hexes (user only).
 - Increase Stride by +3.
 - Grant +2 to all Defenses (Linked: Soul)
- 6
 - Transform into a Kith, Wilder, or Beast within 2 Sizes.
 - Transform a Kith, Wilder, or Beast into an inanimate liquid or solid object or plant (requires Water or Earth).
 - Perform a standard Move action +4 Hexes (user only).
 - Increase Stride by +4.
 - Increase the damage dice of 2d4 Brawl weapons to 2d12, Crit Die to 1d12.
 - Inflict 5d4 Raw damage to Kith, Wilder, and Beasts.
 - Restore 5d6 Health
 - Restore 6d6 Endurance
 - Grant +3 Soak
- 7
 - Transform a Kith, Wilder, or Beast into fire, gas, or mist (requires Fire, Storm, or Water).
 - Kill a Kith, Wilder, or Beast.
 - Increase Stride by +5.
 - Perform a standard Move action +6 Hexes (user only).
 - Increase the damage dice of 2d4 brawl weapons to 3d10, Crit Die to 3d6.

SOUL

BASE EFFECTS

LVL EFFECTS

- ½
 - Detect the presence of housed souls within sight.
- 1
 - Grant a Perception, Intellect, or Resolve Inspiration or Affliction (I).
 - Detect the presence of housed souls ignoring obstacles.
 - Make someone more pliable to the use of Social Skills (-3 Difficulty).
- 2
 - Communicate directly with another soul without speaking aloud.
 - Change an emotional state.
 - Sense general emotional state (Bonus Die to Insight for this purpose)
 - Force someone to obey a single word command.
 - -1 to a single skill.
 - +1 to a single skill.
 - Grant +1 Will
- 3
 - Grant a Perception, Intellect, or Resolve Inspiration or Affliction (II).
 - Sense current desire or motivation.
 - Mark a target for a +3 Accuracy from the user's subsequent attacks vs Will.
 - Calm all emotions.
 - -1 to a skill category.
 - +1 to a skill category.
- 4
 - Move through the In-Between or prevent movement through the In-Between.
 - Provide a Skill Assist.
- 5
 - Grant a Perception, Intellect, or Resolve Inspiration or Affliction (III).
 - Charm someone.
 - +2 to a single skill.
- 6
 - +2 to a skill category.
 - Dominate someone.

ILLUSION

BASE EFFECTS

LVL EFFECTS

½	<ul style="list-style-type: none"> Alter the taste or feel of an object. Inflict a Perception Inspiration or Affliction (I)
1	<ul style="list-style-type: none"> Distort an object's apparent position, inflicting a -2 Penalty on incoming Deflection attacks. Negate an object's taste or feel.
2	<ul style="list-style-type: none"> Inflict a Perception Inspiration or Affliction (II) Directly copy the smell, sound, or appearance of something you are currently sensing. Create an illusory smell, sound, or appearance of a general type.
3	<ul style="list-style-type: none"> Displace and distort an object's apparent position, inflicting a -5 Penalty on incoming Deflection attacks. Alter the smell, sound, or appearance of an object. Negate an object's smell or sound.
4	<ul style="list-style-type: none"> Negate an object's appearance (invisibility). Inflict a Perception Inspiration or Affliction (III)
5	<ul style="list-style-type: none"> Completely control the apparent location of an object within range. True location is invisible.

ESSENCE

SIZE GUIDELINES

LVL SIZE

Base	Thimble
+½	Cup
+1	Weapon or shield usable by Size 1 or smaller.
+2	Clothing or armor usable by Size 1 or smaller.
+3	Small shack (3m3)
+4	Small house (10m3)
+6	Large house (25m3)

BASE EFFECTS

LVL EFFECTS

1	<ul style="list-style-type: none"> Create an inanimate object. Destroy a Force Barrier (Tier 1). Detect the presence of active magic.
2	<ul style="list-style-type: none"> Create an animate object that moves and acts by the volition of the user. Create a Force Barrier that increases Armor Rating by 1 (blocks Essence damage attacks, ignored by firearms). 2d4 of any two damage types except Raw. Detect the presence of active magic and its power source (including animancy).
3	<ul style="list-style-type: none"> Create a Level 1 Summon. 3d4 of any two damage types except Raw. Destroy a Force Barrier (Tier 2). Detect the presence of active magic, its spheres, and its power source (including animancy). Detect the residue of magic no more than an hour after the effect has ended.
4	<ul style="list-style-type: none"> Create two Level 1 Summons. Create a Level 3 or lower Summon. 4d4 of any two damage types except Raw. Force Barrier 2. 2d4 Raw Damage. Detect the presence and all properties of active magic. Detect the residue of magic and its power source (including animancy) no more than an hour after the effect has ended.

LVL EFFECTS

- | | |
|---|--|
| 5 | <ul style="list-style-type: none"> • Create three Level 1 Summons. • Create two Level 3 Summons. • Create a Level 5 or lower Summon. • 5d4 of any two damage types except Raw. • 3d4 Raw Damage. • Destroy a Force Barrier (Tier 3). • Detect the residue of magic, its spheres, and its power source (including animancy) no more than an hour after the effect has ended. |
| 6 | <ul style="list-style-type: none"> • Create a Level 7 or lower Summon. • 6d4 of any two damage types except Raw. • Force Barrier 3. • 4d4 Raw Damage. • Detect the residue and all properties of magic no more than an hour after the effect has ended. |
| 7 | <ul style="list-style-type: none"> • Create a Level 9 or lower Summon. • 7d4 of any two damage types except Raw. • 5d4 Raw Damage |

Enchanting

Enchanting allows characters to imbue items with magical power that can be triggered by a user (or the environment) after being created. Characters must possess advanced skill in at least one Power Source to enchant an item and must spend seasons of time and magical resources (maedrs) to successfully imbue effects.

The enchanting system is designed to be used during seasonal downtime by any characters with sufficient ranks in a Power Source. It uses the existing rules for designing powers as its basis with a few additional parameters to allow for interesting situational triggers. The form Resonances are designed to give thematic strength to the types of enchantments put on items by encouraging sympathetic associations. The Embellishment and Refinement rules are designed to give value to artistic skills and metaphysics, respectively, while allowing cherished items to be increased in power over time. Body as Form allows characters (or other living things, like trees) to carry intrinsic magical power in the form of enchantments, separately from their personal magical abilities.

Enchantment Process

The process for enchanting items is similar in some regards to designing new powers. Like powers, all enchantments require the creator to have some talent in a Power Source.

It is important to note that characters cannot enchant items unless they have a Power Source with a rank of 10 or higher.

Enchanting a new or open item always follows this process:

1. **DESIGNING EFFECTS**
2. **SELECTING A FORM**
3. **IMBUING EFFECTS**
4. **SEALING THE ITEM (OPTIONAL)**

Unsealing and Raising the Enchantment Limit of an item are advanced options for long-term use of an item.

Body as Form is another advanced technique that allows the enchantment of a living entity.

DESIGNING ITEM POWERS

The first thing a player must do is design the Powers that they want to imbue in the item. Effects are designed as though they are powers of the appropriate Power Source, with all attendant restrictions. While the character enchanting the item does not need to actually possess a Power similar to the one being designed, their rank in the Power Source must be sufficient to create it.

Note that effect ranges are always calculated from the item as the source, so the target cannot be Self unless the target is the item itself. The item is considered the "user" for similar purposes.

When the Powers are designed, write down their Power Levels. These will be used to determine the time and maedr cost of the enchantment. The more powerful the effects, the greater the investment.

EFFECT MODIFIERS

By default, an effect can be triggered once per day through a physical action specified by the creator. This can be a physical motion while touching the item, a spoken word, an adopted stance, or some other key. The only requirement is that the item is in close physical contact with the user - skin contact, gloves, gauntlets, etc. An item in close contact with multiple parties could potentially be triggered by any one of them if they perform the correct action. User intention does not matter, simply performance of the action.

ENCHANTMENT USES

USE FREQUENCY	POWER TOTAL INCREASE
1 per Day	—
2 per Day	+1
3 per Day	+3

CONSTANT EFFECTS

For an effect to be constant, it must have a Day duration. Its Use Frequency is always 1 and it is considered to have a Situational Trigger (see below) of "start of day". This has no practical impact in gameplay, but is important for calculating Effect Level.

USE EXCLUSION

The creator can modify an effect to only be triggered by a fixed list of people or types of people (e.g. elves, women, beings marked with a special sign). Once these criteria are created, they cannot be changed. Use Exclusion adds +1 to the base Power Total.

SITUATIONAL TRIGGER

A situational trigger allows the effect to be triggered by a change in the environment rather than the actions of a user. A situational trigger is defined by the state of the item itself, e.g. touched by sunlight, submerged in water, engulfed in flames, contacted by an orlan, seen by a dwarf, etc. As with other triggers, intention is irrelevant. If the conditions are right, the situational trigger will apply. A Situational Trigger adds +2 to the Power Total.

