

Gates of Gehenna



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Impressum

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0 - Introduction

Greetings and welcome to **Gates of Gehenna**, short **GOG**, the role-playing game about sword and sorcery, evil monsters and dastardly adventurers fighting, killing, looting and pillaging for glory, conquest and personal gain.

After months of planning, writing, testing and fixing, this little document has grown to include a small collection of rules to help and guide you through your experience with this little rules set. But let us start with a few explanations.

What's Gates of Gehenna

Gates of Gehenna or GOG is a pen&paper roleplaying game in a twisted fantasy world close to the end times during a development stage not unlike our own renaissance, when great religious wars are fought within a crumbling empire of old.

Everywhere the tell-tale signs can be found, crops go bad and the animals are infected with strange diseases, while beasts and worse have overrun the countryside, doomsayers plague cities as do widespread illness and war, as political and religious motives cross towards dangerous holy wars between the remnants of once-great empires amidst the ruins of ages.

Above all a strange cult, the Eye and Star, have proclaimed the dawn of the End times and many believe the opening of the Gates of Gehenna be near, the time when the world shall end, and all will be lost to the unspeakable.

What is a Pen & Paper Role-play Game?

Pen & Paper role-playing is a mostly social activity of at least two persons coming together to tell a sort of interactive story. One, where each participant is able to influence some, or every part of it, often moulded by adherence to rules as are presented from Chapter 1 onwards.

GOG is a traditional Pen & Paper role-playing game with a game master and a number of players.

The Gamemaster?

For some among you, the idea might be a new thing, but in Pen&Paper the gamemaster has been an established element of the game since its inception, and some while some games have decided to eschew him/her, at least in **GOG** you will still find that role present.

The gamemaster is the person that will be your ears and eyes representing the surroundings and everything that's part of the world you play in, as well as being the person to manage some parts of the rules.

Unless your group consent says otherwise, he is the final arbiter of all questions arising during the game, as long as they are game-related, of course.

What do I need to participate?

To play **GOG**, you need a few things:

- A few sheets of paper
- Something to write with
- Two twenty-sided dice

- One six-sided die
- Mental Flexibility aka. Fantasy
- Other people¹

What is in this book?

Chapter 0 is an introductory chapter that explains basics and gives an example of how roleplaying in GOG might look like.

Chapter 1 explains the base game mechanics on which the rest of the game is build upon.

Chapter 2 takes apart and explains the different parts of the character sheet, detailing the different attributes, skills and stats and what their function in the game is.

Chapter 3 concerns itself with Character Creation and Level Advancement and explains the how, when and why of Experience.

Chapter 4 details talents of all kinds and explains how these special abilities work and what exactly they do and the backgrounds and how they serve to explain a characters history.

Chapter 5 describes Combat in GOG and its inner workings.

Chapter 6 collects advanced and/or optional Rules that can be used to enhance the base game.

Chapter 7 expounds upon Retainers and followers as well as how a general encounter in GOG might look like.

Chapter 8 defines equipment, what it does, how it can help and where to get it.

Chapter 9 clarifies enemy handling for the GM and how a GOG enemy is used and/or created.

Chapter 10 provides an overview of the example Setting of Gates of Gehenna and the city of Maledictas

Chapter 11 displays example character sheets which can be photocopied.

Chapter 12 collects all tables from the other chapters into one big collection for quick re- and overview.

Chapter 13 contains the index and helps finding that elusive rule or talent you were missing.

What can I play with GOG?

In theory? Everything, of course.

Of course this will never be true. **GOG** works best for Sword & Sorcery games, where the players represent intrepid heroes or villains around the time of something close to our own renaissance. Though you can add or detract from this with the use of optional rules presented in chapter 6.

So, while you might add to the base game with some of the optional rules content, the base game is meant for action-oriented play.

¹ You can do without, but somehow most social circles tend to shun this, notwithstanding the inherent difficulty of course.

Naturally I don't mean to tell you how to play your game of **GOG**. If you want, you can use it to play your home game of Cyberpunk or Swashbuckling or High Court Intrigue, but what I'm saying is, that **GOG** might not be best suited to those genres. In the end, however, it's all in your hands and after all, imagination knows no boundaries.

Example of Play

We are in the living room of **George**. **George's** living room is just about big enough to contain a nice gaming table and space enough for several other persons, a few of which are currently sitting with **George**.

The others are **Ann**, **Wily** and **Sophia**. At this moment, the player characters of **Ann**, **Wily** and **Sophia** are inside the temple of a god of illegitimately gained wealth during the night and try to help themselves to some of the tithe recently collected.

Rule Zero

Last, and before we get to the rules itself, let me tell you the single most important rule of all, the basic rule and point of all of this.

*It's a game. Have fun. Don't be dicks to each other and enjoy the time spent. And if there is something you don't like, change it. It's your game now.*²

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² Within the usual copyright limitations, of course. It is after all my game, but you, who play and GM, can toggle anything about it as you like. I won't ever tell you "how to play correctly".

1 - Mechanics

Now you might wonder, after reading the Introduction, how exactly you are going to maim and defeat your enemies? Not to worry, in this chapter we will introduce all base game mechanics and how to use them.

In Short

This chapter gives an overview and explanation of the differing game mechanics that make the game up, how they are applied and rolled.

The Roll

Let's say you want to do something in this game. You say you want to do it and, if appropriate, roll a dice. That tells you whether you succeed in doing what you wanted to do, or not.

One should only need to roll, when the outcome of the current activity is in doubt. The outcome should be doubt whenever it can substantially alter the events of the game.

Example: Simple Roll

In making a roll, you need to roll a number equal to or higher than the target number. This target number is called **the difficulty**.

The Difficulty

The difficulty, or DC, is the number you need to roll equal or higher than.

When you roll a die, and the die roll shows a result that is at least as high as the difficulty number you are trying to reach, you succeed.

Example: Roll against a difficulty - Success

If the result is less than the difficulty number, you fail.

Example: Roll against a difficulty - Failure

The difficulty is determined by your characters used ability. The difficulty is equal to the current ability score. We call this **roll against ability**. The ability rolled against is determined by the task or challenge at hand.

The Dice

To make a roll, you use a twenty-sided die, or d20.

Several mechanics require the use of a six-sided die, or d6. This die is used specifically for those mechanics, not for the general roll.

The result of a roll can change depending on the circumstances. We call such a circumstance a **roll modifier**.

The Roll Modifier

The roll modifier (RM) is a *modification* of a die roll result.

It can be positive or negative, so you either add or subtract its value from the die roll result.

Positive roll modifiers come from character backgrounds and talents.

Example: Positive Roll Modifier

Backgrounds will be explained in-depth in Chapter 4, for now all you need to know is that they can modify the end result of a die roll in a players favor.

Negative roll modifiers come from the GM to exemplify danger, difficulty and similar such hindrances.

Example: Negative Roll Modifier

Modifier	Task Difficulty
+8	Very Easy
+4	Easy
±0	Common
-4	Difficult
-8	Very Difficult

Alternatively, instead of using a flat Roll modifier, there is **vantage**.

The Vantage

Vantage, either Ad- or Dis-, is when a character has certain arguments for or against him when making a roll.

He can therefore get an **advantage** or a **disadvantage**.

Gaining **advantage** means rolling two d20 and choosing the higher resulting die roll as the player characters die roll. This represents other characters helping in a task, or using the best tools available for the job.

Example: Advantage

Gaining **disadvantage** means rolling two d20 and choosing the lesser result of the two. This represents trying to unlock a Safe with a broken hand or arguing in a language your character doesn't speak all that well.

Example: Disadvantage

An **advantage** is when the situation is favourable for you, and a **disadvantage** is when it's unfavourable for you.

One can gain several of either. Whenever a character can justify both a **dis-** as well as an **advantage**, he rolls one d20, as **disadvantages** and **advantages** negate each other. This counts, regardless having only 1 **advantage** to 20 **disadvantages** and vice versa.

Example: Several Advantages and Disadvantages

When you need to compare with an opponent that also would roll a die, instead of a difficulty, you make a **comparative roll**.

The Comparative Roll

The comparative roll looks at by how much you succeed in comparison to the opponent.

Roll as normal, but compare the roll result with the difficulty you rolled against. We call this difference the **roll differential**, short RD. The opponent does the same.

If one of you fails this roll and the other succeeds, no comparison is made.

If both succeed at their roll, compare their roll differential. The higher differential succeeds wins. If both are equal or both fail, it's a draw.

Example: *Comparative Roll – Rolling high and comparing to result from enemy with own result being decided by how high above characteristic player has rolled*

Time

Sometimes the passage of time can be of vital importance in the game. In **GOG** we add turn and round to the usual concept of time. A **round**, usually a combat round, is about 6 seconds, while a **turn** is 10 rounds, so 1 minute.

Conclusion

Those are the base game mechanics, from which most of the game engine flows and to which you will return very often during game play.

Summary

The Roll – Roll against target difficulty corresponding to ability used with d20, with success if die result at least equal or higher than difficulty, and failure otherwise

Difficulty (DC) – Target Number a die roll has to reach to make it a success in whatever task is rolled for, depends on ability rolled for

Dice (d) – Resolution tool used to determine whether a task at hand can be resolved with success or failure, comes in 2 versions, a twenty-sided die (d20) and a six-sided die (d6), the former is our primary tool, the latter only used for special purposes

Advantage – Roll 2 d20 and select the one with the better result

Disadvantage - Roll 2 d20 and select the one with the worse result

Comparative Roll – Both sides roll their die and winner has the better RD with equal results or if both fail being a draw

Roll Differential (RD) – Number you get from Subtracting your ability score from your roll result. Is used for Combat and comparative rolls.

Advanced Mechanics – See Chapter 6

Roll Modifier (RM) – A die-roll-modifier (drm) which is added or subtracted from/to the result of a roll and which creates a modified, final result. Negative RM is **bad** (*Decreased Chance of Success*), Positive RM is **good** (*Increased Chance of Success*).

2 – Abilities, Stats, Talents

In **GOG**, every player is represented by a player character. They confer certain facts about themselves, found on their respective character sheet, an example of one such can be found in chapter 11.

In Short

This chapter explains the different parts of the character sheet, abilities, stats, and characteristics.

Each player character has nine abilities, six stats derived and the characteristics for game mechanics and talents.

All abilities and stats work the same by presenting a value that becomes the difficulty.

Abilities

Abilities tell us of a characters aptitude for a given task.

They run from 20 to 2, and the lower the ability is, the better, because the ability is also the target difficulty number you rolls against.

The different levels of abilities are:

Score	Level
20	Unschool
19-15	Apprentice
14-10	Journeyman
9-5	Master
4-2	Elite

The nine primary abilities are:

Agility
Charisma
Constitution
Influence
Intuition
Logic
Perception
Resolve
Strength

Agility (AGI)

This represents the characters ability to dodge, run, his general quickness and aptitude for acrobatics and other fields.

Charisma (CHA)

This represents the general aura and atmosphere the character exudes towards others. A character with great charisma is more often greeted by people, intuitively treated better and get's better deals when trading.

Constitution (CON)

This represents the general health and the ability of a character to withstand poison and disease as well as how good he is at running a marathon, not as in how fast the character is but in how long he can sustain his pace.

Influence (INF)

This represents the ways to manipulate and influence others around the character in ways that are often helpful to him and/or unhelpful to others, right up to being downright harmful.

Intuition (INT)

This represents the general mental acuity and sharpness, the speed with which someone picks up on facts they are being told and how they understand events happening around them.

Perception (PER)

This represents the general perception, the ability to see, hear, acknowledge and realize all that is before one's eyes, whether it is the mental eye or a real one. A good perception allows a character to notice little details, small or often missed things about a scene or a story they are being told about.

Logic (LOG)

This represents both the learnedness and knowledge of a character as well as his ability to make logical connections between them and the world at large or the small scene before them. By itself, the characteristic is rather abstract and more often used for academic skills or knowledge, or how good a character can recall facts.

Strength (STR)

This represents the muscles and general might a character can put into his grip, whether it is by technique or just more muscles than The Rock.

Resolve (RES)

This represents both the ego and general willpower of a character, his mental fortitude and ability to withstand torture and attempts to be persuaded by others to actions the character would not usually take.

Stats

Stats represent derived skills which are created by averaging two different abilities.

The six stats are:

Combat
Deception
Insight
Knowledge
Leadership
Stealth

All stats are created by averaging two abilities, rounded down.

We call this a Path, a combination of attributes which allows for different representations of what the stat does, despite working similar from a mechanical standpoint.

All stats open with a name, a quick view of the paths, their attribute combination and a descriptive text.

Combat

Speed	Power
Intuition + Agility	Strength + Perception

The ability to fight, whether it is by being fast and relying on dodging a lot or waiting for the right moment to swing as hard as you can. Combat is used for all fighting, whether with a bow, sword, pistol or fists.

Deception

Charm	Force
Charisma + Influence	Strength + Resolve

To lie and cheat, hide a truth among many misconceptions or just trying to get someone to believe that you are the moon are all made on the basis that you either use your given gifts to manipulate someone into believing or make him/her acknowledge the fact by sheer force of personality.

Insight

Critical	Emphatic
Logic + Charisma	Perception + Intuition

Getting into the mind of others, understanding their intentions and deciphering whether someone lies or tells the truth is a difficult thing to do, and it can be done by observing the other or not falling for the trap.

Knowledge

Sharpness	Memory
Influence + Intuition	Logic + Resolve

To know that which is important can be quite difficult, depending on whether one is used to make logical connections between issues or solves those questions from memory. All issues of academic as well as common knowledge are found here.

Leadership

Personality	Rationality
Influence + Resolve	Charisma + Logic

To lead is to be responsible for lives beyond your own. And whether your leadership comes from the strength of your personality or from the fact that you are simply the best choice for the job is indifferent to those being led.

Stealth

Timing	Alacrity
Perception + Intuition	Agility + Resolve

To move unseen in dark places, from shadow to shadow, between places of light, with those who await the right moment for every move, or those who just go as fast as possible, hoping to evade all between them and their target.

Characteristics

The characteristics are comprised of character level, XP, hit points, morale, backgrounds, Origin and talents.

They are not derived from the abilities and function on their own, though they might be used in connection to abilities or stats.

Level and XP

The level represents the level of experience and ability a character has reached, going from 0 to 10.

Experience Points or XP are a mechanic to measure a characters growth.

With each level, a player character has a choice which ability or talent to strengthen.

But when does one gain a level? When s/he has spent enough experience points. The mechanics behind gaining levels and experience points are explained and expanded upon in Chapter 3.1.

Hit Points & Morale

The general health and survivability is divided in Hit Points and Morale, HP for physical, Morale for mental damage and exhaustion.

Every character starts with a value in both of them, which is modified by the attributes the character starts with, as Constitution or Resolve is added to HP/Morale Maximum of the character, as shown below.

Starting Hit Points: $10 + (20 - \text{Constitution})$

Starting Morale: $10 + (20 - \text{Resolve})$

HP/Morale at 0

When the HP or Morale of a character goes to Zero, he is taken out, leaving him unconscious (0 Morale) or knocked out and near-dead (0 HP).

A character cannot have lower morale than 0; all further morale damage is halved (rounded down) and pushed onto HP instead.

When a character reaches -1 or less, if the hit hasn't killed him outright, he will begin to bleed out, losing 1 HP per combat round, unless stabilized by first aid (Roll as per GM direction, possibly, Logic or Knowledge). Successfully stabilizing a character always brings him to 0 HP.

A character that reaches -10 HP is dead.

Regaining HP/Morale

There are several methods to regain health.

A character can always just rest. For each full day of rest a character regains $([20 - \text{CON}]/4)$ HP. If a character rests for a whole week, he regains all lost HP.

You can also regain Hit Points by medical treatment, which, depending on the quality of the item used, allows an attribute roll that restores HP equal to $\text{RD}/2$, or even equal to the full RD.

Another resort you can try is quick-heal-items, objects which allow a small infusion of HP with diminishing return on continued use, but can save lives in the nick of time, or occult talents.

Morale regenerates by one point per 10 minutes or completely after resting for one hour.

And finally, after every combat won, every surviving character regains 5 HP and Morale.

Attribute Damage

Adventurers can encounter attribute damage. Attribute damage weakens attribute scores and makes actions harder to succeed at.

To regain attribute points, a character needs to rest for 4 weeks of full-time rest, or after 4 months naturally.

Otherwise, only occult methods can help.

Background

Backgrounds describe pieces of character history and contribute to current situations in broad strokes.

Backgrounds go from +1 to +5, representing the depth or width of talent and ability. Backgrounds are not connected to any primary ability in particular, but can serve for any ability rolled for.

Example: *Describing a Background and using it*

Using a Background adds the corresponding value as a roll modifier (RM) to the roll.

Species

A characters species tells us whether he is a member of an illustrious people, his past and where he is coming from. The species also acts as a requirement for some talents.

The different species of GOG are expanded upon in Chapter 10.

Talents

Talents are special abilities/skills that represent uniqueness and mark the characters among the common masses as special and are fully explained in chapter 4.

Summary

Abilities	
Agility	General speed, quickness, coordination
Charisma	How the character is perceived by others
Constitution	Ability to withstand pain, poison, disease
Influence	Ability to manipulate others
Intuition	Wisdom and mental acuity
Logic	General Intelligence and Knowledge
Perception	Ability to see details
Resolve	Mental Fortitude
Strength	Muscles and Technique
Skills	
Leadership	Ability to command units and respect
Insight	Ability to recognize truth and lie
Combat	Combat Ability, both melee and ranged
Knowledge	Academic Knowledge
Deception	Ability to lie and cheat
Stealth	To hide and sneak around
Characteristics	
Level	Indicator of Character Power
Experience	Resource to Expend to gain Power
Hit Points	Physical Health/Fitness
Morale	Mental Health/Exhaustion
Backgrounds	Character-related Histories
Talents	Special Abilities

3 – Character Creation

In Short

The following is a step-by-step guide for character creation for use with the GOG rules.

Step 1 - Concept

Think of a concept for your character. Who is he supposed to be? Who do you want him/her to be?

Step 2 - Origin

Select a species. Being a member of a certain species costs nothing by itself and never confers mechanical advantages.

Step 3 – Attributes

You get 50 XP. Use these to advance attributes and talents. You start with all attributes at 20 and without any talent.

You have **9** attributes.

To **advance** an attribute by one, you need to pay
1 XP.

A character cannot start with an attribute lower than 10.

