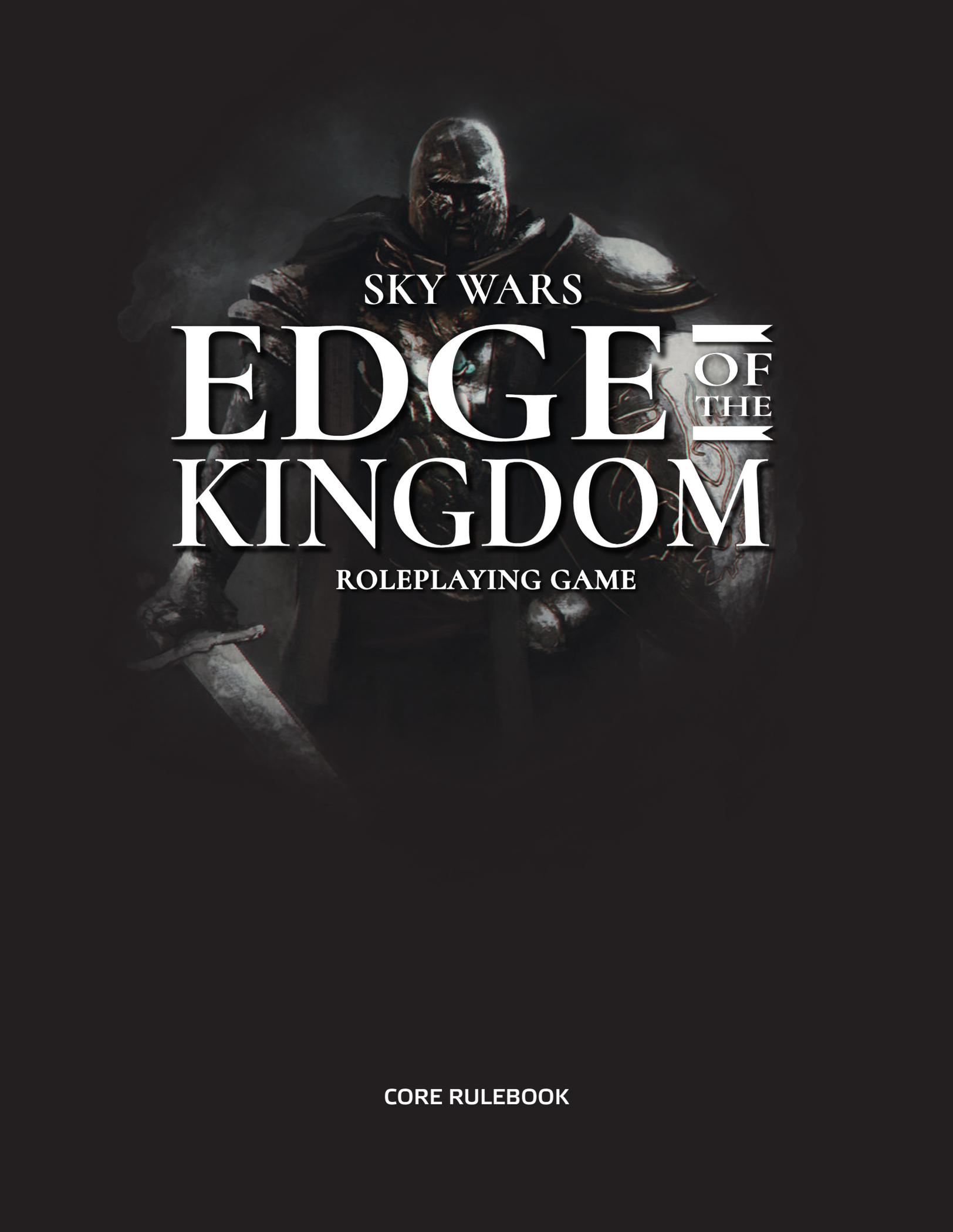


SKY WARS

# EDGE OF THE KINGDOM

ROLEPLAYING GAME





SKY WARS

EDGE OF THE  
KINGDOM

ROLEPLAYING GAME

CORE RULEBOOK

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## DEDICATION

**For Kate, who encouraged and supported me for two years while I jabbered about dragons, magic, and skill trees.**

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**To my dad, who gave me my first fantasy books and opened up my worlds. And mom, who pretended I wasn't reading them in bed all night.**

**Special thanks to Chris, Steve, Andrew, Matt, Mike, Minh, Adam, James and Steph - my stalwart band of adventurers and beta testers, back when Edge of the Kingdom was nothing more than a couple sheets of paper. Your exploits and encouragement created the world of Osfilia.**

**For all the artists who donated their wonderful work to the pages of this book - your imaginations and generosity made Edge of the Kingdom something really special.**

**To all the amazing players, fans, and contributors who have made this an exciting and vibrant online community.**

**Finally, thank you to Fantasy Flight Games, for creating an RPG that allowed people to tell compelling, complex stories while keeping things fun.**

# TABLE OF CONTENTS

<b>Chapter I: What is Edge of the Kingdom?</b> .....5	<b>Chapter IV: Gear &amp; Equipment</b> .....87
Addition of strain and magic.....7	Weapon Qualities & Updates.....89
Skill changes.....8	Smithing & Enchanting.....coming soon
Knowledge skills.....11	Weapon Descriptions.....90
Combat and magic skills.....13	Armor & Shields.....94
<b>Chapter II: Character Creation</b> .....17	Equipment & Items.....95
Character Backgrounds.....18	<b>Chapter V: Mounts &amp; Airships</b> .....97
Obligation.....20	Mount & Airship Additions.....98
Selecting a Race.....21	Airship Weapons.....99
<b>Chapter III: Careers and Specializations</b> .....29	Airship Profiles.....100
Warrior Careers.....33	Airship and Mount Modifications.....coming soon
Cleric Careers.....43	<b>Chapter VI: Adversaries</b> .....105
Rogue Careers.....53	Law & Order.....107
Natura Careers.....63	Underworld.....111
Mage Careers.....73	Wild Creatures & Mounts.....113
Adventurer Careers.....84	Dark Forces.....116
	<b>Chapter VII: The Realms</b> .....coming soon
	<b>Chapter VIII: The Storm Fortress</b> .....coming soon

## Sky Wars: Edge of the Kingdom - The Unofficial Fantasy Conversion by Rob Walker

This publication is a fan-created document designed for use with the Star Wars: Edge of the Empire RPG, Age of Rebellion and Force and Destiny line of games developed by Fantasy Flight Games.

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# WHAT IS SKY WARS: EDGE OF THE KINGDOM?

**Edge of the Kingdom** is a free fantasy conversion for the **Fantasy Flight Games** tabletop Role Playing Game '**Star Wars: Edge of the Empire**'.

FFG's wonderful rules and narrative dice system easily allows Game Masters (GMs) and players to create epic Star Wars stories - **Edge of the Kingdom** adapts that system to a fantasy and magic-based world.

**Edge of the Kingdom** was created with an original storyline using a modified version of the FFG Star Wars ruleset, giving GMs and players the tools to craft memorable characters and experiences within the world of Osfilia - a world filled with soaring dragons, swashbuckling air pirates and the return of true evil.

This conversion can be used with the mechanics outlined in FFG's **Edge of the Empire**, **Force & Destiny**, **Age of Rebellion** and even the related **Beginner Boxes** (with a bit of tweaking and assumptions).

The goal was to create a solid system for any type of Fantasy environment, so GMs and players should be encouraged to swap out races, NPCs and storylines to tell their own story.

While the storyline has fairly 'standard' fantasy races and elements, Kingdom was designed to provide a foundation and backdrop that allowed for new players to jump right in as well as for more experienced GMs and players to pull out the threads for the type of story they want to play.

Looking for a lighthearted romp through the skies with every player flying their own dragon? Awesome. Do you want your players scouring the depths of an underground city while slugging it out to the death with necromancers and the undead? Creepy, but cool.

Find out what kind of story your players want to play and adapt Kingdom to suits their needs, this book was designed as a template for telling Fantasy stories.

## BETA BOOK v1.0

You're currently reading the Beta book for **Sky Wars: Edge of the Kingdom**. Similar to FFG's Beta book process for releasing the Star Wars RPG core rulebooks, this Beta is designed with all the basic tools for GMs and players to craft an adventure in Osfilia.

We'll be actively monitoring and collecting any and all feedback around rule changes and balance, feedback on abilities and talents - what worked and what didn't, etc. Please feel free to share your criticism, support and most importantly gaming stories online:

[www.redshirtdown.com/kingdom](http://www.redshirtdown.com/kingdom)

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 [r/skywarsrpg](https://reddit.com/r/skywarsrpg) and [r/swrpg](https://reddit.com/r/swrpg)

Beta updates will be released on the official site.

The final draft of **Edge of the Kingdom**, with expanded world content, game mechanic rules and an introductory adventure, is scheduled for release online in 2017.

In addition to feedback and suggestions, we're in need of contributors and support! If you'd like to support redshirtdown and **Edge of the Kingdom** by providing art, design, writing or website help, please email [rob@redshirtdown.com](mailto:rob@redshirtdown.com).

This project is entirely free and always will be - we created this conversion out of a deep love of narrative gaming and respect for FFG's system.

redshirtdown's RPG podcast is available on iTunes and at [www.redshirtdown.com/podcast](http://www.redshirtdown.com/podcast). Look for Sky Wars adventures to begin appearing in Q1 2017.