SELECTING A FORM

All enchantments must reside in a physical form. While the player has great latitude in selecting the form of the enchanted objects, some physical properties lend themselves more easily to specific types of enchantments. Many enchantments can be quite challenging unless the creator chooses a form with Resonance to that enchantment. E.g. skulls other bones have Resonance with death.

A form can only have a single descriptor, chosen at this stage. E.g., someone creating a skull out of wood must decide if the form is a skull or wood. It cannot receive Resonances from both.

If there is any question whether or not a form has Resonance, put it up to a group decision.

The ordinary versions of any form are typically not difficult to acquire, but will be limited in how many levels of powers they can contain, represented as its Enchantment Limit. The application of artistic skills to a form will raise its Enchantment Limit (see below). An effect with Resonance to the form only counts half of its levels toward the Enchantment Limit.

FORM EXAMPLES

FORM	RESONANCES
Armor	Protection
Bag/Basket/Box/Sack	Carrying, Containing, Creating, Trapping

ENCHANTMENT LIMIT BY SIZE

SIZE	EXAMPLES	MAX TOTAL EFFECT LEVELS
Tiny	Jewelry, Coins, Small Stones	10
Small	Small/Medium Weapons, Shields, Boots, Hats / Helms, Gloves, Belts, Skulls	15
Average	Cloaks, Large Weapons	20
Large	Armor / Outfits, Standard Door	25
Huge	Wagon, Small Room, Huge Door	30

FORM	RESONANCES
Bell	Alarms, Warning, Awakening, Death
Belt / Girdle	Might, Constitution
Bone	Death, Spirits, Vessels
Boots/Shoes	Dexterity, Movement
Cape/Cloak	Concealment, Appearance
Chain	Restraint, Noise
Clay	Ward against Fire, Malleability
Copper	Souls, Animancy, Magical Power
Cup/Chalice	Liquids
Door	Warding, Anti-Divination
Doorway	Affecting creatures passing through
Drum	Fear, Thunder
Feathers	Weight (Light), Silence
Flask	Beneficial effects with Individual target and <i>None</i> range
Gloves	Dexterity, Might, Touch, Manual Manipulation
Gold	Greed, Lust
Hat/Helmet	Perception, Intellect, Resolve, Appearance
Hearth	Cooking, Fire, Warmth
Hourglass	Speed
Iron	Binding, Protection
Lamp	Create fire or light
Lead	Weight (Heavy)
Lyre	Calming
Mirror	Divination, Scrying
Mosaic	Affecting creatures standing upon it / seeing it (trigger)
Necklace / Amulet	Intellect, Resolve
Ring	Circles, Constant Effects
Rug	Affecting creatures standing upon it
Rope / Cord	Binding, Restraint
Scroll	Effects with circle, cone, ray, or line targets.
Shield	Protection
Silver	Anger, Resolve
Weapon	Causing damage
Wood	Ward against Shock, Durability

IMBUING EFFECTS

Once the player has designed their effects and selected a form, the character must calculate the time and maedr cost of the enchantment process. Each Power Total is compared to the Max Power Level for the character's appropriate Power Source to determine how much progress is made in a single season. Note that while effects from different Power Sources can be imbued into a single item, they cannot be imbued in the same season.

If the effect has Resonance with the item's form, that Power Total is halved for purposes of calculating progress.

$$(\text{MAX POWER LEVEL} - \text{POWER TOTAL}) \times 2 \\ = \text{IMBUING PROGRESS PER SEASON}$$

If a character's Max Power Level is the same value or lower than the Power Total, the character cannot imbue that Power. When the Imbuing Progress hits 20 points, the Power is imbued in the item.

As soon as the effect starts to be enchanted, the character must expend a number of maedrs equal to 1/2th the Power Total. The maedrs can be of mixed types as long as they all apply to the effect being enchanted. The maedrs still exist, but are linked to the item via its cradle (see below) until the process is completed.

$$\text{MAEDR COST} = \text{POWER TOTAL} / 2$$

If a Power cannot be imbued in a single season, the character must continue the enchantment process for additional seasons. While the process continues, the item is considered to be cradled.

CRADLED ITEMS

When an effect is in the process of being enchanted, the item is *cradled* in the character's accommodations. The cradle itself is just a sturdy fixture of some sort to hold the item and maedrs still during the long enchantment process. The enchanter must be able to freely touch the item from all sides of the cradle, so it cannot exist in a confined space or against a wall (for example).

If a cradled item is used or moved from its cradle, the effect enchantment fails and all associated maedrs are lost. Existing effects on the item are not effected and a character can restart the enchantment process from scratch if they so desire.

SEALING THE ITEM (OPTIONAL)

Optionally, an enchanter may choose to *seal* an item at the end of the enchantment process. Sealing the item refunds half of the maedrs, chosen by the enchanter. If an item is sealed, it must later be opened to add enchantments. Note that the enchanter still must have the total initial amount of maedrs to begin the enchantment process.

Sealing requires no additional time and can simply be done at the end of an effect's imbuing.

UNSEALING A SEALED ITEM

If an item is sealed, either by a player character or when it is found (as is typical), a character must open the item to add new enchantments. Add up all Power Totals on an item and divide by 2 to determine the Unsealing Difficulty.

$$\text{UNSEALING DIFFICULTY} = \text{ALL POWER TOTALS} / 2$$

A character must have the Power Source of the most powerful effect on the item equal to or greater than the Unsealing Difficulty. They must also expend one season of time and a number of maedrs equal to the Unsealing Difficulty. The maedrs used can be of any variety associated with any of the item's effects.

RAISING THE ENCHANTMENT LIMIT

An item's Enchantment Limit is based on its size. However, any item can be Embellished or Refined to raise its Enchantment Limit. Both processes require an investment of time from a skilled artist or metaphysician, respectively. An item can be both Embellished and Refined, but only once, each, and only one at a time. An item can be Embellished or Refined at any time prior to or after enchantment.

Multipliers to Enchantment Limit from Embellishment and Refinement are added together before being applied to the base value.

EMBELLISHMENT

Embellishing raises the Enchantment Limit of an item by instilling it with the creative energy and focus of a skilled artist through physical alteration. In Eora, this process permanently alters the item on a meta-physical level and allows it to house more magical power.

An artisan can Embellish any form for which they have the appropriate artistic skill. E.g. leather shoes could be Embellished with cobbling or leatherworking. A femur could be Embellished with carving, painting, scribing, or even decorated with knitting. It is important to note that once an item is enchanted, the Embellishment takes on the physical durability of the form, meaning that seemingly weak or impermanent media becomes intrinsic to the item.

EMBELLISHMENT

ARTISTIC QUALITY	ENCHANTMENT LIMIT	SEASONS TO COMPLETE	MATERIAL COST
Fine	x2	1	500cp
Exceptional	x3	2	1,000cp
Superb	x4	4	2,000cp
Legendary	x5	8	4,000cp

ITEM SIZE MATERIAL COST & SEASON MULTIPLIER

Tiny	0.25
Small	0.5
Large	1.5
Huge	4

REFINEMENT

Refinement increases an item's Enchantment Limit by improving its essential nature through animancy. Refinement is used when an item has already been Embellished or when the owner desires a subtle appearance. Refinement requires the item to be placed

REFINEMENT MACHINE

MAX ITEM SIZE	COST
Tiny	5,000 cp
Small	10,000 cp
Average	20,000 cp
Large	40,000 cp
Huge	80,000 cp

Players should feel free to apply artistic skills liberally, though a group decision can judge that an Embellishment would hinder the natural use of the item, e.g. yarn-bombing a sword's blade, or isn't appropriate for the given form, e.g. tattooing a suit of plate armor.

Embellishing requires time and money based on the desired quality and the size of the item. An artisan can work on multiple items in a single season if the items are Tiny or Small and the desired quality is not too high.

For each season of work, the artisan must roll against the target difficulty for Artistic Quality listed in Artistic Skills. Each failure lowers the resulting quality by one rank. If this process lowers the Enchantment Limit below the current enchantment total in the item, the item immediately loses all of its enchantments.

in a refinement machine that is calibrated and monitored by someone skilled in Metaphysics.

Refinement always takes a single season, regardless of Refinement Limit or the size of the item. If the Metaphysics check is failed, the item is destroyed.

ENCHANTMENT LIMIT	METAPHISICS DIFFICULTY	MATERIAL COST
x2	12	1,000 cp
x3	18	2,000 cp
x4	30	4,000 cp

MAX ITEM SIZE	MATERIAL COST MULTIPLIER
Tiny	0.25
Small	0.5
Large	1.5
Huge	4

BODY AS FORM

A living entity can serve as the form for enchantments. The body acts as the focus and receptacle for the magical energy. Enchantment of a living body is similar to the enchantment of inanimate objects, but differs in a few key ways:

- When the body dies (even a temporary death preceding undeath), all effects are lost.
- If searched for, an enchanted body will register as a source of magical power of appropriate Power Source and effect level.
- Effects can target the body with None range and Self target.
- All living entities have the same base Enchantment Limit, 20.
- Embellishment and Refinement can be upgraded over time. Each application of Embellishment is a new work of art on the living entity. While tattooing is the most obvious skill used for Embellishing kith, other skills may be used with kith (e.g. painting) or with other living entities (e.g. carving in trees) as the media takes on the durability of the body when finished.
- Body as form only has Resonance with None range, Self target effects.