Step 4 – Choose Stats

The next step is choosing and calculating stats, skills that derive from the attributes, depending on which combination you choose. Remember, each stat allows for one of two combinations as Chapter 2 explained.

Once chosen, the path cannot be changed.

Combat	
Speed	Power
INT + AGI	STR + PER
Deception	
Charm	Force
CHA + INF	STR + RES
Insight	
Critical	Empathetic
LOG + CHA	PER + INT
Knowledge	
Sharpness	Memory
INF + INT	LOG + RES
Leadership	
Personality	Rationality
INF + RES	CHA + LOG
Stealth	
Timing	Alacrity
PER + INT	AGI + RES

Be aware, that some talents require a specific path

Step 5 - Talents

Choose your talents. They are bought with XP at talent grade 0 and are advanced by spending XP. You can find them in Chapter 4.

At character creation, the maximum number of talents a character can activate is 8, the maximum grade is 1.

To **activate** a talent at character creation,
you need to satisfy its requirements and pay
1 XP.

To **advance** a talent by one level at character creation, pay
1 XP.

Step 6 - Background

With abilities and talents assigned, we now have a closer look at the characters history. Choosing backgrounds allows us to make sense of the characters past and will later on aid us in our adventures.

You get 8 points. You can use a point to increase the modifier on a background by one, though no background can have a greater modifier than +5 at character creation.

Step 7 - Equipment

You gain equipment your character would usually have, apart from a regular set of clothing and d20 silver pieces.

For example, a former gladiator would start with a melee weapon and some sort of light armour, perhaps even a chariot, while a merchant might have a cart and mule, possibly even some cargo, though not likely the expensive stuff. Remember Rule 0.

Step 8 – The Level

Decide the starting level of your character.

New characters start at level 0 with 50 XP spent, but depending on the game you're playing, a higher level might be appropriate.

If you choose to create a higher level character, refer to Chapter 3.1 on how to advance your Level and how much XP you gain and need to spend to advance.

Step 9 – Filling in missing pieces

You have now filled in the abilities, stats and can begin to fill in all the missing values.

Summary	
Attributes	50 XP, Spend 1 per Attribute Point
Stats	Calculate after choosing Path
Talents	Max 5 at Start, 1 XP to activate/advance
Backgrounds	8 Points, max +5
Equipment	As fits character background +d20 sp
Level	0 with 50 XP spent, or depends on level

3.1 - Level Advancement

Each character has a level, an indicator of power and ability.

In Short

This partial chapter contains rules for character level, Level-Up, gaining XP and spending them.

Character Level

A character has a level from 1 to 10, and each level is part of some stage of experience, as shown in the following table:

Level	Stage
0	Bloody Beginner
0-2	Novice Adventurer
3-5	Journeyman
6-8	Elite
9-10	Grandmaster
11+	Legendary

The level is a both a mechanical help to indicate the general ability of a character and also an in-game measure of character experience and proficiency in his chosen paths.

A character advances a level when he has spent enough experience points. The following table shows how much experience you need to have spent to advance to the next level.

Level	XP	Total XP Spent
1	+20	70
2	+40	90
3	+60	110
4	+80	130
5	+100	150
6	+120	170
7	+140	190
8	+160	210
9	+180	230
10	+200	250

How to Gain Experience

There are many ways to gain experience and the one, your specific character will gain experience by, depends on the kind of game your group is playing with these rules.

Most games have the following ways to gain experience points in common:

- Reach a personal milestone
Solving personal important circumstances
- Reach a great milestone
Reaching an important event, something that is game-changing or in any way, shape or form an important twist in the general setting or overall plot
- Overcome a Challenge
Challenging and finishing a challenge/hindrance of greater complexity or danger

Most **Sword & Sorcery**-style games also award experience points for the following:

- Defeating an opponent
Killing or defeating opponents of at least equal strength, or stronger ones

While games focusing on general **Intrigue** can award experience for the following:

- Resolving a social event or personal intrigue
Finishing a personally started or completed intrigue or social challenge

How much Experience?

The amount of experience points players get depends heavily on the play-style and general makeup of the game the group is playing.

The following table tries to give an indicator for how much experience per 4-8hr session would resemble which game speed.

Speed	XP
Slow	1
Normal	5
Fast	10+

Experience Points

Experience Points in GOG serve as a codified element to represent past experiences and allow players to use these experiences to develop and advance their character further in new and old talents.

How to Spend Experience

Once a character has gained XP, he can spend them, no time required, as long as the thing he wants to spend his XP on doesn't have such requirements, and it's applied immediately.

XP can be used to advance abilities or talents and activate new talents, as long as the person spending XP is allowed them.

To **advance** an attribute by one, you need to pay
 $1 + (\text{Current Lvl}) \text{ XP}$.

To **gain** a talent at level 0,
you need to satisfy its requirements and pay
 $3 + (\text{Current Lvl}) \text{ XP}$.

To **advance** a talent by one level pay
 $1 + (\text{Current Lvl}) \text{ XP}$.

Level Up

Once a player character has spent a total of at least 20 XP, even if the final point spent puts him above that limit, he gains a level.

To illustrate what happens when you *level-up*, we offer a step-by-step instruction.

Step 1 – Raise Health

Increase your maximum HP **or** Morale by 1.

Step 2 – Choose an Advancement Bonus

Whenever a character advances to a new level, he may choose an Advancement Bonus.

That bonus can be either

- Advance ability by one point
- or**
- Advance a talent by one level

Advancing beyond Level 10

Of course a player character can advance beyond 10th level. The reason why this book only focuses on those first 10 levels, is, that at that point characters begin to *break the mold*, so to speak, as their power has grown substantially.

That doesn't mean you need to stop playing, of course. Just be aware, that at level 20 every XP spent leads to a Level-Up and I don't think the system can necessarily take it.

Summary

Level	Indicator of Character Ability
Experience (XP)	Measure of Past Experience
XP Spent > Lvl Up	20
Gaining XP	Overcome some sort of vaguely defined challenge
How much XP?	Depends on Game Speed, from 1 or 5 to 10
Leveling Up	1 – Gain 1 HP or Morale 2 – Advance one Ability or talent
Level 10 Max?	No, but don't expect any balancing beyond it

4 – Talents & Backgrounds

Talents and backgrounds are what set your character apart from the common folk, by giving you not only greater skill but also special abilities most people won't have.

In Short

This chapter lists available talents in-depth in alphabetic order under each respective category.

Talents

Talents represent special knowledge or skills gained by spending XP on them, and can advance by leveling up or yet more XP.

Talents are divided into five categories,
General, Origin, Combat, Skill and Occult.

All talents are written the same way. They are divided into their respective category, have a name, flavour text, requirements if any and a list of effects gained by taking the talent from grade 0 to 3, the highest talent grade a player can achieve.

Name
Flavour Text
Requirement for Talent
G° Effect
G¹ Effect
G² Effect
G³ Effect

All talents are bought at grade 0 and can be differentiated into either talents that grow passively with the power of the owner or actively, be spending XP to advance the talent grade.

Which talent is which is explained by the talent effect. Unless specifically noted, talent effects are always cumulative.

To **activate** a talent at level 0,
you need to satisfy its requirements and pay
3+(Current Lvl) XP.

To **advance** a talent by one level pay
1+(Current Lvl) XP.

The only exception to this is during character creation, where the cost to activate new talents is lowered to allow starting characters more choice in creating the character they want.

Some talents give you similar bonuses. They are treated as cumulative, unless specifically stated otherwise.

General

General talents are open to everyone and represent common abilities or those that did not fit into any other category.

Animal Companion

You have won a friend for life, an animal willing to accompany you in your travels, and fight, live and die with and for you

Nature-related Background or CHA 14 or better

G° You have gained the service of a level-0-animal companion. The companion is created by the GM and can be what is commonly considered a common home or domesticated animal. It levels with the player, up until level 2 and sent away if you seek another, at which point it will become feral and hostile to the player. Seeking a new companion takes 1 week and a successful leadership roll with -4 RM.

G¹ The animal companion can be of what is commonly considered a wild animal, like a wolf, or raptor. The animal companion can now gain levels until level 5, at which point it can no longer spend XP, until this talent is advanced

G² The animal companion can be an animal equal in size to a bear or ox. The animal companion can now gain levels until level 8, at which point it can no longer spend XP, until this talent is advanced

G³ The animal companion can now grow up to 1,5m shoulder size if it hasn't already and can gain levels without limit

Born Leader

You have a natural talent in leading others

Requires Leadership 10 or better

G° You gain a group of d6 retainers, people willing to follow your ideals and support your actions. They are skilled specialists, warriors or occultists of zeroth level with a morale of 10 and require player support and payment to keep serving.

G¹ The number of your retainers increases by d6

G² The number of your retainers increases by d6

G³ You gain a loyal companion, a lvl-1-NPC that is willing to accompany your on your travels, with morale 2.

Expanded Backgrounds

Your personal history is much more fascinating, than previously assumed.

G° +2 Background Points

G¹ +2 Background Points

G² +3 Background Points, may raise one background to +7

G³ +2 Background Points, may raise second background to +7

Hardened

You have learned to cope with stress and exhaustion.

G° +1 Morale

G¹ +2 Morale

G² +2 Morale

G³ +3 Morale

Lightning Reflexes

Your reaction time is incredibly fast, allowing you to act that much sooner

G° +1 to Initiative rolls

G¹ +1 to Initiative rolls

G² +1 to Initiative rolls

G³ +2 to Initiative rolls

Linguist

Your knowledge of languages allows you to communicate with a wide range of creatures

G° You have rudimentary knowledge and ability to understand and speak most of the humanoid languages

G¹ You can now also read and write in those languages and gain rudimentary knowledge to speak even non-humanoid languages, provided you are able to

Second Wind

You can come back from anything, even the gates of death

G° At end of combat you always stabilize, even if at -9 HP at the time

G¹ At end of combat you regain an additional 1 HP/Moral

G² At end of combat you regain an additional 1 HP/Moral

G³ At end of combat you regain an additional 1 HP/Moral

Tough

You are able to endure pain more easily than others.

G° +1 HP

G¹ +2 HP

G² +2 HP

G³ +3 HP

Unyielding

You are able to continue to fight despite grievous wounds and horrible pain

Min. CON 12

G° Character is only knocked out and bleeding at -3 HP

G¹ Character is only knocked out and bleeding at -5 HP, Replaces Grade-0

G² Character is only knocked out and bleeding at -8 HP, Replaces Grade-1

G³ Character is never knocked out, just dies standing at -10 HP, Replaces Grade-2

Origin

These talents can require a certain Species or background to take, but allow us to diversify and change how and what kind of person the character is from his background apart.

Aen Sidhe Affinity

You are a member of the ethereal race, the long-lived and lost people of the otherworld

Species Aen Sidhe, cannot be combined with other Affinity

G° Your people live long, and as such are often treated as emotionally cold.

All morale damage you take from Non-Aen Sidhe is lowered by 1.

G¹ Your people were always affected by the season. During Spring, you gain +1 RM to Insight, during Summer +1 RM to Leadership, during Autumn +1 RM to Knowledge, during Winter +1 RM to Deception.

Bandar Log Affinity

You are a member of the monkey people, whether a black-hide gorilla or one of the smaller white-hide chimpanzees

Species Bandar Log, cannot be combined with other Affinity

G° You gain Advantage on all climbing rolls

G¹ You have the rare gift of Foresight and can thus activate the talent even without occult initial.

Half-Breed Affinity

You are the child of two worlds

Species Half-Breed

G° Your embrace of one side of your heritage has led members of that Origin to welcome you more warmly, giving you +2 to Reaction rolls when encountering them.

G¹ Origin talents of both races of your heritage treat you as if you were a member of either, allowing you to activate and advance them

Human Affinity, cannot be combined with other Affinity

A Origin of developed ape that is able to diversify and copy abilities from other, more advanced or differently developed cultures/Origin

Species Human

G° Copy a grade-0-effect of another Origin Talent. Choice is final.

G¹ Copy a grade-1-effect of another Origin Talent. Choice is final

Revenant Affinity, cannot be combined with other Affinity

You are one of the Wiederganger, a returned soul in a dead body

Species Revenant, cannot be combined with other Affinity

G° Your resurrection hardened your mind, giving you Advantage on all Resolve Defense rolls.

G¹ Your experience during your time beyond has led to a change of behaviour of beings from there. You get +2 to Reaction rolls from occult beings

Svartalfr Affinity

You are a member of the small volk, a black-skinned dwarf

Species Svartalfr, cannot be combined with other Affinity

G° Your bond with the mountain has given you some of his traits. You can never fall under the effect of mind-control.

G¹ Your people always were mastersmiths. Whenever you wish to craft something, add +4 RM to the rolls necessary for it.

Combat

Combat talents focus on special maneuvers and abilities to deal damage and fight more extravagantly.

Armour-Training

You have trained long and hard to learn how to wear armour correctly

- G° Can wear light armour without suffering disadvantage
- G¹ Can wear medium armour without suffering disadvantage
- G² Can wear heavy armour without suffering disadvantage
- G³ Can wear super-heavy armour without suffering disadvantage

Attack from Behind

You have the uncanny ability to always hit where it hurts most

Min. Stealth 14 or Path: Alacrity

- G° Attacking an enemies weak point adds your level to the damage
- G¹ Attacks on enemies that haven't acted yet in a round add your level to the damage
- G² You can always find a weak point, even if the enemy wouldn't usually have such a spot, as long as he can't see you
- G³ Critical hits against a weak spot double the CRIT of the weapon used

Defensive Training

You've exhausted the training for defensive maneuvers, allowing you to put much greater duress onto your weapon to defend

Min. STR 14 or Path: Alacrity

- G° Choose a weapon category (see equiRMent chapter for full list). You have learned to use Block with weapons of that category and can now always apply this defense just as if you used a shield to block, chipping away at the weapons durability. You may always choose to retrain the chosen weapon category by investing 1 day of training and by use of a training montage.
- G¹ You gain +2 RM to Weapon Durability checks
- G² A successful block can also damage an opponents weapon on a 15+ after you blocked
- G³ Your defensive skill maneuvers you into a superior position. Every time you've blocked since your last action, you gain advantage until the end of round.

Critical Wounds

You have learned to hit your opponent where it hurts most

Min. PER 14, only melee weapons

- G° You can increase the CRIT-value of a melee weapon you are wielding by 1. A weapon without CRIT-value gains CRIT 1 instead.
- G¹ You can increase the CRIT-value of a melee weapon you are wielding by 2. A weapon without CRIT-value gains CRIT 2 instead.
- G² You can increase the CRIT-value of a melee weapon you are wielding by 3. A weapon without CRIT-value gains CRIT 3 instead.
- G³ You can increase the CRIT-value of a melee weapon you are wielding by 4. A weapon without CRIT-value gains CRIT 4 instead.

Endurance

You can take hits that would tear others apart without blinking once

Min. CON and RES 10

- G° Lower HP damage received from attacks by 1
- G¹ Lower HP damage received from attacks by an additional +1
- G² Lower HP damage received from attacks by an additional +1
- G³ Lower HP damage received from attacks by an additional +1

Sentinel

You have taken it upon yourself, to stop those who would dare walk past you. No one walks past you.

Min. CHA and CON 15

- G° You are able to bind one opponent to yourself. As long as you are standing, that opponent may not leave your side for fear of leaving himself open to an attack from you. You may choose which opponent at the start of your action phase.
- G¹ You can now bind up to 3 opponents to yourself.
- G² You can now bind up to 5 opponents to yourself.
- G³ You can now bind up to 10 opponents to yourself. Your very presence gives opponents +2 morale.
(Since you roll morale checks at equal or higher, getting a higher morale is bad)

Sharpshooter

You have learned to aim for the most devastating effect

Min. PER 14, only Ranged Weapons

- G° You can increase the CRIT-value of a ranged weapon you are wielding by 1. A weapon without CRIT-value gains CRIT 1 instead.
- G¹ You can increase the CRIT-value of a ranged weapon you are wielding by 2. A weapon without CRIT-value gains CRIT 2 instead.
- G² You can increase the CRIT-value of a ranged weapon you are wielding by 3. A weapon without CRIT-value gains CRIT 3 instead.

G³ You can increase the CRIT-value of a ranged weapon you are wielding by 4. A weapon without CRIT-value gains CRIT 4 instead.

Shield-Training

You have learned to use your shield more efficiently and can even use it as a weapon

Min. CON 14 or Path: Timing

- G° You gain +2 RM to Shield Durability checks
- G¹ Your techniques allow you to use a shield to attack an opponent with a bit more oomph behind it. The attack deals RD Morale Damage.
- G² Learning the most efficient way allows you to use even the heaviest of shields without Disadvantage.
- G³ You have become able to block just about any kind of attack, so long as you perceive of it. You may always declare a block, even when the attack wouldn't normally allow you to block, so long as you use as shield for it.

Trusted Weapon

A weapon you can trust can help you more than the best friend might. And you can't stab other people with friends.

- G° Choose a weapon (For this purpose, your fists count as a weapon). You gain +2 RM on all Combat rolls with it.
- G¹ You gain +2 RM to Defense rolls with the chosen weapon.
- G² All attacks with the chosen weapon gain 1A L
- G³ All attacks with the chosen weapon gain Advantage.

Two Weapon Fighting

You have learned to fight with a weapon in each hand and excel at delivering a rain of steel.

Min. AGI 14 or Path: Speed

- G° When fighting with a one-handed weapon in each hand, you gain an additional action you can only use to attack with the second hand weapon. This attack has Disadvantage.
- G¹ You have +2 RM on Combat rolls to attack with two weapons.
- G² Attacks with the second hand weapon no longer have Disadvantage.
- G³ Your skill with two weapons has become so great, that you may now also wield 2 two-handed weapons.

Two Weapon Defense

Others concentrate on attacking, you have mastered the art of building a steel whirlwind, to push aside all who would try to hurt you

Min. AGI 14 or Path: Speed

- G° You gain +2 RM to Defense rolls, when wielding two weapons, against physical attacks.
- G¹ Gain additional +2 RM to Defense rolls, when wielding two weapons, against physical attacks.
- G² You may cross-block using both weapons at the same time, even if you haven't got *Defensive Training*.
- G³ Enemies attacking you get disadvantage, when you wield two weapons.