You can find more nerdy articles, videos, RPG content and more at [www.redshirtdown.com](http://www.redshirtdown.com).

# WHAT'S DIFFERENT FROM STAR WARS?

Aside from the fact that *Edge of the Kingdom* takes place in a fantasy world, there are a number of core changes from *Fantasy Flight Games Edge of the Empire*, *Age of Rebellion* and *Force and Destiny* rulebooks.

Some of these changes are minor and were simple conversions of a Sci-Fi system into a Fantasy system. Others are larger updates to the system in order to make the conversion work properly. The following pages cover those adaptations, feel free to mix and match to tell the best stories at your table.

## Career Skills, Abilities & XP

The career system in *Edge of the Empire* allows a fantastic degree of customization, allowing them to cross-specialize and create extremely balanced or tightly focused characters.

*Edge of the Kingdom* takes it a step further and includes an expanded **Ability/Magic** specialization tree that is connected to each career's **Talent** tree.

This Ability tree is fused with the Talent tree - just like picking an *Edge of the Empire* specialization gives you the associated talent, choosing a specialization in *Edge of the Kingdom* gives you both the associated Talent and Ability/Magic tree. The Ability tree is always connected to the Talent tree.

For example, if you pick a Paladin specialization, you'll immediately gain access to their Talent and Ability tree. If you branch out to a Warlock, you gain both their Talent and Magic trees.

The Ability and Magic trees share much in common with Force powers, as many choices unlock levels of abilities and spells that can be improved through increased power and range.

While this does require players to spend more experience, starting experience (XP) for each career has been increased. GMs can also give slightly more XP per session to make up for the increase in choices.

Many of the new abilities and spells have an associated difficulty - this is the standard difficulty a player will roll against in a typical encounter.

However this is merely a baseline; depending on the circumstances of the check, the difficulty may increase, be upgraded or setback dice added, per the GM's discretion.

For easier checks, the GM can lower the difficulty.



## Updates to Strain

The strain mechanic in **Edge of the Empire** is a valuable resource that allows a GM to put pressure on a player and demonstrate the effects of mental and physical stress.

That said, it often seems an afterthought in many of the encounters I've run. I've given a lot of thought and testing about how strain can be brought to the forefront and used and carefully managed as a resource - even more often than Wounds.

Some talents in **Edge of the Empire** utilize strain to power them - **Edge of the Kingdom** takes this mechanic a step further.

The vast majority of spells and abilities are powered by strain, i.e.; you may have to spend 2 strain in order to power a Paladin's Healing Hands ability to heal an ally. Likewise a Warlock may have to spend 3 strain to summon a monster.

Since Strain is now used to power abilities and spells and is therefore used more often, the starting strain threshold has gone up thanks to specialization bonuses for certain careers.

This also makes abilities, spells and items that recover strain much more valuable, since it is an oft-utilized resource for players.

## The Addition of Magic

A magic system needed to be flexible enough to work with a number of careers and fit within the core game mechanics. As a result, you'll see that the many Ability and Magic trees are built out similarly to Force powers.

There are two different types of Spells - spells and upgrades that work similarly to Talents and the Abilities of other careers (i.e.; the Sorcerer's spells) and spells that work more like items or weapons (i.e.; Warlock and Wizard).

Either of these spells may have associated ranges, effects and sometimes damage listed.

Like most abilities in **Edge of the Kingdom**, magic spells will cost strain to use. Many have a difficulty associated with them, which highlights the inherent difficulty in using them and saving the GM from constantly having to come up with difficulties on the fly.

These difficulties are a simply a recommended baseline - together the GM and the players can work together to determine how difficult a spell should be in any given situation.

Likewise, players and GMs should feel free to use their imaginations when casting spells - the spells listed in the Mage specializations are meant to provide a set of basic arcane abilities for starting players - by no means are they the sum total of magic in the world of Osfilia.

In fact, the amount of magic and spells is up to the imaginations of the players and the permission of the GM. Long lost spellbooks, magical wands, scrolls and mystical arts can be found by players throughout the realms.

In playtesting, we have had warlocks enchant bees with fire spells, ice walls used as massive bridges to cross chasms, fire bolts to heat rocks for the players to huddle around for warmth - and those are just spells from the base abilities found in the pages of this book.



# SKILLS FROM THE KINGDOM

While some skills adapt themselves naturally to life in a Fantasy world, like Leadership and Stealth, some skill changes were necessary to work in **Edge of the Kingdom**.

## Astrogation into Navigation

Navigation is the ability for a player to determine where he is in the world, dimension or underworld.

Travelers well versed in **Navigation** are able to use the sun's position, the alignment of the stars, moss growth and the direction of underground streams, even the flow of spiritual energy in order to determine where the player is currently and how to plan a route to a specific destination.

- Navigation may be checked any time a character wishes to plan a route over land, in the sky or over water.
- Navigation governs a character's basic knowledge of the world's geography. It may be checked any time a character wonders what other towns, villages or cities are nearby.
- In the event characters arrive in an unknown area, they may use Navigation to attempt to identify their location.
- Navigation also covers familiarity with the world's most travelled routes and the types of craft and commerce most common along those routes.

## Computers into Arcana

Arcana is the ability to use magic devices and artifacts. While **Knowledge: Magic** would help someone understand what something is and how it works (ie: identifying a magical amulet), and the **Magic** combat skill is for casting spells the player gains from their Specialization (i.e.; Blast of Winter), the **Arcana** skill is the skill check necessary to actually use a magical item.

- Any time the character wishes to use the spell portion of a wand, staff or weapon imbued with magical abilities, he must first attempt an Arcana check to cast the spell. Arcana checks are not required when using the weapon or item as it is intended (i.e.; Melee check for a Staff)
- Arcana covers familiarity with magical devices such as teleportation portals, any items or jewelry imbued with magic, in order to attempt to use them or discover information about its use (what the destination is for a teleportation stone, or what settings are required on an invisibility bracelet).
- Any magically-powered devices would require an Arcana check to use, break into or modify. This may include crystal control systems for airships, power generators, door locks, etc.
- The use and creation of scrolls, potions and magical equipment is tied to the Arcana skill.





## Mechanics into Engineering

In a world where Magic is commonplace, the art and science of creating, modifying and deconstructing technology is still a valuable skill.

Blacksmiths and inventors alike require a basic knowledge of the principles of **Engineering**, both in terms of planning and blueprints as well as the physical ability to craft everything from simple tools to complex mechanisms.

The tools an Engineer has at hand can greatly help or hinder his efforts - players must be sure they have access to the proper equipment in order to effect repairs or modifications.

- Engineering covers the repair and modification of craft and vehicles of all types. Repairing the hull, sails or keel of a small schooner would require an Engineering check. Likewise modifying the wing and hot air balloon technology required for air flight would fall under this skill.
- Weapons and armor of all types require a background in Engineering to craft and repair. This includes repairing armor (patching studded leather or re-forging the links in chainmail) as well as weapons of all types, from a simple sword to a complex crossbow.

- The world is filled with strange technology, sometimes mixed with magical elements. Everything from a complicated lever and pulley system for a series of doors to strange mechanical golems and siegeworks would require the Engineering skill to access and modify.

## Piloting: Planetary to Piloting

Piloting involves the ability to understand and manipulate the controls of any type of craft or vehicle. This can include a small sailboat for 4 people, an underwater craft designed for 1 or a giant airship with hundreds of crew and passengers.

The **Pilot Skill** covers the ability to control a ship or vehicle under extreme conditions. This can include high speed pursuit, travel in treacherous weather conditions or controlling a failing vehicle.

This skill also governs vehicles that are powered by animals or creatures, but not riding them.

The difficulty and types of Pilot checks are relatively straightforward modifications of those found on page 223 of the Edge of the Empire core rulebook.

## Piloting: Space into Ride

Riding is commonplace in the world of Osfilia, typically done from the backs of horses, though there are all manner of creatures great and small that may be controlled, befriended or coerced into providing transportation for the player. Controlling a vehicle of any size falls under the Piloting Skill.

While this skill does not govern the ability to take control of creatures, all checks to travel on the creature are made using the Ride skill.

Much like the Pilot skill, any time a player is involved in a chase, is riding in treacherous terrain or must fight from the saddle of a creature, they must use a Ride check.

Characters who wish to befriend or coerce a creature or animal into being ridden must make the appropriate Charm, Coercion, Survival or Negotiation check.

To use any beast as a mount, it must be given Silhouette, Speed and Handling values, which are generated from the beast's profile as follows:

### Silhouette

If not specified otherwise in its profile, a beast's Silhouette defaults to 2. Beasts of silhouette 1 cannot be ridden.

### Speed

A mount's maximum Speed is equal to half of the beast's Agility score, rounded up.

### Handling

A beast's Agility and Size play a significant role in how maneuverable they are as a mount. To determine the Handling characteristic of a given mount, start with the beast's Agility, Subtract both the Silhouette and Willpower. The final result is the Handling value.

Beasts that have been specifically trained to accept and work with a rider provide a bonus to all Skill Checks used for riding actions.

Mounting or Dismounting a horse-sized steed requires a Maneuver. Larger beasts may require more.



## Riding

The difficulty and types of Ride checks are relatively straightforward modifications of those found on pg 223 of the Edge of the Empire core rulebook.

