

Rogues of Canguine

Sorcery Cheatsheet

Based on 7th Sea Character Handbook by Stephen D'Angelo (dangelo@crystalkeep.com)
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This booklet contains a quick-reference to the rules on Character design for the 7th Sea game.

Key to Sourcebooks:

AH = Arrow of Heaven

AV = Avalon

CA = Castille

CE = Crescent Empire

CM = 7th Sea Compendium

CN# = Crow's Nest (issue #)

CP = Church of the Prophets

DK = Die Kreuzritter

FR = Freiburg (box set)

FT = The First Tome: Sophia's Daughters Re-imagined

EN = Eisen

ES = Explorer's Society

GM = GM's Guide

IC = Invisible College

IG = Islands of Gold

KM = Knights and Musketeers

LF = Lady's Favor (GM's Screen)

LV = Los Vagos

MO = Montaigne

MR = Montaigne Revolution

NM# = NOM (issue #)

PG = Player's Guide

PN = Pirate Nations

RC = Knights of the Rose & Cross

RI = Rilasciare

SBN = Sidhe Book of Nightmares

SF = Scoundrel's Folly

SG = Swordsman's Guild

SH = Strongholds and Hideouts

US = Ussura

VK = Villains Kit

VO = Vodacce

VV = Vendel/Vesten

WOB = Waves of Blood

Overview of Sorcery

Each type of sorcery includes 5 or more knacks. For Rogues of Canguine, during hero creation these knacks can be increased using Sorcery points and Hero points as though they were Advanced Knacks. During play, they may be increased just like other knacks can.

You start at **Apprentice** level. To achieve **Adept**, you must have rank 4 in at least 4 knacks. To achieve **Master**, you must have rank 5 in at least 5 knacks.

Knacks are unique per sorcery, so if you have more than one sorcery with the same knack, those knacks are considered as different knacks for purposes of determining their rank.

Sorceries/Shamanisms ^{PG 200}

The type of sorcery or shamanism your character can know depends on the nation they are from.

Nation	Sorcery/Shamanism	Description
Avalon	Glamour ^{PG 200} Druid ^{AV 98}	A magical power that draws on legendary people The ability to place a Gesa (bonus experience as long as some rule is followed).
Castille	El Fuego Adentro ^{CA 98}	Ability to control fire.
Midnight Archipelago Kanuba Marcina	Opah ^{IG 81} Erego Medicine ^{IG 79}	Weapon magic Faith healing
Montaigne	Porté ^{PG 212}	Teleportation magic.
Ussura	Pyeryem ^{PG 214}	Shape-shifting to and from animal forms.
Vendel/Vestenmannavnjar	Astrologer ^{VV 98} Laerdom ^{PG 203} Sympathetic Healer ^{VV 100}	The ability to influence events using the stars. The use of Viking runes to create magical effects. The ability to take wounds upon yourself.
Vodacce	Sorte ^{PG 219}	The ability to change fate.
Die Kreuzritter	Nacht ^{DK 71}	The ability to move in the shadow world.

Sorcery ^{PG 200}

Sorcery is something a character is born with, so it cannot be purchased later.

Level of Sorcery	Cost	Description
Full Blooded	40 HP	7 Sorcery Points to spend during Character Creation. Maximum Sorcery Knack Rank =5
Half Blooded	20 HP	3 Sorcery Points to spend during Character Creation. Maximum Sorcery Knack Rank =3
Twice Blooded	40 HP	You are considered to be Half Blooded in two different Sorceries.

Purchasing any kind of sorcery gives a **-5 HP** discount on purchasing the **Noble** advantage.

You may purchase additional ranks in Sorcery knacks using HP during hero creation (as though the Knacks were Advanced Knacks), and you may do so during game play using XP. ^{CM 7}

Shamanism

A shaman is not a sorcerer, but does have magical powers. You cannot have both a Shamanism and a Sorcery advantage at the same time. You may be able to learn a shamanism after character creation, subject to GM approval.

Specific Magic Details

Astrologer ^{VV 98}

Overview

Country	Vendel
Type	Shamanism
Cost	10 HP
Description	Innate ability to view stars and planets and interpret their arrangements to predict the future and present.

Effects

Roll Wits + Astronomy (TN 15) to help or hinder someone. If you hinder, their mass combat checks this scene are -2 (minimum 1) and TN for all rolls is +3. If you help, their mass combat checks this scene are +2 and TN for all rolls is -3. +10 TN means they last for a whole act. Only one Astrologer can affect a person at a time. To override another, you need to make more additional raises (+5 TN) than they did.

Druid ^{AV 98}

Overview

Country	Avalon
Type	Shamanism
Cost	20 HP
Description	<p>Druids are a order with many secrets. They are de-facto judges in Avalon for civil disputes. Almost all Druids have <i>Bard</i>, <i>Doctor</i>, and <i>Hunter</i> skills. Druids have 5 knacks but which knack is used for rolls isn't under their control. It depends on the time and date. The knacks are:</p> <p>Spring: April 1 – June 30. Summer: July 1 – September 30. Autumn: October 1 – December 30. Winter: January 1 – March 31. Moon: At nights (if not new moon).</p> <p>None are usable on a new moon or the Prophet's Mass (December 31).</p>

Mastery Levels

Apprentice	3 x per story, add your rank in the appropriate knack to another's roll (<i>after they roll</i>). You do not need to roll.
Adept	<p>May put a Lesser Gesa on someone. (<i>no more than three in effect at once, and no one can have more than two at a time.</i>) Said in front of the person, roll Wits + Knack (TN 20), and spend drama dice (<i>1=hard to avoid breaking, 2=annoying to avoid breaking, 3=easy to avoid breaking</i>).</p> <p>As long as restriction is followed, get +1 XP at end of each story. For example, "<i>must never remove their boots</i>" or "<i>must never eat alone</i>". Once broken, cannot get another until the next story.</p>
Master	<p>May put a Greater Gesa on someone. (<i>no more than one at a time, and no one can have more than one at a time.</i>) Said in front of the person, roll Wits + Knack (TN 40), and spend 3 drama dice. This sets conditions under which the person may or may not be killed. For example, "<i>can only be killed by fire</i>" or "<i>cannot be killed on a sunny day</i>". (See AV 100 for more details).</p> <p>When conditions for are met, You:</p> <ul style="list-style-type: none"> - Cannot spend drama dice when threatened by the conditions. - Cannot actively defend from the condition. - Dramatic wounds inflicted cannot be healed by any means. - Dramatic wounds = 2 x Resolve kills you rather than knock you out.

El Fuego Adentro ^{CA 98}

Overview

Country	Castille
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	<p>First appeared in a senator of the Old Empire in Numa. This sorcery is believed to be extinct. Practitioners were wiped out by the Inquisition and secret societies. If any exist, they probably are in Rancho Gallegos in Castille. When using this sorcery, tiny flames can be seen in the sorcerer's eyes. Sorcerers cannot create fire, only manipulate it. Fires needs fuel unless the Feed knack is used.</p>

Mastery Levels

Apprentice	Fire and heat-based effects do no harm to you or equipment in close contact. Can direct movement of one fire within 10 feet. It ignores winds and can cross water if Feed is used. Movement rate is 10 feet per round (<i>15 if Adept, 20 if Master</i>). Wind can move it faster.
Adept	Can hold fire as if it were solid.
Master	Can give flames the semblance of life.