When the body is the form of the enchantment, the subject must be cradled for more than half of every day during the enchantment process and must always be present when the enchanter is performing work. This can be maddening for sapient creatures, but most importantly, limits the mobility of the subject during the process. An entity being enchanted in such a way cannot perform any meaningful work (including study) during the enchanting seasons.

MAEDRS

One of the keys to enchanting items is the use of empowered plants and fungi called maedrs. All of these plants and fungi exist in Eora naturally, but the flow of soul energy near living adra can sometimes cause the plants and fungi to become empowered with magical energy. The resulting maedrs can be used to permanently enchant items.

Once harvested, a maedr retains its potency indefinitely, though intentional sabotage can destroy a maedr's potency.

Maedrs have greater and lesser magical qualities. When applied to a greater magical quality, a maedr has twice the potency.

ADMETH'S WYRT

GREATER: Plants, Spirits (Concept & Power Source)

LESSER: Movement, Discipline

BERATH'S BELL

GREATER: Death, Poison, Zeal

LESSER: Sleep, Guile

BLOOD MOSS

GREATER: Beasts, Body, Rage

LESSER: Destruction, Nature

BURNED LADY

GREATER: Fire, Control, Mortification

LESSER: Magical Power, Rage

CAVE CORAL

GREATER: Earth, Vessels, Nature

LESSER: Poison, Mortification

DYRCAP

Major: Sleep, Alteration, Focus

LESSER: Beasts, Control

GOLDEN CELERY

GREATER: Air, Light, Zeal

LESSER: Illusion, Arcana

INK HARP

GREATER: Darkness, Guile

LESSER: Water, Spirits

ORLAN'S CRADLE

GREATER: Magical Power, Arcana

LESSER: Wood, Body, Nature

PILGRIM'S CROWN

GREATER: Mind, Perception, Discipline

LESSER: Light, Fire, Zeal

RAZORGILL

GREATER: Destruction

LESSER: Wilder, Plants, Mortification, Rage

RIVER REED

GREATER: Water, Creation

LESSER: Primordials, Alteration, Zeal, Faith

SETTLER'S ARROW

GREATER: Movement, Wood

LESSER: Air, Perception, Discipline

SKAENBONE

GREATER: Primordials

LESSER: Death, Darkness, Guile, Spirits

SPIRE SPONGE

GREATER: Illusion

LESSER: Vessels, Water, Nature, Arcana

SPRINGBERRY

GREATER: Healing, Kith

LESSER: Light, Mind, Bond, Focus

ST. GYRAN'S HORN

GREATER: Light, Wilder, Bond

LESSER: Kith, Creation, Faith

Age & Aging

Characters in a Pillars of Eternity campaign may be involved in adventures for decades, even centuries, of time. As characters age, they gain experience and wisdom, but time always takes its toll. Older characters will begin to physically and mentally weaken, suffer difficult illnesses, and eventually succumb to the turning of Berath's Wheel.

THE GOALS OF AGING

Aging exists in Pillars of Eternity to make the passage of time feel valuable and meaningful. Characters can gain enormous amounts of experience and fantastic powers by spending seasons in study, but aging is the cost that everyone must eventually pay. The general degradation should be slow enough for players to feel the characters weakening without it making the characters feel ineffective in play. In long campaigns, death by aging should be a milestone that is an uncommon, but important, marker of the march of time.

Illnesses and death are an always-present danger, but should be uncommon and preventable in the Adult and Middle Age phases, common in the Old phase, and inevitable once a character is Venerable.

While different species age at different rates, it is unlikely to make a tremendous difference in power except in extraordinarily long campaigns. Species have different age ranges to allow their relative life spans to feel meaningful in the course of a campaign. Or-lans live brief lives, with four generations passing for every one experienced by elves. This affects their outlooks on patience, urgency, life, and death.

The Effects of Life Phases

Each phase of life has its own effects on the character's life. Characters are subject to the effect of age as soon as they enter the appropriate age phase.

E.g., an elf character will need to start making aging rolls as soon as they turn 101, the beginning of the Adult phase.

CHILDHOOD

In Childhood, characters cannot have a base Attribute above 1, modified by their species. Skills cannot be above 2.

ADOLESCENCE

In Adolescence, characters cannot have a base Attribute above 2, modified by species. Skills cannot be above 5.

YOUNG ADULT

The Young Adult phase has no cap on base Attributes or skills.

ADULT AND BEYOND

Once characters reach the Adult phase (and later), they must start making aging rolls. Aging rolls are made every year and, at best, result in maintaining the character's current state. The process of aging will eventually wear down even the healthiest of characters, resulting in infirmity and death.

LIFE PHASES BY SPECIES

LIFE PHASE	AUMAUA	DWARF	ELF	FOLK	ORLAN
Childhood	0-7	0-9	0-15	0-5	0-4
Adolescence	8-20	10-24	16-28	6-16	5-13
Young Adult	21-38	25-60	29-100	17-32	14-26
Adult	39-56	61-94	101-150	33-48	27-39
Middle Age	57-74	95-120	151-196	49-64	40-51
Old	75-96	121-150	197-250	65-80	52-64
Venerable	97+	151+	251+	81+	65+

Aging Rolls

As described above, characters must make aging rolls as soon as they enter the Adult phase (e.g. upon turning 33 as a folk) and every year thereafter.

AGING ROLL
1D12 + LIFESTYLE MODIFIER + LIFE PHASE MODIFIER

LIFESTYLE

The conditions a character lives in affects their aging. See the Lifestyle section of Wealth, Lifestyle, and Upkeep for details. If a character spends different seasons of a year in different lifestyles, average the modifier.

LIFESTYLE AND AGING

LIFESTYLE	AGING ROLL
Impoverished	+2
Poor	+1
Comfortable	0
Prosperous	-1
Rich	-2
Extravagant	-3

LIFE PHASE

A character's Life Phase can have a large impact on their Aging Rolls. For simplicity's sake, the character's exact age is not factored into the roll.

LIFE PHASES

LIFE PHASE	AGING / MALADY ROLL
Adult	0
Middle Age	2
Old	+5
Venerable	8

AGING ROLL OUTCOMES

AGING ROLL	EFFECT
3 or less	No apparent aging
4 or more	Increase Apparent Age by 1 year (applies to all subsequent entries in
10	1 Aging Point in any Attribute
11	1 Aging Point in any Physical Attribute (Mig, Con, Dex)
12	1 Aging Point in any Mental Attribute (Per, Int, Res)
13	Gain enough Aging Points (in any combination of Attributes) to reach the next level in Death March, plus suffer a Malady.
14	1 Aging Point in Dex
15	1 Aging Point in Str
16	1 Aging Point in Per
17	1 Aging Point in Con
18	1 Aging Point in Int
19	1 Aging Point in Res
20	1 Aging Point in Str and Con
21	1 Aging Point in Dex and Per
22	1 Aging Point in Int and Res
23+	Gain enough Aging Points (in any combination of Attributes) to reach the next level in Death March, plus suffer a Malady.

Aging Points

Aging Points are like negative experience points for Attributes. They do not actually subtract from the experience that a character has in Attribute, rather they are tracked separately and count against experience in the Attribute. The distinction exists for situations where a power or item (e.g. Luminous Adra) may temporarily negate Aging Points.

If the number of Aging Points in an Attribute pulls the experience total below the threshold required to have a given score in that Attribute, it is reduced accordingly.

While Aging Points can be temporarily negated, they can never be removed. Once an Aging Point is applied, it will count toward the Death March irrevocably.

Death March

The Death March is a character's inevitable progress toward the Beyond. Characters start with 0 in Death March and gain experience toward it each time they acquire an Aging Point in any Attribute. Death March is added to all Malady rolls.

Once Death March reaches 10, a character must immediately roll on the Malady table any time they are subjected to prolonged unhealthy or stressful conditions (group decision) or receive a wound of any magnitude. When Death March reaches 13, the character is considered permanently incapacitated and will die within the following season. The player is free to decide how the character spends their remaining time on Eora and to choose the exact moment of their death.

Maladies

Maladies always follow progression on the Death March. Increase the character's Death March before rolling on the Malady table. Life Phase modifiers apply to Malady rolls in the same way that they apply to Aging Rolls.

MALADY TOTAL

$$2D10 + \text{LIFE PHASE MODIFIER} + \text{DEATH MARCH}$$

MALADY OUTCOMES

MALADY ROLL	CONSEQUENCE
13 or less	Incapacitated for a week.
14-19	Incapacitated for a month.
20-22	Minor Malady. Recovery Roll of 9+ to survive. Incapacitated for a season.
23-25	Serious Malady. Recovery Roll of 15+ to survive. Incapacitated for a season.
26+	Critical Malady. Recovery Roll of 21+ to survive. Incapacitated for a season.

Incapacitation means the character spends most of their time lying down, but is capable of very slow walking and little else.