Mounts have the following Rider Maneuvers available. They function as per the Core Rulebooks:

- **Accelerate/Decelerate**
- **Ride**
- **Evasive Maneuvers**
- **Stay on Target**
- **Punch it**

Attacks from the ground against a mounted character suffer one Setback ■ die per Silhouette over 1, due to the difficulty of targeting them behind the bulk of their steed and the height difference.

If a Mount is taken out while carrying a rider, it and the rider fall to the ground. The rider will suffer 2 damage and 2 strain, plus 1 additional point per point of Size Silhouette.

The rider may make a ◆◆◆ Coordination check to reduce damage taken.

Each ✨ removes 1 point of Damage. Each ☹️ removes 1 point of Strain. A ☹️ will remove all Damage, while a ☹️ indicates that the mount has landed directly on the rider.

GMs should have fun with this, but at the very least roll once on the Critical Table for both Rider and Mount.

# KNOWLEDGE IN THE KINGDOM

## Knowledge: Lore

Cities have been lost and empires have crumbled, whole races have risen to the gleaming heights of power and been reduced to mere oral traditions in the bygone ages of the world.

Trying to find legendary treasure troves, lost magical weapons and trinkets or forgotten veins of rare ores can only be accomplished by those who can recall ancient tales.

These tales carry power; a lesson most adventurers know. Secrets and hints of legendary power are carried across the ages in stories that can seem at first glance to be nothing more than children's tales. A well-remembered legend may help an adventuring party navigate storied ruins or parse a dead language in hopes of clues.

Stories and myths can change from town to town and city to city, so the lore of each nation and race can be just as wildly varied. Someone well versed in Lore has spent years pouring over dusty tomes and listening to village elders while huddled around campfires.

A common tale may only need an easy check to unpack encoded information, while more obscure tales will be more difficult to remember and decode. Recalling well known legends will not need a check at all while remembering ancient accounts and barely-whispered fables may require a harder check.

## Knowledge: Magic

Magic in Osfilia is at the same time both commonplace and a total mystery. Most villages, towns and cities have crystal powered golems or arcane powered mounts and ships - though most denizens who use this magic would likely not be able to tell you the first thing about how they function or how they were made.

And while magic is commonplace in Osfilia, there are strange, obscure spells and rituals that may be ancient or incredibly rare.

A Magic check can help a group figure out if a strange blue fire is being fueled by a specific type of wood or by the souls of the damned, if a door is magically sealed and the strength of its seal or if that object you found is actually a powerful magical totem or just a pretty necklace.

There is also the ongoing creation of new magic, whether by accident or design. Figuring out how spells operate is a critical part of gaining a deeper insight into the power behind the magic.

The more complicated the spell, arcane item or magical entity you're attempting to understand, the more difficult the check. Determining the arcane spells that power a dangerous Golem is much more difficult than figuring out how a basic wand works.

## Knowledge: Underworld

Adventurers, successful or otherwise, oftentimes attract an...unsavory element. Even the poorest character has coin and good quality weapons, enough to pique the interest of most criminals.

Even if they are honest and stalwart heroes, knowing who's who in the criminal underworld of most major cities, or even the patterns of certain types of criminal organizations can save a party a great deal of trouble. Many adventurers are up for a bit of excitement with a payout at the end, even if the job is somewhat shady.

Sometimes it's a bad person who needs a thing done and they've got piles of gold to pay for it, sometimes a good person needs a bad thing done for the right reasons. Either way, Knowledge: Underworld can help a character tell if there is a double cross, or if the town guard are wise to the deal.

Underworld checks are used to determine who to bribe, recognizing gang tattoos and territory marks or finding out if what they hold is illicit and highly prized on the black market. The difficulty of those checks are relative and will take a bit of negotiation with your GM as they can be very situational.



## Knowledge: Cities

They say all roads lead to Verentis. This is more or less true of all large cities in Osflia insofar as most adventuring parties will have to spend at least a bit of time in cities and most roads will lead to the nearest one provided you're pointing in the right direction. It is generally accepted amongst most races that cities contain the best in most things - food, drink, culture, and crime.

While overall cultural norms tend to hold from city to city, for example it isn't looked kindly upon to go about stealing food or setting storefronts on fire at random in the vast majority of cities. However, the denizens of one city may consider a belch at the table an inexcusable rudeness while the next city over may consider that to be the greatest compliment a house guest can bestow.

Should a character wish to not offend a prickly host they could make a Cities check to ensure their group is aware of how to best conduct themselves.

Cities are also the most common place to find uncommon people. Trade and diplomacy of all levels are conducted in cities. A character could easily find out where to sell or buy items by making a Cities check, or how to discover the local government structure, red tape and how to cut through it.

The difficulty of a Cities check should be relative to the rarity of the information involved.

## Knowledge: Demons & Monsters

To many adventurers, the motivations of the creatures that would hamper their passage is either of little interest or something to ponder after the last of those creatures has been put out of their misery. A character who knows something of the motivations of these creatures may know the weaknesses of a tough enemy, how to make the most of their body parts or if it is actually intelligent and can be reasoned with.

If your group comes across a creature no one can identify, perhaps a Demons and Monsters check could help narrow down the creature's origin, why it is where it is and why it is so intent on eating the party. A Demons & Monsters check could reveal that a character knows a phrase or two of this particular demonic language and can treat with the foul being, or can recall a ritual to banish it.

There is also the possibility of taming or binding demons and monsters to the will of a character for a limited time.

The difficulty of a Demons & Monsters check is relative to the rarity of the information involved OR the relative skill difference between the character and the creature in question, at the GMs discretion. The difficulty of the check should include whether the demon or monster is being convinced, bound, fooled, etc.

# COMBAT IN THE KINGDOM

## Brawl and Melee into Melee

Combat remains essentially unchanged from the Core rulebooks, however a much greater emphasis is placed on Melee combat. The Melee skill encompasses all forms of armed and unarmed close range combat. This can include a closed fist or a longsword, brass knuckles or a mages staff.

Brawn and Melee have been combined into one single Melee combat skill, with setback and boost die added depending on how well suited a weapon is to dealing strain damage.

The difficulty of Melee checks is AVERAGE (◆◆).

## No Brawn Bonus For Melee

Melee checks no longer gain a bonus from the Brawn characteristic. As such, all Melee weapons base damage have been modified with this in mind.

With the changes to combat skills, such as Ranged, Spirit and Magic, as well as the increased use of Melee weaponry, adding Brawn to melee attacks was overpowered during testing.

## Strain Damage (SD)

By default, any attacks with Melee damage a character's Wounds. Any character who wishes to deal strain damage instead of wounds must modify their Melee skill check according to the weapon's Strain Damage (SD) Quality.

A positive SD means the Melee check is rolled with the same number of ■ dice. A negative SD means the Melee check is rolled with the equivalent ■ dice.

Melee checks made by basic hand to hand combat (fists) have SD: 0.

See page 90 for more information on Strain Damage.

## Ranged: Light, Ranged: Heavy, and Gunnery into Ranged

The Ranged - Light and Ranged - Heavy, and Gunnery skills have been combined into the Ranged skill in order to make room for the Spirit and Magic combat skills.

This was also done because there are fewer small ranged weapons in a fantasy environment - aside from the odd one-handed crossbow, most ranged weapons would be two handed bows and crossbows, for example.

Ranged covers any Gunnery checks, such as using mounted weapons, siege weapons or harpoons/crossbows built into ships and vessels.

The Ranged skill should be used for any thrown combat skill such as a Net or throwing Knives/axes.

## Addition of Spirit (Will)

A character's Spirit skill is tied to his Willpower, and represents the player's connection to both the physical world and the spirit realm. A number of Specializations draw upon Spirit to make checks and use abilities.

Typically a Spirit check would be used for related combat and ability checks, such as those used by the Priest or Monk, however in certain specific circumstances a Player's connection to the Spirit realm may be used in place of another check.

A player may use a Spirit check in place of a Perception check to determine if there is spiritual energy or a spiritual being in close proximity.

If there is spiritual energy, or a nexus of some kind, a player may use a Spirit check in order to interact with it.

A player may use a Spirit check when dealing with a Spiritual being in place of a Charm or Negotiate check. Coercion and Deception work as normal.

## Addition of Magic (Int)

A player who uses Magic is able to tap into a deep well of occult energy and unleash it using spells learned from other sorcerers, ancient scrolls or dusty tomes. The player utilizes his Strain Threshold in order to cast spells learned from his Specialization tree.

While Knowledge: Magic is used to determine whether a player knows a specific piece of information (Such as what type of spell may be in use, or what a magical artifact does) and Arcana covers using magical objects, the Magic skill is used in combat and non-combat scenarios to cast magic using nothing but the Player's mind and personal energy.

A player would use a Magic check when casting spells as part of his Ability tree, taking into account the related Strain cost, range and difficulty.