El Fuego Knacks *Description*

Concentrate	Can control (ranks in Concentrate + 1) separate fires.
Extinguish	Can reduce a fire by (ranks in Extinguish) dice. See GM 200 for rules. You can affect (ranks in Extinguish x 100 square feet) of fire per rank in this knack.
Feed	You may keep a fire going by taking 2 times the number of dice of fire you want to prevent being lost in flesh wounds each phase. This damage is reduced by your rank in this knack. A wound check is made at the end of each round for this damage.
Range	You may affect fires up to 40 feet times your rank in this knack away.
Firestarting	You may take 1 flesh wound to light a fire in adverse conditions. How adverse depends on your rank. 1=damp tinder or strong wind, 2= wet tinder or light rain, 3= waterlogged tinder or medium rain, 4= non-combustible tinder or heavy rain, 5= any material or weather conditions.
Flaming Blade	You may place your sword into a fire and pick up the flames. The sword does extra damage equal to your rank in this knack times 1 (Apprentice), 2 (Adept), or 3 (Master).

Hurl Fire	Adept or Master Only. Use an action to reach into a fire and throw it. Roll Finesse + Hurl Fire to hit (range = 5 + (Brawn*2) yards). Damage if you hit is 3k3 (Adept) or 4k4 (Master). Take (2 = rank in Feed knack) flesh wounds each time. Fire dies out and cannot ignite someone or something.
Fireflies	Master Only. Spend 3 actions to convert 1 die of fire into a 10' by 10' cloud of fireflies (take 1 flesh wound, which won't heal until the cloud goes away). You control the cloud and can extinguish it at will. The cloud moves 15 feet or 1 level per phase. Creatures in the cloud take 1 flesh wound per phase unless wearing heavy clothing or other protection. Can control (ranks in Fireflies) clouds.
Flame Serpent	Master Only. Spend 5 actions to convert 2 dice of fire into a flame serpent (take 3 flesh wounds, which won't heal until the serpent goes away). You control the serpent and can extinguish it at will. Has 3 in all traits, but cannot be harmed (except by immersion in water). It starts with (ranks in Flame Serpent) damage dice (for example, 3k3 if your rank is 3), but with each successful hit it loses a damage die. At 0 it can still move but does no damage. It may regain dice (up to starting value) by sitting in fire (recovers at the rate of +1k1 per round). Can control (ranks in Flame Serpent) serpents.
Firebird	Master Only. Spend 10 actions to convert 4 dice of fire into a firebird with a 40 foot wingspan (take 5 flesh wounds, which won't heal until the firebird goes away). You control the firebird and can extinguish it at will (you may choose to have it explode as a rank 4 explosion.) Has 3 in all traits, but cannot be harmed (except by immersion in water). It does not attack or deal damage, but can travel up to (50 x rank in Firebird) miles per day. It may carry (1 passenger per rank in Firebird).

Erego Medicine ^{IG 79}

Overview

Country	Midnight Archipelago (Marcina)	Use	You gain the Medicine Man skill for free, and one rank in each of its advanced knacks. <i>Surgery</i> and <i>Channel Oroi</i> knacks are considered to be advanced knacks of this skill for you.
Type	Shamanism		
Cost	20 HP		
Description	Faith Healing	Channel Oroi	This knack is used to channel the spirits known as oroi. Roll Resolve+Channel Oroi against the TN of the oroi; if you succeed, you have channeled the power of the oroi.

Healing Oroi (TN 15)

Each raise you take on the Channeling roll, you gain a raise for a healing knack (First Aid, Diagnosis, Surgery), which must be the next roll you make and must be one to which the particular oroi would be applicable. You gain a free raise to your Channel Oroi knack if you are touching some of the plant.

- *Sweet gum* (used to treat damage from acids)
- *Pleurisy root* (used to negate the effects of diseases)
- *Goldenseal* (used to heal damage from cuts and slashes)
- *Arnica* (used to heal bruises and damage from falls and blunt weapons)
- *Narrowleaf dock* (used to negate contact poisons)
- *Lobelia* (used to counteract poisons that are swallowed)
- *Plantain* (used to counteract poisons that are injected, such as beestings and snakebites)
- *Cayenne* (used to counteract the effects of breathing toxic fumes)
- *Aloe* (useful in treating damage caused by burns)
- *Jasmine* (useful in treating damage caused by hot weather)

Animal Oroi (TN 25)

This channeling lasts for the rest of the scene. You share all the senses of any member of the species you are aware of. If you make two raises, you gain a special power related to the animal. You gain a free raise to your Channel Oroi knack if you are within sight of a member of that species.

- *Bear* (you gain one rank in Bear Hug)
- *Fish* (you gain one rank in Swimming)
- *Fox* (attempts to track you are at -2k0)
- *Hunting dog* (you gain two FR to Tracking)
- *Monkey* (you gain one rank in Climbing)
- *Seagull* (fishing rolls get +1k0)
- *Shark* (you gain a biting attack with an Attack knack of 3 and damage of 0k2)

- *Snake* (add 10 to your Initiative Total)
- *Songbird* (you gain two FR to Singing)
- *Turtle* (lose one rank of Panache, but reduce all damage by 10 flesh wounds per attack)
- *Wolf* (ambush rolls get +1k0)

Ancestor Oroí (TN 30)

This channeling lasts for the rest of the scene. You get a free raise if you have something belonging to your ancestor. It is possible to have the ability to channel more than one ancestor of the same type.

- *Avenger* (you gain the Hot-headed hubris and the Victorious virtue for the rest of the scene)
- *Chief* (you gain the Judgemental hubris and the Commanding virtue for the rest of the scene)
- *Explorer* (you gain the Rash hubris and the Worldly virtue for the rest of the scene)
- *Hunter* (you gain the Loyal hubris and the Perceptive virtue for the rest of the scene)
- *Lover* (you gain the Star-crossed hubris and the Passionate virtue for the rest of the scene)
- *Madman* (you gain the Overconfident hubris and the Fanatical wile for the rest of the scene)
- *Martyr* (you gain the Overzealous hubris and the Wilful virtue for the rest of the scene)
- *Mystic* (you gain the Righteous hubris and the Uncanny virtue for the rest of the scene)

Glamour PG 200

Overview		Mastery Levels	
Country	Avalon	Apprentice	You may use your Reputation Dice as if they were Glamour Dice. You may use the Apprentice ability of any Legend knacks you know.
Type	Sorcery	Adept	The GM receives your lowest trait fewer drama dice (min=# of players) each story. You may use the Adept ability of any Legend knacks you know.
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.	Master	Your number of drama dice depends on your highest trait (instead of your lowest). You may use the Master ability of any Legend knacks you know.
Description	Glamour was taught to the Avalons by the Sidhe. If the Graal is lost, Glamour will stop working. You may have only one Legend knack for each trait. Glamour Dice are Drama Dice but cannot be used for Arcana/Hubris activation and they do not turn into experience if unspent.		