Headquarters

Every cause has a base of operations from which they venture out into the world to accomplish their goals. Headquarters can cover a wide variety of building and setting types, but must be able to accommodate the adventurers associated with the cause and two additional staff per adventurer. A group of 7 adventurers would reside in a headquarters staffed by 14 staff (Sidekicks).

Headquarter Goals

The rules for headquarters are intended to accomplish the following goals:

- Give characters a place that they are materially invested in protecting.
- Give characters a place and a cast of characters they are emotionally invested in protecting.
- Provide an outlet for spending money to increase the research and study capabilities of the cause.

Accommodations

The default physical size of a headquarters can accommodate 5 adventurers and 10 Sidekicks. The Upkeep cost of a single adventurer is 2 and a single Sidekick is 1, so the default accommodations cost 20 Upkeep.

Defenses

By default, headquarters are relatively secure against moderate/untalented attempts to break in. They do not include tumbler locks, but simple drop bars and latches and warded locks on treasure holds/chests. The entire headquarters is surrounded by a dry ditch or low wall (no more than 2m deep/high) and features a humble gatehouse. Default defenses cost 1 Upkeep per 2 Accommodation Upkeep points.

DEFENSELESS - Defenseless headquarters lack even rudimentary latches, ditches, and low walls. They are open to approach from virtually any angle and there are no obstacles to intruders save the residents themselves. Removes the Defenses Upkeep cost entirely. Prohibits taking any other Defense variants.

CURTAIN AND TOWERS - The headquarters is surrounded by a curtain wall that is between 20 and 30 feet high and 8-15 feet thick. Small towers, accessible

from inside the curtain, help maintain guard. The towers tend to be relatively small, meant for observation and defense, not residence. It is typical for a curtain wall to have 4 towers, but more may make sense if the Accommodations grow beyond 40 Upkeep. Curtain and Tower defenses cost 1 Upkeep per 1 Accommodation Upkeep points.

KEEP - The adventurers' accommodations are in a fortified stone structure. The keep can take many forms, but it is almost always a single building with highly restricted access from the outside via fortified doors, narrow/barred windows, and similar precautions. Keeps cost 1 Upkeep per 1 Accommodations from adventurers. Note that not all adventurers need to live in a keep.

LABYRINTHINE - The layout of the headquarters is odd, confusing, and difficult to navigate. Residents have no problems finding their way around, but visitors and invaders can become easily lost, especially in a chase. 1 Upkeep per 5 Accommodation Upkeep points.

OUTBUILDINGS - Several accommodations exist outside of the core of the headquarters and are maintained infrequently. If there is a defensive wall, they lie outside of the wall. If there is no defensive wall, they are markedly far from the headquarters' center. It is difficult to see what is happening between the center of the headquarters and the outbuildings and even more difficult to protect them. Reduces Upkeep by 2.

WOODEN - At least half of the structures in the headquarters are made dominantly of wood. This makes them more vulnerable but easy to repair. Reduces Upkeep by 1 per 3 Accommodation Upkeep points.

Resources

SIDEKICKS

By default, headquarters have two Sidekicks for each adventurer: 1 guard and 1 staff. In any season where the headquarters have fewer than 1 staff per adventurer residing there, the headquarters begin to fall into Disrepair (see Headquarters Maintenance, below).

TEXTS

Headquarters can start with any combination of Skill, Power Source, or Power Texts adding up to 150 points. A Skill or Power Source text costs 1 point per xp and 1 point per skill range.

E.g. a text that grants 10xp and has a 3-7 skill range would cost 15 points.

A Power Text costs its Power Cost in points.

E.g. an Invigorating Strike text would cost 6 points.

For groups that have not played Pillars of Eternity before, it is better for the GM to pre-generate the library's texts ahead of time using the following basic breakdown:

SKILL TEXTS - Each text should be from a different category, meaning there should be a book from Academic, Artistic, Martial, Physical, Social, and Worldly.

- 3 Skill Texts granting 8xp with a skill range of 3-7. - 39 points
- 3 Skill Texts granting 6xp with a skill range of 0-3. - 30 points

POWER TEXTS - Each text should cover a different Power Source, and there should be two books from each Power Category (External, Personal, and Trained).

- 3 Power Source Texts granting 10xp with a skill range of 8-11. - 42 points
- 3 Power Source Texts granting 7xp with a skill range of 4-9. - 39 points

LIBRARY MAINTENANCE

Libraries require their own maintenance staff. Library Maintenance requires 1 Librarian per 20 books in the library. Any staff member can serve as a Librarian so long as they have any Academic or Artistic skill at a rank of 6 or higher and spend the season devoted to Library Maintenance.

In any season where the Library does not have sufficient librarians, roll 1d10 and add 1 for each point of Disrepair or 5 if the headquarters is in Ruins.

LIBRARY TEXT DAMAGE

ROLL	RESULT
1-5	No effect
6-9	1 text loses 1xp / Gains 3 Power Level - 1 Damage
10	texts lose 1xp / Gains 3 Power Level - 1 Damage
11	1 text loses 2xp / Gains 5 Power Level - 2 Damage
12	2 texts lose 2xp / Gains 5 Power Level - 2 Damage
13-14	1 text is destroyed
15	2 texts are destroyed

Skill and Power Source texts lose xp that they grant. Power Texts become more difficult to learn from. If a text suffers 6 ranks of Damage, it is destroyed.

REPAIRING DAMAGED TEXTS

If a text is damaged, it must be restored by a character with Scribing, Bookbinding, or Engraving (if inscribed). If a character does not have the necessary skills to start undoing the damage, they cannot reverse it. It always takes a single season to reverse one rank of damage.

REPAIRING DAMAGED TEXTS

RANKS OF DAMAGE	REQUIRED SKILL TO REPAIR
1	5
2	7
3	10
4	14
5	20

Headquarters Maintenance

Failure to pay Upkeep and have sufficient staff on property will result in the headquarters falling into Disrepair and Ruin. Staff are not required to have specific skills to contribute to Headquarters Maintenance, but they must have at least two Worldly skills at a rank of 6 or higher and be devoted to staff for the season.

Every season that the headquarters does not have sufficient Upkeep paid or staff, roll 1d6. On roll of 3 or more, the headquarters gains 1 point of Disrepair. Disrepair does not have cumulative effects, but once Disrepair hits 3, the Headquarters fall into Ruin.

DISREPAIR

Headquarters in Disrepair are mildly irritating to live and work in and have the following gameplay effects.

- Study, Practice, and Socializing Experience: -1
- Max Power Level
(for purposes of learning powers): -1
- Sidekick Morale: -1
- Aging Rolls: +1

RUIN

Headquarters in Ruin are barely fit for habitation. Adventurers find them difficult to work in and Sidekicks come to loathe their existence. They have the following gameplay effects. Sidekicks must make a Leave Check (Morale) as soon as the headquarters hit Ruin. If they make their check, they remain unless provoked to leave by some other circumstance.

- Study, Practice, and Socializing Experience: -5
- Max Power Level
(for purposes of learning powers): -5
- Sidekick Morale: -5
- Aging Rolls: +5

REMOVING DISREPAIR AND RUIN

To remove Disrepair, the headquarters must have double its Upkeep cost and Headquarters Maintenance. For each season of excess resources, a point of Disrepair is removed.

If headquarters enter Ruin, it requires triple the Upkeep cost and staff for a single season simply to get the headquarters to 2 Disrepair. Once it has exited the Ruin state, it can be repaired as normal.

Followers

All minor characters involved with the cause are considered Followers. There are two types of Followers: Hirelings and Sidekicks.

HIRELINGS are collectively created and utilized by the group.

SIDEKICKS are created by and typically controlled by specific players (exception: Sidekicks can be played by drop-in players by the controlling player's permission).

They are created through a special process that is separate from normal character creation. Both types can and do change over time, though the rules for doing so are also special and separate from other characters.

Followers in Play

It is recommended that in a session, the group be no larger than six playable characters, including Followers. If the number of players is fewer than six, the players are encouraged to bring along Hirelings and Sidekicks to bolster their numbers and to allow drop-in players to temporarily play a character who is already present in the scene.

Follower Creation

NAME, SPECIES, STOCK, CULTURE, & NATIVE LANGUAGE

Give the character a name and pick their Species, Stock, and Culture. From their Culture, derive their Native Language.

BIRTH YEAR, A/M/O/V

First, determine the age of the Follower by picking the minimum age required by their species to be a Young Adult, then add 1d6. Subtract this value from the current game year to find the character's Birth Year.

Using the minimum age values for the character's species, write down the years when they will hit Adult, Middle, Old, and Venerable Age (AMOV). These will be used later to advance the character.

ATTRIBUTES

Followers have Attributes like other characters, but only have 6 points to spend. Attributes cannot be

purchased higher than 3 or lower than -3 before species modifiers.

GENERALIST, SPECIALIST, OR EXPERT

A Follower can be one of three different sub-types. Generalists have the broadest skill coverage and lowest scores. Specialists focus on a smaller number of skills and have two skills at elevated scores. Experts are even more focused, with only a single skill receiving the majority of their points.