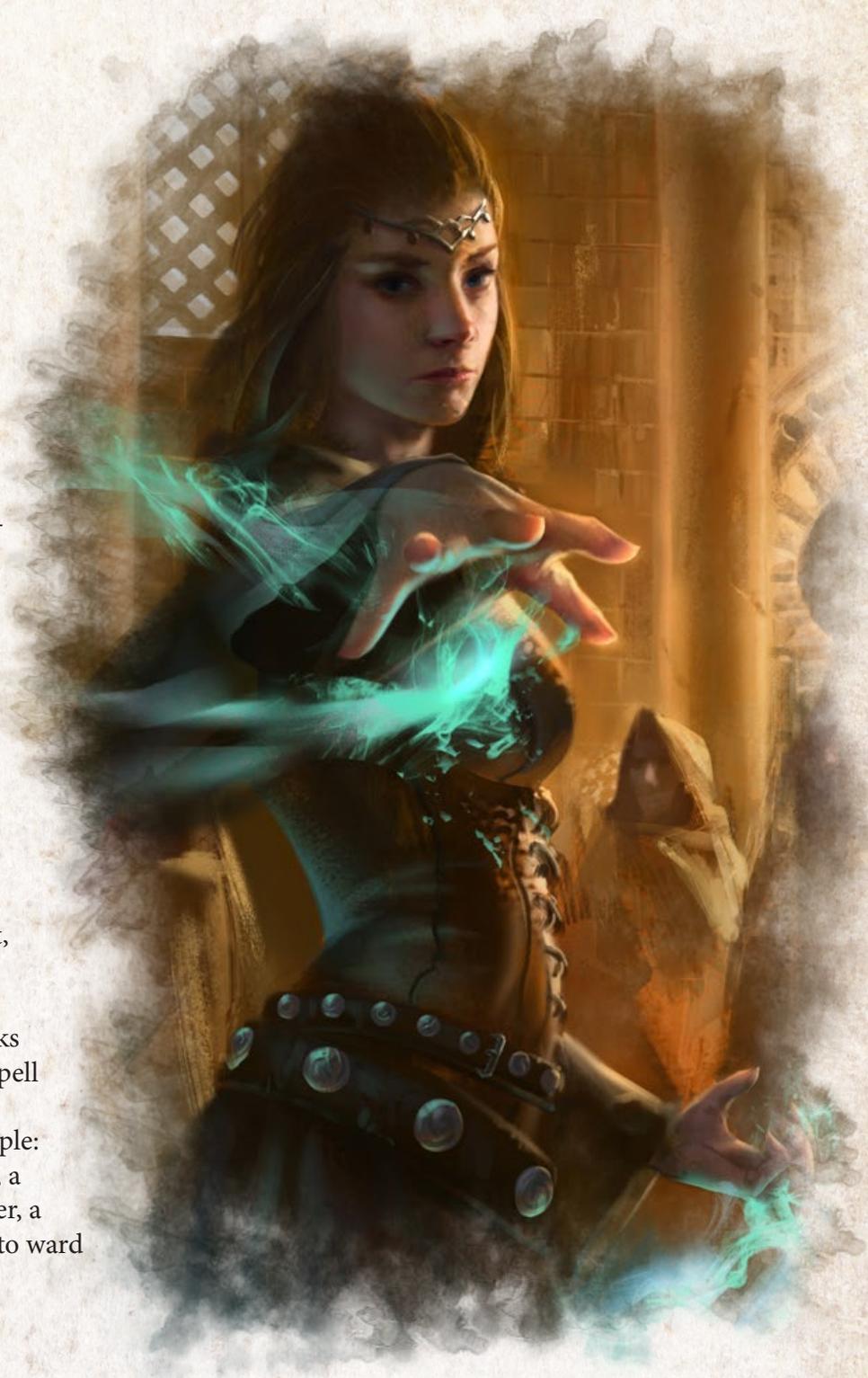
The character may make Magic skill checks outside of combat in order to perform a spell to accomplish something not specifically detailed in the spell description, for example: A Wizard using ice spells to put out a fire, a Dragoon leaping with a child out of danger, a Paladin casting Holy Light in a cemetery to ward off evil spirits.

## Combat in the Kingdom

Experienced GM's and players will notice that **Edge of the Kingdom** is a more over the top, epic and combat-focused game than *Edge of the Empire*, *Age of Rebellion* or *Force and Destiny*.

Players can \*absolutely\* still have non-combat encounters in this system - there are numerous talents and skills still associated with it.

But like many fantasy books and films, action is the name of the game in **Edge of the Kingdom**. GMs can freely add or change non-combat talents.



## Long Range Movement

Given the reduction in ranged combat in *Edge of the Kingdom*, during Beta tests the two-step range band when moving from Long to Medium range was discarded.

Typically unwieldy to track and account for, this 'extra' unnamed range band was removed without any significant impact on gameplay and can be used or removed as desired.

# THE SKY WARS

Over thirty years have passed since the world of Osfilia was swept into a war that raged across its entire surface. Armies of demons and the undead swept across every continent, led by dread lords who flew massive, ferocious dragons.

They invaded the lands of any who would not immediately submit, heedless of who lived there: humans and elves, dwarves and halfings, orcs and giants.

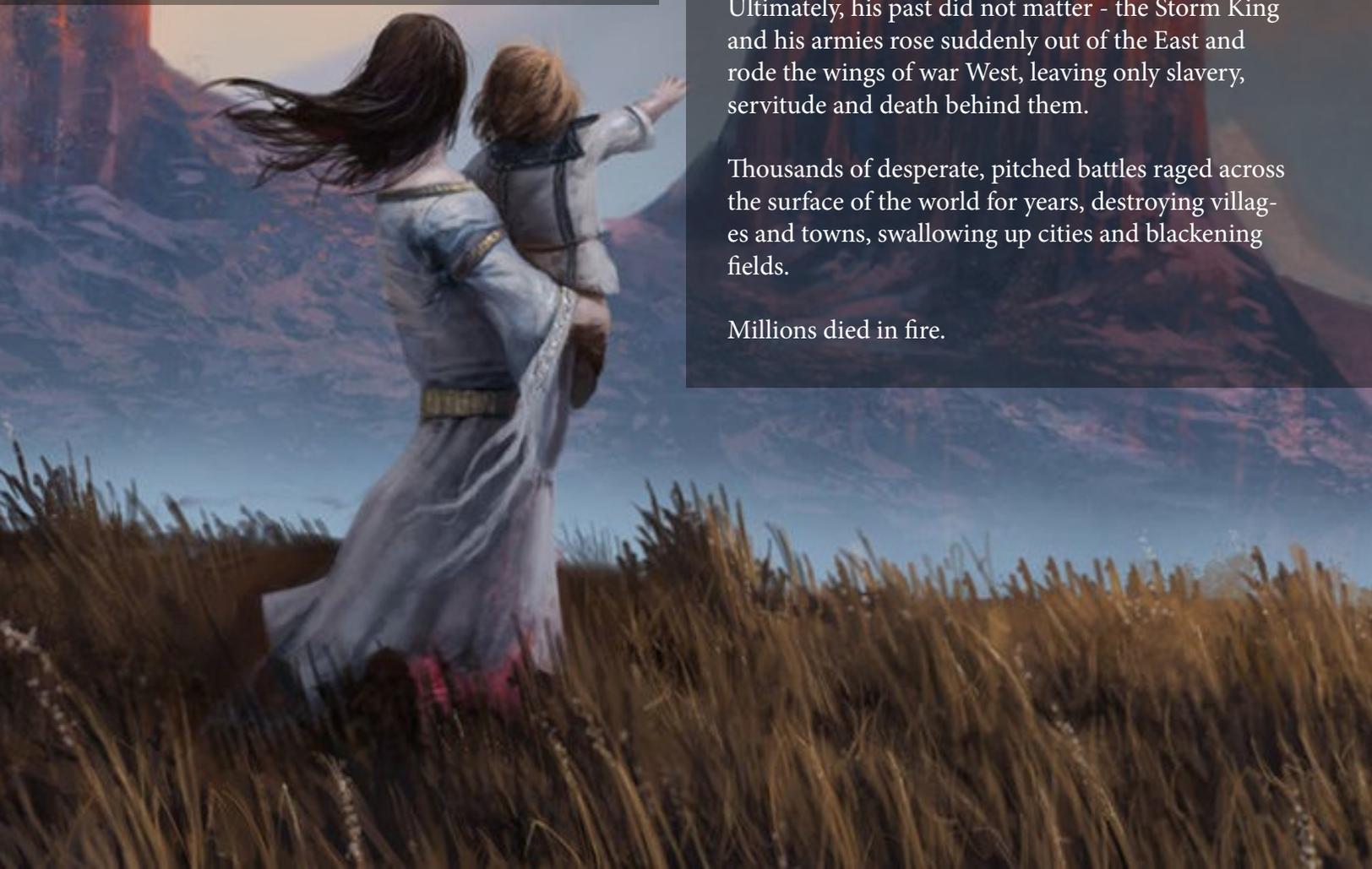
The dread lords followed the Storm King, a powerful figure in dark armor whose enormous red dragon Coldwraith was never far from his side. The Storm King's existence was shrouded in darkness and death.