Notes on Glamour Knacks:

Multiple knacks

Ordinarily, you may only take one Glamour knack for each trait. But, if you have a trait above 5, you can learn an additional knack for that trait.

Using Sidhe Glamour

When you use a glamour knack based on a Sidhe legend (Marked **(Sidhe)** below), roll 1k1 (2k2 in Bryn Bresail); on a result of 20 or higher the Sidhe notices you.

Brawn Legends

The Horned Hunter PG 201	Apprentice:	Spend a Drama Die to add your rank in this to your Brawn for one die roll (not a contested roll, wound check, or damage roll).
	Adept:	Spend a Drama Die to add your rank in this to your Brawn for a Wound Check.
	Master:	Spend a Drama Die to add your rank in this to your Brawn for a damage roll or contested roll
Iron Meg AV 102	Apprentice:	Spend a Drama Die to heal yourself of 5 flesh wounds for each rank in this knack.
	Adept:	Spend a Drama Die to cancel the effects of a poison affecting you.
	Master:	Spend a Drama Die to succeed at a wound check (with TN of 100 or less).
Mad Jack O'Bannon AV 102	Apprentice:	Spend a Drama Die to disappear behind an object as long as you remain still. You can still be heard and can be seen if you peek around the object to look.
	Adept:	Spend a Drama Die to disappear behind one object and reappear behind another that his up to 100 feet away for each rank in this knack.
	Master:	Spend 3 Drama Dice when killed. If you do, you return to life at dawn the next morning with -2 Brawn. If your Brawn becomes 0 or less, you stay dead
The Horned King (Sidhe) SBN 43	Apprentice:	+1k1 to seduction and social rolls against someone of the opposite sex.
	Adept:	Activate this knack to move from a forest to another within 100 miles. You have no control over where in the forest you appear.
	Master:	Assume the form of any animal up to bear size and gain the Lecherous hubris until the next dawn.

Finesse Legends

Anne o' the Wind AV 101	Apprentice:	Spend a Drama Die to add 5 times your rank in this to your initiative total for this round.
	Adept:	Spend a Drama Die to add you rank in this to your Sprinting knack until the end of the round.
	Master:	Spend a Drama Die to use all your remaining actions in a round immediately. You can do this before phase 1 of the round. If two mages use this at the same time, highest initiative total goes first.
Blackcloak AV 101	Apprentice:	Spend a Drama Die to hide traces of your passage for the rest of this scene. Others have a -5 to tracking rolls for each rank you have in this knack.
	Adept:	Spend a Drama Die to get +10 on a Climbing check for each rank you have in this knack.
	Master:	Spend a Drama Die to get +10 on a Lockpicking check for each rank you have in this knack.
Robin Goodfellow PG 201	Apprentice:	Spend a Drama Die to lower the range of your next bow attack by 5 yards per knack rank you have.
	Adept:	Spend a Drama Die to add +1k0 damage to your next bow attack for each rank you have in this knack.
	Master:	Spend a Drama Die so that your next bow attack is at +5 to hit for every rank you have in this knack.
Red Cap (Sidhe) SBN 43	Apprentice:	Gain an extra kept die per mastery level to Stealth and Taunt rolls for 5 minutes per rank in this knack.
	Adept:	Grow claws which give you +1k1 to attack and damage on your unarmed attacks for a number of rounds equal to twice your mastery level. There is no penalty for unskilled unarmed attacks.
	Master:	Take on Red Cap's appearance, which gives you a Fear Rating of 3 for a number of minutes equal to your rank in this knack.

Resolve Legends

The Green Man PG 203	Apprentice:	Spend a Drama Die to give a willing person (<i>not you</i>) a bonus until the end of the scene. Roll unexploding dice equal to your rank in this, and keep the highest number. This number is added to all rolls by that person until the end of the scene. No person may be affected by Green Man twice at the same time. You may only affect a number of people equal to your rank in this knack. At the end of the scene, the character suffers one dramatic wound if you rolled 1-5 and two dramatic wounds if you rolled 6-10.
	Adept:	Spend a Drama Die to make the next dramatic wound a chosen person receives be healed at the end of the round in which it is received. This may bring the character back from being knocked out.
	Master:	May use your Adept ability on another person using one of their Drama Dice instead of yours.
King Robert the Dark AV 103	Apprentice:	Spend a Drama Die to add your rank in this to your general's Strategy roll this round. Up to 3 mages can contribute this way to a single roll.
	Adept:	Spend a Drama Die to add you rank in this to your personal results roll in mass combat.
	Master:	Spend a Drama Die to add twice your rank in Leadership to the next roll of up to 5 people you choose (<i>including yourself</i>). Expires at end of scene.
The Stone Knight AV 104	Apprentice:	Spend a Drama Die to let up to your rank in this knack in friends hear your cry for help and know exactly where you are regardless of distance.
	Adept:	Spend a Drama Die to ignore a Fear Rating \leq your rank in this knack until end of scene.
	Master:	Spend a Drama Die to choose a 10' by 10' area where you cannot be killed or crippled within until one sunrise and one sunset have passed. You still take dramatic wounds during this time and may be crippled or knocked out when this expires.
Queen Maab (Sidhe) SBN 43	Apprentice:	Speak with any sea-based creature; the power lasts for five minutes per rank in this knack.
	Adept:	Survive without breathing for the next six hours (underwater, buried, strangled, poison gas, etc.).
	Master:	When standing in a foot of seawater, gain a Fear Rating 2 and +2k2 on all rolls for a number of rounds equal to your mastery level.

Panache Legends

Jeremiah Berek AV 102	Apprentice:	Spend a Drama Die to add twice your rank in this to any die roll.
	Adept:	Spend a Drama Die before you roll, then all dice that explode give you two extra rolls instead of one.
	Master:	Spend a Drama Die after failing a roll to try a second time. Can only be done once per roll and does not combine with other re-roll abilities.
St. Rogers AV 104	Apprentice:	Spend a Drama Die to add three times your rank in this to a Sailor skill knack die roll.
	Adept:	Spend a Drama Die to heal a ship you are touching of one critical hit.
	Master:	Spend a Drama Die to become one with a ship while holding its wheel (<i>until you let go</i>). When rolling, use the trait that is highest between the two of you. Dramatic wounds you suffer are critical hits on the ship and vice versa. In addition, a Master may once in their lifetime bestow one of the following on one ship: <ul style="list-style-type: none"> - Acquire Reputation and use Reputation Dice. # of dice is the sum of the crew's reputation dice divided by 10. - A permanent +2 on any one trait (<i>ignoring all maximums</i>). - Ship can sail itself. It won't go aground or into an obstacle unless specifically directed to do so.