Followers are considered to be completely untrained at any skills that are not on their character sheets.

Note that for purposes of investing, Connections are considered skills for Followers. Followers are always considered to not have Strong Souls and cannot buy/advance Power Sources.

Once you have determined what type of Follower you have, pick their skills and set their ranks. You do not need to write down xp invested in these skills because Sidekicks do not use the xp system.

GENERALIST:

6 Skills at 6

SPECIALIST:

3 Secondary Skills at 6
& 2 Primary Skills at 8

EXPERT:

3 Secondary Skills at 6
& 1 Primary Skill at 10

EQUIPMENT

Equipment for Hirelings and Sidekicks must come out of HQ funds or individual character funds, respectively.

ADVANCEMENT AND AGING

Followers do not gain experience or age like principal characters. When they hit Adult, Middle, Old, and Venerable, they gain set bonuses and penalties. They do not roll for Maladies until they reach Venerable Age.

CHARACTERISTICS

- **MIDDLE AGE:** -1 to any Characteristic
- **OLD AGE:** -1 to any 2 Characteristics
- **VENERABLE AGE:** -1 to any 3 Characteristics

SKILLS

GENERALISTS

- **ADULT:** +3 to all Skills. Elves and Dwarves receive an additional +1.
- **MIDDLE:** +2 to all Skills. Elves receive an additional +1.
- **OLD:** +1 to all Skills. Elves and Dwarves receive an additional +1.
- **VENERABLE:** +1 to all Skills. Elves receive an additional +1.

SPECIALISTS

- **ADULT:** +1 to Secondary Skills, +3 to Primary Skills. Elves and Dwarves receive an additional +1.
- **MIDDLE:** +1 to Secondary Skills, +2 to Primary Skills. Elves receive an additional +1.
- **OLD:** +1 to Secondary Skills, +1 to Primary Skills. Elves and Dwarves receive an additional +1.
- **VENERABLE:** +1 to Secondary Skills, +1 to Primary Skills. Elves receive an additional +1.

EXPERTS

- **ADULT:** +1 to Secondary Skills, +4 to Primary Skills. Elves and Dwarves receive an additional +1.
- **MIDDLE:** +1 to Secondary Skills, +3 to Primary Skills. Elves receive an additional +1.
- **OLD:** +1 to Secondary Skills, +2 to Primary Skills. Elves and Dwarves receive an additional +1.
- **VENERABLE:** +1 to Secondary Skills, +1 to Primary Skills. Elves receive an additional +1.

At Venerable Age, Followers roll for a Malady every year and are considered to start with a Death March of 10.

Upkeep

If characters acquire individual Followers or properties they maintain across seasons, they will require funds for pay and maintenance, respectively. This comes in the form of Upkeep, costs that are due at the beginning of each year. Failure to maintain Upkeep has different effects for people and properties.

FOLLOWER PAY

Failure to pay Followers on time will lower their Loyalty. By default, all Sidekicks cost 1 Upkeep. Aging increases the Upkeep of the Follower by 1 per age category above Young Adult.

FOLLOWER UPKEEP

UPKEEP SCORE	ANNUAL COST
1	50 cp
2	100 cp
3	200 cp
4	400 cp
5	800 cp
6	1600 cp
7	3200 cp
8	6400 cp
9	12800 cp
10	25600 cp

FOLLOWER LOYALTY

All Followers start with a base 5 Loyalty. Loyalty is used to check for a Follower's ability to hold firm to their service in the face of unfair treatment, danger, or temporary inconveniences. Loyalty improves naturally over time even if their service is uneventful.

Loyalty checks can be invoked by the group whenever they believe the Follower is in personal danger, disagrees strongly with their orders, or is being seriously inconvenienced or abused. If a player character is present, they may make an appropriate Social Skill check to temporarily boost the Follower's Loyalty.

$$\text{LOYALTY CHECK} = 2\text{D}10 + \text{LOYALTY} + (\text{SOCIAL SKILL CHECK} / 5)$$

OBSTACLES

10 - Asked to perform routine, somewhat dangerous task (poke head around dark corner, examine a body to ensure it's dead, stand ground against a common thug) or materially harm the cause.

15 - Unusually dangerous task (fighting a monster, a group of thugs, entering an obviously/immediately dangerous environment), asked to reveal information on the cause/player characters for modest rewards.

20 - Followers are in mortal danger (powerful monster, large mob, lethal environment) or are being bribed (2x their Upkeep Cost) to reveal information.

LEAVE CHECK.

25 - Unparalleled danger (dragons, maegfolc, enormous throng of enemies), staying loyal despite torture.

UPKEEP AND LOYALTY

Followers who are paid on time and treated well maintain a standard baseline of Loyalty that increases with age age (+1 for every age category they gain while in service). Overpaying or underpaying Followers will temporarily adjust their Loyalty. For every category they are overpaid or underpaid per season, adjust their temporary Loyalty by the listed margin.

Any Follower who is underpaid two years in a row has their Loyalty permanently lowered by 1. Any Follower who is underpaid more than three times (ever) immediately forces a Leave Check.

A Leave Check is a Loyalty Check made at the new, reduced Loyalty value vs. 20 Difficulty. If failed, the Follower immediately leaves the service of the cause and will likely try to physically leave at the earliest prudent opportunity.

While it may be possible to regain the former Follower's trust and service, doing so typically requires sustained effort and reparations from the cause.

FOLLOWER LEAVE CHECKS

UPKEEP DIFFERENCE	LOYALTY
No Pay / -4	-10, Leave Check
-3	-6, Leave Check
-2	-4
-1	-2
+1	+2
+2	+4
+6	+6

E.g. Egalia the Swift is a soldier in service to the cause. She has a baseline 7 Loyalty and her Upkeep Score is 5 (800cp/season) due to her experience. This year, the cause can only afford to pay her 250cp. This is a full two points of Upkeep lower, so her Loyalty is reduced by 2, to 5, for the season.



Name: Eld Engrim Birth Year: 2770 A/M/O/V: 2809/'27/'45/'67
Culture: Dyrwood Species / Stock: Meadow Folk Size: 0
Type: Hireling (Spec.) Native Language: Hylspeak Upkeep: 3

MIG 2	DEX 0	INT 1
CON 0	PER 0	RES 1
Fort 12	Def 10 Ref 10	Will 12

HEALTH 35 18 -5 Defenses, Acc, Skills	ENDURANCE 27 8 -3 Defenses, Acc, Skills
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WOUNDS

Light: 9 Heavy: 18

Severe: 27 Injury:

Type	Skill	Rank
P	Carouse	13
P	Folklore (Dyrwood - Magran)	13
S	Surgery	8
S	Wand	8
S	Sailing	8

Used Traits

☐ Dyrwoodan Hello

☐ Fighting Spirit

Armor: Padded Soak: +2 Wind: +1 Init: -1

Other Soak: TOTAL SOAK: 2

Weapon	Skill+	Attr+	Attack	Dmg	Crit	Range	Special
Rod	+8	+0	+8	3d4	1d6	6 Hex	Blast - Halve base damage, hit Small Circle (1h)

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HEALTH -5 Defenses, Acc, Skills max blood dead	ENDURANCE -3 Defenses, Acc, Skills max wind	Used Traits Culture Stock			
WOUNDS Light: ____ Heavy: ____ Severe: ____ Injury: _____			Armor: Soak: Wind: Init: Other Soak: TOTAL SOAK:		
Weapon	Skill+	Attr+	Attack	Dmg	

Seasonal Activities

Unlike many role-playing games, where the majority of character advancement occurs during advancement, Pillars of Eternity uses seasonal activities to heal from wounds, advance skills, teach others, acquire or remove traits, learn powers, and even invent new powers.

Seasons allow players to choose a wide variety of activities for their characters. For that reason, they are divided into two basic categories: basic and advanced. Advanced seasonal activities can only be utilized with characters who have over 10 Ranks in specific skills and can be ignored for the first few years of play.

Most campaigns start with an adventure seasons. Though adventure seasons may only make up a quarter of a campaign's season, they are where the majority of the in-session action takes place. If a season is not devoted to an adventure (or if a character does not participate in the adventure), it can be spent on Basic or Advanced Seasonal Activities.

Seasonal Activity Goals

Seasonal Activities are intended to accomplish the following goals:

Provide the majority of a character's xp for advancing skills, connections, reputations, and acquiring powers.

Rapidly advance campaign time between adventures so that most campaigns will eventually span one or more decades.

Provide value for texts, teachers, and interesting phenomena the players discover during adventures.

Provide an environment where characters can invent new powers and magic items.

N.B.: No seasonal activity should allow more than 12xp to be spent on a single thing for any reason. The exceptions are studying a maedr's greater affinities (can grant up to 16xp) and studying a phenomenon (15xp). Nothing about a character should ever allow them to earn more xp than listed for a given activity. This game intentionally avoids traits that affect the maximum amount of xp a character can earn.