Warlord

You have an air of violence and combat about you and men are ready to die at your command

Min. CHA or INF 14

- G° Retainers that are following you have -1 to morale
- G¹ Whenever you order a group of retainers of at least 2 people during a fight, they get your level as a +RM to potential rolls if they try to fulfil that order
- G² All retainer in Range 2 to you, may reroll failed morale checks once
- G³ Once per day, you may make a War Shout, which adds your level to all rolls your retainer make until the end of the next round.

Wrath

You are led by your constantly boiling hatred and anger, and in desperate times can call upon that anger to BRING ON THE WRATH

Min. RES 14

- G° You can, once per Wrath talent grade per day, go into Wrath Mode. During Wrath Mode you increase the escalation bonus by your talent grade, get +2 RM on Strength rolls, 10 temporary HP, ignore morale damage and can't act stealthily or do anything requiring precise control. Wrath Mode lasts max (20-RES) rounds and afterwards you gain morale damage equal to its length.
- G¹ During Wrath Mode, you further gain +1 RM to Strength Rolls, +2 temp. H, and the morale damage afterwards is lowered by 1
- G² During Wrath Mode, you further gain +1 RM to Strength Rolls, +2 temp. H, and the morale damage afterwards is lowered by 1
- G³ During Wrath Mode, you further gain +1 RM to Strength Rolls, +2 temp. H, and the morale damage afterwards is lowered by 1

Skills

Skill talents describe abilities of general deception, social quality and special powers, as these talents fit stealthy characters.

Academic

You have an academic education, whether by trade or hobby

Min. LOG 14 or Path: Memory

G° Choose an academic discipline, you gain +2 RM for it (Alchemy, Ancient Literature, Arithmetics, Arts, Astronomy, Canon Law, History, Medicine, Occultism, Philosophy, Physics, Rhetoric, Theology)

G¹ Gain +2 RM for an academic discipline

G² Gain +2 RM for an academic discipline

G³ Choose an academic discipline to gain Advantage for it

Alchemist

The knowledge to combine the right ingredients gives you the ability to create previously unknown elixirs and contraptions

Min. Knowledge 14 or Path: Memory

G° You have learned to create an elixir, of which you may choose one from the list of elixirs from the equiRMent list. It costs you 50% of the listed price in silver pieces and 1 week of time to brew one. When it is consumed, you make a Knowledge roll to determine whether it is functional or not.

G¹ Your experience with alchemica increases their duration by a number of rounds equal to your level

G² Your knowledge of herbs gives you the ability to identify any poison on a roll of 15+ on a d20

G³ Choose: You learn to create another formula of elixir from the equipment list or increase the potency of your known formula to its heightened effect.

Eagle Eye

Others commend you for the sharpness of your vision

Min. PER 14

G° Your sharp eyes allow you to perceive and pick up things others might not see. You gain a passive perception value, at PER+4, that is active even when no perception roll would be allowed, giving you a chance to notice things others would miss

G¹ Your vision is remarkably sharp and allows you to see clear up to a distance of a hundred meters

G² You may decrease the range of a ranged attack by 1, if it is at 4 or higher

G³ You can see somewhat well even in dim and darker nights, giving you something close to Lowlight-vision.

Fool's Luck

You have a certain ability to get into trouble, just as well as you get out of it

G° You gain a luck point. You may use that luck point whenever you wish to add d6 to a dice roll you just made, whether combat or skill-related. After you've made that roll, the GM gets the lucky dice you used and can use it to subtract d6 from a dice roll you will make at some time in the near future. After the GM has spent the luck point, you regain it.

G¹ The number of luck points at your disposal increases to 2

G² You may now also spend a luck point to negate a critical hit an opponent made upon you

G³ The number of luck points at your disposal increases to 3

Healers Touch

You are skilled in healing others, whether by closing wounds with operating equiRMent or by helping them through the pain

Requirement for Talent

G° You may increase the number of points healed with a roll by 1

G¹ Quick-heal items you use, whether on yourself or on others, heal one additional point

G² You may increase the number of points healed with a roll by 3 instead of 1

G³ Once per day you can heal another by d6 HP/Morale via touching them. This exhausts you, giving you disadvantage on your next action.

Locksmith

Your fingers were born to get you in there, wherever there is

Min. AGI 14 or Stealth 12

G° You don't get Disadvantage for working with bad tools, even without ones

G¹ You can never gain disadvantage for lockpicking attempts

G² You can reroll failed Lockpicking attempts once per attempt

G³ Whenever you encounter a lock for the very first time, roll a d20. On a 20, the lock is open but only for you. The GM may and should make a notice for this.

Mechanist

You have embraced the new age of gunpowder and revel in it's marvels

Min. Knowledge 14 or Path: Sharpness

G° You have learned how to create gunpowder and can usually recreate the mixture if given enough time. You need one hour and materials equal to 10 silver pieces to create about 100g or one unit of gunpowder.

G¹ You have learned to mix different powders and materials to create incendiary grenades. This requires both a unit gunpowder and about 1 hour and 5 silver piece per grenade you wish to build. For each grenade a separate Knowledge roll is required. The roll is only made once a grenade is thrown to determine whether it is functional at all or not.

G² Gunpowder used in bombs and weapons that you create have a greater effect, which adds +5 to their CRIT and doubles the explosive radius of bombs made by your knowledge

G³ You have gained the knowledge to create a mechanical monstrosity, a steam-powered golem. You can create it as a companion that travels with you, with a level equal to your own minus 1 and morale 2. Creating the golem costs 10.000 silver coins and one month of time and must be done in a workshop or factory. The appearance of the golem is up to its designer.

Mind Fortress

You have learned ancient techniques and fortified your mind against those who would do you harm

Min. LOG and RES 10

G° Lower morale damage received from attacks by 1

G¹ Lower morale damage received from attacks by an additional +1

G² Lower morale damage received from attacks by an additional +1

G³ Lower morale damage received from attacks by an additional +1

Silver-Tongued

You have learned to use the right word to haunt and hurt, heal and inspire

Min. INF 12 or Path: Personality

G° You have learned to wound with words like daggers and can attack using Influence instead of Combat, dealing morale damage equal to RD/2. Resolve defends. You can only hurt those who can understand/hear you.

G¹ Once per day you may roll Influence to make an Inspiring Speech, healing every ally in 15m for RD morale.

G² Your insults are a biting criticism of the abject failure your enemy has been and always will be. Your Influence attacks gain Advantage.

G³ You can take as you can dish out. Lower morale damage received from attacks by 2. This damage reduction is not cumulative with other sources.

Street Rat

You were born in the dirt and grew up on the street and cracks of society

Min. INT 14 or Path: Sharpness

G° You learned to disappear in urban areas, so you can always try to find an alley or doorway to hide into on a 15+ on a d20

G¹ Experience taught you who lies, gain +2 RM to Insight rolls among the lower classes

G² In urban areas, you can always find a fence on a 15 or higher on a d20

G³ You picked up lockpicking, gain +2 RM to pick locks

Thieves Nose

You have an uncanny ability to find items of value, no matter how good their hiding spot

Min. INT 14 or Path: Critical

G° You can practically smell valuables. On a successful Perception roll with disadvantage the GM has to inform you if any valuables are within (20-INT) m radius of your character.

G¹ The perception roll is now done without disadvantage.

G² You get +4 RM to the Perception roll to find valuables

G³ You can determine the general direction of valuables and the distance according to the range categories

Occult Dabbling

You have, from time to time, sought out knowledge of the arcane and subliminal and made it your own. You will never be what others consider a sorcerer, but you have gained valuable knowledge nonetheless

Doesn't have an Initial talent, may not combine with Initial talent

G° You gain +4 RM to Knowledge rolls concerning the occult

G¹ Choose a non-initial-occult talent. You gain its grade-0-effect and can use it by making a successful Knowledge roll and paying 2 morale

G² The continued research into the occult has taught you well and you now only need to pay 1 morale to use your occult talent

G³ You may either choose another grade-0-effect from a non-initial-occult talent or increase the effect of the occult talent you already possess by one grade

Occult

Occult talents have special requirements and allow the manipulation of the physical world by powers beyond our own keen and understanding.

To advance an occult talent other than the initial occult talent also requires the corresponding talent grade in the initial occult talent. Also, all occult talents only either last until the end of the next round (in combat) or up to 4 hours (out of combat). Currently active occult talents peter out at the end of the second round if combat started during it.

Every occultist can try to counter an opponent's occult talent. For this, he declares to do so, forfeits his next action and makes an opposed roll against the occultist casting. On a success, the occult talent fails to work, otherwise it works as normal.

All armour influences occult abilities and adds the armour value as a negative RM to occult talent rolls.

Finally, using occult talents at a grade higher than 0 puts great mental strain on the user and he suffers morale damage equal to the talent grade chosen, regardless of success or failure, if an attempt is made.

Blood and Life

Your blood gives you the ability to heal others, though the act of healing itself might require you to spill your own.

Requires Power of Blood

G° You spill your own blood to heal others. Per point of HP damage you deal yourself, you can heal two points of HP damage. You **can't** heal yourself with this. The targets skin must come into contact with your blood.

G¹ You can now also heal morale damage. Also, the self-inflicted wounds per HP damage won't scar anymore.

G² Healing others infuses them with your power, giving them advantage on their next action.

G³ You can now heal 2½ points of damage. (½-points of HP are lost if not combined with other ½-points to a full HP)

Curse of Weakness

You have learned to drain others of their strength, of their power, of peace and prosperity, of fortitude and endurance. For a while.

Requires (Initial) talent

G° You can weaken an opponent by cursing him aloud. He gets a -1 RM to all rolls.

G¹ Your curse grows stronger and increases to -2 RM. You may also instead focus upon a single attribute or skill, which would instead grow to -4 RM.

G² As your power grows, so do your curses and they begin to get a life of their own. You may dominate those cursed with an opposed Influence roll for up to character level rounds.

G³ Your curse becomes infernal and increases to -4 RM or -8 RM to a single attribute or skill.

Elemental Force

To shape elemental powers and form them into something equal to a weapon, a terrible talent for destruction

Requires (Initial) talent

G° Choose an element (fire, air, earth, water). You can make ranged attacks with an elemental blast. It deals 2 damage, either HP (fire/air) or morale (earth/water), and has range 0. The elemental force works equally for all Initials.

G¹ You have learned to shape the energies of your chosen element into a wide pattern, allowing for a cone-like 90° strike with range 1. It deals 4 HP or morale damage, which are applied to every target in the cone.

G² Further experience with the chosen force has given you the idea how to create an elemental wall. It stands up to 3m high for talent grade rounds and can be stepped through for 6 HP damage (fire/air) or stops opponents (water/earth) with durability 10. The wall cast range is 2.

G³ Mastery of the element chosen has led you to create a concentrated elemental ball, which explodes upon impact. It has range 3 and deals 8 HP or Morale damage upon explosion to all targets in range 0.

Force Blast

You learned to channel your occult talent into a destructive beam of force

Requires (Initial) talent

G° You can make ranged attacks with a Force Blast, an occult beam. It deals RD HP damage and has a range of 0. It is a

Stroke of Lightning (Ritualism)/

Stream of Boiling Blood (Power of Blood)/

Acidic Ray (Pact-Bound).

G¹ The Force Blast deals RD-1 HP damage and has a range of 1.

G² The Force Blast deals RD-2 HP damage and has a range of 2.

G³ The Force Blast deals RD-3 HP damage and has a range of 3.

Foresight

You are one of the few Bandar Log gifted with the powers of the third eye and can see into possible futures, a dangerous and hunted gift

Requires Bandar Log Affinity Grade 1

G° You are one of the few Bandar Log that is able to glimpse pieces of the future, often only a second at most. You gain +1 RM to all physical defense rolls. If activated without occult initial, choose one now. Each grade lasts character level rounds.

G¹ Your gift begins to extend, at times threatening to overwhelm you with visions of darker futures. You can, once per session, roll a d20 against your occult power stat and, if successful, the GM should give you an uncertain glimpse of a possible future to come.

G² You have begun navigating the currents of possible futures and can use it as an occult talent that threatens an enemy with dreaded doom. Per grade used, if successful, makes your opponent suffer (grade+1) -RM to all his actions.

G³ Your gift has extended into merest possibilities. You now gain +1 RM to all defense rolls.

Golem

You can infuse a creature with life, for a short amount of time, that is required to follow your every whim and command

Requires (Initial) talent

G° You have learned to create a clay golem, a creature of simple mind and ability. It is a level-1-occult being that requires about 10 silver pieces of material and 1 hour of work, after which it jumps to life for character level hours.

G¹ (Power of Blood Only) You tapped into your own blood and as such can create a golem out of your own person wherever you want within a minute of uninterrupted casting as a level-3-occult being for character level hours, but it costs you dearly. When summoning your blood golem, you lose ½ Max HP

(Ritualism/Pact-Bound Only) You tapped into the powers of metal and can now shape a golem out of iron, bronze, steel and copper. You can summon him as a level-2-occult being after d6 minutes of uninterrupted casting and with about 50 silver pieces of material for character level hours

G² You have learned to imbue your golem with greater mental flexibility and as such can give him a talent from the Combat Talent section. He uses that talent equal to a grade of his own making

G³ Your golem is now a creature of pure power. You no longer require any materials, only an uninterrupted minute of casting, and he appears as a warrior of character level-1 with unquestioning loyalty.

Illusion

To create the reflections of light, the refractions of a shattered mind, to cast false images for all to see

Requires (Initial) talent, Min. Deception 15

G° You can, just by the snip of your hand, conjure up small, up to hand-sized illusions, that might even seem real to a passing observer, but wouldn't really stand up close inspection. They can only hold their form for character level rounds before resolving into smoke

G¹ Talented as you are with the art of deception strengthens your illusions further. You may now create illusions up to the size of a humanoid, but even though they are of finest detail, they are also mostly unmovable once created as large as that. You may create a number of up to talent grade illusions that can hold their form and may even hold up to scrutiny, unless observed from closest quarters

G² Learning from unearthen sources gives you insight into the nature of the nebulous and deceptive and allows you to create a thick fog or mist with a range category equal to character level, through which only you can see with complete clarity for character level rounds, until it dissolves

G³ With the experience gained, you can now infuse your creations with a semblance of life, such as creating phantom warriors and animals. A successful roll creates up to character level illusory beings under your command. They fight as if level-1-opponents and dissolve into mist if "killed". They hold for character level rounds and can only ever deal morale damage, though never more than an opponent can take. They can never deal surplus morale damage

Invisibility

It's quite easy. All you have to do is just not be there.

Requires (Initial) talent

G° You succeeded in making parts of yourself less visible. You can gain +4

RM per talent grade to all Stealth rolls for character level rounds per casting, which can not be stacked

G¹ Playing with shadows and minds has given you insights into hiding yourself. You can force anyone trying to see you to roll for perception first, unless you directly interact with them

G² Most of your body become blurry and the light begins to slowly bend around you, but not fully yet. Everyone trying to perceive or attack you does so with disadvantage

G³ You have learned to become truly invisible. Your body, and only your body, becomes completely see-through, though you can still be heard and the after-effects of your movement can be seen. The duration of your invisibility is equal to your character level in minutes

Molding

Your otherworldly ally gives you the ability to empower items with your own power to strengthen or weaken them.

Requires Pact-Bound

G⁰ You learn how to strengthen items and can attempt to empower armour or weapons to increase their durability, adding +2 to their Durability checks for character level+1 rounds. This cannot stack

G¹ You learn how to weaken those same items, decreasing their durability by giving them a -3 RM to Durability Checks for the same duration as during grade 0. This cannot stack

G² The RM for Durability Checks is now 5.

G³ You can now infuse your power into an item, adding the RD as a +RM to the next action done with the item, whether for defense or combat roll. This infusion cannot stack. An infused item cannot be strengthened or weakened.

Occult Summon

Your otherworldly ally has taught you how to call upon the powers of netherworld and its denizens

Requires Pact-Bound

G⁰ You have learned to summon a lvl-0-occult being. The summoned creature needs to be controlled by a successful Resolve roll or it attacks the summoner after the action, and serves the summoner for up to 1 turn per level, before disappearing in a puff in a cloud of sulphur

G¹ You may summon up to lvl-1-occult being. The time of servitude is now extended by 1 turn per talent grade used.

G² You may summon up to lvl-2-occult being. You may choose if the demon summoned is to be infused with your power, giving him +2 RM to all actions.

G³ You may summon up to lvl-3-occult being. You may also now summon up to lvl-6- occult being, but get disadvantage on the Resolve roll to control the summoned creature. High-lvl-occult beings may have additional unknown abilities and dangers.

Pact-Bound (Initial)

You had neither the innate ability nor the learnedness to gain what you wished for. Yet you wished so very much...and something listened.

Min. RES 14 or Path: Personality, doesn't have another Initial talent

G⁰ You now have the ability to call upon your pact and can therefore gain occult talents. Choose an attribute as your occult power attribute. Whenever you use occult talents, roll on the chosen attribute. You can now activate other occult talents.

G¹ You can now advance occult talents to grade 1

G² You can now advance occult talents to grade 2

G³ You can now advance occult talents to grade 3

Power of Blood (Initial)

The power was always within you, sleeping, waiting, dreaming, until it finally broke free and asserted itself into your life. Violently.

Min. CON 14 or Path: Charm, doesn't have another Initial talent

G⁰ You now have the ability to draw upon the power of your blood and can therefore gain occult talents. Choose an attribute as your occult power attribute. Whenever you use occult talents, roll on the chosen attribute. You take HP instead of morale damage when using occult talents. You can now activate other occult talents.

G¹ You can now advance occult talents to grade 1

G² You can now advance occult talents to grade 2

G³ You can now advance occult talents to grade 3

Returning the Soul

You have learned how to transfix and rebind the soul into a body, even if it had already left the body, though not always in a sane way

Requires (Initial) talent

G⁰ You can anchor a soul inside a dying body, allowing you to instantly stabilize any being you can touch on a successful roll

G¹ Having gained the knowledge of soul anchoring has made you delve deeper into the mysteries of the soul and allows you to leave your body character level minutes by severing your own soul from your body. As a soul, you are ethereal, like the wind, cannot be seen or heard and move

through all matter with only small step. Be warned, if you do not return within the time, your body may already be inhabited.

G² You have learned to bind part of the soul again into a body, but at the cost of their true life. You require a fully black onyx. The onyx is pulverised during the casting, but the soul returns to inhabit the body, but it is returned to unlife instead. The person cast upon becomes a revenant and loses its Origin affinity, if it had one that wasn't Revenant Affinity before, as well as one level and all advancements gained with it.