Thomas PG 203

Apprentice:	Sense someone with Sorcery within 30 feet of you by a tingling in your left thumb. When someone uses Sorcery on you, you immediately know what is being done. You may use a Drama Die to cancel the effect if your rank in this knack is greater than or equal to their Sorcery knack's rank.
Adept:	Spend a Drama Die to cancel a Sorcery knack being used or that is active within 30 feet of you if your rank in this knack is greater than or equal to their Sorcery knack's rank. (<i>For example, you may prevent a Porte mage from escaping, revert an Ussuran shapeshifter to human form, or cancel a fate witch's blessing.</i>)
Master:	Spend a Drama Die to prevent magic working within 10 feet of you for rounds equal to your rank in this knack. Active effects that enter this area are canceled.

The Seelie Queen
(Sidhe) SBN 43

Apprentice:	Gain +1k1 to all social rolls for hours equal to your rank in this knack.
Adept:	Create a small whirlwind, causing your opponent to lose kept dice equal to your mastery level for rounds equal to your rank in this knack.
Master:	Opponent loses one rank from any trait (to a minimum of 1) until the next dawn.

Wits Legends

Isaac Snaggs AV 102

Apprentice:	Spend a Drama Die to add twice your rank in this to an active defense roll after you see your roll.
Adept:	Spend a Drama Die and one action to catch a missile weapon with a free hand. This is considered a successful active defense.
Master:	Spend a Drama Die and one action to catch a bullet that was fired at you. This is considered a successful active defense.

Jack PG 201

Apprentice:	Spend a Drama Die to transform a small object (<i>under 1 cubic foot</i>) into another object until the next dawn, at which time it reverts. If broken in the new form, one of the pieces reverts into an unbroken object and the other pieces disappear. If killed (animal) or eaten (food) in the new form, the object is destroyed permanently. Possible objects include: Knife, Fist-sized hunk of cheese, Bird, Rock (up to 5 objects), Pair of dice, Normal size playing card (up to 5 objects), Coin (up to 5 objects times rank), 20 feet of twine in a ball, Button.
Adept:	Spend a Drama Die to transform yourself into another form until the next dawn. You may spend two Drama Dice to transform another willing person or an animal. You know a number of forms equal to your rank in this. <i>Child Form</i> – If not already young, the person or animal achieves the energy and spryness of youth. <i>Hag Form</i> – The person appears older and is unrecognizable as themselves. –1k0 on social rolls. <i>Noble Form</i> – The person appears more handsome or beautiful. +1k0 on social rolls. <i>Ogre Form</i> – The person appears more intimidating. –1k0 on social rolls except intimidation, which gets +2k0. <i>Peasant Form</i> – The person appears blander. +2k0 on Disguise, Unobtrusive, and Shadowing rolls.
Master:	Spend a month of preparation to enchant a building (<i>up to 4,000 sq ft</i>). When complete, you may choose 3 of the following laws which work in the building unless otherwise disrupted. You can only have one building so enchanted at a time. - I can't die in my house. - Nobody's magic but mine works in my house. - I always know where everything and everyone is in my house. - No one can enter my house without permission. - Nobody ages in my house. - The pantry in my house always has food and drink in it. - I can instantly rearrange the inside of my house with a thought. - My house cannot be harmed in any way. - The inside of my house is twenty times bigger than the outside. - No one can find the way to my house unless I let them.

King Elilodd
AV 102

Apprentice:	Spend a Drama Die to add (<i>5 x rank in this</i>) to a roll on the Repartee system against Sidhe. Only works with positive effects (Charm, etc) against Seelie and with negative effects (Intimidate, etc) against Unseelie.
Adept:	Spend a Drama Die to call the nearest Sidhe for aid. Roll Resolve+Rank (TN 30). If successful, a Seelie will help (<i>for a price</i>). On a roll of 10 or less, an Unseelie arrives and demands a higher price.
Master:	Spend a Drama Die to create a 5 foot circle around yourself Unseelie cannot enter. Ones inside the circle are cast out when activated. Can be maintained as long as you are awake and stay in the .spot.

Lady of the Lake
(Sidhe) SBN 43

Apprentice:	Automatically succeed at a perception check.
Adept:	Reroll any roll; this knack may be used (<i>Mastery Level</i>) times per Act.
Master:	Look into a body of fresh water and see the events (<i>current, past or future</i>) occurring within sight of any other body of fresh water; this requires a Perception check (TN 30). The effect lasts for 5 minutes per mastery level.

Overview

Country	Vendel/Vesten
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	<p>Laerdom is the ancient study of “true names” of things and concepts. It was taught to the Vesten by the gods at the dawn of time (it is still officially part of the sorceries given to the old empire senators).</p> <p>Followers of Laerdom are called Skjaeren. The various runes (Laerds) are described below. They are forged or written onto items, which are then made part of a ritual to unlock that power.</p> <p>Whenever you fail with a rune, you take 1k1 damage for every 5 you missed your TN by (round up). You may only invoke (Wits) number of runes per day. You may only control (Brawn) rune effects (via invoke or inscribe) at a time.</p> <p>To use more requires a raise per excess rune on every action attempted. If you fail, all the runes fail and burn out (if inscribed), and you take 1k1 damage per rune being used at the time.</p> <p>No person or thing may be affected by the same rune more than once at the same time.</p> <p>You may have up to (Brawn) inscribed non-weather runes at one time. If you exceed this, all the inscribed objects’ runes burn out and those objects may never be re-inscribed. Weather runes are not counted.</p> <p>You may only “become” one rune, ever. Vendel may not reach Master. Only Vesten may do so.</p>

Mastery Levels

Apprentice	<p><i>Invoke a rune.</i> Use an action, roll Resolve+(rune knack) vs. Invoke TN. If successful, a dice effect lasts for 1 round +1 round/raise. A weather effect covers a square mile and lasts 1 hour (apprentice), 3 miles and lasts 1 day (adept), or 10 miles and lasts 1 week (master). You can cancel either at any time. Can make runes in a temporary way, on paper, sand, wood, glass, etc.</p>
Adept	<p><i>Inscribe a rune.</i> Use 5 actions, roll Resolve+(rune knack) vs. Inscribe TN. If successful, dice effect lasts for a year (can be renewed). Can transfer by saying the object’s name (<i>see below</i>) while touching it, effect lasts for 1 round+1 round /raise. Weather effects may be called once, but it’s then erased. Invoking person gets 1k1 damage. May Inscribe into permanent (<i>non-living</i>) surfaces. Must name the object which will be forever known by that name. Objects already inscribed have a name which must be known to re-inscribe it. Objects already inscribed can’t have a different rune than their original.</p>
Master	<p><i>Become a rune.</i> Use 10 actions (not in combat), roll Resolve+(rune knack) versus Become TN. If successful, gain the effects of the rune permanently (called upon at will). You take 2k2 damage due to branding. If you fail, take damage and wait a week before trying again. May inscribe rune you have Become. Take 10 actions, roll Resolve +(rune knack) versus Become TN, take 2k2 wounds. If successful, rune is permanently on object. If you fail, object is ruined. Runes inscribed this way do not count against number of runes you may have inscribed at one time. They are activated like other inscribed runes and effect does count as rune affecting you. Weather runes cause 2k1 damage (instead of 1k1). May only activate such an object once every 10 phases, minus 1 phase for each -5 taken on Inscribe roll.</p>