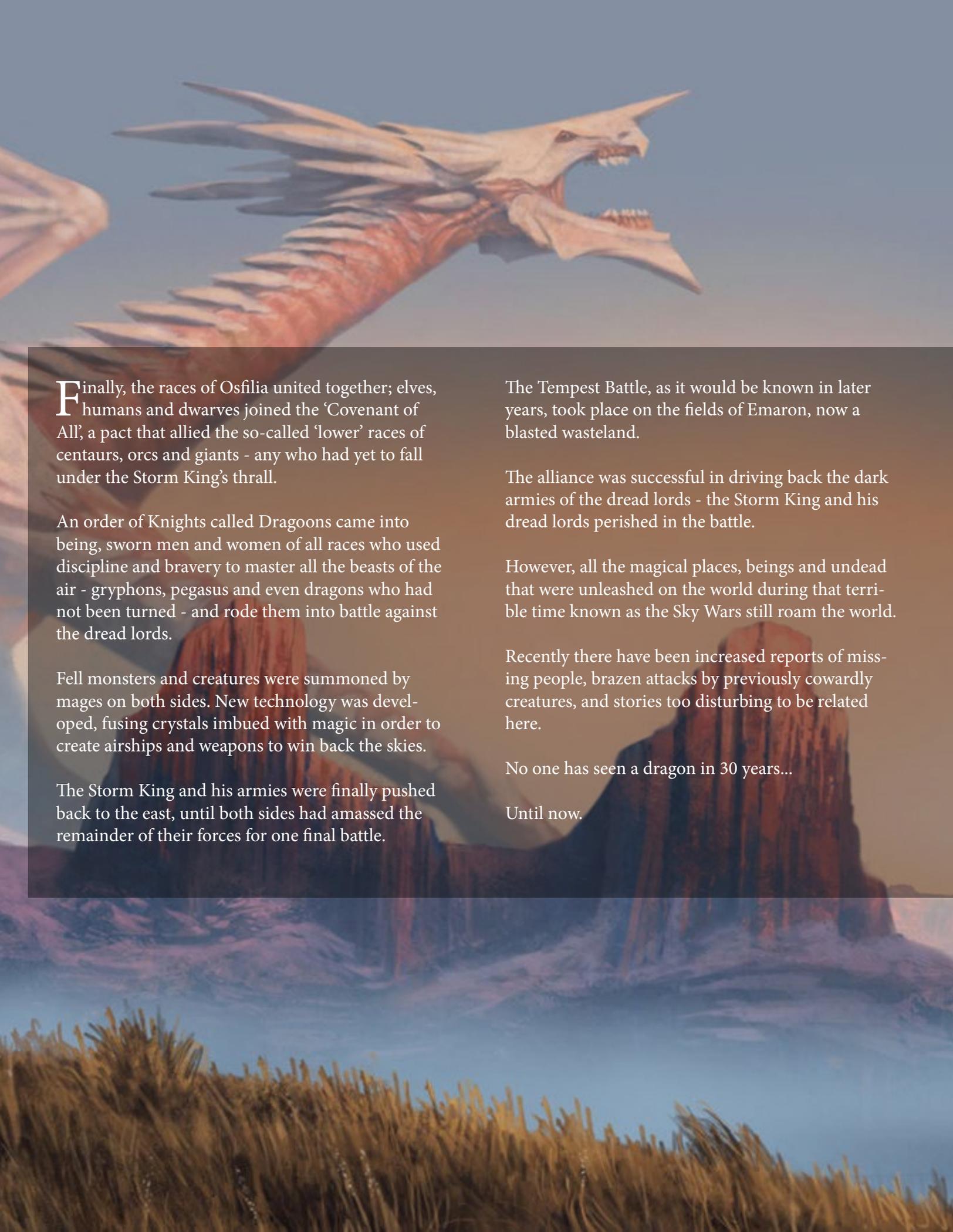
Rumours swirled about his past - some said he was a former paladin, turned to the service of the dead. Others say he was no man at all, but a demon in human form.

Ultimately, his past did not matter - the Storm King and his armies rose suddenly out of the East and rode the wings of war West, leaving only slavery, servitude and death behind them.

Thousands of desperate, pitched battles raged across the surface of the world for years, destroying villages and towns, swallowing up cities and blackening fields.

Millions died in fire.





Finally, the races of Osfilia united together; elves, humans and dwarves joined the 'Covenant of All', a pact that allied the so-called 'lower' races of centaurs, orcs and giants - any who had yet to fall under the Storm King's thrall.

An order of Knights called Dragoons came into being, sworn men and women of all races who used discipline and bravery to master all the beasts of the air - gryphons, pegasus and even dragons who had not been turned - and rode them into battle against the dread lords.

Fell monsters and creatures were summoned by mages on both sides. New technology was developed, fusing crystals imbued with magic in order to create airships and weapons to win back the skies.

The Storm King and his armies were finally pushed back to the east, until both sides had amassed the remainder of their forces for one final battle.

The Tempest Battle, as it would be known in later years, took place on the fields of Emaron, now a blasted wasteland.

The alliance was successful in driving back the dark armies of the dread lords - the Storm King and his dread lords perished in the battle.

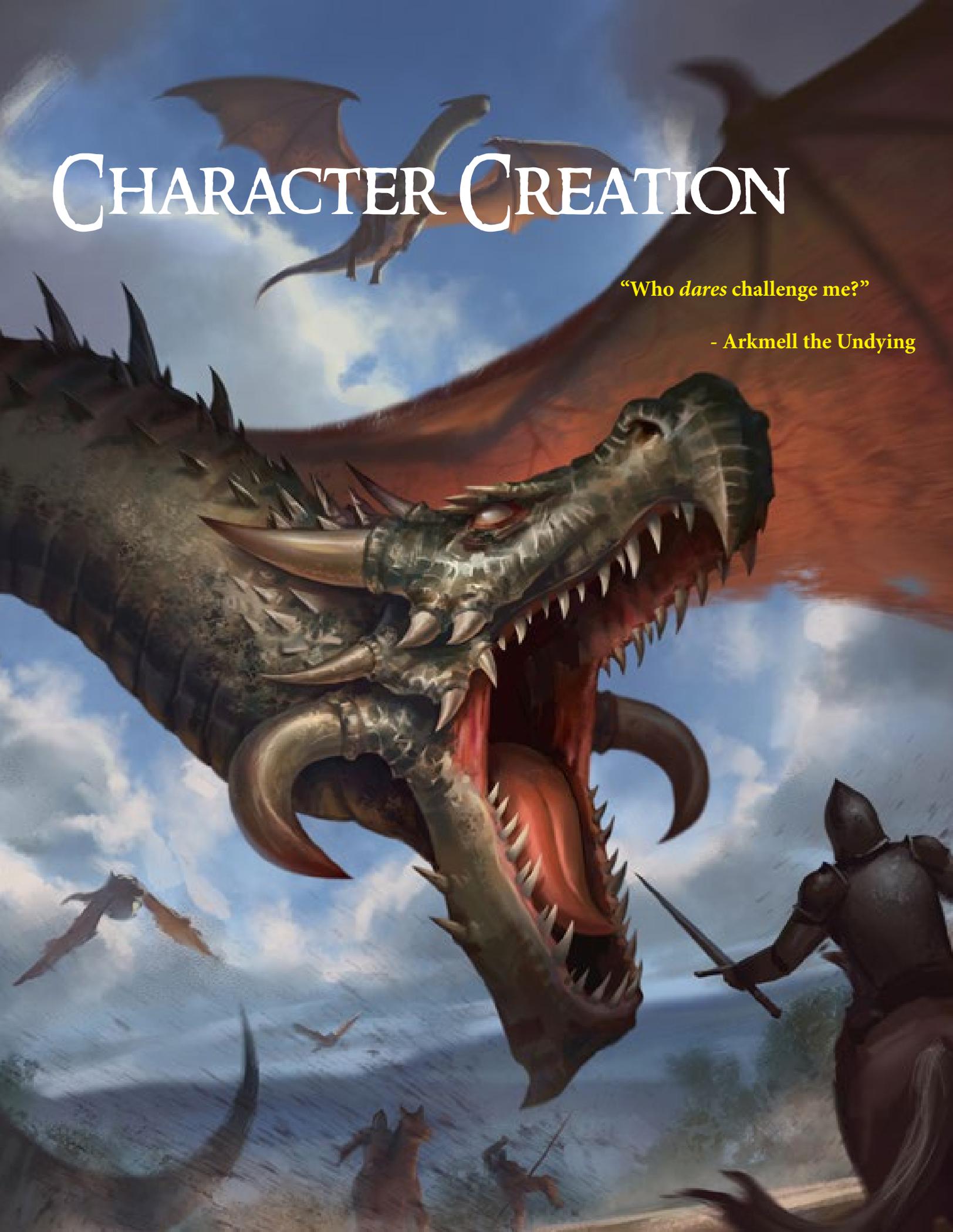
However, all the magical places, beings and undead that were unleashed on the world during that terrible time known as the Sky Wars still roam the world.

Recently there have been increased reports of missing people, brazen attacks by previously cowardly creatures, and stories too disturbing to be related here.

No one has seen a dragon in 30 years...

Until now.

# CHARACTER CREATION



*"Who dares challenge me?"*

- Arkmell the Undying

# CREATING A CHARACTER

The world of Osfilia is a wondrous and terrifying place - filled with sentient races of all kinds, including Humans, Dwarves, Orcs, Elves, Gnomes, Dark Elves, Halflings and Golems.

## CHARACTER CONCEPT

Every character needs an origin. Do players want to play a stoic Monk, the last of his order? A brash thief, bold and daring? How about a stubborn Knight, or a curious wizard?

Before starting, the player should take some time to determine just what kind of character he wants to play - and most importantly, what the character's background should be.

Since **Edge of the Kingdom** takes place with the spectre of the Sky Wars hanging over Osfilia for the last 30 years, thinking about your character's place in that world might be helpful.

Are they older, having served in an army during the war? Were they children and saw dragonfire light up the night sky, or destroy their village?

Were they raised with the awe-inspiring stories of the exploits of the Dragoons, or cloistered away in a Mage's guild, delving into histories far more ancient?

## DETERMINE STARTING OBLIGATION

When creating an **Edge of the Kingdom** character, it's best if the player chooses a starting Obligation early in the character creation process.