G³ You have learned to completely rebind a soul into a body, even once it has left it completely. You require a blood red ruby. The ruby is pulverised during the casting, but the soul returns to inhabit the body and return it to life, but drawing the soul back costs you d6-2 years of life. The reawakened person returns to life with all wounds closed. This may not always be successful, and requires a mostly intact body. A skeleton body will not do.

Ritualism (Initial)

You have learned to harness the power by devising complex rituals and signs, lowering the danger but increasing the work and time required

Min. LOG 14 or Path: Memory, doesn't have another Initial talent

G⁰ You have learned how to perform occult rituals and can activate occult talents. Choose an attribute as your occult power attribute. Whenever you use occult abilities you roll on the chosen attribute. Using an occult talent halves your current initiative result and you suffer (grade-1) morale damage. You can now activate other occult talents.

G¹ You can now advance occult talents to grade 1

G² You can now advance occult talents to grade 2

G³ You can now advance occult talents to grade 3

Spell Binding

Others might try themselves at exhausting themselves, you learned to save your energy through binding spells into magical signs and bindings

Requires Ritualism

G⁰ You can store a talent effect into a binding tattoo on your body. To create such a binding you need the corresponding talent at hand to either cast it yourself or have it cast upon the bindings. Each created binding lasts for (spell talent grade) days until running out of energy, or until used, whichever comes first. Per binding you can store a spell till grade 0. You can now store 1 binding upon your body up to grade 0.

G¹ You can now store 2 bindings upon your body up to grade 1.

G² You can now store 3 bindings upon your body up to grade 2.

G³ You have learned to imbue your bindings onto other surfaces than your body and can therefore create them wherever you wish to invest time and power in. Such bindings hold for up to (spell talent grade) weeks. You can create specific conditions, when such a binding is to activate.

Taking Life

You have found that the blood of others can heal you and empower you

Requires Power of Blood

G⁰ You can now drain blood by attacking another at range 1 with your occult power attribute and deal RD HP damage. If your attack is successful, you regain 1 HP for every 3 full HP drained.

G¹ Successfully draining blood from another gives you advantage on your next action.

G² You now always heal up to 3 HP, when you successfully deal damage

G³ If you kill a living enemy by draining his blood, double the amount of damage healed.

Warding Ritual

You have learned to create a circle of warding to protect you and eventually also others with your powers

Requires Ritualism

G⁰ You can create a warding circle of size up to 1,5m radius. This warding circle adds +2 RM to all defense rolls made from people within it against all outside influences. It has the duration of character level rounds+1.

G¹ The ward can now conform to your own body instead of a circle.

G² You can expand the warding circle to a size of up to 5m radius.

G³ You have learned to make the warding completely repulse interference from the outside and the inside with a durability of 10.

4.2 - Backgrounds

Backgrounds are character elements, which serve to breathe life into them. They do this by creating a small window into the characters past as well as a mechanical bonus to his non-combat-rolls to represent special knowledge and skills.

Backgrounds aren't linked to specific attributes, but rather treated as general bonuses that can sometimes be added to this or that ability, even if some are closer to one attribute than another.

Splitting Points

A player can split his background points onto as many backgrounds as he liked, so long as each background has at least one point in it and no background has more than 5, unless stated otherwise by specific talents.

How many backgrounds a character has in the end is solely dependent on the player. Whether he has 8 +1 backgrounds or one with +5 and another with +3 is of no difference, gameplay-wise, since both give us a focus for the mechanics and tell us how good the characters were in what they did before becoming adventurers.

Using Backgrounds

Whenever a player needs to make a roll for an action that would be equal to a skill in another game, he will be told which attribute to roll for either by group consent or the GM.

Such a roll should be rolled as normal against the characters attribute, and gains a **positive Roll Modifier** equal to the background used, which allows for a higher roll result. Backgrounds can never be used for Combat rolls.

Sometimes the GM might say, that a chosen background might not be as good a fit for an attribute roll as another background, or that the background chosen by the player might even change the attribute, to better fit the gameplay or narrative.

Choosing Backgrounds

Most players choose a background that helps define the character concept they have before their inner eye, that basically mirrors the past and experiences of a character. I've compiled a small number of examples below, to help with choosing something.

Gladiator	Noble Pageant	Cultist of the Eye and Star	

5 - Combat

In the harsh lands, chaos and death reigns supreme. Player will need to fight to survive.

In Short

This chapter explains how combat works.

The Combat Round and Turn

Assuming, that intentions to hurt one another have been clear, all participants enter a turn-based system to resolve the situation.

In **GOG**, combat is resolved with a step-by-step resolution:

Initiative
Action
Escalation
Morale
Repeat

The moment when a character acts, is the action phase. A number of action phases, equal to the number of combatants fighting, must be resolved, to complete one round of combat. As previously established, each round has a length of 6 seconds.

Initiative

Everyone rolls a d20 to determine their character's initiative. We call this the initiative roll.

Example: *Rolling Initiative*

When everyone has rolled for their initiative, an action order from 20 downwards is created. Characters now act during their initiative result. If two characters are at the same initiative count, they can either determine who acts first or act simultaneously.

Action

As soon as a character's initiative result is reached, their action phase begins. That means that they can now declare an action to make, of which they have only one (1).

One can attack, move, use a talent, go for a maneuver or something similar.

The character rolls the attribute or stat corresponding to the action he/she wants to do and, if necessary, compares his result to the opponent's result.

Repeat Action

A character that has just now finished his action can decide to act immediately again by taking 2 morale damage, after which that character may act again, provided his morale hasn't gone to 0 or less by this action.

Escalation

In the Escalation phase the Escalation value increases by one, to a maximum of 6, provided this is the second or later combat round. The escalation value is represented by a d6.

The Escalation value acts as a +RM equal to his value that is added to all **player** Combat rolls. Once combat ends or a lull in the fighting happens, the value resets to 0.

Escalation represents the fight heating up and getting more and more devastating as the players gain momentum.

Morale

Before finishing a combat round, a morale check might be in order. Player characters are excluded from this.

A morale check is necessary, when one of the following events has happened during the current combat round:

- Leader of the opposition is killed
- Strongest/Most powerful opponent killed
- At least half of opponents are killed
- Opponents are greatly (at least 1 to 3) outnumbered

A morale check is a d20-roll against the morale value of an NPC character or NPC group. To succeed, the NPC or group testing their morale needs to roll above their morale score.

Repeat

Once the previous phases of combat finished, the current combat round ends and the next one begins with the action phase.

This continues, until combat ends by the death, flight or surrender of one side or the other. Of course, you might have a stand-off or some sort of diplomatic conclusion.

Combat Details

In the following chapter, details of combat are explained.

End of Combat

Whenever the player characters end a combat victoriously, every surviving character immediately gains 5 HP and Morale, to represent their will to survive.

Attacking

Any attack, whether melee or ranged, based on Influence or Combat, is treated the same way.

The following is first a simple check list of common things to do, as well as a step-by-step list of all the things that might be important during an attack. The former is short and the main version, the latter is included for completeness sake.

Short

- 1 – Attacker rolls Combat
- 2 – Defender rolls defense or declares block
- 3 – If damage remains, subtract defender armour
- 4 – If damage remains, damage is dealt to defender

Complete

- 1 – Attacker chooses weapon/kind of attack
- 1a – Attack modifiers are determined (Dis-/Advantage? RM?)
- 2 – Attacker rolls Combat/Attack Attribute or Stat
- 2a – If roll is failure, attack fails
- 3 – If roll is successful, determine roll differential (RD)
- 4 – Target may defend itself
- 4a – Defender modifiers are determined (Dis-/Advantage? RM?)
- 5 – Defender rolls corresponding attribute/stat
- 5a – If failure, defense fails and go to 9
- 6 – If success, determine defense roll differential
- 7 – (Weapon Damage+Attack RD)-(Defense RD)
- 8 – If Damage at least 1 after comparing them, continue
- 8a – If Damage after comparing $0 \leq$, the attack fails
- 8b – If attack roll \geq Crit-Value, determine critical effect
- 9 – Subtract armour value from remaining damage
- 9a – If remaining damage $0 \leq$, the attack fails
- 10 – Subtract remaining damage value from target hp/morale points

Attack modifiers

When the attacker declares his action to be an attack, we need to check if he gets a modifier and whether, if a ranged weapon, he attacks within weapon range. Whether he gets RMs or Dis-/Advantage depends heavily on the circumstances.

Range

All ranged weapons have a range from 0 to 4 (or higher).

Number	0	1	2	3	4+
Category	Close	Near	Medium	Far	Extreme
Range	0-3m	4-10m	11-19m	20-49m	Per 50+m

If the attacking character uses a weapon above his range, he gets **disadvantage**, while attacking on a lower range gives **advantage**.

If the attack is a ranged attack on a distance above 100m distance or 3 range levels higher than the weapons range, the attack gets **-4 RM**.

Defense

A character may always defend against an attack, but it gets more difficult, the more often he has to defend himself in a single combat round, and depends on how he has to defend himself.

Trying to sverve out of the way of an incoming crossbow bolt can be a roll on intuition, perception or agility, while parrying an unarmed blow can take constitution or strength, and defending against an insult resolve or charisma.

Successfully defending reduces the damage the opponent can do by the defenders RD.

Defense modifiers

Each time a character defends after the first time during a combat round, he adds a **-2 RM**.

A defender might also get Ad-/Disadvantage, depending on the circumstances.

Blocking

Using a shield, or a fitting weapon with the *Defensive Training* talent grade 0 or dual-wielding weapons with the *Two-Weapon Defense* talent grade 2, allows a player instead of rolling his defense, **to declare that he is blocking** the attack.

Blocking an attack **negates all damage dealt**, but forces a Durability Check on the item blocked with. A durability check is made for the item you blocked with, by rolling against its durability value, equal to an attribute.

If you roll equal or higher than the durability value, the item's damaged but holds, adding +1 RM to future Durability checks for it. If you roll less, it is destroyed or shattered.

You cannot defend against every attack with every item. Breath- and Blast-type attacks, for example, can only be blocked by a shield, and some weapons can force Durability Checks.

Critical Hits

Critical hits are especially devastating hits, that allow maneuvers or increased damage.

A critical hit happens, when, during a Combat or Defense roll, a roll result is within CRIT range. The CRIT range of a weapon is determined by whether or not it has the CRIT X-keyword. A weapon without it can only do critical hits on a natural roll of 20 and can only use that for maneuvers. A weapon with the CRIT X-keyword subtracts the keyword value from 20 to determine its CRIT range.

Whenever a die roll results in a critical hit, the character can either do a maneuver or add the CRIT value to the damage of the weapon.

A **maneuver** is a special effect like disarming your opponent or knocking him down.

Maneuvers

Every character can attempt maneuvers.

They are an action that allows the characters to do things like charge the enemy, disarm him, use a feint or knock him down.

Using a maneuver requires an attribute/stat roll corresponding to the maneuver used and if successful, forces a defense roll from the enemy. The effect of a maneuver should be determined by player-GM cooperation.

Maneuvers chosen and made from a critical hit succeed automatically and cannot be defended against.

6 – Advanced Rules

This chapter and everything in it deals with additional and advanced rules. First and foremost be aware that using them is completely optional, as the game works well without them, but that doesn't mean that they aren't without purpose, as for some they can add flavour or tactics otherwise missed.

Advanced Rules are always optional and can be classified as a strong or weak choice. Strong choices influence the game you wish to play by a mile and then some, often dramatically changing the balance and style of game you play, while weak choices are used more as an enhancement, something that allows for fine-tuning or deeper customization.

In Short

This chapter collects all rules, useful to those who wish to expand the base game with another degree of both complexity and possibility, as the expanded rules are able to more fully deliver the verisimilitude one might crave as well as allow to depict settings and game worlds not otherwise imagined.

Degrees of Success & Failure

Example:

Character Points

Character Points are an optional meta-game-resource and allow players to “bend the rules” in their favour, usually to twist a situation or dice roll in such a way, as to assure a positive outcome or to survive a greater calamity.

Mechanic

Every player character starts with 2 Character Points and can use them to:

- Create a fact in the game world, if the GM agrees³
- Call upon his deeper strength and willpower to overcome adversity, healing his current health by d20 /2 points
- Act a second time during a conflict
- Act first, before everyone else, during a conflict

Spending Character Points

To spend a Character Point, the player declares that he wishes to do so at any fitting moment during the game and lowers his current point total by one or the amount of points he wishes or needs to expend.

The number of points one has to spend can vary depending on the effect the player wishes for, as per GM Fiat.

Regaining Character Points

Character Points are regained by **Refreshment**, a moment happening during a level-up, or at the start of a new module, whichever comes first. During Refreshment, a player regains Character Points, up to his current Character Points

Maximum. A Character cannot have Character Points beyond that value.

Another Method to gain Character Points is by creating or having what is known as “awesome moments”, often times happening by accident or due to insane daring-do by a player. At such times, a Character Point is regained by the character, provided he has spent at least one since the last time he had gained one.

About Character Points

Character Points and their like, whether you call them Fate, Destiny, Edge or Bennies, can be found in a plethora of modern games and serve to empower the player side of the game and add their voice more fully into the game world and the plot, if they so choose.

Adding Character Points is a **strong** choice

Horror

Deadly Wounds

Path Titles

Adding Path Titles is not a choice. It is destiny.

Name Level

³ Like arriving in a new town and spending a point to declare “There is a branch of my secret society in this town.”

7 – Encounters and Retainers

Encounter

Noun, An interactive scene between two or more different sides of people with varying degrees of bloodlust.

Encounters are often touted as the building blocks of the rp gaming module and usually come in one of three variants. Unplanned, planned and random encounters.

Unplanned encounters are those that happen because your player decided to do something, whether it is something incredibly clever or stupid. They require no reaction rolls, because the situation itself tells us how the opposing side will react.

Planned encounters are encounters the GM has pre-planned. They might not work out exactly the same way as envisioned, but usually come out as part of a greater story development or during the course of the events as planned out beforehand. They don't require a reaction roll either, as they have been pre-planned and the GM usually already determined the reactions.

Random encounters are a middle ground of the two, an event that has been neither completely planned nor unplanned, for it happens because of a random roll, but that roll has been decided to possibly happen. Random encounters are one of the more fun parts of adventuring because it can lead to surprising events and developments neither players and certainly not the GM envisioned. Random encounters always require a reaction roll.

Random Encounter

Random encounters in GOG function by rolling a number of dice depending on the environment the group is travelling in. Furthermore, based on the environment, the kind of encounter can change dramatically.

To determine, whether a random encounter happens, roll a number of d6, as per the table. A result of 6 always results in a random encounter. Multiple results of 6 do not strengthen or increase the encounter.

Terrain	d6's
Aquatic	2
Hills	3
Plains	4
Steppe	3
Desert	1
Arctic	1
Forest	3
Urban	3
Jungle	4
Mountains	2
Tundra	2
Underground	2

Reaction Rolls

Assuming that a random encounter happens, a reaction roll is necessary. A reaction roll is a d20 roll according to the table below.

Roll Result	Reaction
1-3	Hostile

4-6	Aggressive & Opportunistic
9-12	Cautious & Evasive
13-15	Indifferent
16-19	Warm & Friendly
20	Trusting to a Fault

Retainers

No one can do anything by himself. And neither can an adventurer take all knowledge into himself and become completely self-sufficient. We need other people, whether to help our mental sanity or because of their specialised knowledge.

These are retainers.

A character can directly interact and command a number of retainers up to (20-CHA). Every retainer above that gives -1 RM to Charisma rolls, because the character has overextended himself and cannot divide his attention among more and more people.

To command more people, you will need to delegate, and each of your retainer can in turn command or retain people up to (20-CHA). In this the character might grow to slowly create an army, organization or entire kingdom.

Retainers must be paid wage. How much is subject to negotiation, but the table below should help in that regard.

Type of Work	Common Pay/week in silver
Unskilled/No Combat	1
Skilled/Combat possible	25
Master/Combat guaranteed	100+

Provided you have found people of the quality and talent that you need, next you need to hire them. This requires a hiring roll.

Hiring Rolls

Assuming that a random encounter has been rolled for, a reaction roll is necessary. A reaction roll is a d20 roll according to the table below.

Roll Result	Accepts?	Pay	Morale
1-7	No	-	-
8-10	Yes	200%	14
11-14	Yes	150%	12
15-18	Yes	125%	10
19+	Yes	100%	8

If accepted, the base wage is changed by the percentage listed. At this point the player can accept or shake his head and leave.

Morale

Morale in the sense of the word does not mean the health points a character has, but rather the willingness to stay in action for the character.

Morale is usually checked in combat, and if a morale check is needed, a morale roll is made by rolling a d20. If the result is above the morale value of the character, he succeeds at the roll, otherwise he will try to flee the situation.

Employers History

Whenever the players hire someone, that someone will inevitably talk to another NPC about how he is treated. This can quickly spread word of mouth about the player characters, in both a good and bad sense. A good treatment

will make future employees more open to job opportunities or working for less pay initially, while harsh mistreatment and cruelty will lead to penalties on hiring rolls and people turning away from the cruel bastards. If they dare.

8 - Equipment

In Short

This chapter contains lists and description of weapons, armours and common items that can be used during gameplay.

Weapons

In **GOG** all weapons, whether melee or ranged, work the same way, with a name, a damage value and type (**HP/Morale**), a number of keywords and durability value.

Keywords

Keywords are special features that equipment can have.