Laerdom Runes (Part 1)

Bevelegse (Empathy)		Invoke TN=20 Inscribe TN= 30 Become TN=40 <i>This is the rune of empathy. Union of self with the outside world.</i> +2k0 to any social interaction.
Ensomhet (Solitude)		Invoke TN=15 Inscribe TN= 25 Become TN=40 <i>This is the rune of cutting away the past in order to move forward.</i> +2k0 to Resolve tests.
Fjell (Mountain)		Invoke TN=15 Inscribe TN= 30 Become TN=40 <i>This is the rune of sacrifice.</i> You may ignore one dramatic wound for the duration. If you become a rune, you may ignore any one dramatic wound until it is healed.
Fornuft (Gateway)		Invoke TN=20 Inscribe TN= 30 Become TN=40 You may view events at a place you are familiar with (invoke) / have seen for a short while (inscribe) / have been to (become). Duration is 1 round plus 1 round per raise. During, you close your eyes and cannot speak.

Laerdom Runes (Part 2)

Grenselos (Unbound)		Invoke TN=15 Inscribe TN= 25 Become TN=40 All bindings and shackles fall off you.
Herje (Ruin)		Invoke TN=20 Inscribe TN= 30 Become TN=40 Give a person a penalty of (<i>your rank</i>) to their next roll against a TN. This is a one shot effect and not a duration.
Host (Harvest)		Invoke TN=20 Inscribe TN= 30 Become TN=40 You may take a -1 rank on a knack for the duration of a story and at the end you get back this rank and 2 XP that can only be spent on raising that knack.
Kjolog (Hatred)		Invoke TN=15 Inscribe TN= 25 Become TN=40 You may decrease the temperature within the area of affect to cause a freezing weather (or something more mild).
Kjott (Flesh)		Invoke TN=15 Inscribe TN= 25 Become TN=40 <i>This is the rune of self. Know yourself and be honest with yourself.</i> +2k0 to resist attempts to fool or beguile you through magic or mundane means. Total immunity to the <i>Varsel (Omen)</i> rune.
Krieg (Warrior)		Invoke TN=15 Inscribe TN= 25 Become TN=40 +1k0 to Attack rolls.
Kyndighet (Skill)		Invoke TN=15 Inscribe TN= 25 Become TN=40 You may re-roll one die during each combat round.
Lidenskap (Passion)		Invoke TN=15 Inscribe TN= 25 Become TN=40 You may increase the temperature within the area of affect to cause a heat wave (or something more mild).
Nod (Intensity)		Invoke TN=15 Inscribe TN= 25 Become TN=40 When acquiring this rune for the first time, choose “weather” or “emotion”. This choice cannot change later. <i>Weather:</i> Worsens weather in area by one level (storm<-gale<-breeze<-calm). <i>Emotion:</i> +2 unkept dice when trying to promote aggressive behavior.
Reise (Journey)		Invoke TN=15 Inscribe TN= 25 Become TN=40 +2k0 to perception tests.
Sinne (Anger)		Invoke TN=15 Inscribe TN= 25 Become TN=40 +2k0 to Brawn skill checks.
Stans (Calm)		Invoke TN=10 Inscribe TN= 20 Become TN=35 When acquiring this rune for the first time, choose “weather” or “emotion”. This choice cannot change later. <i>Weather:</i> Stills weather in area by one level (storm->gale->breeze->calm). <i>Emotion:</i> +2k0 when trying to calm another’s mood.
Sterk (Wholeness)		Invoke TN=15 Inscribe TN= 25 Become TN=40 <i>This is the rune of defense.</i> +5 to your passive defense TN.
Storsaed (Greatness)		Invoke TN=15 Inscribe TN= 25 Become TN=40 <i>This is the rune of the young, untrained hero.</i> Record the raises you make when doing this rune (<i>max of your lowest trait</i>). When invoked, may divide number of “+5 on roll” among all present. Those are applied to each person’s next action roll. If you Become this rune, number of raises equals your lowest trait. Divide them as you see fit.
Styrke (Strength)		Invoke TN=15 Inscribe TN= 25 Become TN=40 <i>This is the rune of strength.</i> +1k0 to all damage rolls.
Tungsinn (Gloom)		Invoke TN=15 Inscribe TN= 25 Become TN=40 +2k0 to an attempt to cause depression or fear in another person.

Laerdom Runes (Part 2)

Uvitenhet (Mystery)		Invoke TN=20 Inscribe TN= 30 Become TN=40 <i>This is the rune of hiding the truth.</i> +2k0 to all rolls to deceive someone. Counteracts the <i>Fornuft (Gateway)</i> rune within a 50 foot radius.
Varsel (Omen)		Invoke TN=15 Inscribe TN= 25 Become TN=40 Only those you wish to speak to understand you. Others hear a garbled foreign language.
Velstand (Wealth)		Invoke TN=10 Inscribe TN= 20 Become TN=35 When acquiring this rune for the first time, choose “money” or “wisdom”. This choice cannot change later. <i>Money:</i> All money (other than regular income) you acquire is doubled. <i>Wisdom:</i> You may tap into hereditary memory and ask the GM a question, which is answered by a flashback to another Skjaeren of the Wealth rune’s experiences.
Villskap (Fury)		Invoke TN=15 Inscribe TN= 25 Become TN=40 May fire a lightning bolt. Range is 25 yds (apprentice) / 50 yds (adept) / 75 yds (master). Attack and damage rolls are (Mastery level + <i>Rank in this rune</i>) k (Mastery level).

Nacht ^{DK 71}

Overview

Country	None (Die Kreuzritter)
Type	Shamanism
Cost	25 HP (75 XP)

Description	Die Kreuzritter Only. One knight a year may gain this ability, so it is very rare. Nacht does not have knacks nor Mastery ranks. Users travel from one place to another by stepping through shadows. Knights are sworn to kill any non-knight who witnesses the use of this ability. Although there have been exemptions.
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Facts about the Dark Paths

Entering	To enter the Dark Paths, you need to touch or be partly in a shadow. Touching your own shadow counts. It takes one action to enter. You may bring along up to 20 pounds of equipment. You cannot bring along any living things. Objects connected to you come along, so this cannot be used to escape bonds. You cannot enter while in complete darkness. There must be some light in order for there to be a shadow.
Leaving	Same as entering touch a shadow and spend an action. If this would place you in a solid object, you appear in the nearest open space. If you leap out of a shadow, get +5 on your Wits+Ambush roll.
Appearance	Looks like a shadow of the real world in constant twilight. Natural features (hills, etc.) appear as black objects and have a slightly springy surface. Objects cannot be moved, dug into, or modified. Buildings and living objects (like trees and people) appear, but are shadowy and insubstantial. Water does not appear. Entering while in water may place you in the air. And leaving from somewhere underwater in the real world may put you in a position to drown. The sky is translucent white and sometimes shapes are seen pressed against it.
Traveling	Time is normal. Walking is the only form of travel available. Characters may travel 50 ft per action.
Shadowburn	<i>Rogues of Canguine Rules:</i> Anyone in the Dark Paths loses 1 Resolve each round and dies at $-(1+Resolve)$. Cold Climate Conditioning delays the Resolve loss for 1 Round. <i>Example: A hero with a 3 Resolve and Cold Climate Conditioning will die at -4 Resolve, but won't start losing Resolve until the second round they are in the Dark Paths.</i> It takes one full day of rest before you get your Resolve back.
Other Dangers	Various monsters including “Nights” roam the Dark Paths.
Other Rules	Fire does not work in the Dark Paths. Sound does not travel as far and so it is easy to be caught unaware or be unable to communicate with a companion who is not very far away.