Typically this will help with other decisions a player needs to make during character creation and will have narrative impact for the type of character you want to play, the overall experience the players want and what sort of expertise, skillsets, powers and items they begin with.

More on Obligation is covered on page 20.

While there are races that have walked the earth since time began, over millenia new species were born of magic or breached through other planes - this trend only accelerated during the Sky Wars.

## CORE CONNECTIONS

Once you have determined a concept, the player should come up with two core connections: non-player characters who are important to the character. These non-player characters need to be currently living, as dead characters are hard to interact with (unless they're a ghost!). Just a sentence or two should suffice.

- One should be person who meant a great deal to the character. This could be a lover, a family member, a mentor or a former business partner. This person can be linked to a character's motivation, but does not necessarily need to be.
- The second should be someone who antagonized the character. The man who killed their family, a business partner they crossed, someone seeking revenge. This person can be linked to a character's obligation, but does not necessarily need to be.

Coming up with these two core connections will help flesh out a character's backstory, provide fodder for obligation and motivation, and greatly help the GM in providing the player with NPCs and villains that are specific to their character.

## SELECT CHARACTER RACE & ATTRIBUTES

When selecting a race, choose any option that fits your concept.

After choosing your Race, mark down your starting values for your abilities, wounds, strain and any race bonuses you get. A character's species determines its starting characteristic ratings for Brawn, Agility, Intellect, Cunning, Willpower, and Presence.

It also provides default wound threshold and strain threshold values, as well as innate abilities, bonuses, and starting XP.

## SELECT CHARACTER CAREER

A career is the chosen path of a character, determining their background and history as well as the skills and experiences they've accumulated along the way.

It is typically a larger archetype that should connect the player into the world of Osofia, but it should not be a limiting choice. Each career has six associated career skills and a number of abilities or spells.

See the rules for career selection in the pages of the **Edge of the Empire (Page 53)**, **Age of Rebellion (Page 62)** or **Force and Destiny (Page 64)** core rulebooks for more details.

## SELECT SPECIALIZATIONS

Each career has a number of specializations and characters automatically gain access to one specialization without spending experience points.

These specializations provide access to both Talents and Abilities or Spells. Talents are the core of your character, designed to bolster their natural Skills, Abilities and Spells.

Players automatically get access to the Abilities or Spells of their given Specialization. If they wish to have more Abilities or Spells, they must purchase an additional Specialization as outlined in the **Edge of the Empire (Page 93)**, **Age of Rebellion (Page 103)** or **Force and Destiny (Page 103)** core rulebooks.

## INVEST EXPERIENCE

When you are creating your character, follow the rules for investing experience points in the core rulebooks.

In **Edge of the Kingdom**, players are given additional experience points in the Race section in order to purchase their Abilities and Spells.

They do not need to spend experience to gain access to the Abilities or Spells associated with the Specialization they have chosen.

## DETERMINE STARTING MOTIVATIONS

A character's obligation isn't their only driving force - a well rounded character must have something driving them forward, as well as haunting their pasts.

Motivations are helpful for story elements that the GM and Player can craft - it may be helpful to connect a player's Motivation to their Background character, but it isn't required.

## CHOOSE GEAR AND DESCRIPTION

Once all characteristics and attributes are selected, the player may get 500 gold to spend on weapons and items, plus any additional perks for obligations. This is also where the player should choose his character's physical description, including height, weight, skin color and place of origin.



# OBLIGATIONS

All characters must choose at least 10 points of starting obligation and may choose up to 10 more for bonus starting gold or experience:

A player may roll randomly from the list found on the following table, or if they feel it fits their backstory they may choose one instead of rolling (with the GMs permission).

Some suggested obligations are listed but feel free to invent new ones, as a general guide an obligation should connect the character to the world in a tangible way and be a source of complication and sometimes trouble in his life. They can also be connected to the two Core Connection NPCs the player outlined when creating their concept and background.

d100 roll	Obligation Type
01-08	<b>Debt:</b> The character owes a great debt to someone, whether that be gold, a large favor or protection. Perhaps they needed armor and weapons to start their mercenary career, or a local lord pardoned a thief in exchange for future services. Whatever the debt, it haunts the character.
09-16	<b>Bounty:</b> A bounty has been placed on your character, whether it be an official royal warrant or a personal grudge through back channels. The character's background and severity of alleged crime can be based on size of obligation.
17-24	<b>Duty:</b> Be it personal or professional duty, the character feels compelled to complete their current quest or service. This can be military service, duty to a cause or even to a figurehead or ideal.
25-32	<b>Criminal:</b> The character has a fairly serious criminal record (or was accused of a serious crime) and is caught up in the legal system of at least one powerful realm. Legal costs, flight or attempts to prove their innocence can take up valuable time and effort.
33-40	<b>Addiction:</b> The need to feed their addiction takes its toll on this character, whether physically in terms of withdrawal or financially as they attempt to pay for their vice. This character devotes a great deal of their time and resources to pursue the object of their addiction.
41-48	<b>Family:</b> A sister, uncle or even child requires the character's time and attention. This can be an immediate problem that requires attention (a kidnapping or blackmail) or ongoing support.
49-56	<b>Oath:</b> The character has sworn an oath that impacts their thoughts and actions, dictating their decisions and view of the world. The oath can be religious, military, civil, or deeply personal.
57-64	<b>Obsession:</b> Beyond rational thought and regardless of the personal cost, the character has an unhealthy obsession they are focused on. They pursue their obsession long past the point of no return.
65-72	<b>Responsibility:</b> A strong sense of obligation and accountability mark this characters motivations. They may feel a strong connection to a person, place or thing and feel responsible for its welfare.
73-80	<b>Betrayal:</b> This obligation can work two ways: the character may be the target of a personal betrayal, or the character is the one who betrayed others. It can be a broken promise or more serious.
81-88	<b>Favor:</b> The character owes a big, big favor. It can be as simple as someone looking the other way while they commit a crime, or letting them out of prison. Either way, the favors have stacked up.
89-96	<b>Blackmail:</b> The character has a dirty little secret and someone else knows it. Not only that, but the blackmailer has evidence that can do serious harm to the character - even potentially jailtime.
97-00	Roll twice on this chart: Starting obligation is split into two different origins (does not increase magnitude, simply divide starting Obligation into two equal parts).

## ADDITIONAL OBLIGATIONS

All characters may increase the size of their characters' starting Obligation when they generate their Obligation, in order to gain additional starting experience, or additional gold to purchase starting items.

Cost	Extra Obligation Bonus
5	<b>5 additional starting XP</b>
5	<b>100 extra starting gold</b>
10	<b>10 extra starting XP</b>
10	<b>200 extra starting gold</b>



## HUMANS

Humans are the most populous and adaptable of Osflia's sapient species. They seem to be present in almost every town or village, road or castle.

Their sizes can vary wildly as well - from exceptionally short and mistaken as Halflings, to the size (though not strength) of a Half-Orc.

**Society:** By their nature, humans are explorers and conquerors, never quite seeming happy with where they are. After generations of mingling with and taking over towns, cities and nations, humans bore the brunt of the casualties when the Sky Wars began.

Humans and their neighbors alike have been raiding and pillaging across borders for generations. This has led to vendettas, blood feuds, even all-out war in the past. The end of the Sky Wars had led to an increasingly shaky (and in some cases non-existent) truce with a number of races.

**Life in Osflia:** While exceptionally well-travelled, certain other Races do not look as kindly upon Humans dwelling in their homelands, most notably Centaurs, Orcs and Dark Elves.

Humans can be found almost anywhere, as soldiers in a nation's army, mercenary guards to a grove of elven druids, or with no loyalties or ties to anyone.

### RACE ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 150 XP
- **Special Abilities:** Humans start the game with one rank in two different non-career skills of their choice. They still may not train these skills above rank 2 at character creation.

### THE REALMS ARE NOT ENOUGH

The Sky Wars tested all bonds and forged new ones, as the Storm King's coming broke through borders, nations and families.

Betrayals and misunderstandings clouded Humans millenia-old relationships with Gnomes, Dwarves and Elves, while strengthening ties to the Halflings, Dark Elves and even some of the 'dark' races like Goblins and Half-Orcs.

The world is very different in the wake of the Sky Wars, and humans struggle to regain their place in it.

## HALFLINGS

Diminutive, mischievous and playful, halflings are the smallest of Osfilia's more populous people. Standing on average under five feet tall with youthful looks, halflings are often confused with human children - a fact more than a few have used to their advantage.

Halflings are famous for their quick wit, cleverness and deft hands, often taking on work as locksmiths, bards, thieves and illusionists.

**Society:** Their society operates as roving bands of nomads, constantly moving in search of interesting people, places and things. Halflings always welcome newcomers with warmth and hospitality, which has frustrated more than one city guard or Bounty Hunter on the trail of a halfling thief.

**Life in Osfilia:** This societal drive for adventure and loose interpretation of property ownership has caused many of the more 'mature' races to look at halflings with disdain - although that doesn't stop them from hiring talented halfling bards for a gala or a group of thieves for a heist.

During the sky wars halflings proved invaluable as spies, couriers and sappers, easily slipping behind enemy ranks and into and out of enemy held towns and fortresses.



### BRAVERY COMES IN ALL SIZES

Often thought of as cowardly and selfish due to their playful nature, this idea was put to rest during the **Siege of Songs**.