1A	1 Attack – Only allows 1 attack/round
2H	2-handed – Requires 2 hands to use
AT X	Armour Training – Requires Talent Grade X to use without Disadvantage
BL	Block – Can be used to block without talent
CRIT X	Critical – Increases critical range by X
DEF X	Defensive – Gives +X RM to defense rolls
DUR	Durability – Damaging hits force Durability Check
IA X	Ignore Armour – Ignores armour including category (Light/Medium/ Heavy/ Superheavy)
IS	Ignores Shields – Cannot use/block with shields against
HO	Horse – Can be used one-handed on Horseback
R X	Range – Has range category of X
REL	Reload – Needs an action to reload before another attack
STE X	Stealth – Gives ±X RM to Stealth rolls
STR X	Requires Strength – Needs at least strength attribute X to use
THR	Throwable – Can be used as throwing weapon with range 1
UB	Unblockable – Cannot be blocked

Weapons List

Name	Damage	Keyword	Durabil
Axe	+3/HP	CRIT 2, THR	10+
Bill	+4/HP	2H, 1A L, R 0, STR 16	10+
Broad sword	+4/HP	CRIT 1	10+
Cannon, 06 pound	+7/HP	1A, DUR, IA M, IS, R 3, REL 40, UB	14+
Cannon, 12 pound	+10/HP	1A, DUR, IA H, IS, R 6, REL 50, UB	14+
Cannon, 24 pound	+15/HP	1A, DUR, IA S, IS, R 4, REL 60, UB	14+
Club	+3/M	CRIT 1	8+
Crossbow	+3/HP	1A, 2H, CRIT 1, IA L, R 2, REL 2, STR 14	10+
Cutlass	+3/HP	CRIT 2	10+
Dagger	+2/HP	CRIT 3, THR	10+
Flintlock Musket	+7/HP	1A, 2H, CRIT 1, DUR, IA M, R 2, REL 3, UB	10+
Flintlock Pistol	+5/HP	1A, 2H, CRIT 3, DUR, IA L, R 1, REL 3	10+
Halberd	+5/HP	2H, DUR, R 0, STR 16, THR	10+
Improvised	+1/M	CRIT 1	18+
Lance	+5/HP	1A, 2H, IA M, HO, R 0, STR 16	10+
Longbow	+3/HP	2H, CRIT 1, IA M, R 6, STR 12	10+
Matchlock Arquebus	+5/HP	1A, 2H, DUR, IA L, R 1, REL 2	14+
Matchlock Caliver	+4/HP	1A, 2H, IA L, R 1, REL 2	14+
Matchlock Musket	+6/HP	1A, 2H, DUR, IA M, R 2, REL 2, UB	14+
Pike	+3/HP	2H, CRIT 1, R0, STR 16	10+
Quarterstaff	+3/M	2H, BL, DEF 2	14+
Rapier	+3/HP	BL, CRIT 3, DEF 2	10+
Snaplock, Musket	+6/HP	1A, 2H, DUR, IA M, R 2, REL 2, UB	14+
Snaplock, Pistol	+4/HP	1A, CRIT 3, IA L, R 1, REL 2	14+
Spear	+3/HP	2H, R 0, THR	10+
Unarmed	+0/M	CRIT 3	-
Wheellock Pistol	+4/HP	1A, CRIT 2, IA L, R 0, REL 3	8+
Zweihander	+5/HP	2H, BL, DUR, IA L, STR 12	8+

Ranged weapons require ammunition. However, players should never need to count ammunition, **because that is boring**. Therefore they will always have enough, provided

they refill if logically necessary and buy the necessary amount at least once in their characters live.

Number	0	1	2	3	4+
Category	Close	Near	Medium	Far	Extreme
Range	0-3m	4-10m	11-19m	20-49m	Per 50+m

Armour

Armour saves lives. And one day, it could save the life of your character, if you let it.

All armour influences occult abilities and adds the armour value as a negative RM to all occult talent rolls.

Category	Armor Value	Keywords	Durability
None	0	STE +2	-
Light	2	AT 0	16+
Medium	4	AT 1, STE -2, STR 16	12+
Heavy	6	AT 2, STE -4, STR 12	8+
Superheavy	8	AT 3, STE -6, STR 8	4+
Shield, Small	+1		15+
Shield, Large	+2	STE -2, STR 16	10+
Shield, Tower-	+3	STE -4, STR 12	5+

Light includes everything from simple leather or hide armour to thick linen shirts.

Medium includes both the classic chainmail, scalemail, ringmail and the cuirass.

Heavy includes the partial plate and the banded armour.

Superheavy is a category reserved for full plate and otherwise special armour, with rare metals, special occult enhancements, or works on special principles like steampower.

Shield and Armor Bonus are special in that they can only be ignored by the **IS** keyword, not the **IA X** keyword.

Elixirs

Each Elixir has a name, a price and both a normal and heightened effect. Unless stated, they last d6+2 rounds.

Elixir	Normal	Heightened
Of Healing	Enter Wrath Mode, even without talent, as if on talent grade 0	Heals 1d6 HP
Of Rage	Heals 1d6 HP	As Normal, but as if on talent grade 3
Of Peace	Heals d20 Morale	Heals Morale Full
Of Sleep	Falls into deep, comatose sleep of d20 hours	Sleep extends into d20 days
Of Fire	Gives Imbiber +d6 RM for d6 rounds	+d20 RM for 2 rounds instead, Imbiber loses ½ Max HP afterwards
Of Confusion	Imbiber becomes confused and mad with hallucinations	Become immune to Mind Control and Illusion/Invisibility
Of Speed	+4 to Initiative rolls	Gains one additional action in each combat round
Of Vision	Imbiber is haunted by visions of past, present and future	On 15+ after imbibing, gains free reroll for the day, otherwise d6 morale damage
Of Strike	If used upon weapon, weapon gives +1 RM to combat rolls	Weapon gives advantage while using instead
Of Iron	Imbibers weight increases by d6 pounds, all poisons are flushed out within d6 hours	All poison effects are ended, imbiber is immune to poison for d6 hours

General Equipment

The following is a general list of things, that are commonly or uncommonly available at a market. Equipment marked with an **r** in brackets is *rare* and requires a d20 roll of 14+ to be available.

Item	Cost (in silver)
Axe	10
Backpack (20 kg)	20
Bandages, linen (3m)	0,5
Bandages, silk (3m)	10
Banded Armor	900
Bedroll	2
Belt, leather	5
Bill	40
Blanket, woollen	0,5
Block and Tackle	50
Book (100 pg), empty	320
Boots	10
Calltrops	10
Candle	0,1
Cannon, 06 pound	4.000(r)
Cannon, 12 pound	40.000(r)
Cannon, 24 pound	70.000(r)
Cart, Horse	150
Chain (3m)	300
Chainmail	750
Chalk, per piece	0,1
Chest, empty	20
Cloak, linen	0,3
Club	0,2
Crossbow	150
Crowbar	20
Cuirass	375
Dagger	20
Dice, pair of	5
Doublet, linen	30
Elixir of Confusion	120
Elixir of Fire	80
Elixir of Healing	200
Elixir of Iron	150
Elixir of Peace	125
Elixir of Rage	150
Elixir of Sleep	100
Elixir of Speed	400
Elixir of Strike	70
Elixir of Vision	15
Firewood (daily)	0,1
Fish hook	1
Fishing Net	1
Flail	30
Flint and Steel	10
Flintlock Musket	1.600(r)
Flintlock Pistol	1.000(r)
Gloves, linen	30
Gloves, woollen	0,5
Grappling hook	10
Halberd	60
Hammer (tool)	5
Hide Armour	35
Holy Symbol, silver	250
Holy Symbol, wooden	6
Horse, Rouncey	250
Horse, War	2000+
Javelin	5
Ladder (3m)	5
Lance	90
Lantern	70
Leather Armour	50
Lock	200+
Longbow	600
Mace	70
Manacles	150
Matchlock Arquebus	50
Matchlock Caliver	30
Matchlock Musket	200
Mirror, Great	450
Mirror, Small	200
Mule	180
Musical Instrument	50+
Needle & Thread	0,3

Ox	150
Parchment (per sheet)	2
Pike	30
Plate Armour	4000
Pole (3m)	2
Polearm	60
Pony	120
Pot, iron	5
Pouch, belt	2
Pouch+Bullets	15
Pouch+Stones	1
Quarterstaff	0,1
Quill	1
Quiver+Arrows	25
Quiver+Bolts	30
Rapier	150
Ration, standard (per day)	20
Ration, trail (per day)	60
Ringmail	300
Robe, linen	30
Robe, silk	600+
Rope, hemp (15m)	10
Rope, silk (15m)	100
Sack, large	1,5
Sack, small	0,9
Saddle & Stirrups	100
Sap	0,1
Satchel	10
Scalemail/Lamellar	450
Scrollcase, bone	40
Scrollcase, leather	10
Shield, Large	120
Shield, Small	100
Shield, Tower-	150
Shoes, common	5
Shoes, noble	300+
Shovel	20
Sling	5
Snaplock, Musket	850
Snaplock, Pistol	450
Soap (per lb)	5
Spear	10
Sword, Broad	150
Tent (2 persons)	100
Thick Linen	15
Thieves Tools	300
Torch	0,1
Tunic, banqueting	100+
Tunic, woollen	0,5
Vellum (per sheet)	3
Wagon, large	2500
Wagon, small	1000
Waterskin (3 pints)	10
Wheellock Pistol	350
Whetstone	0,2
Whip	50
Wine, pint	5
Zweihander	300

9 – The Enemy

Each story has its villains, Star Wars its Darth Vader, Star Trek Khan Noonien Singh, James Bond his Dr. Blofeld. And that is what this chapter is about, the opponent, the enemy, the one the players are beating up in each combat round.

In Short

This chapter explains the mechanics of creating an opponent and using it by explaining the different types of opponents.

The Statblock

To explain how opponents in **GOG** work, we take a look at a empty base statblock of an opponent.

Name
Lvl/Hp-Morale/Morale Value
Roll/Armour
Weapon
Talent
Stress

Name gives us both the name of the opponent as well as his category, from Rabble (R), Boss (B) to Henchmen (H).

Lvl tells us the level of the opponent, similar to the level of the player characters. Each level after the first advances character attributes/stats by 1. **HP** tells us of their current Hitpoint and Morale Damage Value, which is not differentiated on with opponents, while **Morale** tells us the enemies morale value in case of a morale check.

Roll means the target number the opponent rolls for attacks, defense and skills. Mostly they are the same, but sometimes, depending on the opponent, they can differ with a single value for each of it. **Armour** tells us the current armour value from which we can then gleam the armor category.

Weapon describes the weapon as well as eventual keywords it uses.

Talent are, like character talents, special abilities an opponent might use. These are not necessarily equal to character talents and can only be used once per combat per level.

Stress describes special abilities, not unlike talents, which only opponents have and are abilities that are mostly used to make them harder. This can range from calling for help to enveloping the enemies in a surprise fireball.

Enemy Levels

Enemies, not unlike player characters, have a level. However, for an enemy the level is simplified down, as can be seen by the following table.

Level	Roll	HP/MORALE
0	15	
1	12	
2	11	
3	10	
4	9	
5	8	
6	7	
7	6	
8	5	
9	4	

+1 per Lvl

10	3
...+1	...-1

Categories

Opponents in **GOG** usually fall under one of three categories.

Rabble (R), Henchman (H) and Bosses (B).

Rabble is a category of several opponents. That means that, even when fighting them separately, they all only have a single HP level on which they are attacked and defeated.

Per 5 damage dealt to Rabble, whether HP damage or Morale damage, a member of the rabble is defeated.

Rabble exists to portray large groups of enemies and make their handling more bearable on the GM. Rabble usually starts with 10 HP and gains 5 HP per member, not per level.

Henchmen are the lesser bad boys, the guys above the rabble but below the really evil or tough boss.

Henchmen are always treated as single persons, unlike Rabble, but always with only 1 HP/1 Morale. To counter that, henchmen never take damage when successfully defending, whether by roll or blocking, since a single successful point of damage would defeat them.

Henchmen are what we call mooks or minions in other games, interchangeable followers, who can serve as both cannon fodder and dire threat.

Bosses are the big guys, the villains and heroes at the top, special opponents which can either by themselves or with their league of henchmen, threaten defeat to the players.

Bosses aren't so different from player characters as they too act based on their own rationale. Bosses don't have special rules like Rabble or Henchman do, other than starting with better attributes, stats and characteristics.

Category	Effect
Rabble (R)	Several persons make up a group of rabble, and 1 opponent is defeated for every 5 points of damage. Consists of at least 2 persons, only have 1 HP track.
Henchmen (H)	Only 1 HP/Morale, but take no damage on successful defense
Boss (B)	Start with 15 HP and Morale

Talents

Enemy talents are small special abilities that opponents have. They can be specifically chosen for an enemy you create or randomly determined.

Roll	Talent	Effect
1	+Move	Gains alternate movement mode (Underground/Fly/Swim)
2	Accurate	+4 to To-Hit Combat Rolls, not added to Damage
3	Aura	Gain Aura equal to Talent
4	Breath	Can 1x per Encounter use R2 cone breath attack
5	Cloud	Carries deadly R1 poison cloud, deals 1d6 HP damage every turn to all in range that breathe it in
6	Durability	Every damaging hit forces Durability Check on Target
7	Elemental	Adds elemental effect to Attack or Defense
8	Elite	Gains Advantage to all Rolls
9	Fanatic	Makes Morale Checks with Advantage
10	Fast	Can make additional attack at -1 Morale instead
11	Horrrifying	Enemy Morale Checks have Disadvantage
12	Leech	Regains 1d6 HP with every successful hit
13	Mob	Only Rabble, =henchman but with 5 hp, never

		take damage on successful defense
14	Occult	Can use an occult talent equal to Level
15	Poisonous	Damaging Hits deliver Poison
16	Regeneration	Regains 1d6 HP at End of combat round
17	Resistant	+4 Bonus-Armour
18	Revenant	Immune to Poison/Mind Control/Fear/Charm
19	Soft	Deals only Morale damage, not HP damage
20	Stealthy	Advantage to Stealth Rolls

Stress

Stress serves to make an opponent more dangerous, giving them difficult to survive abilities that increase an encounters difficulty deftly. They should be used sparingly and only with clear knowledge of what they can do to the players, as no one should suffer a TPK in a random encounter by a group of suddenly frenzying gnolls.

Stress	Effect
Frenzy	Uses Escalation like players do
Self-Destruct	Opponent explodes in death with R1
Reinforcements	Can call 1d6 people into the fight on Level Roll
Tough	+10 HP/Morale per Level

About Monster Design

I was asked, why player characters and NPC/Monster beings work on different systems.

10 – The Setting of Gehenna

Welcome to the World of Gehenna, where city-states and petty kingdoms fight for power and glory among the ruins of a past long since forgotten or twisted.

You will learn about the world you are about to enter, from the great north and its vibrant jungles of the Bandar, great apes and furious beasts like their native Kiori to the frozen coast of the Mare Frig and its masters, the League of Maras. About the wild lands of the petty kingdoms and the Great Blue that ends the world, the Black Gloom of Maledictas and the final days of Cordis.

But beware. Gehenna is a dangerous land. Where uncultivated barbarism lies close to the height of civilized subtlety, and may at times be hard to differentiate.

In short

This chapter provides an overview of the setting that GOG is built upon, by explaining the general layout of the world, nations, religions and history, in focusing on a specific part of it.

A short history of the realm

I shall start this overview of our history as Iskender before him, and Malchoros afterwards, and Johan von Vijay have so precisely said:

***“History is not what we remember.
It is what we leave behind.”***

I am Richard von Klage, esteemed historian and personal scribe of Heinrich IV the Illustrious of the House of Langental, of Cordian descent, Duke of Saustadt and Wurzburg, Master of the Knights Martial of the First Order of the Supreme.

The Mire of History

And finally, before we shall engage this dark past, let us remember that the history of Gehenna is the history of men. Lesser creatures might believe the Aen Sidhe true masters of the world, or hope for the volk of the Svartalfr to take their “rightful” place, or even, as laughable as it may seem, for the wild Bandar to arise united, ready to slaughter the world. They are wrong. It was, as ever, only men, who formed the great realms. Only men, he who toiled, bled and beared arms for millennia and ever again.

We begin, at the moment it all began. Something or someone made Gehenna. And from Gehenna sprang forth the land, the people and finally, the world as whole. We may not know what times are lost in this swamp of details, but we need not concern ourselves with such finer points, when not even history remembers it, as even the ruins of old are but a negligent thing to ignore, rather than write about.

Not even about the earliest years of “known” history, when Cordis was but a small settlement and even such great personage as the renowned historian Iskender was a babe fresh born, when the Aen Sidhe claimed to rule more than just the Amaranthine Nabas and long before the dark volk was leaving the blackness of the ground, much is reliable.

Of that, which we know, we know only, that history began with the first of cities. The one jewel, that would become the

greatest and most vile, of all in the long forgotten days, before the first Reich claimed dominance.

In those days man was as uncivilized as he is today, but far less subtle about it. Those were days, where small villages would war on one another and such would be the greatest of conflicts, until the red death or any other calamity claimed them, with rich pickings for war, pestilence and all of the other harbingers of finality.

But among them one settlement rose to the forefront. Cordis. Proclaimed the jewel of the Green Bay, and found on the northern border, barely one single patch of civility in the proximity of Bandar transgression.

Cordis – From City to Empire

Cordis rose from simplest of circumstances. What began as a simple fishing village on the great stream of the Borus, hidden by the cliffs and hills of the wild lands, soon began to encompass a greater commune that arose from those simple beginnings, until it stretched all along the cliffs and deep along the border of the great northern jungle.

But this small settlement would never have risen above its own station, were it not for tragedy that befell it soon. Like man is wont to do, the people of Cordis were every enterprising and in their search for new lands went out to all sides. But surrounded by other villages of hatred or out of fear, the drive to expand was hampered. Only to the North there was wild land truly untamed, not yet teeming with man and his own.

It was here, so Iskender writes in his “Anodos Tou Megaleiou”, that the disaster began. In their drive to expand, the people of young Cordis began a great project, to slash and burn the great green, the jungles of the north, and build upon its ashes. Such aggression could not go without the Bandar rising up, and true as it ever was, the great black and silver beasts arose from the depth of their Tartarus.

Iskender writes of the great beasts, that they came upon the cordian settlers in a single night and with power so known of them even today, they fell upon the innocent and the daring as the fell beasts that they are, preying on all they could find, killing hundreds, and according to Iskender, primarily men. Such a massacre it was, that the wailing of the women of Cordis was said to have reached the heavens itself, where fiery Eris was to have heard their screams and send down a leader. This was mighty Elaina.

An exemplar among them, Elaina gathered the womenfolk of Cordis and trained them in the art of fighting, and sent out messengers to the other villages, so that they might learn of Cordis’ fate. Touched by this, the other villages each send one hundred of their strongest and most capable females to be trained by Elaina and enact vengeance on the furried beasts of the jungle.

Thus bolstered, Elaina led the womenfolk, and finally all the people of Cordis to strike at the jungle, and in daring the Bandar to come again, began to systematically burn the jungle again, again and again. Led by the will of fiery Eris, no other would have dared such action, and it bore fruit a thousandfold.