Opah ^{IG 81}

Overview

Country	Kanu
Type	Shamanism
Cost	10 HP

Description	Opah shamans are called <i>Opahkung</i> . Opah does not have knacks nor Mastery ranks. <i>Lan</i> represents positive spirits; <i>Nal</i> , negative spirits. All things have either <i>Lan</i> or <i>Nal</i> . Nothing is neutral. When holding a weapon, the weapon may appear charged with crackling streams of energy that run down the weapon and up the shaman's arms and in the shaman's eyes. This is white if the weapon has <i>Lan</i> and black if it has <i>Nal</i> .
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Abilities

Lan and Nal	When using a weapon in combat, add positive or negative power to the weapon. This applies only to melee weapons or projectiles (arrows or spears). It does not apply to launchers like a bow or gun. A weapon with positive power is said to have that much <i>Lan</i> . A weapon with negative power has that much <i>Nal</i> . For example, +5 is 5 <i>Lan</i> and -2 is 2 <i>Nal</i> . Each weapon begins at +1 (1 <i>Lan</i>). A weapon used by the shaman gets +1 for every 5 successful hits on an enemy. The weapon gets -1 for every 5 misses of an enemy. The shaman is expected to track all their hits and misses. There is no zero. A weapon at +1 that gets -1 results in -1. Similarly, one at -1 that gets +1 results in +1.
Any Lan or Nal	A sorcerer (not a shaman) struck by the weapon may not use any sorcerous knacks for one phase per <i>Lan</i> or <i>Nal</i> . If the sorcerer is hit again during this period, restart the clock (it isn't cumulative). An item with a Laerdom rune that is struck is affected as if it were a sorcerer and becomes deactivated.
Each 20 Lan	+1 to hit (max bonus of your Resolve).
Each 20 Nal	-1 to hit (max penalty of your Resolve).
Each 50 Lan or Nal	+5 to TN to break the weapon. +1 resistance to sorcery. When holding the weapon, you may spend a drama die to resist sorcerous knacks used on you. The sorcerous knack must be \leq your resistance level.
Each 100 Lan	You begin each story with an additional drama die. This die is only usable when holding the weapon. You cannot more than double your number of drama dice.
Each 100 Nal	The GM begins each story with an additional drama die. This cannot more than double the GM's number of drama dice.

Porté PG 212

Overview

Country	Montaigne
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	Porte first appeared with one of the senators of the Old Empire in Numa. Porte sorcerers can open up rips in the fabric of the universe and reach or walk through. The rips appear to bleed, and some say you can hear crying as if something was in pain.

Mastery Levels

Apprentice	You may open a small (fist-sized) doorway.
Adept	You may open a doorway large enough for man-sized objects, including yourself.
Master	You may open a doorway for larger objects, up to a number of persons equal to your Resolve.

Abilities

Attunement	Know the direction of your blooded object. Range based on rank: 1= 10 feet, 2= 100 feet, 3= 1 mile, 4= 5 miles, 5= 10 miles.
Blooding	Use 10 actions to mark an object with Resolve+Blooding (TN 20). Each +5 TN you make gives you a +5 to rolls to open portals to that object. You may have up to 3 (apprentice) / 6 (adept) / 9 (master) objects blooded at one time. You can drop an object from this list at any time. Also, any person may wash off the blood.
Bring ^{MO 78}	Use 1 action to open a doorway and a second to reach in and bring a blooded object to you. Resolve+Bring (TN 20). Bring an item in a locked box with no sign of entry. If the item is underwater, it shows up wet but you don't feel water and no water rushes through. May also use this knack to hand an object to another Porté sorcerer. Use 1 action to alert the other sorcerer and a second to hand it off. Other sorcerer uses an action to open a portal and a second to bring the object through. TN depends on the bond between sorcerers: twins= 5, father/mother/son/ daughter= 10, brother/sister= 15, aunt/uncle/nephew/neice= 20, first cousin=25, other related and any non-related= 30.
Catch ^{MO 78}	Use as active defense against firearms and other projectiles. A small portal is opened and the bullet or projectile is lost. +5 vs. slower projectiles (arrows and thrown objects).
Pocket	Use an action to get an object into or out of a hidden "pocket" in the air. Pocket may hold any non-living objects which hold their shape (no liquids without containers) mass = 10 pounds x rank in this knack. There is a small chance that the objects may disappear, so it is not totally safe. Also, if you exceed the weight limit, all objects are lost.
Walk	Use 2 actions (+1 per extra person) to open a doorway and 5 (+2 per extra person) to move to a blooded object. Resolve+Walk (TN 20). Each person coming along is +10 TN. For 2 Raises, lower walking time by 1 action. Adept: Use this knack while falling to Walk to an object. The TN depends on levels of the fall: 1= TN 30, 2= TN 25, 3= TN 20, 4= TN 15, 5= TN 10, 6+=TN 5. ^{MO 78} If the object being Walked to isn't in a large enough space for you to appear, you are lost unless you choose a different object to Walk to. Note you must be Adept level to open a large enough doorway for yourself and Master level to open one for others to come with you. In the "walkway" between doorways, if someone opens their eyes they may be lost forever. Occasionally, something tries to make you open your eyes. Resolve (TN 10) to keep your eyes shut. Moving through a doorway causes -2k0 to all actions for 1d rounds as a form of "portal sickness". Porté Sorcerers can subtract Resolve from the length of time spent sick.

Pyeryem PG 215

Overview

Country	Ussura
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	Pyeryem is granted to Ussurans by Matushka (mother Ussura). To use an animal's form, the sorcerer bargains with an animal. The animal gives access to its form in exchange for living as long as the sorcerer. Rolling less than ½ the TN on any form change means you cannot try to transform again until the next dawn.

Mastery Levels

Apprentice	May transform fully into animal form. In that form you may speak with other animals (using the Speak knack) and with humans with Pyeryem (but not other humans). Transforming takes an action, a Drama Die, and a Roll against the form's TN. Use the Man knack to transform back to human form. This transformation does not cost a Drama Die
Adept	May partially transform, using an action and a Drama Die to take a "boon". Only the body part associated with the boon transforms. Roll against the form's TN. May do multiple partial transformations but each body part only have one effect, and you may have only one such boon per animal form. The Man knack still transforms you back, undoing any or all partial transformations by your choice.
Master	You may gain any or all "boons" for a given animal form by using an action and a Drama Die. Roll against the animal form's TN. This does not involve physical transformation. Can cancel it at will (you do not need the Man knack). Effects end at the next dawn if not cancelled before.