SIDEBAR: TIME IN EORA

It is important to remember that in Eora, days are 27 hours long and a year is 334 days. The Iroccian Calendar divides the year into four seasons, each consisting of four 20 day months and a three day interseasonal transition, meaning a season of work is 83 days. New Year and Mid Year fall outside of seasonal boundaries.

Adventure Seasons

A season's adventure may occur in the span of a few hours, over several days, or even intermittently across many weeks in a single season. Regardless of the actual time of an adventure, the experience gained counts as the character's time spent during a season. Even a dramatic and life-altering event requires time to process.

Adventure experience can be used to advance skills the player uses in sessions. During the adventure, players should mark down any skills their characters actively use in the pursuit of the adventure or their own personal goals. A character jumping up and down in place to get a mark next to a skill does not qualify. Groups should be generous in allowing players to mark skills, but players should keep the spirit of skill-marking in mind. When in doubt, always put it up to a group decision.

Note that some adventures may occur over several play sessions. In such cases, as long as the in-game time is all within the same season, the experience is calculated as a single value for the entire season.

The GM awards 12-16 adventure experience to the group of characters involved in the session based on the entertainment of group's performance. That is, even epic blunders and misadventures should be highly rewarded. Individual characters do not receive different experience values.

Characters may spend adventure experience on any skills, connections, or power sources they've marked during that adventure, but must follow a 3 into 3 rule: they must spend at least 3xp in 3 different things. If the player did not mark 3 different skills, connections, or power sources, they may pick from among skills (not connections or power sources) to make up the difference.

ADVENTURE EXPERIENCE

XP	ADVENTURE RESULTS
12	Not much happened. Things went mostly as expected.
13	Players encountered a minor hiccup or created an interesting twist in the adventure.
14	A variety of good and bad twists happened during the adventure.
15	Things took several bad turns, unexpected good fortune came the players' way.
16	Great things were accomplished, great losses were suffered. Chaos reigned.

ADVENTURE VS. OTHER ACTIVITY

A character who participates in an adventure may elect to not take the adventure xp so they may pursue another activity. This is allowable as long as the adventure did not require more than 25 days of the character's time.

Basic Seasonal Activities

SIDEBAR: SEASONAL ACTIVITIES WHILE WOUNDED

It is not uncommon for characters to suffer wounds during an adventure. Recovering from wounds requires time, during which the character has limited seasonal options. If the character is in recovery for more than 25 days in a season, their options are limited to Text Study (any skill or Power Source) and Teacher Study (Academic skills only).

BASIC STUDY

While most people in the world of Eora do not have time to set aside for dedicated study, wealthy individuals often do. Study experience is gained from reading texts, receiving instruction from a teacher, or observing natural and supernatural phenomena.

Study sources have minimum and maximum skill requirements that restrict who can meaningfully benefit from the source. Some textbooks or courses are

too advanced for novices to grasp and some phenomena demand the scrutiny of a seasoned eye.

The minimum skill requirements for all sources of Study experience are also gated by Intellect.

BASE MINIMUM SKILL REQUIREMENT - INTELLECT
= EFFECTIVE MINIMUM SKILL REQUIREMENT

In some cases, it will be extremely difficult for a low Intellect reader to gain anything from a text. Teachers will also struggle to get through to low Intellect characters.

TEXT STUDY

Texts can take many forms, from the palm manuscripts of the Huana, to the vellum books of Aedyr, to the rare ivory-inscribed epics of the Glamfellen in The White that Wends. Reading texts for study always demands a language requirement and often demands a skill requirement. Texts are not common or cheap in Eora because they are all hand-scribed. While Aedyran has emerged as a common written language in the Old Empires, Eastern Reach, and Distant Lands, the great historical scriptoria and scholars of Eora wrote in a variety of languages and orthographies over thousands of years. It is not uncommon to find texts written in Vailian, Eld Aedyran, Rauataian, Glanfathan, or even dead languages.

Texts without minimum skill requirements can be read by characters with only Basic rating in its written language, but will only earn half experience. Any text that has a minimum skill requirement cannot be used as a study source by characters with Basic language ratings. Characters with Conversational ratings gain half experience from books with a minimum skill requirement from 1-5 but cannot gain experience from books with a minimum requirement of 6 or higher.

If a high number of significant passages (GM's discretion) of a book's text are written in another language (or multiple languages), the reader must use the worst of the associated language skills to determine how much experience they will gain.

TEXT STUDY EXPERIENCE

MINIMUM SKILL REQUIRED	FLUENT XP	CONVERSATIONAL XP	BASIC XP
—	Full	Full	Half
1-5	Full	Half	None
6+	Full	None	None

E.g. Olivia's character, Salaster, finds a fine copy of On the Poetry of Old Vailia and Aedyr (Poetry, 3-8, +6). The base analytic text is written in Aedyran, but the author didn't bother translating the actual poetry. It's all written in Vailian and Eld Aedyran! Salaster is Native in Aedyran, Fluent in Eld Aedyran, but only Conversational in Vailian. Because the book's minimum rating is 3, Salaster can only gain half of the book's +6 (+3) to Poetry.

Power Source texts can be studied for a lesser benefit in a Power Source associated through type, i.e. External, Personal, or Trained. E.g. a paladin can benefit from a Faith text because Zeal is also a Personal Power Source. When reading texts of associated Power Sources, the maximum skill is lowered by 1, minimum skill is raised by 1, and the total xp granted is lowered by 2.

TEACHER STUDY

Learning with a teacher can be an effective means of gaining study experience. Teachers are at their most efficient when they are able to teach a single student, but circumstances do not always permit that. The more students a teacher is teaching concurrently, the less study experience each student receives. Skilled teachers can deal with more students in a single class, allowing for larger class sizes to still be successful. Teaching for a season counts as Practice in Teaching, granting 10xp in Teaching every season that they teach.

As with books, teachers have skill requirements. No teacher can teach above their own skill in the subject being taught. When a teacher spends a season teaching, they pick a skill level equal to or below their own skill. This is the skill maximum for the class. The skill minimum is always five less than the maximum, modified by the teacher's Resolve.

$$\text{TEACHING SKILL MINIMUM REQUIREMENT} \\ = \text{SKILL MAXIMUM} - 5 - \text{RESOLVE}$$

A teacher with high Resolve can extend the skill minimum to allow even novice students to gain from the class. A teacher with low Resolve can only teach a narrow band of students. In some cases, the teacher is so awful that only students with skill exactly at the season's maximum can benefit.

Note that in order to teach students with no experience and low Intellect, teachers may need to set the maximum so low that the minimum becomes negative.

TEACHER STUDY EXPERIENCE

STUDENTS	STUDENT XP
1	+12
2 to ½ Teaching Skill	+9
>½ Teaching Skill to Teaching Skill	+6

E.g. Brandon's character, Thauros, wants to teach Hunting for a season. He has 12 Hunting, 6 Teaching, and -2 Resolve. His prospective students have Hunting skills between 6 and 10. He chooses to teach at 10 (skill maximum). If he had 0 Resolve, he would be able to teach students with Hunting between 5 and 10, but Thauros' poor Resolve reduces the range by 2, to 7 to 10.

Because his Teaching is 6, he can teach one student for +12xp, 2 to 3 students for +9xp, or 4-6 students for +6xp. Since he can't teach the student with 6 Hunting, he teaches the remaining three students, giving them +9xp in Hunting for the season.

PRACTICE

Practice can both encompass the isolated repetition of drills and techniques as well as the daily practice of a vocation. Certain skills are more suited to practice than others. E.g. learning about Artistic or Worldly skills through practice is generally more productive than developing Martial skills or Power Sources. Academic skills are wholly unsuitable for practice and Social skills must be developed through Socializing (see below).

A season of practice always yields experienced based on the Skill Category, listed below.

PRACTICE EXPERIENCE

SKILL CATEGORY	PRACTICE XP
Academic	None
Artistic	+10
Martial	+5
Physical	+10
Power	+5
Social	None
Worldly	+10

SOCIALIZING

A character can build their Connections score, modify a Reputation, and improve Social Skills through Socializing. Characters who spend their time in this fashion can choose to spend 14 Socializing Points they earn as they see fit, but they must distribute at least 3 Socializing Points into at least 3 different skills, connections, or reputations. Remember this as the rule of 3 into 3.

E.g., Dave's character, Kallax, spends a season socializing in the Old Vailian port city of Pincenze. He chooses to spend 7 points on improving Carouse by 7xp, 4 points on improving his Criminal Connections (Pincenze) by 2xp, and 3 points on improving his Pincenze Reputation by 1xp.

If Kallax had spent the season in the village of Oche-na, he would not have been able to reduce his reputation spend to 1, because that falls under the distribution requirement of 3 into 3.

14 SOCIALIZING POINTS

1 POINT =

1 Social Skill XP

2 POINTS =

1 Connections XP

1 POINT =

1 Reputation XP

(Village, Monastery, Large Household)

2 POINTS =

1 Reputation XP

(Town, Multi-City-Wide Organization)

3 POINTS =

1 Reputation XP

(City, Nation-Wide Organization)

10 POINTS =

1 Reputation XP

(Metropolis, International Organization)

LEARNING POWERS THROUGH INSTRUCTION OR TEXTS

Most characters with Power Sources learn additional powers through seasonal activity. Powers can be learned through two means: Instruction or Self-Discovery. Instruction can be utilized by characters with

any Ranks in a Power Source, but Self-Discovery is an Advanced Seasonal Activity.