When a massive **Storm King** army attempted to annihilate a human city, hundreds of halfling bards used bard magic to defend the pass for days, giving the populace a chance to escape.

None of the bards survived, though the city did and was later renamed Aria. A sprawling music festival is held every year in their memory, drawing people from all over Osfilia.

### RACE ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 150 XP
- **Special Abilities:** Halflings start the game with +1 Rank in Charm or Skulduggery.
- Small size, Silhouette 0.

## HALF ORCS

An average Half Orc will stand 6'0" to 7'5" tall, often towering over their companions and aggressors. They tend to have the tip of a fang or two jutting out from their mouth. Their skin colour runs the gamut from green to blueish-black.



### RACE ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 140 XP
- **Special Abilities:** Half Orcs begin the game with one rank in Melee Weapons OR they may begin with 2 Knowledge skills as career skills. They still may not train Melee above rank 2 during character creation.

The society of Half Orcs is as shrouded in mystery as their origins. Children and youth are even more rarely seen than adults; most Half Orcs seem to lope out of the wilderness fully grown with a head full of Lore and a back heavy with weapons and gear. They are fiercely individualistic but are not unfriendly.

**Society:** Half Orcs are mistrusted by the unwashed masses throughout Osfilia and yet they are highly sought after as guards, escorts, sentries, bounty hunters and the like. Most inns have Half Orc sized accommodations available for rent and they are welcome in the common room if their coin is good, but folk are wary of them nonetheless.

**Life in Osfilia:** After eating and consuming prodigious amounts of ale they are known to regale the common room with fantastic tales in a great booming voice. The Elves and Dark Elves do not trust them initially, but great friendships have been reported between the species. A town may put a pool together to have a travelling Half Orc deal with a local monster or miscreant.

Their origins are unknown - perhaps a curse was placed upon certain Human and Orc bloodlines, or they are conjured creatures created by as-of-yet unknown magical forces - there have even been rumours that an ancient mage cult bred Human/Orc hybrids to create the ultimate hero. In any case, no Half Orc has given up the secret; no matter if the question was asked over a friendly pint or between screams in a torture chamber.

### WORD IS BOND, WORD IS LIFE

Their honour is without question, their strength without equal and their knowledge of the histories of Osfilia is impressive. Theirs is an oral history, stories passed on through generations and so many Half Orcs are illiterate.

Some folk believe the illiterate to be easy marks, but many a con artist has found themselves at the business end of a Half Orc's sword for making that mistake. A deceived Half Orc is a dangerous enemy indeed, and a broken **Bond** with a Half Orc is the first step into an early grave.

As master tinkerers and inventors, gnomes have a grand tradition of creating spectacular devices. Credited with being the originators of golems and airships, their manufacturing facilities helped turn the tide in the Sky Wars and provided a crucial counter to the Storm King's dragons.

Though diminutive, when working together gnomes can accomplish great feats and build immense devices - from cannons to aquaducts. Gnomes tend to not be concerned with what someone might do with their inventions, focusing more on how it can be built in the first place.

## GNOMES

Small of stature, gnomes tend to be underestimated by many at first glance. Their prominent noses and wild hair does nothing to dissuade that idea, but anyone who has dealt with a gnome knows they are a tough, fiercely intelligent people whose blend of magic and technology has changed the face of Osfilia.

**Society:** As a people, gnomes are very long lived and as such place a tremendous store on the study and understanding of history and lore. Raised from birth into Guilds, each gnome receives apprenticeship in their field, be it sorcery, metalworking or as an expert merchant.

The guilds of gnomes are highly secretive, even amongst their own kind, and breed an almost fanatical devotion to one's Guild into their members. Gnomes would rather betray their own family members than be denounced by their Guild.

As such, gnomes tend to be specialists - incredibly knowledgeable and experts at one particular area, while lacking awareness of most other trades. This forces the Guilds to co-operate and forms the basis for all Gnome society and government.

Typical gnome cities are built into mountains and valleys, high places that allow for a staggering network of cables, pulleys and magic-infused devices utilized for transit, trade and defense.

**Life in Osfilia:** Most races will happily trade with gnomes, as their expertise in blacksmithing is second only to the Dwarves, although their main industry, focused on research and development of airships and other inventions, is without equal.

However, more than one customer has been surprised by prototypes that have...strange functions.

## RACE ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 140 XP
- **Special Abilities:** Gnomes begin the game with one rank in Engineering or Arcana. They still may not train Engineering or Arcana above rank 2 during character creation.
- Small size (silhouette 0).





## ELVES

The elves of Osflia are a tall, willowy people with thin, almost skeletal arms and legs. With an average height of over 6 feet and a lifetime spent in the forest, most elves move with an uncanny grace that can be quietly disturbing to other races.

**Society:** With their deeply spiritual connection to nature and the forests they typically call home, elves tend to stay in one region and make their living off the land, be it as hunters, rangers, mages, artisans and priests.

The elves live mostly in their forest cities, which have been grown using magic to staggering heights - higher than some mountains.

Cleverly created platforms connect their cities to the forest floor, though most travel is done using tamed flying creatures.

**Life in Osflia:** Trade and other commerce is typically done via airships that dock with the trees on the lower levels - still hundreds of feet in the air.

While their forest cities have always soared above most normal trees, it was only in the time leading up to the Sky Wars that saw supernatural growth in their height and size, as the elves scrambled for any protection against dragons.

### RACE ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 150 XP
- **Special Abilities:** Removes one ■ on Perception checks; or +1 rank in Knowledge: Lore.

### THE COVENANT OF ALL

With their ability to interpret the future from the very winds of time, the forest elves were the first race to truly comprehend the danger Osflia faced in the **Storm King**.

They spent this time fortifying their strongholds and cities and attempting to rally their allies to war - though even then their efforts were almost too late.

**The Covenant of All**, the accord that built the foundation of the Alliance, was established only weeks before open warfare with the Storm King began.

## DWARVES

Dwarves usually look like grave old men, with grey, flowing beards and hunched backs. They are much shorter than humans - some may be only 4 feet high, while taller dwarves can be upwards of 5 feet tall.

**Society:** Dwarves live deep under the ground in mines, or in the hearts of mountains and dig for gold and precious stones. Mountain dwarves live in huge underground halls, full of glittering jewels and piles of gold. They have their own kings and kingdoms, chieftains and tribes. Mountain dwarves are skilled in the working of all kinds of metals, and in the forging of magical rings and swords.

**Life in Osfilia:** In Osfilia the dwarves are usually friendly, or at least neutral, in their dealings with most sentient races. Sometimes they would help men with their labours, but they expected to be repaid in full. On the other hand, those who help dwarves often get repaid with treasure from their hoard.

Those who reside in mines are more foul of temper than their mountain brethren. They are known to sabotage other races efforts to extract valuable minerals. Their interference includes the breaking of tools and pulling down mine roofs.



### BUILDERS OF THE STONE

For as far back as the Dwarven histories tell, Orcs and Dwarves have been enemies.

The **Sky Wars** did little to abate the deep hatred Dwarves have for Orcs and their lesser goblin brethren. They see themselves as great builders - and the Orcs nothing but destruction incarnate.

Only the threat of slavery and destruction at the hands of the Empire could force a peace between the two sides, which lasted only as long as it took for the last dragon wings to stop beating.

### RACE ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 140 XP
- **Special Abilities:** Dwarves begin the game with one rank in either Discipline or Resilience. They still may not train Discipline or Resilience above rank 2 during character creation.

While they once flirted with dark magics, Dark Elves long ago realized that way led only to ruin and have become stalwart defenders of light and order. During the **Sky Wars** they were instrumental in winning several battles, appearing as if by magic (though in reality through carefully constructed tunnels) to sweep into the **Storm King's** forces and turn the tide before returning as swiftly as they arrived.

## DARK ELVES

Elves vary in size from 4'10" and 5'8". Dark elves range in skin coloration, from a dusky light blue to pitch black and have sometimes fluorescent eyes, this quality being indicative of their lives being infused with magic.

**Society:** While the Elves have shunned the Drow, the feeling is not exactly shared. Rather, the Dark Elves have looked inwards and ignore most of the outside world. Any who would stumble into their underground kingdoms would discover a world of incredible richness and beauty - their craftsmanship equals (and in some cases surpasses) that of the Dwarves, and they are passionate in their exploration of poetry, philosophy and song.

**Life in Osfilia:** Most sentient races avoid the Dark Elves - rumours and myth that speak to their constant thievery, treachery and murder abound. However, finding a single person who has actually experienced this or seen it firsthand is impossible. Anyone who finds themselves dealing with the Dark Elves keeps their mouth shut for fear of being ostracized - despite the fact that they are usually dealt with fairly and civilly.

**Elves in the Kingdom:** Other Elves know the Dark Elves were expelled hundreds of years ago due to their wish to experiment and 'improve' themselves with unknown 'dark' magic and spells (a time known as 'The Turning' in Elvish culture). This genetic meddling is what led to their dark skin and luminescent eyes. The one thing they truly have in common with their Elven brethren is an utter contempt for Orcs and the undead.



### RACE ABILITIES

2	1	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 140 XP
- **Special Abilities:** Dark Elves may remove one ■ on Discipline checks OR begin the game with one rank in both Knowledge: Lore and Deception. They still may not train Knowledge: Lore or Deception above rank 2 during character creation.

## GOLEMS

While most races believe golems to be the creation of the gnomes (a misconception they happily endorse) the true origin of golems is lost to history.