Pyeryem Knacks

Animal Form	Each animal form is considered a separate knack. Have as many animals as you want, but focusing on three is important for advancing to become an Adept or Master. Roll Resolve+Animal Form to change. The TN changes by animal type. You can only do animal forms you have "learned". In animal form you may use your Animal Form knack as your attack knack and do 0k1 damage.
Man	Roll Resolve+Man to change back to human (TN 15).
Speak	In Ussura you can speak to all animals regardless of this rank. Outside Ussura, roll Resolve+Speak against a TN determined by the GM. TN is higher the further you are from Ussura and the more domesticated the animal is.

Animal Form	TN	Boons
Asprey ^{US 90}	20	+10 to passive defense TN & -1 Brawn Bite (Attack 0k2 using your Animal Form knack) Flight & No Grasping Limbs Speed (+1k0 action die each round)
Boar ^{US 90}	15	+1 Brawn Gore (Attack 0k3 using Animal Form knack) Speed & No Grasping Limbs (+1k0 action die each round)
Boca ^{US 90}	10	+10 to passive defense TN & -1 Brawn Leaping (+3k0 on Leaping rolls) & No Fine Manipulation (Lose highest die on rolls requiring manual action)
Cat	15	+1 Finesse & -2 Brawn (minimum 1) Climb (+3k0 on Clumbing rolls) Falling (+1 rank in Break Fall knack) Keen Hearing (+3k0 on perception rolls involving hearing) Night Vision (Can see in near total darkness. -1k0 while in bright light.) No Grasping Limbs & Silence (+3k0 on Stealth rolls)
Drachen ^{US 90}	45	+3 Brawn Armor (+10 to passive defense TN) Bite (Attack 0k3 using your Animal Form knack) Claw (Attack 0k2 using your Animal Form knack)
Duck ^{US 90}	15	Flight & No Grasping Limbs Hold Breath (As if +3 Resolve (CM7) for purposes of drowning rules) Swimming (Movement is unimpeded while swimming)

Animal Form	TN	Boons
Firebird ^{US 90}	30	+10 to passive defense TN Flight & No Fine Manipulation (Lose highest die on rolls requiring manual action) Bite (Attack 0k3 using your Animal Form knack)
Fish ^{US 90}	10	Breathe Water (The drowning rules apply to you in air instead of in water) Swimming (Movement is unimpeded while swimming) & No Grasping Limbs
Frog ^{US 90}	15	Hold Breath (As if +3 Resolve (CM7) for purposes of drowning rules) Leaping (+3 unkept dice on Leaping rolls) Swimming (Movement is unimpeded while swimming) & No Fine Manipulation (Lose highest die on rolls for manual actions)
Goat ^{US 91}	10	+2 Brawn & No Grasping Limbs Gore (Attack 0k2 using Animal Form knack)
Goshawk	15	-2 Brawn (minimum 1) & Speed (+1 unkept action die each round) Claws (Attack 0k2 using your Animal Form knack) Flight & No Fine Manipulation (Can fly. Lose highest die on rolls requiring manual action.) Keen Sight (+3 unkept dice on perception rolls involving sight)
Hinde ^{US 91}	35	+3 Finesse & No Grasping Limbs +10 to passive defense TN Gore (Attack 0k2 using Animal Form knack) Leaping (+3 unkept dice on Leaping rolls) Speed (+1 unkept action die each round)
Horse ^{US 91}	15	+2 Brawn & No Grasping Limbs +5 to passive defense TN Speed (+1 unkept action die each round)
Kodiak Bear	35	+3 Brawn & -2 Finesse (minimum 1) Bite (Attack 0k2 using your Animal Form knack) Claws & No Fine Manipulation (Attack 0k3 using Animal Form. Lose highest die on rolls for manual actions.) Keen Smell (+3 unkept dice on perception rolls involving smell) Swimming (Movement is unimpeded while swimming) Warmth (Extreme cold does not bother you. Extreme heat bothers you at double the effect.)
Monkey ^{US 91}	20	+1 Finesse Climb (+3 unkept dice on Clumbing rolls) Falling (+1 rank in Break Fall knack)
Mouse	15	+10 to passive defense TN & -3 Brawn (minimum 1) Keen Hearing (+3 unkept dice on perception rolls involving hearing) Keen Smell (+3 unkept dice on perception rolls involving smell) Night Vision (Can see in near total darkness. -1 unkept die while in bright light.) No Fine Manipulation (Lose highest die on rolls requiring manual action) Silence (+3 unkept dice on Stealth rolls)
Otter	15	-1 Brawn (minimum 1) & Swimming (Movement is unimpeded while swimming) Hold Breath (As if +3 Resolve (CM7) for purposes of drowning rules) Keen Smell (+3 unkept dice on perception rolls involving smell)
Owl	10	-1 Brawn (minimum 1) -1 Finesse (minimum 1) Flight & No Fine Manipulation (Can fly. Lose highest die on rolls requiring manual action.) Night Vision (Can see in near total darkness. -1 unkept die while in bright light.) Silence (+3 unkept dice on Stealth rolls)
Rabbit	15	+5 to passive defense TN & -2 Brawn (minimum 1) Burrow (You can dig at 2*Finesse inches per round) Keen Hearing (+3 unkept dice on perception rolls involving hearing) Keen Sight (+3 unkept dice on perception rolls involving sight) Leaping (+3 unkept dice on Leaping rolls) Speed & No Grasping Limbs (+1 unkept action die each round)
Raven ^{US 91}	15	+5 to passive defense TN Flight & No Fine Manipulation (Lose highest die on rolls requiring manual action)
Red Fox	15	+5 to passive defense TN & -1 Brawn (minimum 1) Howl (Can communicate with other animals and Pyeryem humans over distances of up to 5 miles) Keen Smell (+3 unkept dice on perception rolls involving smell) Leaping (+3 unkept dice on Leaping rolls) Silence & No Grasping Limbs (+3 unkept dice on Stealth rolls)