Iskender writes that the Bandar, so enraged by what they saw, came together to repel her aggression and tried to

strike her down. For one hundred nights they attacked, thousands and thousands of beasts, riding on the Kiori as they are known to do. But it was without hope. With nary 500 warriors, one would not believe such an assault withstood. But Elaina led them and the fury of the goddess is a terrible thing to behold, even to the mighty man-apes. And when Elaina finally had felled their mighty war leader, the greatest of the Bandar, a great silverback of unspeakable gore and brutality, the Bandar fled into the deepest recesses of their jungles, cowed by the power of men.

With this demonstration it was, that Cordis defeated the North, and as the victorious women returned to Cordis and went out into the world, as Elaina set foot on the place of what would later be the center of the great forum of Cordis, the other villages submitted and thus, true Cordis was born and we began counting time, with the Year 1 of Cordis Reign (1 CR).

From this humble beginning, so states Iskender, Elaina was crowned Lady of Cordis and began her reign for the centuries, to lead the city against all it's enemies, from the first encounter with the devious Aen Sidhe, who called her the Proditor Sanguis and had tried to have her killed, only to see her make war upon them again and again, to the battles against the masters of the icy coast of snowy Frig.

When Elaina vanished, so Iskender reports, the people were at first distraught, just as they were when Elaina revealed the presence of other gods among the great, until finally a few of them arose and build what would become the Senate of Cordis. Thus Cordis became the republic, and ruled the known world.

Broken Ground

But over the years, corruption settled in. More and more, the people of Great Cordis forgot the meaning of humility and squandered their wealth.

Senators began to squabble among themselves and build great and aggrandizing statues, not of the gods, but of themselves, of their favoured concubines, desecrated temples and laws, destroyed all they touched.

Malchoros writes of this era as the Point of the Golden Bull sometime during 720 CR, the age, when humans began to tolerate, even accept lesser gods into the greater temples, with one, Poloia of Hanur, even going so far to openly devote herself to foreign gods completely, murdering her own family in a claim to take their essence into herself as taught by her heathen northern gods, before being crucified by an angry mob.

It was during this age, that such minor members of the pantheon such as Good Zat, Lord of Wine and Debauchery, The Sisters Three, Ladies of Death, Deceit and Decay, and Hleton, the Beast Mastered, were raised from lesser gods to their modern satte.

This age of contempt was also one of Strife, as Nox, first of the Sisters Three was called upon often, and several times Great Cordis was only saved by greatest strength from splintering into a festering mass, left to be cut out by the realms around it.

Cordis Unmade

But, as Malchoros remarks, all must find an end, and thus we come to the moment of the great quake, at the last days of 729 CR.

Even today the priests of Old toil and wail daily to remind their flock of the debt we incurred, when Eris send down the titanic wrath and split open ground and world.

In only a single week such devastation was wrought across the land that whole territories were flooded by the endless Blue and new ways and cliffs opened up, as fiery death came from red-hot magma boiling up and the eruption of the long since silent Krakos which shook the earth itself as Eris led the fire towards the sinful and depraved.

Thus fell Great Cordis, which was pulled into Tartarus, and suffered Damnation, while it's empire of iron and blood began to suffer, as old trade routes were torn apart and new land appeared to take the place of old land, where no man was safe, for with the goddesses wrath was set upon the world loose the great fiery Phoenix and it's children, the monstrosities.

Such beasts the world had not yet seen before and to this day we curse the hubris of Great Cordis, who in their demise, have cursed us all to suffer the threat of these dangerous and wild creatures, who, even anathema to the bestial Bandar, are enemy to all other creatures.

Years of Torpor

As Great Cordis had fallen, the land was remade and much knowledge was lost. The great library of Weneta, which supposedly held the key to mysteries still lost, the Sword of Kairon, the great iron testament to the League of Maras and its own fight for survival among the cold lands of the Mare Frig and its monstrosities, shattered in half, of which one half is still lost below the eternal ice and others.

Thus began the Years of Torpor as 729 CR ended, and 1 T began.

With such chaos came opportunists. Those tribes and wildemen on the edge of Great Cordis, who began to swamp the new lands like a wave of people and began to further dilute the heathen blood, to weaken it all the more.

But while knowledge was lost, a new presence made itself known. From the dark and red-hot earth came the black volk, the Svartalf, to seek new lands to settle, amass their riches and peddle their trade. While their presence is tolerated, often enough a progom against these vile creatures was of necessity, were it not, they would have long since tried to buy or forge their way out of any problem, but I digress.

The Years of Torpor as Johan von Vijay first coined them, was both a time of stagnation and small change, as man began to acclimate to this new world, while only slowly old conflicts began to flare anew among new sides, as several times the Aen Sidhe can attest, who began to violently occupy and enslave several of the now defenceless cities, like Avilas and Nobré, who, even today, are still under military governship of the Sidhe, while on the other side of the world some territories began to anoint new gods and priests, sometimes even their priests as gods, while other times proclaiming themselves Cordis Reborn.

But slowly, as the years became decades, and then centuries, Gehenna continued to exist, to thrive, and return to what some might even call a semblance of normality, as the world, as we today know it was formed.

And thanks to Waltir vin Buergen, a Svartalfr that applied and gained naturalisation in the City of Buergen, one of the Marasi Kontorstadte, all would change with the introduction of the Blackstahl in 933 T.

Introduction of Stahl

At the end of the Years of Torpor, the discovery of Blackstahl is attributed to Waltir vin Buergen, a Svartish citizen of the Kontor-Stadt or Trading City of Buergen, on of the smaller members of the still growing Trading League of Maras, named after the biggest city on the Mare Frig.

Blackstahl united svartish forging techniques with a new method to create a new sort of steel previously thought impossible, with incredible durability and hardness, but at a cost of extreme prohibitiveness, not to mention guarding the secret of how it is created by the Svartalfr itself.

However, with this discovery a door was opened that made the League of Maras to the focal point of many an innovation and invention, from the great Marasi Painters of the Age like Umbricht vin Reinswind to composers like Kolma zu Avilas, an exiled citizen of the now occupied city and gifted musician who created some of the best known pieces of the time, like Kolma's Requiem and the Eris Irii.

And while this meant the end of the Years of Torpor, in a small, lonely chamber of his laboratory, a discovery was made, that would change the face of Gehenna forever, when alchemist Ticolo Furiosos' house exploded one late summer day.

The Reascension

While not completely unknown, the explosive powder the alchemist had created, and of which only smallest quantities were needed to create great and terrible thunder, smoke and fire, was mostly known from trade along the western trade routes, where, alongside the mountain range of Everwhite the way to the west and the exotic and strange lands lay, of which we know so little even today, but where the powder first found its way to the cities near the Amaranthine Nabas and to the Aen Sidhe itself, who mostly refused to use it, for it created, as they said, a great loud noise of which ears begin to bleed and smoke enough to cloud even the sharpest of eyes, except for a few radicals among them.

His discovery of how this powder was created from regional materials, like the use of sulphur, charcoal and saltpetre, would not even have been noticeable, had he not killed himself with the explosion, which brought the eye of Joachim Goetterhart to his laboratory. The watch captain of the city of Blustock found the plans, and while not understanding them himself soon found himself famous for their possession.

And while he was, as Johan von Vijay writes, willing to sell them, he wasn't fast enough, as the day before he could hold an auction on which he was going to sell them to the highest bidder, unknown assassins robbed the watch captain of both life and property and the discovery found its way onto the black markets of the lands.

Within several decades the discovery, the appearance of firearms became prevalent, and soon began to overtake both crossbow and bow, leading to a revolution on the battlefield. Just like that, a new age had begun. The first Year of the Reascension (957 RA)

In the east, near the cities along the endless Blue, a style of combat arose, in which cities would pay mercenary units who were outfitted with these weapons to strengthen their own forces and fight mock battle of strange manoeuvres among themselves, while the core lands began to outfit entire regiments of these gunners with polearmed soldiers to fight each other in great "formations", not unlike Cordian tactics of ancient times, and the southern cities began to train their warriors to brutal discipline, willing to run into battle with swords and axes as great as a single man and withstanding the pain of the arquebus and later musket, as the early firearms came into being.

Into this age of culture, blood and strange re- and discovery came one man, as the years turned to 1131 RA, who began a campaign that would change the realm and begin what many great philosophers began to call the "Reascension", the return of Eris Reborn, in the person of Graf Marek von Dobruksa.

Marek von Dobruksa, a brutal and stubborn man who saw both his wife and seven children succumb to the Red Death, began a brutal reign of terror, which led to him at first occupying, then directly drafting from their populace with the promise of not withholding food or medicine from people serving in his army, and a sudden and swift conquer of the core lands of what soon became known as the return of a man with ambition equal to Great Cordis itself.

But while many a doomsayer warned of the hubris this might carry, Marek forced the Sybillines of Eris to acknowledge him as the true Heir of Elaina and thus champion of Eris Reborn even to the people. While some screamed and thought to fight against this oppression of the Sybillines, even more cheered at his coronation, as the signal for stability and a central order was long sought after by many.

That was, until the Suprematii appeared.

The Suprematii

As the new Kaiser Marekoi I, Champion of Eris and Crowned of Cordian Hand, ended his third campaign in 1153 RA, unrest was what followed in its wake. The crowning of an Kaiser had led to great tensions among the neighbouring territories and many feared this new Kaiser to lead his new realm against many of the smaller cities, of which Great Cordis counted almost a thousand at its height.

Into this came religious tensions, as the appearance of what many called a modern and new faith, subverting the old religions, played into. The Suprematii, as the Followers of the Supreme One were known, who had seen his Appearance and heard his message in the eastern realm, were soon swelling to substantial numbers, which led to prosecution by the old and heathen faiths, which feared for their ill-gotten gains in the light of this true testament of faith.

Into this atmosphere of fear, suspicion and chaos entered the Dame Brunhilde. The first of the Supreme Ones disciples, gifted in diplomacy and rhetoric, understood it perfectly, to explain to many a doubting soul the one and only true

message of faithful, and was able to often clear the name of many a member of the faith against allegations of corruption by priests of the obsolete and forgotten beliefs, often converting the masses at the same time.

As the situation stood poised to end only on the peace a bullet and sword could bring, a meeting of the great powers of the lands that now made up all of former Great Cordis, old and new, was established in the City of Dobrucksa, now renamed Maledictas in honor of the Kaisers dead wife early in 1155 RA.

In a historical moment and over two months, the situation stood poised to spill into blood at any moment, as factions clashed inside the great palace of the extended city, which by now had grown to a size to rival Cordis itself before its demise, close to a million people living there, not counting the masses of those, living within their own ghettos, like the Svartalfr or exiled Aen Sidhe.

In this moloch of a town, a momentous accord was made, sealed and lettered, recreating the great federation of cities that once made up Great Cordis, without making a tyrants pledge out of it, by creating what we know today as Sacred Cordian Realm with the City of Maledictas at its core, creating the Reichskammer as an institution that would work as the bureaucracy of the realm itself, affirming itself and made up of representatives of the member cities, like the senate of old, but giving every single city a voice, no matter how small, so long as it was not subject to another and was of certain size.

This compact was sealed by all parties attending and would be the crowning achievement of the new and truly crowned Kaiser Marekoi I, at the onset of summer of 1155 RA.

It would also be his downfall.

The War of Exhaustion

As would only later be clear, after Lady Brunhilde could escape, the Kaiser was a madman, a dabbler of powers occult and much viler than even most of his closest allies knew, sacrificing people daily to his dark allies, which empowered him. After fending off several of his assassins, Lady Brunhilde escaped Maledictas with a feint, declaring that she would need to explain the compact to the Suprematii directly.

Two legions of Bandar Mercenaries would wind up dead on her way to the Eastern Cities and many more of our loyal brothers in faith gave their lives to protect her from the heinous attempts to kill the Supreme Ones most faithful servant, but all was made well, when she finally arrived in Walzen, Fortress City on the edge of the Endless Blue and home to the great citadel build to honor the Supreme One.

There she remained in seclusion for two years, in communion with the Supreme One, while the faithful prayed. And while they prayed, the Kaiser began his disgraceful newest campaign, inviting forces from the outside and nary a month would go by without another city suddenly closed off by his armies under threat of quarantine. A true act of evil, as we now know, for the people of these cities would be sacrificed to appease whatever dark things the Kaiser had to thank for his ascension.

All the while, an envoy, one after another would come to Walzen and spies fought with poisoned blades among the shady parts of the eastern cities to cloud the faithful and lead them away from the dark path, during which even our esteemed patrons father, Duke Heinrich III von Langental, would one day give his life for our cause due to an assassins blade. Thankfully the assassin was slain by his son, the current duke, before the assailant could escape.

But as the time went on, the situation became more and more critical. Entire cities were now converting to the newly christened Church of the Supreme One and often bloody paths lay behind them, as many an idol was destroyed over the dead body of their servants. Some cities even began fighting among themselves, as the Reichskammer, this great body of "equality and representation" would prove nothing more than a naive daydream, as brother fought against brother on the field of battle.

Two long years went by, when finally Lady Brunhilde emerged from her chamber during Spring of 1157 RA, proclaiming that the Supreme One had given her a way to defeat the Kaiser and drive out the heathen faiths once and for all. As the call went throughout the Sacred Cordian Realm, the faithful armed themselves, and once again the land was thrown into chaos, as a war loomed on the horizon, that would go on for many years.

It would take five years of fighting, for the outsiders to enter the conflict.

In 1162 RA, five years had come and gone, when at last the Aen Sidhe decided to intervene, not on behalf of either side, but rather out of opportunistic glee, first attacking those cities closest to their own borders and then, after a while, creating bands of mordbrenner, madmen with incendiaries to bring strife to the lands itself, while some of the Kontorstadte of the League of Maras hired Bandar Mercenaries to support either side of the conflict, whichever served them best at the moment. Adding to this were several of the greater territories, petty kingdoms which had sprung up during the campaign of the Fiend Kaiser and which now believed themselves champion of either cause, so long as it served to increase their own domain.

The resulting conflict brought back all the calamities of the eras. Famine, as entire armies fed themselves on the fields of the territories, pestilence, with the Red Death prevalent everywhere, among the dead as well as the living, exacting his toll on both sides, and darker apparitions, like the abominable Revenants, the dead walking among us, without reason or understanding, brought about by the powers of the Kaiser and his allies of the beyond.

The end of this, what we now call the war of exhaustion, came to be only two years ago, in 1191 RA. The victory of the Suprematii could never be denied. Our faith empowered and helped us to overcome the fanatic and corrupt soldiers of the Kaiser, when Lady Brunhilde led the great army onto Maledictas itself.

For weeks, the fighting devastated the once great metropolis and spilled out into every street and alley, where even the citizenry would take up arms, such that we were forced to employ the Fire of Righteousness against them, as the Church had done previously only three times in living memory, against those cities steeped most deeply in sin.

But as the fall of the Great Palace itself seemed all but assured, a great black gloom came over the city. The entire metropolis enveloped within. Hundreds of thousands of citizen and soldiers of either armies suddenly vanished in the stroke of a clock as the gloom descended. Both sides, suddenly bereft of their armies, retreated from their current posts to lick their wounds.

The sudden silence continues, an uneasy peace has descended on the realm. But for how long, remains to be seen.

The Now

It is the summer of the year 1193 since the Fall of Cordis, in the Age of Reascension.

*To this day, no one knows **what** happened at Maledictas, but we all know that the city is cursed. The loss of Lady Brunhilde is felt deeply, but with the current leadership of the church in the hands of the faithful and the Council of Intermediaries, one among them Duke Heinrich IV von Langental and Graf Johann II von Dambaum, called the Pious, we are safe for the moment.*

With the current situation unresolved, soldiers still continue to roam the land, often times creating mercenary bands, or worse, falling into banditry to survive. Some have even taken to becoming treasure hunters in the ruins of dead cities like Maidborg, one of the three cities devastated by the Fire of Righteousness. Those of greater madness have even plunged themselves to go into the black gloom of Maledictas, but so far, only the mad have returned.

But even beyond that, the land itself is dead. Great stretches of land had to endure thousands of soldiers on them, something not even the best farmland can endure for years at a time. Entire harvests lost, because of a siege or to feed their own troops. The abominable “revenants” roam the land, praying on living and dead. And from outside the realm, the continued danger of another intervention from those states and petty kingdoms still looms.

Continuing the list is the sudden rise of cults during those last two years, some of which even proclaim radical and dangerous new ideas, among them the ascension of Marekoi to Godhood, or the coming of the Final Days, chief among them the Eye and Star, who seem magnetic in their charisma and ability to command the masses, be it as demagogues from the frontline or with their slimy influence from behind the scenes.

These are dark days.

Origin

Among the people of Gehenna, there are several species that can be found. Of course, all of them carry within numerous cultures and possible deviations from the norm, but this should serve as a general overview, rather than a specific look.

Aen Sidhe

The Aen Sidhe, a species of humanoid looking beings with a rather long-drawn appearance and pointy ears, remain a presence in the Amaranthine Nabas, the Dying Woods. Aen Sidhe are not born.

They appear, one day, by will of nature itself, to which they often share a special connection. As the general condition of their species, so too does the Amaranthine change, and for over one hundred years, the woods now have been in a state of constant autumn.

The Sidhe have been here since long before the humans arrived on the scene, but whether they will remain long after is doubtful. If anything can be said of them, it is, that they are among the fairest folk one can find on Gehenna. But this beauty is in sharp contrast to their ways, which tell us of a deadly and intrigant people, who are just as willing to enslave your people to sell to the western kingdoms, as they are of breaking their heaven bread among them.

Tales and myths spread by those that wandered into Sidhe lands know to tell us of the White Court, and a leader of unimaginable beauty and grace, who rules his people from a palace of Gold and Crystal, on a throne of jewelled thorns. Of course such stories are often even more nonsensical, but to this day, no human has ever made contact with anything resembling a true ruling body of the fair folk.

Bandar

The ape people of the northern jungles are a wild and mostly uncivilized species, who has only recently truly learned how to use metals and in many parts remains a tribal and patriarchal animal society that only on the surface can even be said to imitate the civilized people.

Each Bandar Tribe has a size of between 2 to 40 and is led by an Alpha Male, usually the strongest member of the tribe. Bandar Society works mostly on group behaviour and young males are often pushed away from a group to create their own group or go and find something to convince a female to create such a group with them.

Over the centuries, the Bandar could not survive without taking on some form of civilized behaviour and especially those in the border lands or close to human cities adopt more human behaviour, having learned to truly forge and adapt to the situation. Many a noble prides themselves on a Bandar Bodyguard. Who wouldn't, when your bodyguard can rip out a mans' arms with a strong pull?