Instruction can come from a teacher or a text. In both cases, the process of learning is similar, though teachers can potentially train multiple students at once. All potential students must have Max Power Level equal to or greater than the Power Level of the Power they are attempting to learn. A Power requires 10xp to learn.

$$\text{MAX POWER LEVEL} = \text{POWER LEVEL} + \text{INTELLECT}$$

Teachers must know the Power they are teaching and meet other applicable teaching guidelines. Teachers may teach just a Power Source, just Powers (of the same Power Source) or a combination of Power Source and related Powers (all of the same type). Students can divide their learned xp between the Power Sources and any number of Powers as they see fit so long as the teacher is able and willing to teach them.

A Power Text simply grants the amount of xp toward the goal for each season of study.

TRANSLATING AND COPYING TEXTS

The cause may come into possession of texts in languages that few characters understand. They may also want to create copies of a text to trade or sell. To translate, the scribe must be Fluent in both the original and new texts' languages. To copy, the scribe must merely be Conversational in the text's language. As with writing a text from scratch (see Advanced Seasonal Activities), they must have 2 ranks in Scribe.

TIME TO TRANSLATE

Translating requires 15 units of writing. Each season they spend translating, they earn Scribe + Intellect points toward that goal (minimum 1). Each season spent translating also earns 10xp toward Scribe. When they reach 15 units (or higher), the translation is complete.

TIME TO COPY

Copying requires 10 units of writing. Each season they spend copying, they earn Scribe + Resolve points toward that goal (minimum 1). Each season spent copying also earns 10xp toward Scribe. When they reach 10 units (or higher), the translation is complete.

LIVING OFF THE LAND

A character can choose to live off the land in any Wild or Rural Setting as long as they have the appropriate foundation of skills.

TO LIVE OFF THE LAND, THE CHARACTER MUST HAVE:

- 5 ranks in Survival.
- 3 ranks in Navigation, Forecasting and Cooking.
- 3 ranks in Herbalism (climate permitting), Fishing, Hunting, or Trapping.

Living off the land provides a Poor Lifestyle and 14xp per season that may be split among the skills listed above and Athletics, Stealth, Awareness, or Swimming (climate permitting). However, this follows the same 3 into 3 rule as Socializing. The character must spend at least 3xp in at least 3 different skills.

Advanced Seasonal Activities

Some activities require characters to have a high experience level in one or more skills or Power Sources. Others can only be undertaken after the character has made an age category transition. For these reasons, such actions are classified separately from the basic seasonal activities.

ADVANCED STUDY EXPERIENCE

There are two types of advanced study that experienced characters can engage in: maedr study and phenomena study. Both require high Ranks in the appropriate skills.

MAEDR STUDY

Maedrs are rare, precious plants and fungi that become infused with magical power when they grow in close proximity to adra. Maedrs can be used for various purposes including seasonal study of Power Sources. Each maedr is associated with more than one Power Source. A character cannot study a maedr unless they have 10 ranks in the Power Source being studied.

Studying a maedr in one's accommodations will grant 2d8xp for greater affinities and 2d6xp for lesser affinities. This process consumes the maedr. A character cannot study a maedr for xp in a Power Source unless they already have 1 rank in that Power Source.

PHENOMENA STUDY

The rarest of study sources, phenomena can appear as natural or supernatural events. Phenomena often grant insight into Power Sources, but may also grant experience in more mundane skills. Phenomena are, by their nature, outside of the boundaries of conventional understanding, so they always have a minimum skill requirement of 15, 20, or 25 and never have a maximum skill requirement. Unlike other study sources, phenomena must go through a process of comprehension before they can be studied.

Attempting to comprehend a phenomenon requires a full season of work. At the end of the season, the player must roll 2d10 + Intellect + Phenomenon's Skill against a difficulty of the minimum skill requirement + 10. If successful, the character may study the phenomenon in subsequent seasons. Phenomena always yield +15xp per season and can grant a total of 15, 30, or 45 total experience (corresponding to the 15, 20, or 25 minimum skill requirement) to a single character. Once a character has earned all of the experience from a phenomenon, they cannot benefit from it again.

Rarely, a phenomenon may be a potential study source for two or more skills. In such cases, characters must comprehend each facet of the phenomenon separately.

WRITING SKILL TEXTS

All of the texts that characters use to gain experience have to be written by someone. Your character can be one of those authors!

BASIC WRITING REQUIREMENTS

The character must have at least 10 ranks in a skill to write an instructional text on that skill. The character must also be Fluent in the language the text is to be written in. Finally, the character must have at least 2 ranks in Scribe.

MINIMUM AND MAXIMUM SKILL RANGE

The text cannot instruct at a skill rank higher than the author's skill rank or the author's Composition + Intellect rank. If the author sets the maximum skill of the book equal to their Composition + Intellect, only readers with that skill rank and up to 2 points lower can benefit from the text. For each point below their Composition + Intellect they set the maximum skill, the minimum skill grows by 1 point.

E.g., an author with 10 Composition and +1 Intellect sets out to write a text. They set the max skill to 8, 3 points lower. This makes the text's effective skill range 3-8.

EXPERIENCE GRANTED

By default, texts grant 8xp per season that they are read. For every 2 points the author raises the maximum and minimum skill requirements by, the seasonal experience goes up by 1 point. For every 2 points the author lowers the maximum and minimum, the seasonal experience goes down by 1 point. No text can grant more than 12xp per season, in any case.

E.g., the same author from above takes their 3-8 text and raises the skill requirements to 5-10. The text now grants 9xp per season of study. If they wanted to raise it even higher to 7-12, the text would grant 10xp per season.

TIME TO SCRIBE

An author must scribe 25 units of writing to complete a text. Each season they spend writing, they earn Scribe + Resolve points toward that goal (minimum of 1). Each season spent writing also earns 10xp toward Scribe. When they reach 25, the translation is complete.

WRITING POWER TEXTS

The process for writing Power Texts is similar to writing Skill Texts with a few differences. In addition to the language and Scribe requirements, the author must also know the Power being written about. The same rules apply for the target skill range, xp granted per season of study, and experience toward Scribe. Composition + Intellect are used to acquire points toward the 25 point goal.

LEARNING & INVENTING POWERS THROUGH SELF-DISCOVERY

Learning an existing Power without a teacher or text or inventing a new power is much more difficult than learning through instruction. It requires the learner to do all of the work themselves and they must have at least 10 ranks in the Power Source to even attempt it. The learner cannot make any progress unless their Max Power Level exceeds the Power Level of the

Power to be invented. For every point of Max Power Level in excess of the target Power Level, the learner acquires 2xp per season, ultimately requiring 10xp to learn.

E.g. Adam's character, Scruples, is attempting to invent a more powerful variant of Frightening Shout with a Power Level 10. Scruples has 13 Rage and -1 Intellect, so his Max Power Level is 12. Each season, he gains 4xp toward his 10xp goal, for 3 seasons of total study.

SWITCHING TRAITS

Characters have the ability to lose old traits and develop new ones over time. A character can only do this once per age category and cannot do it in the age category they started play in. This means that shorter-lived species can take this opportunity with higher frequency than longer-lived species.

Cultural traits can only be exchanged for a cultural trait the character has recently spent a large amount of time in (5+ years, group decision if in question).

Other traits can be exchanged without restriction.

Switching traits requires only a season of time.

Index

Academic Skills	32
Accommodations	103
Acrobatics	39
Acting	35
Action Phase	76
Adolescence	99
Adult and Beyond	99
Advanced Seasonal Activities	117
Advanced Study Experience	117
Advancement and Aging	107
Adventure Seasons	113
Adventure Traits	47
Aedyr	15
Afflictions and Inspirations	77
Age & Aging	99
Aging Points	100
Aging Rolls	100
Agree to Agree	73
Animal Training (Creature)	42
Appraise	42
Apprentice Powers (Arcana)	53
Apprentice Powers (Bond)	55
Apprentice Powers (Discipline)	56
Apprentice Powers (Faith)	58
Apprentice Powers (Focus)	60
Apprentice Powers (Guile)	62
Apprentice Powers (Mortification)	64
Apprentice Powers (Nature)	65
Apprentice Powers (Rage)	66
Apprentice Powers (Spirits)	67
Apprentice Powers (Zeal)	68
Arcana	53
Architecture	42
Armor & Shields	72
Artistic Skills	35
Assist Dice	46
Astronomy	32

Athletics	39
Attacks	76
Attributes (Followers)	107
Attributes (Player)	27
Aumaua	19
Awareness	42
Axe	38
Backgrounds and Settings	21
Background Skills	31
Baking	42
Basic Seasonal Activities	114
Basic Study	114
Basketry	35
Beast Ken	47
Birth Year, A/M/O/V	107
Blacksmithing	35
Bluff	41
Body as Form	97
Bolsters	45
Bond	55
Bookbinding	36
Bookkeeping	32
Book Learner	48
Bow	38
Brawl	39
Brewing	42
Calculating Bloodied and Wound Thresholds	28
Call to the Cause	74
Carouse	41
Carpentry	42
Carving	36
Casting	36
Cat's Grace	47
Chaos of Battle	45
Character Creation Goals	7
Character Sheets	7
Character Sheets	11
Character Statistics	27
Charm	41

Index (cont.)