Animal Form	TN	Boons
Reindeer ^{US 91}	10	+1 Finesse & No Grasping Limbs Gore (Attack 0k2 using Animal Form knack) Warmth (Extreme cold does not bother you. Extreme heat bothers your at double the effect.)
Snake ^{US 92}	20	+1 Finesse Bite (Attack 0k2 using Animal Form knack) & Poor Hearing (-2 unkept dice on perception rolls involving hearing). Burrow (You can dig at 2*Finesse inches per round) Climb (+3 unkept dice on Clumbing rolls) Silence (+3 unkept dice on Stealth rolls) Speed (+1 unkept action die each round) & No Grasping Limbs
Snow Leopard	35	+2 Brawn Claws & No Grasping Limbs (Attack 0k2 using Animal Form) Climb (+3 unkept dice on Clumbing rolls) Keen Smell (+3 unkept dice on perception rolls involving smell) Leaping (+3 unkept dice on Leaping rolls) Poor Sight (-2 unkept dice on perception rolls involving sight) Speed (+1 unkept action die each round) Warmth (Extreme cold does not bother you. Extreme heat bothers your at double the effect.)
Songbird ^{US 92}	15	+2 Finesse +10 to passive defense TN & -3 Brawn Flight & No Fine Manipulation (Lose highest die on rolls requiring manual action)
Turtle ^{US 92}	15	+10 to passive defense TN & -1 Finesse Hold Breath (As if +3 Resolve (CM7) for purposes of drowning rules) Swimming (Movement is unimpeded while swimming) & No Grasping Limbs
Wolf	25	+1 Brawn & No Grasping Limbs Bite (Attack 0k2 using your Animal Form knack) Howl (Can communicate with other animals and Pyeryem humans over distances of up to 5 miles) Keen Hearing (+3 unkept dice on perception rolls involving hearing) Keen Smell (+3 unkept dice on perception rolls involving smell) Silence (+3 unkept dice on Stealth rolls)
Red Fox	15	+5 to passive defense TN & -1 Brawn (minimum 1) Howl (Can communicate with other animals and Pyeryem humans over distances of up to 5 miles) Keen Smell (+3 unkept dice on perception rolls involving smell) Leaping (+3 unkept dice on Leaping rolls) Silence & No Grasping Limbs (+3 unkept dice on Stealth rolls)

Sorte PG 219

Overview

Country	Vodacce (Women Only)
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	Practitioners are called Fate Witches. They learn to see strands first with tarot cards (called a sorte deck). They can see them, but still think of them as cards. Exploding a die roll 2 or more times (any single die of 20 or more) on a Sorte knack, causes a <i>Fate Lash</i> (May choose not to explode a die). Fate Lash causes the immediate loss of 3 Drama Dice. For each die short, take a dramatic wound that won't heal for 3 months.

Mastery Levels

Apprentice	May see the single most important strand on a person (two strands at Adept and three at Master). May see a specific relationship between two people (Roll Wits+ Sorte knack, TN 15). May Curse or Bless a person. May see if a person has an Arcana (Roll Resolve+Arcana knack, TN 15).
Adept	Alter fate by tightening or loosening a strand (Roll Resolve+Sorte knack, TN 10 x amount you want to change it by). Must be done carefully since the method of change cannot be controlled and may take time. Alter fate by stretching a strand which changes a single die roll (Roll Resolve+Sorte knack, TN 15 x the unkept dice you want to add or subtract from that person's roll).
Master	Alter fate by creating/destroying a strand (Roll Resolve +Sorte knack, TN 40 (destroy) or 50 (create)). It can be dramatic, immediate, and dangerous because it alters every other thread attached to the 2 people on either side of the thread created/destroyed. In addition, you become attached to both of them in an unknown way.

Sorte Knacks

Arcana	This knack is used to see Arcana.
Coins	<i>Commerce.</i> Yellow. Business or financial relationships.
Cups	<i>Passion.</i> Blue. Emotional relationships.
Staves	<i>Authority.</i> Green. A relationship based on status or respect.
Swords	<i>Conflict.</i> Red. Emotional or physical conflict.
Black Strand	Only Adepts and Masters may learn this knack. It relates to death.

Sorte Information

Strands have a **type** and **strength**, which can always be seen. The type is Coins, Cups, Staves, and Swords. The strength is ranked from 1 (weakest) to 10 (strongest).

Strands have **end points**. If the person at the other end is not visible, you can only see the direction of the strand.

A strand cannot be altered if a **Court Card** is on it. This happens if the strand is too new and unstable (Squire), too powerful (Knight), is splitting into two strands (Queen), too old and stable (King).

Strands may be seen as getting stronger (twisting), weaker (fraying), or as broken (remnants after being severed).

Uses of Sorte

Curses and Blessings	Both are made by looking a person in the eyes, saying their name 3 times and then kissing them. Roll (Resolve+Sorte knack)k(Resolve). Person receives 1 blessing or curse die for every 15 rolled (round down). Fate Witch receives 1 curse die for every 10 rolled (round down). A blessing die is +1k1 (non-exploding) on all rolls related to (Sorte knack) until that die rolls a 1. A curse die is -1k1 (non-exploding) on all rolls related to (Sorte knack) until that die rolls a 10.
Card Spreads VO 88-90	Use a Sorte knack to influence fate. It takes 10 minutes (uninterrupted) to perform a card spread. Coins Spread: Spend 1 drama die (or recipient can spend 2). Roll Coins knack in kept dice, and add that to the recipient's income next month. May be performed as often as it can be paid for. Cups Spread: Spend 2 drama dice (or recipient can spend 4). Roll Cups knack in kept dice, and for every 15 points rolled, the recipient gets +1k0 on Charm Repartee against one target for a month. May be performed as often as it can be paid for. Staves Spread: (Adept or Master Only). Spend 3 drama dice (or recipient can spend 6). Roll Staves knack in kept dice, and add the total to the recipient's reputation for the next month. May be performed as often as it can be paid for. Swords Spread: (Adept or Master Only). Spend 4 drama dice (or recipient can spend 8). Add one destiny die to an ordinary weapon (not Dracheneisen, puzzle sword, etc.) as per Twisted Blade advantage. May be performed as often as it can be paid for, but you cannot have more destiny dice enchanted than your Swords knack rank. You can cancel the bonus dice at any time. Black Strand Spread: (Master Only). Spend 5 drama dice. Roll Black Strand knack in kept dice, and for every 15 points rolled, recipient adds 1 year to the start of the Middle Aged and Old categories of aging. May be performed as much as it can be paid for, but if a Fate Lash occurs then all benefits for the recipient from this knack are lost. Arcana Spread: (Master Only). Spend 10 drama dice and two months (uninterrupted) labor on a tapestry. Target's arcana is replaced by one Fate Witch chooses for the coming 10-X months (X is target's Resolve). May be performed as often as it can be paid for, but only 3 tapestries at a time.
Music VO 89	Optional: Fate Witches can affect their Composer knack with Sorte. If so, +(Mastery Rank)k0 to Composer when creating music (only applies if Composer is 2+). For particularly difficult pieces GMs may also require the expenditure of a drama die.

Sympathetic Healer VV 100

Overview

Country	Vestenmannjavnjær
Type	Shamanism
Cost	20 HP
Description	Take another's wounds as your own and vice versa.

Effects

Touch someone, spend a drama die, and roll Resolve (TN 10) to transfer their flesh wounds to you. For each +5 TN you can also transfer one dramatic wound. You can touch and spend a drama die (no roll) to transfer a dose of poison or illness to you.
Touch, spend a drama die, and roll Resolve (TN 20) to transfer one dose of poison or illness from yourself to another person.
Touch, spend a drama die, and roll Resolve (TN 15) to lose a dramatic wound and do 2k2 wounds to another (wounds stage like a firearm damage i.e. every 10 failed).