Something which stands out is, that among all the beings on Gehenna, the Bandar are, if undisturbed, one of the most peaceful, as they chew but leaves of trees and live their lives mostly undisturbed in their wild jungles. Numerous clashes between man and ape have led to many an abandoned settlement on the outset of the northern jungles but even nowadays a daring adventurer might share a small band of mercenaries around himself to find one of their mythical cities, as the Bandar are said to hide among their thick green.

Half-Breeds

A strange point of contention, Half-Breeds between the species are not only possible, but have infrequently popped up, usually after small conflicts and wars, but just as well after calamities and other, stranger events.

Most who are openly known to be a Half-Breed are shunned by the general populace, as they are sad reminders of evil done to them or to others in the past. Sometimes, especially in the times after a calamity has struck, the Red Death has come and reaped its victims or any of the others sadnesses, a program against them and others of their kind is made, in

the hope of appeasing whatever bloodthirsty belief that the people hope to satisfy.

Among those existing, there are several. Half-Breeds between Humans and Aen Seidhe have come to be called Laib and often only possess rudimentary features of the Aen Sidhe, like their pointed ears or some sort of otherworldly but somehow lesser, unappealing sort of beauty.

Half-Breeds among Humans and the Svartalfr are small gruntly little creatures, most commonly found where the biggest ghettos of the black volk exist and a bit more tolerance is found for them, though such kindness cannot be spoken of for their offspring. These little beings, called *Dwerg* by the common people only share among the worst traits of either side of their respective

Of those born of a union of Bandar and Humans, only a smallest number exists, as human womans cannot bear due to their frailty, to bring out a Bandar child and even then, such children are quickly mercy-killed to spare them the reaction.

Humans

Humans are like blowflies. Even though they die to just about anything you throw at them, they still continue to populate just about any ecological niche you put them into.

The sad thing is, that though they adapt, they do so with their continued tool use. They aren't as strong as a Bandar, nor as graceful as an Aen Sidhe, and surely not even close in craftsmanship to a Svartalfr, or as tough as a Revenant. But there are many of them. And still they continue to thrive, even under the worst of circumstances.

Revenants

Having first appeared during the War of Exhaustion, these are human bodies that were somehow revived, with a soul still bound to a decaying body.

Characterized by ashen skin and the ever-present smell of decaying flesh, they have been titled as both "Abominations of Tartarus" by believers of the Old Faith, and "Servants of the Enemy" by the Suprematii. Few are willing to get into business with what amounts to a living corpse, but even so, there are always some enterprising or unscrupulous souls willing to get the kind of people they need.

On the other hand, while they are most likely occult creations, they are also more resistant to disease, poisons and other dangers of daily life.

Svartalfr

The dark volk, the little people, average height of at most 1m, are humanoid beings that lived under the mountains of what is now known as the Sacred Cordian Realm and where pushed up by the Fall of Great Cordis, as their Cave Cities were destroyed when the world changed it's face.

Usually organized into clans led by a Thing or an elected king, Svartalfr live to work or do something with their hands. Their continued reliance on Arete, a concept of Excellence in any kind forces them and their culture to perfection, no matter what they do. Gifted craftsmen, they are able to create as no other species can.

The Power Players

These are often times loose conglomerates of City-States, each fighting the other tooth and nail for any scrap of power and prestige, while some are not even that far, like the wild northern jungle has proven.

The League of Maras

The great trading cities of the south, sitting close to the icy waters of the Mare Frig, or the Cold Sea, as common folk call it, still remain in control of just about any trade route along the sea and land they border and are said to be the only thing preventing the barbarians of the Great White South to overrun the civilized lands of the SCR.

Born out of a secret trade meeting among the richest and greatest of traders of their cities, the soon-to-be league couped the elected leaders of their respective cities and took complete control in what history has come to call "The Money-Bleed", as no blood, only coins were spilled.

Be it, as it may, the League thus born would soon send out merchants and traders to all corners of the world and nowadays no true city can boast of their wealth without at least one of the Marasi Kontors.

The league itself is a very loose federation of trading houses, who come together once every three years to elect one among them to become Trade Master, a spokesperson for league interests outside of its member cities, but in the end each Kontorstadt remains a separate legal power.

The Church of the Supreme

The divine Church of the Supreme One and his Return to the Faithful remains in tight control of the eastern realm and has build up their territories in many regards to be exemplars of their own ideology.

Though the church is supposed to be led by one of the disciples of the Supreme One, with the disappearance of Lady Brunhilde the last of those has left gehennan soil to take place at the masters side and therefor the faithful have to rely on the Council of Intermediaries, a group of dukes and archbishops who were previously only the executing arm of the church.structure and had to take general control of the church.

Based in the Fortress City of Walzen, the church uses the more militarily inclined members to swell the numbers of their orders of knights, as they have come to be called, while many others are send out to convert and proselytize those yet on the fence.

The Eye and Star

The Eye and Star has first been revealed to exist during the Siege of Maidborg and some claim them to be the true reason the church went through with the massacre that later became known as the Sack of Maidborg.

The Eye and Star as a group are a cult, at best of times, and at worst only but a loosely aligned number of people who believe in using occult rituals to further their plans, of which none are known to the public. Even their membership numbers remain in the dark and accusing a public figure of being a member has become a dark stain in the witchhunt for power and madness which can whip people as easily into a frenzy as the first signs of the Red Death can.

According to common folklore, the Eye and Star wish to unlock the Gates of Gehenna, the mystical place where the sum of all knowledge is buried and which the gods are said to have sealed at the dawn of time itself, but how much of that is true, or if even any of it is, remains clouded in shadows.

Bandar Tribes

The Bandar live, as ever, both deeply within and without their jungles and those met at the Kontors of the Maras often and quickly sell themselves to the highest bidders in a frantic attempt to get into a group or find something worthwhile to do while looking for females or how to prove themselves.

As a group of people, the Bandar are far from united and no true effort has ever been seen from them to commence in the settling and nationbuilding humans are known for, but that does not stop most people to suspect the secret Kingdom of the Apes to exist somewhere in the deepest reaches of the jungle.

Sacred Cordian Realm

The Sacred Cordian Realm or SCR is, as it was during its inception, in 120 SC an anomaly, a weak overhead-structure created by threat of force and diplomacy on a stage that was supposed to unite the disparate remains of what was once known as Great Cordis.

It did so to much upheaval and applause, but at the same time, to this day, remains a most strange concept, as no one dares to proclaim themselves Kaiser with the legacy of the Fiend behind them, while others use the opportunity to prey on weaker neighbours and those neighbours hope to appeal to the Reichskammer in what can only be described as a destitute attempt at bureaucracy.

Still, each and every day messengers come and go to the diplomats and message posts, bearing the seal of the realm and even as overburdened as it may be, its still a true first step towards a true unification of the disparate territories that once made up the world.

Amaranthine Nabas

The great forest remains the core territory of the Aen Sidhe, the fair folk, and despite being in a constant state of autumn for now close to over a hundred years, is as alive and dangerous as it ever was.

Ever since first occupying the cities closest to the Dying Woods, a true regime of terror has been instituted and man and others alike fear for the return of the terrible riders of the Sidhe, warriors clad in leather made from human skin and sending their poisoned arrows or the diseased towards cities under siege.

While not as against the idea of firearms as they were during their introduction, the Aen Sidhe have been slow in adapting this weapon and many still seem to believe it to be but a passing fad, something that will go away, if they only wait long enough for it.

Maledictas

The great city of Maledictas with a population of close to one million people, some forcefully relocated, others having come of their own, free will, remains a great mystery. Built upon the city of Dobruksa, a rather small, if pleasant city, it

grew in size and form in the span of only 10 years and has been enveloped in the black gloom ever since the War of Exhaustion ended.

Maledictas Today

The once proud city remains enveloped in the Black Gloom, which some even claim, grows with time. Even though so many disappeared with it, many remain, who wish to plunder the riches. Those who do come, usually land in one of the camps outside the gloom, one of several, who exist around the area the Gloom envelops.

These mercenary camps are both waystation and final destination for many a daring youth and always a ready supply of cutthroats can be found, willing to do just about anything, for a price. A small price, at that.

Even worse of course is, what those, who leave the gloom, are willing to tell. They talk of moving walls, of a changing city, of the dead walking the street, whether in pieces or as a whole, and a constant feeling of something, that is in the city, that slowly, but surely changes. But for good or evil, no one can say.

Cultures

Among the different people of Gehenna, a great many different cultures have arisen, and one could as well go from city to city and proclaim them all unique, or the same as everywhere else.

Among Humans

Over the years a number of cultures has prevailed among the human territories, many of which have led directly into their formation as petty kingdoms and dukedoms.

To the south are the **Frigmeni**, who make up the population of the League of Maras, men and women born in the coldest climate of Gehenna, who are able to survive in freezing wheather just as well as they do on the stormy sea. Known by their greater common height, blonde hair and extremely light complexion, these are the hardy settlers of one of the most deadly territories of our world. Added to that is their common courtesy to all travellers and their great sense of hospitality, which saved many a lost soul on the dark winter days that lasts for more than half a year down there.

The Eastern Realm with the Endless Blue, the great and terrible ocean, are the domain of the **Atelei**, a good-natured people who show themselves as devout and good Suprematii ever since the faith came to the region, and many an Ateleian prides himself on the hard farmwork he does and his contribution to the cause at a whole. With a pleasant, if rocky land and the boundless sea on their border the eastern realm has had to weather many a stormy relationship with neighbouring territories and any ateleian will be ready to burn his crop if it means denying a raider his share. This has also impacted ateleian art which celebrates the transient nature of life and where artists can gain patrons and lose them in the span of a single month as one finds another artists even besser in his style, while the upper classes frolick in ephemeral parties and decadent intrigues against one another to escape their own worries with fanciful masks and strange games.

To the north are the **Cordites**, those who claim direct descendance from the lost city of Cordis. Living in the humid environment of the great Borus and its dozen smaller

arms, the Cordites are known for their dark skin and sense of pride and ambition. This is not surprising, considering that they live among the ruins of the greatest empire man has ever known. The old curse about *Cordite Pig-Headedness* is well known among the realm and tradition is valued greatly among them, for that is how things have been done and should be done till the end of days. Even nowadays every Cordite city proclaiming themselves to be true heirs of Cordis assembles all its citizens once a month to council their Syndikos, the chosen city-representative.

Finally, in the Heartlands live the Borgensen, the kind-hearted people of the core lands who had to endure the greatest hardship during the War of Exhaustion. Where once the farmland of the Realm could be found, nowadays only death covers the place, with unusable soil for many a mile around. Though one of the most industrialised areas of the Realm with their great iron halls and with the greatest number of Svartalfr Ghettos among their cities, the common Borger is a stocky fellow with some brownish-blackish hair and a dirty, dusky skin and shifty eyes. As the old faith remains strong in the region, so does conflict loom up every now and then.

There are of course countless smaller and lesser cultural groups, often only of regional importance, but their sheer number within the Sacred Cordian Realm and the fact that their influence rarely outstretches beyond their city makes it rather impossible to truly count them among the great cultures.

Among Aen Sidhe

Of what little we know of the Aen Sidhe, we know that they divide themselves among three different courts, which are again subdivided into four different expressions depending on the current season.

Each Winter they meet in the Halls of the Nidavellir, a mythical place where the Amaranthine Court, the leading congregation of Sidhe lives and which no non-Aen Sidhe has ever visited.

Of the three courts we know that they are divided into the Aen Fintan, Aen Bith and Aen Ladra, who represent different parts of their mythology and their restoration from Ancient Kessair.

The Aen Fintan represent the Ambition and Sovereignty of the Aen Sidhe, they are the diplomats and thinkers, who advise calm and rationality among their people.

The Aen Bith are the Wild ones, fiery and full of temper, wild and unbound, children of life and action, prone to impulsive action and give most of those willing to fight and die for their people.

The Aen Ladra are the spiritual leaders of the Sidhe and proclaim the knowledge of their forefathers after traditions and communion with nature and the stars. They craft the weapons the Aen Bith wear to kill and write the contracts the Aen Fintan carry to their enemies.

Among Svartalfr

The Svartalfr have changed greatly since arriving on Gehennas upper land. As their elders are still wont to do, they proclaim that this is their dark age and all was well

when they still knew where the roof was above them, instead of an unruly sky of now.

Still, some traditions survive even great upheavals, and for the Svartalfr those are the clans. Each svartalfr is part of a clan, and each clan is divided into the castes of Those who Rule, Those who Think and Those who Work, while all following their belief in the concept of Arete. This also means that no Svartalfr should ever change his station, as he is born to do, as his ancestors did, for that is his best place in life.

Interestingly, unlike general human societies, the Svartalfr do not discriminate against someone based on their gender, which might be telling, considering most cannot tell a male and female svartalfr apart.

Those who Rule are the highborn clan chiefs, the leaders of their community and also those, who talk and mediate for trouble with outsider communities.

Those who Think are the great engineers and smiths of the Svartalfr, the Masters of techniques still hidden from the common eye, who, as rumours persist, are able to let their own lives blood flow into their great work to create true craftsmanship. They sometimes travel outside their clan to fulfil missions of great importance, though they usually do so under the cover of another work, or as part of their great age travel, to find traces of *Helvelid* somewhere in the world.

Those who Work are simultaneously the most populous and most powerless of castes among the clan, which can often confuse outsiders. They are forbidden contact with outsiders and punished harshly if they break that taboo, and represent the common worker, s/he who does all the work.

Among Bandar

If we can even call what the Bandar are doing a culture, then it is a culture born of their own past, where only the strongest have a right to live and all others are thrown out, only to return if proven stronger.

As such, and since true civilization has only come among the Bandar in recent years, it remains to be seen if they will continue to imitate those around them in a bizarre attempt to fit in, or create something just as strange as they are.

Religion

Religion is and always will be a great point of contention in Gehenna, as it is an integral part of the daily life of all involved. No day goes by where not someone prays to one or several gods or whatever stranger things they might believe in.

The old Faith

Born out of the myriad of beliefs of old Cordis and the separate city states, the disparate belief structure of the old Faith is but a patchwork of connections that has been build up over the ages.

At the dawn of time, there was Mannus, the Father of all. He made the gods and gave them order, and each of them, a piece of himself, to rule what he had created. But in doing so, he gave them freedom, and his children, Tethys, Hemis, Rhea and Yperon fell upon their father and tore him apart. Thus was born Treachery.

And as Mannus lay dying, out of his stricken body his Wrath alone was made manifest and bore Eris, the Red Lady. Immediately she began war upon the other four and for a millennium their battle raged on and devastated the young creation.

The first to fall was Yperon, and where he lay dying, the trees sprouted. Where his blood flew, the rivers flooded the land. Where his tears met the ground, the soil became fertile, and where his hand drew into the ground, it became rich with minerals.

The second to fall was Hemis, who believed that a second treachery would secure her victory and lied to her remaining brother and sister about a plot to betray Eris as they had betrayed Mannus, but Eris saw through the Treachery of which she herself was born and threw Hemis high upon the sky and skewered her with her spear. And her body became the night sky, for every light is a point where Eris' golden spear had hit Hemis, and her blood became the rain, to fall upon the fertile soil, as her tears became its sorrow and filled the sea, so great was it that it almost drowned creation and created the Endless Blue as her dying breath came over Gehenna and froze the world.

Left alone, Tethys and Rhea fell upon each other to present the other to Eris in the hope of gaining her forgiveness, but when they fought, Rhea secretly took of Tethys but a single piece and grew from it within herself the seed to one day return, as Tethys overwhelmed her. The Betrayer brought his slain sister before Wrath personified and Eris saw what he had done. He was kinslayer. And yet.

So she sealed Rhea below even Tartarus and made a prison upon her, where her soul was bound for all eternity. Tethys she took for husband, but forbade him ever to come upon the land ever again, for he had to watch the Underworld, to see that all was right with the dead.

Herself pregnant with her husband's seed, Eris bore three Daughters, sisters to each other, whom she gave to Death, Deceit and Decay, and they were Thanatis, Apate and Fthora. And each of her daughters gave themselves to Tethys, who became father to the young gods, of whom each daughter bore Zat, of whom it is said that as he came into his life, his first view was of wine and he demanded it everforth s it should spring from his mother's teat, Agathis, who gave of his nobility to the gods and became seated upon the world, and Leho, but he was as his mother was, a creature of deceit, as he was not born of a union with Tethys as claimed.

In secret, as she lay ever-dying in her prison, Rhea bore a son, made inside her from the stolen seed of Tethys, and she named him Deimos, for he was all her terror personified, and upon him she gave her will and power, so that he might one day free her. This Deimos, who was not imprisoned as his mother was, fled to Gehenna, where he found peace among the early men, and it is here, where, among them, Apate found him and took him in Tethys' place. And out of that union was Leho, who was son of Apate and Deimos, of Rhea and Tethys, who were of Mannus as was Eris. And They took their place among the gods.

One day Tethys called upon Eris, and she, who believed him treacherous and was full of Wrath, for he had begat children of gods, slew him once and again until her wrath was sated,

after which he revealed the Beast which had come upon Gehenna and which was stealing the souls of man.

And Eris descended upon the Beast with greater Fury still, and the ground shook with terrible fire as she thrust her spear into the Beast, until finally it fell. Where the beast fell, she came and drove into the beast, until finally it was unable to act against her, and thus she ascended the Beast to her side, where it became Hleton, the Beast Mastered, whom she took as lover.

The Supremati

According to their holy book, the Scripture of the Supreme, on a day of clear sky, a man was sentenced to die by being executed on the shores of the Cliffs of Atelei Magnus. This man had one day appeared, without a trace where he had come from, and without saying a single word to anyone, that he was bound, gagged, and taken to their dungeons, where he would not say anything, even under greatest pain we can imagine.

And out of fear, the local ruler had him sentenced to die by beheading him and giving his head to the Endless Blue and the deadly waters below Atelei Magnus, as the waves grew higher and higher. A great crowd had gathered to see the stranger die, the merchants peddling their dubious wares, the thieves to steal and many an adult for this to watch. But as the executioner stepped forward, and the stranger, who was, even after all that was done to him, still hooded, so that none may know his face, as is tradition among the Atelei, looking at him, stopped in his track, and threw himself in that instant down the cliff. As the hooded stranger arose, the guardsman convened and scream from the audience came loud shouting for someone to be executed, but with a simple gesture the stranger was bound no more as chains of iron fell from him, and as he took off his hood for but a moment, the guardsmen screamed in terror and anguish before his glare and died instantly on that same spot as they stood.