Childhood.	99	Disrepair	105
Childhood Backgrounds.	22	Distillation	42
Clear Mind	47	Durations	51
Cobbling.	36	Dwarf	19
Combat	75	Dyrwood	15
Combat, Status Effects, & Injuries	75	Eir Glanfath.	15
Combat Traits	48	Elf.	19
Composition	36	Enchanting.	93
Concentration	42	Enchantment Process	93
Connection Difficulty	83	Endurance	29
Connections	83	Engraving.	36
Connections & Reputation.	83	Equipment	69
Constitution	27	Equipment (Followers)	107
Contingencies	52	Etiquette	41
Cooking	42	Exclusion	51
Creating a Character.	7	Exhausted.	29
Creating New Powers	85	Experience Traits	48
Crossbow	38	Explosives.	38
Culture	15	Faith	58
Damage, Soak, and Injuries.	78	Far Cast	48
Dancing	39	Farming	42
Dead	28	Fast Feet.	48
Deadfire Archipelago.	15	Fast Healer	47
Dead Language	32	Finishing Touches.	74
Dead Language (cont.).	33	Fishing.	42
Death March	101	Focus.	60
Debate.	41	Folk.	19
Defenses (Character).	27	Folklore (of Culture)	42
Defenses (Headquarters)	103	Follower Character Sheets	111
Defenses (Powers)	52	Follower Creation.	107
Deflection.	27	Follower Loyalty.	109
Designing Item Powers	93	Follower Pay	108
Designing the Power	85	Followers	107
Dexterity	27	Followers in Play	107
Dice and How to Use Them.	5	Forecasting	43
Die Mechanic Goals	5	Fortitude	27
Discipline	56	Foundation: Channel Grimoire	53
		Foundation: Form Bond.	55
		Free Spend Experience.	31

Friendly Face	47	Knitting	37
Gaining Powers	49	Know Someone Who Knows Someone	47
Gaining Traits	47	Large Melee.	70
Gemcutting.	36	Large Ranged.	71
Generalist, Specialist, or Expert	107	Laws of (Culture)	33
Glazing	36	Learning & Inventing Powers Through Self-Discovery	118
Goals.	3	Learning Powers Through Instruction or Texts . . .	116
Godlike	19	Leatherworking	37
Good Memory	47	Let it Ride.	5
Great Stamina	47	Life Phase.	100
Group Decisions.	3	Lifestyle	81
Guile	62	Lifestyle	100
Gun.	38	Lifestyle and Reputation Matters	83
Hawk's Sight	47	Light Blade	38
Headquarter Goals	103	Limitations	52
Headquarters	103	Limits of Arcana.	53
Headquarters Maintenance	104	Limits of Bond	55
Health	28	Limits of Discipline.	56
Herbalism.	43	Limits of Faith	58
Housekeeping	43	Limits of Focus	60
Hunting	43	Limits of Guile	62
Husbandry	43	Limits of Mortification.	64
Immediate Phase	75	Limits of Nature	65
Improvising Powers	49	Limits of Rage	66
Incapacitated	28	Limits of Spirits	67
Incredible Strength	47	Limits of Zeal	68
Indefatigable	47	Living Lands	16
Injuries.	78	Living Language.	43
Insight	41	Living off the Land	117
Intellect	27	Locale Lore	43
Intimidate.	41	Lockpicking	44
Intrigue	41	Logistics.	44
Introduction	3	Mace	38
Investigative Tests	46	Maedrs.	97
Investigator.	47	Maladies.	101
Ixamitl Plains	16	Martial Skills	38
Jeweling	36	Masonry.	44
Juggling	39	Mechanics	44
Keen Hearing.	47		

Index (cont.)

Medium Melee. 69

Medium Ranged. 71

Melee Weapons 69

Metaphysics 33

Midwifery. 44

Might. 27

Milling. 44

Mining. 44

Mortification. 64

Movement Phase 75

Musical Composition 37

Musical Performance (Instrument). 37

Naasitaq. 16

Name, Appearance, and Personality 74

Name, Species, Stock, Culture,
& Native Language 107

Naming Connections. 83

Nature 65

Navigation 44

Negotiate 41

Non-Currency Forms of Wealth 81

Obstacle Tests 46

Old Vailia 16

Oratory 41

Orlan. 20

Other Afflictions and Counters 77

Painting 37

Perception 27

Personal Goal 74

Phased Initiative. 75

Philosophy 34

Physical Skills 38

Polearm 38

Polymath 48

Post-Childhood Backgrounds 22

Pottery. 37

Power Cost 49

Power Pool 49

Powers. 49

Power Source Type 49

Powers Terminology 50

Practice 115

Proxies. 45

Proxies and Bolsters 45

Pushes and Pulls 78

Quick Hands 47

Quiet Student 48

Rage 66

Raising the Enchantment Limit. 95

Ranged Weapons 71

Ranges. 50

Rauatai 16

Readceras. 16

Recovering from Wounds and Injuries. 79

Reflective Discourse 48

Reflexes 27

Regions 4

Relationship Hooks. 73

Relationships. 73

Relationships & Finishing Touches 73

Removing Disrepair and Ruin 105

Reputations 84

Resolve. 27

Resources. 103

Restoring Endurance. 29

Riding (Creature) 39

Ritualist 47

Ritual Powers. 52

Rolling Initiative. 75

Rounding 5

Ruin 105

Sailing 44

Sample Follower Sheet. 110

Scribing 37

Sculpting 37

Sealing the Item (Optional). 95

Seasonal Activities	113	Tattooing	38
Seasonal Activity Goals	113	Teaching.	41
Seasonal Tests	46	Testing Connections	83
Second Wind.	48	Texts	104
Selecting a Form.	94	The Cause.	3
Settings	24	The Cost of Things	81
Shift	48	The Distant Lands	4
Shipbuilding	44	The Eastern Reach	4
Sidekicks	103	The Effects of Life Phases	99
Siege	38	The Experience Table	31
Skill Categories	31	The Goals of Aging	99
Skills	31	The Gods	5
Skills from Character Creation.	31	The Old Empires.	4
Skill Tests	45	Theology.	34
Sleight of Hand	40	The Scale of Reputation	84
Small Melee.	69	Tools	69
Soak	78	Tough Talker	47
Social Butterfly	48	Traits.	47
Socializing	116	Translating and Copying Texts	116
Social Skills.	41	Trapping.	45
Societies.	5	Types of Causes	3
Spear	38	Unlocking & Advancing Power Sources, & Learning Powers	49
Species and Stock.	19	Unsealing a Sealed Item	95
Speed.	51	Upkeep	108
Spheres and their Base Effects.	86	Using Reputation	84
Spirits	67	Vailian Republics	17
Spiritual Sensitivity.	47	Versus Tests	46
Stages of Character Creation.	7	Voracious Reader	48
Starting Wealth	81	Wagoneering.	45
Stealth	40	Wand.	38
Streetwise.	44	Wealth as Currency.	81
Surgery	44	Wealth, Lifestyle, & Upkeep	81
Survival	45	Weaving.	38
Swimming	40	What Really Happened Was...	47
Switching Traits.	118	Whitesmithing.	38
Sword	38	White That Wends	17
Tactics	45	Who Can You Know?.	83
Tailoring.	37	Will.	27
Targets.	50		

Index (cont.)

Winded	29
Winemaking	45
Woodcutting	45
Worldly Skills.	42
Writing Power Texts	118
Writing Skill Texts	117
Young Adult	99
Zeal.	68

List of Tables

Adventure Experience	114	Library Text Damage.	104
Attribute Afflictions & Inspirations.	77	Light Armors.	72
Attribute Points and Scores	27	Living Language Literacy	43
Awarding Reputations xp.	84	Medium Armors.	72
Calculating Endurance	29	Medium Melee Weapons	70
Calculating Health	29	Medium Ranged Weapons	71
Connection Difficulty Modifiers.	83	Power Abstract and Total.	85
Dead Language Literacy.	33	Practice Experience	115
Embellishment	96	Refinement Machine.	96
Enchantment Limit by Size.	94	Repairiing Damaged Texts	104
Enchantment Uses	93	Shields.	72
Experience Table	31	Small Melee Weapons	70
Follower Leave Checks	109	Teacher Study Experience	115
Follower Upkeep	108	Text Study Experience.	114
Form Examples	94	Tools	69
Heavy Armors	72	Using Assistance	46
Improvising Tools.	69	Using Bolsters	45
Large Melee Weapons	70	Using Proxies.	45
Large Ranged Weapons	71		