As the audience screamed and ran, only a select few stayed behind, awed by the stranger, and as the great light of the sun bathed him in her warm rays, he revealed himself to them and taught them of the Supreme One's teachings, so that they might become his disciples and bring his teachings among the faithless, for he foresaw a great darkness before the land.

And the disciples of the Supreme One, as they now knew, the Dame Brunhilde, Heinrich the Just, Johan the Righteous, St. Michael the Converted and Anna of Grace, wandered about the land and told people of the miracle of the Supreme Ones coming.

And while they spread the good word, the Supreme One wrote down, for all to know, the truth of the world. About the betrayal of the old gods, and how they had tried to hide this truth from the people, how they had chained him in the dark places of Gehenna and how his titanic struggle had shaken the earth until he could finally break free.

As his work was finished, he laid down the book and gave it to all his followers. And to this day, his followers pray for his return.

The Eye and Star

What little is known of the Eye and Star is, that they believe that their gods are hidden away, somewhere out there,

beyond the light of the night sky, behind the great door from the dawn of creation.

And those doors are the Gates of Gehenna, which is why the Cult is searching for them feverishly, for only in freeing the true rulers of existence, those who lost the battle of creation against what the Cult believes the usurper gods, will man and by extension all of Gehenna, finally arise.

The Svartalfr

According to the Svartalfr, all started when with two brothers. Bouri and Snorri.

Bouri was a builder, a creator and day in, day out he would forge at his smith, creatures, worlds, the lands, everything, while his brother Snorri would toss in the ore he found, for Snorri was a digger, the one who drove through the ground to find all the rare ore they would then use to create. But Snorri itself could not create, for he was rubbish with a hammer.

But instead of understanding that sometimes our place in life is exactly where we are and be content with that, in his heart grew malice and jealousy towards his brothers' talents. Thus with each year and a day from the last one he would begin to provide his brother less and less pure ore, and yet Bouri would strive to create even greater works than his last, until finally, after 77 years and 77 days he had crafted mighty *Helvelid*, the great hammer fit for the gods.

And as he had forgot so mighty a thing from the basest of materials, from the worst of ore his brother had found, he had to lie down and sleep. But in this sleep, his brother found the jealousy in his heart had grown to unimaginable heights and he stole *Helvelid* for himself. As his hands however touched the mighty hammer, he transformed into the first *Vættir*, a svartish wight, a creature of greed and destruction and fled with *Helvelid* in hand.

As his brother ran away, so Bouri awoke and he knew what Snorri had done, for the fire of the forge had died down and he was alone in the darkness, his greatest creation stolen by he whom he loved like kin. And thus he vowed to destroy his brother, for only in Snorri's death could his brother find the solace and freedom from jealousy. His warmth of heart lit the forge anew and Bouri began to swing his crafting hammer, and he forged and forged until finally, he had made the first Svartalfr, and with his hand gave them life and purpose.

Thus each svartalfr knows the story of the two brothers and their place in life, and legend has it that the cataclysm was but the first in a line of titanic battles between the brothers under the ground and that on any day, if you put your ear to the soil, you can, if you listen really closely, hear Bouri hammering away, still at his forge.

The Aen Sidhe

It can be difficult to explain, but the Aen Sidhe do not believe in the same vein as the other species do. After all, they know of their place, of their connection to nature and where they come from.

But if one were to ask an Aen Sidhe, provided he is not Bith and tries to kill you for the impertinence, he might tell you of the seasons and their grip upon the fair folk, of how each season is somehow personified in each Aen Sidhe and how

they can feel the pain of every place they visit, even in the deepest of winter.

The Bandar and Religion

The ape-men don't have the same relation as we do to religion. For them, all that counts is to follow the direction the tribal leader gives. If a Bandar Silverback commands his tribe to follow a belief, they will, unless that Silverback is challenged.

For this, the Bandar have been willing shock troops for both sides used during the War of Exhaustion, because nothing is scarier than one giant gorilla running at full-speed at you with about 100 of his best friends in full armour and armed to the teeth, including the fearsome teeth.

The Occult

The occult has a place on Gehenna, but whether it is one of glory or nefariousness remains in the eyes of its beholder. What is clear is, that most religions at least watch those who practice the occult, some, like the Suprematii and the Aen Sidhe even hunt for those practicing it, as they believe it destroys the sanctity of the world, as if the occultist were to break some unwritten law of nature.

Most occultists practice one of the three ways, whether by choice or being forced to do so, and few are willing to share their secrets, as each of them might believe in the power it brings you.

Pact-Bound

Those who make the pact receive power, the ability to mold occult forces and sometimes even create beings out of thin air.

The great question, each and every occultist asks themselves is, whom they are making the pact with. Is it some horror from beyond, or a messenger of the gods, a monstrosity or some benevolent entity?

No two occultists will answer this question the same way and it seems, that for everyone something fitting to his or her perspective answers their call, but often, there is a price they pay, often unknowingly.

Of the three great disciplines of the occult, being Pact-Bound will still get you flayed by the Suprematii, but at least your soul will be saved.

Ritualism

Those occultists who remain bound on using rituals and complicated gestures to empower the arcane and mysterious arts are the most accepted, if still suspect, of the occult paths.

As the most clear and understood way to call on the powers beyond, it allows one to create mystical circles to ward evil or good and neither is inherently destructive to the people, unlike the other paths might be, but you can be assured, even so, that openly proclaiming your practice will still get you a quick way to a watch station, or a bloody confession, if we talk about the Suprematii.

Ritualism is unique in that it is the only pathway, for which there exist small colleges in some of the greater cities, the greatest of which of course fell with the coming of the Black Gloom, as it was situated in Maledictas at the time of the War of Exhaustion.

Power of Blood

Those who draw upon the power of their own blood to create and empower occult forces are among the most feared and hunted, so dark is their spirit, that among the Suprematii a place, where a known Blood Occultist worked, would receive the Fire of Righteousness and to go to such a place is Anathema to them.

Having no need to make a pact and thus being able to empower oneself by own and arcane means and without the problems of lesser means like needing to paint a ritual circle or use complicated hand gestures, this type of occultist remains the strangest and most feared of all.

The Gates

What are the gates? Where can one find them? Are they real or metaphorical? Do they truly contain the sum of all knowledge or is it just the feverish dreams of madmen?

First mentioned in a quasi-occult book called *Revelations of the Soul* by someone called Robert Kaéyk in 788 T, have the Gates of Gehenna remained a mystery that fascinates all parts of society and interests just about anyone who knows about the occult.

Entire libraries have been written on the subject, of course, most of those are lost to the flames of...lesser minds, but those that remain speak of a portal that allows anyone who finds their way there, to learn all that is to learn, about everything, to see and understand where ones path will lead and reach enlightenment.

It should come as no surprise, that the late Kaiser Marekoi I found the Gates to be of great interest to himself and financed three expeditions across the known world in search of hints of it, which has lead to a plethora of treasure hunters, who, even nowadays, are wiling to kill to find some hint of its existence.

But whether it really contains what many people, or something more sinister, like the Eye and Star claim, or even exists at all...

A small Glossary

Kaiser – The Emperor basically

Kontor – A trading hall or house, usually build by one of the great merchant families of Maras

Kontorstadt – Trade City, a city build around a trading post or hall

Mordbrenner – Madmen who gleefully burn and kill

11 –Example Charactersheets

Gates of Gehenna		Name	Age	Hair Color	Level
		Player	Height	Eye Color	XP Used/Unused
		Species	Morale		10 + (20-RES)
			Hitpoints		10 + (20-CON)
Attributes		Stats		Talents	
Agility	20	Insight	20		
		LOG+CHA or PER+INT			
Constitution	20	Leadership	20		
		INF+RES or CHA+LOG			
Strength	20	Stealth	20		
		PER+INT or AGI+RES			
Intuition	20	Combat	20		
		INT+AGI or STR+PER			
Logic	20	Deception	20		
		CHA+INF or STR+RES			
Perception	20	Knowledge	20		
		INF+INT or LOG+RES			
Charisma	20	Backgrounds		Equipment	
Influence	20		+X	Weapon	
			+X	Damage/Crit	
Resolve	20		+X	Keywords	
			+X		
			+X		
			+X	Armor	
			+X		
			+X		

Increase Attribute = 1+(Level) XP; New Talent = 3+(Level) XP; Increase Talent 1 Level = 1+(Level) XP; 50XP Start, Attr. Max 10, 8 Pts Backgrounds, Max +5, Max 5 Talents, Activate only 1 XP

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		PER+INT or AGI+RES			
Intuition	20	Combat	20		
		INT+AGI or STR+PER			
Logic	20	Deception	20		
		CHA+INF or STR+RES			
Perception	20	Knowledge	20		
		INF+INT or LOG+RES			
Charisma	20	Backgrounds		Equipment	
Influence	20		+X	Weapon	
			+X	Damage/Crit	
Resolve	20		+X	Keywords	
			+X		
			+X		
			+X	Armor	
			+X		
			+X		

Increase Attribute = 1+(Level) XP; New Talent = 3+(Level) XP; Increase Talent 1 Level = 1+(Level) XP; 50XP Start, Attr. Max 10, 8 Pts Backgrounds, Max +5, Max 5 Talents, Activate only 1 XP

12 – Collected Tables

In Short

This chapter collects the different tables from all over the rules for easy reference.

Modifier	Task Difficulty
-8	Very Easy
-4	Easy
±0	Common
+4	Challenging
+8	Very Challenging
+12	Very Difficult

Attribute/Stat Score	Level
20	Unschooler
19-15	Apprentice
14-10	Journeyman
9-5	Master
4-2	Elite

Level	XP	Total XP Spent
1	+20	70
2	+40	90
3	+60	110
4	+80	130
5	+100	150
6	+120	170
7	+140	190
8	+160	210
9	+180	230
10	+200	250

Speed	XP
Slow	1
Normal	5
Fast	10+

Primary Stats	
Agility	General speed, quickness, coordination
Charisma	How the character is perceived by others
Constitution	Ability to withstand pain, poison, disease
Influence	Ability to manipulate others
Intuition	Wisdom and mental acuity
Logic	General Intelligence and Knowledge
Perception	Ability to see details
Resolve	Mental Fortitude
Strength	Muscles and Technique
Secondary Stats	
Leadership	Ability to command units and respect
Insight	Ability to recognize truth and lie
Combat	Combat Ability, both melee and ranged
Knowledge	Academic Knowledge
Deception	Ability to lie and cheat
Stealth	To hide and sneak around
Tertiary Characteristics	
Level	Indicator of Character Power
Experience	Resource to Expend to gain Power
Hit Points	Physical Health/Fitness
Morale	Mental Health/Exhaustion
Backgrounds	Character-related Histories
Talents	Special Abilities

Combat	
Speed	Power
INT + AGI	STR + PER
Deception	
Charm	Force
CHA + INF	STR + RES
Insight	
Critical	Empathetic
LOG + CHA	PER + INT
Knowledge	
Sharpness	Memory
INF + INT	LOG + RES
Leadership	
Personality	Rationality
INF + RES	CHA + LOG
Stealth	
Timing	Alacrity
PER + INT	AGI + RES

Level	Stage
0	Bloody Beginner
1-3	Novice Adventurer
4-6	Journeyman
7-9	Master
10	Elite
11+	Legendary

Leveling Up	
Level	Indicator of Character Ability
Experience (XP)	Measure of Past Experience
XP Spent > Lvl Up	20
Gaining XP	Overcome some sort of vaguely defined challenge
How much XP?	Depends on Game Speed, from 1 or 5 to 10
	1 – Gain 1 HP/Morale
Leveling Up	2 – Advance one Ability or talent
	3 – Increase Level
	4 – Done
Level 10 Max?	No, but don't expect any balancing beyond it

Number	0	1	2	3	4+
Category	Close	Near	Medium	Far	Extreme
Range	0-3m	4-10m	11-19m	20-49m	Per 50+m

Roll Result	Reaction
1-3	Hostile
4-6	Aggressive & Opportunistic
9-12	Cautious & Evasive
13-15	Indifferent
16-19	Warm & Friendly
20	Trusting to a Fault

Type of Work	Common Pay/week in silver
Unskilled/No Combat	1
Skilled/Combat possible	25
Master/Combat guaranteed	100+

Roll Result	Accepts?	Pay	Morale
1-7	No	-	-
8-10	Yes	200%	14
11-14	Yes	150%	12
15-18	Yes	125%	10
19+	Yes	100%	8

Character Creation	
Attributes	50 XP, Spend 1 per Attribute Point
Stats	Calculate after choosing Path
Talents	Max 5 at Start, 1 XP to activate/advance
Backgrounds	8 Points, max +5
EquipMent	As fits character background +d20 sp
Level	0 with 50 XP spent, or depends on level

1A	1 Attack – Only allows 1 attack/round
2H	2-handed – Requires 2 hands to use
AT X	Armour Training – Requires Talent Grade X to use without Disadvantage
BL	Block – Can be used to block without talent
CRIT X	Critical –Increases critical range by X
DEF X	Defensive – Gives +X RM to defense rolls
DUR X	Durability – Damaging hits decrease target armor durability by x
IA X	Ignore Armour – Ignores armour including category (Light/Medium/ Heavy/ Superheavy)
IS	Ignores Shields – Cannot use/block with shields against
R X	Range – Has range category of X
REL	Reload – Needs an action to reload before another attack
STE X	Stealth – Gives ±X GMM to Stealth rolls
STR X	Requires Strength – Needs at least strength attribute X to use
THR	Throwable – Can be used as throwing weapon with range 1
UB	Unblockable – Cannot be blocked

Name	Damage	Keyword	Durabil
Axe	+3/HP	CRIT 2, THR	10+
Bill	+4/HP	2H, IA L, R 0, STR 16	10+
Broad sword	+4/HP	CRIT 1	10+
Cannon, 06 pound	+7/HP	1A, DUR, IA M, IS, R 3, REL 40, UB	14+
Cannon, 12 pound	+10/HP	1A, DUR, IA H, IS, R 6, REL 50, UB	14+
Cannon, 24 pound	+15/HP	1A, DUR, IA S, IS, R 4, REL 60, UB	14+
Club	+3/M	CRIT 1	8+
Crossbow	+3/HP	1A, 2H, CRIT 1, IA L, R 2, REL 2, STR 14	10+
Cutlass	+3/HP	CRIT 2	10+
Dagger	+2/HP	CRIT 3, THR	10+
Flintlock Musket	+7/HP	1A, 2H, CRIT 1, DUR, IA M, R 2, REL 3, UB	10+
Flintlock Pistol	+5/HP	1A, 2H, CRIT 3, DUR, IA L, R 1, REL 3	10+
Halberd	+5/HP	2H, DUR, R 0, STR 16, THR	10+
Improvised	+1/M	CRIT 1	18+
Lance	+5/HP	1A, 2H, IA M, HO, R 0, STR 16	10+
Longbow	+3/HP	2H, CRIT 1, IA M, R 6, STR 12	10+
Matchlock Arquebus	+5/HP	1A, 2H, DUR, IA L, R 1, REL 2	14+
Matchlock Caliver	+4/HP	1A, 2H, IA L, R 1, REL 2	14+
Matchlock Musket	+6/HP	1A, 2H, DUR, IA M, R 2, REL 2, UB	14+
Pike	+3/HP	2H, CRIT 1, R0, STR 16	10+
Quarterstaff	+3/M	2H, BL, DEF 2	14+
Rapier	+3/HP	BL, CRIT 3, DEF 2	10+
Snaplock, Musket	+6/HP	1A, 2H, DUR, IA M, R 2, REL 2, UB	14+
Snaplock, Pistol	+4/HP	1A, CRIT 3, IA L, R 1, REL 2	14+
Spear	+3/HP	2H, R 0, THR	10+
Unarmed	+0/M	CRIT 3	-
Wheellock Pistol	+4/HP	1A, CRIT 2, IA L, R 0, REL 3	8+
Zweihander	+5/HP	2H, BL, DUR, IA L, STR 12	8+

Category	Armor Value	Keywords	Durability
None	0	STE +2	-
Light	2	AT 0	16+
Medium	4	AT 1, STE -2, STR 16	12+
Heavy	6	AT 2, STE -4, STR 12	8+
Superheavy	8	AT 3, STE -6, STR 8	4+
Shield, Small	+1		15+
Shield, Large	+2	STE -2, STR 16	10+
Shield, Tower-	+3	STE -4, STR 12	5+

Category	Effect
Rabble (R)	Several persons make up a group of rabble, and 1 opponent is defeated for every 5 points of damage. Consists of at least 2 persons, only have 1 HP track.
Henchmen (H)	Only 1 HP/Morale, but take no damage on successful defense
Boss (B)	Start with 15 HP and Morale

Talent	Effect
Durability	Every damaging hit decreases target's armour durability by one
Elite X	Gains -X GMM to all rollse
Mob	Only Rabble, =henchman but with 5 hp, never take damage on successful defense
Occult X	Can use an occult talent up to grade X
Soft	Deals only Morale damage, not HP damage

Stress	Effect
Frenzy	Uses Escalation Value like players do
Self-Destruct	Opponent explodes in death with R0
Reinforcements	Can call additional people into the fight on 15+

Elixir	Normal	Heightened
Of Healing	Heals 1d6 HP	Heals 1d6+4 HP
Of Rage	Enter Wrath Mode, even without talent, as if on talent grade 0	As Normal, but as if on talent grade 3
Of Peace	Heals d20 Morale	Heals Morale Full
Of Sleep	Falls into deep, comatose sleep of d20 hours	Sleep extends into d20 days
Of Fire	Gives Imbiber +d6 RM for d6 rounds	+d20 RM for 2 rounds instead, Imbiber loses ½ Max HP afterwards
Of Confusion	Imbiber becomes confused and mad with hallucinations	Become immune to Mind Control and Illusion/Invisibility
Of Speed	+4 to Initiative rolls	Gains one additional action in each combat round
Of Vision	Imbiber is haunted by visions of past, present and future	On 15+ after imbibing, gains free reroll for the day, otherwise d6 morale damage
Of Strike	If used upon weapon, weapon gives +1 RM to combat rolls	Weapon gives advantage while using instead
Of Iron	Imbibers weight increases by d6 pounds, all poisons are flushed out within d6 hours	All poison effects are ended, imbiber is immune to poison for d6 hours

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