What is known is that these strange creatures are commonplace throughout Osfilia and are almost a part of the background as they took over much of the menial and manual labor.

Taking on countless forms and styles depending on their role and who has created them, each golem is a mixture of gear and steam technology merged with small magical crystals to power them.

They can range from tiny garbage cleaners no more than a foot high, to enormous battle golems spanning dozens of feet in height. Most possess a rudimentary intelligence based around their role, however some have a higher degree of awareness and autonomy if their work requires it, such as protocol or navigation golems.

While considered property by the majority of races in Osfilia, a small but vocal minority is convinced that these magical beings possess a will and self-awareness that elevates them into conscious people.

During the sky wars golems played an integral part on both sides, providing support in everything from logistics and supplies through to assassination and outright warfare. The Storm King in particular fielded huge armies of magically infused mechanical beings, whose continued arrival on the field perplexed the Allied generals.

### A CLOCKWORK SOUL

Rumors spread near the end of the sky wars of a mutiny on a **Storm King** airship, where golems from both sides of the war took over the ship and abandoned the battle.

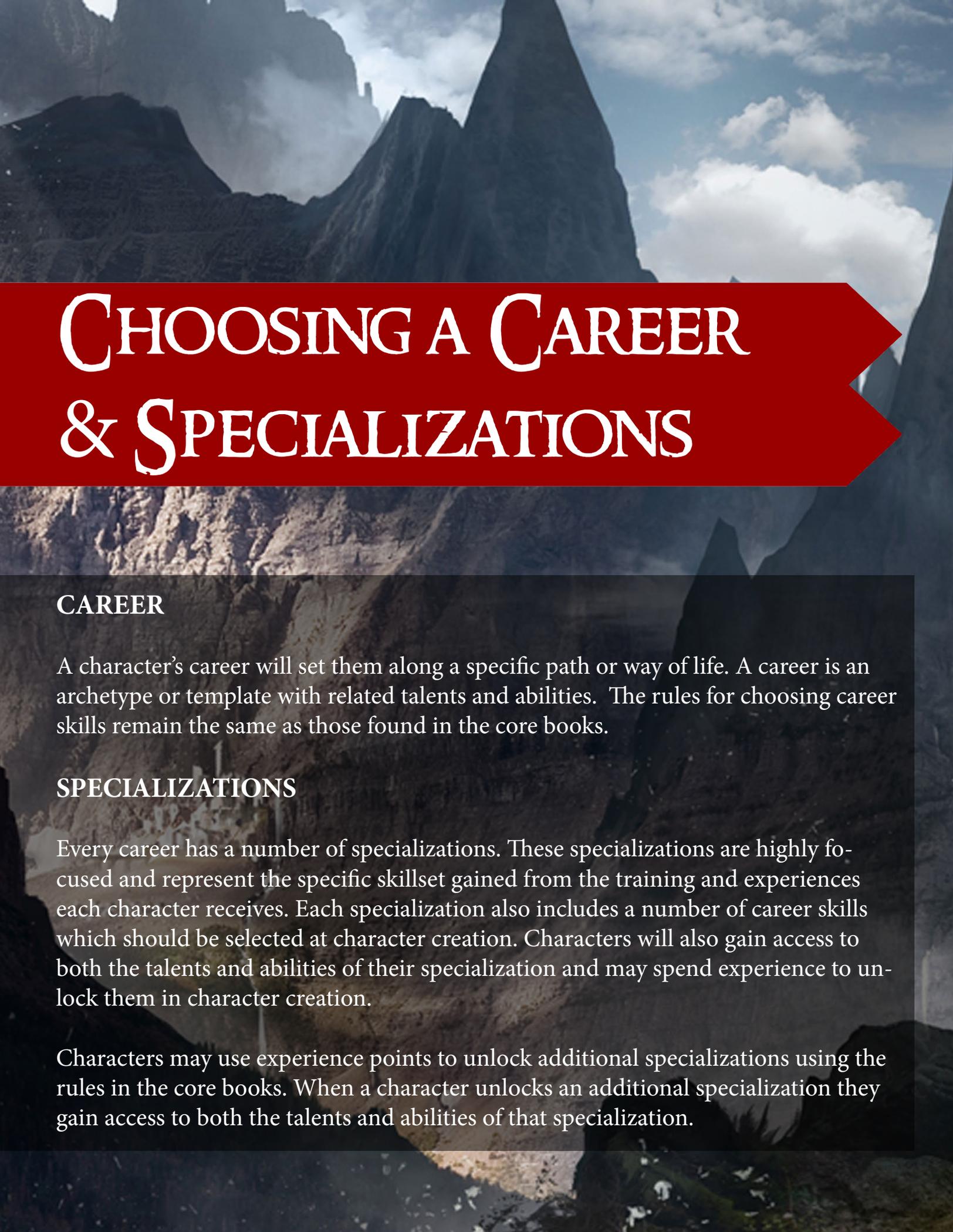
While most consider it a myth, some airship merchants tell tales of seeing an old warship crewed by golems sailing into the distance over the last 30 years.



### RACE ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 200 XP
- **Special Abilities:** Golems do not need to eat, sleep or breathe and are unaffected by toxins or poisons. A Golem may train one rank in six of eight career skills (instead of four). Healing kits and potions do not work on Golems, however healing spells and abilities function as normal.



# CHOOSING A CAREER & SPECIALIZATIONS

## CAREER

A character's career will set them along a specific path or way of life. A career is an archetype or template with related talents and abilities. The rules for choosing career skills remain the same as those found in the core books.

## SPECIALIZATIONS

Every career has a number of specializations. These specializations are highly focused and represent the specific skillset gained from the training and experiences each character receives. Each specialization also includes a number of career skills which should be selected at character creation. Characters will also gain access to both the talents and abilities of their specialization and may spend experience to unlock them in character creation.

Characters may use experience points to unlock additional specializations using the rules in the core books. When a character unlocks an additional specialization they gain access to both the talents and abilities of that specialization.



# THE WARRIOR

Warfare, battle and combat are a part of life in Osflia, leaving many opportunities for those who are drawn to or pulled down that path. Whether fulfilling an oath, following tradition or seeking glory, these warriors seek out conflict and thrive on the clash of blades and thunder of war.

Experts with sword, spear, shield, and bow, these warriors are trained from an early age to take lives and protect themselves and others. Warriors are typically battle hardened, experienced in battlefield tactics and small unit engagements.

# WARRIOR SPECIALIZATIONS

## KNIGHT - Protector of Hope

A Knight is anyone who has received martial training and follows codes of chivalry and honor. A knight is usually someone who has either devoted their service to a Lord or Kingdom, but can just as easily be someone who has undertaken a personal quest or vows.

Knights typically uphold ideals of truth and justice, particularly when innocents are involved.

While knighthood in Osfilia is typically an honorific given out by lords and Kings, many a hedge Knight has saddled a creature and ridden off to find adventure.

Well-trained Knights are usually experts in the combined use of sword and shield. Even though Knights are well versed in everything from bows to pole-axes, their specialized abilities favor the use of a shield in battle, to protect themselves and their charges.



## BLADEMASTER - Duel in Honor

A Blademaster's life is dedicated to the art of the duel, with many races sending their offspring to the Blademaster college on the isolated island of Dra-meer.

Young blade apprentices train day and night, working through forms and hundreds of techniques from all across Osfilia. At the age of 12, they compete in The Dueling, where each group of apprentices fights their fellow student to the death, until only two from each group remain.

The young Bladelings are sent into the world, to seek out the best warriors in the world and challenge them. Each duel must follow a specific protocol and be logged - any cheating is dealt with by execution. In order to rise to the rank of Blademaster, a Bladeling must win 1,000 duels.





## DRAGOON - Dragon Slayers

The Dragoons are an ancient order and come from many races. They are not affiliated with any one nation and during the Sky Wars were welcomed with open arms to train and lead the Allied armies.

With the Storm King fielding dragons and other flying beasts, it fell on this small group of warriors to take to the skies and defend all the realms.

Each Dragoon forged a special bond with their animal, typically a flying creature. This connection to another living being unlocked powers within them, abilities that were built up by a master and apprentice role during their training.

The combination of these unlocked powers and their spiritual connection to flying beasts were immediately valued on the battlefield, seeing the Dragoons rise in rank and authority during the war.

While the Dragoons helped turn the tide during the Sky Wars, many nations felt they had amassed too much power and after victory was assured, turned on the Dragoons. Now few remain and those few who escaped live in hiding, eking out quiet lives as farmers, rangers or scouts.

### THE WARRIOR'S PATH

Those willing to throw themselves into harm's way, who live for the thrill of battle and the song of steel ringing on steel choose the life of a Warrior. Only when sword leaves scabbard and blood is spilled does the story of the Warrior truly begin:

- **Duty:** Sworn to uphold a set of laws or values, or simply in service to their master, lord, or king, a warrior follows his duty to the very end. The challenges of upholding their duty in the face of great opposition and even logic or mercy are the tests that set these warriors apart.
- **Justice:** Raised with a rigid set of beliefs, a warrior seeking justice may be on a personal path, usually due to the loss of something precious to them. They may also be attempting to get justice for a person, group or ideal.
- **Glorious:** Not all warriors have honorable goals or ideals, and even driven by such motivations may revel in the glory and fame of a well known reputation. These warriors seek out high profile, incredibly challenging quests simply in the hopes of gaining renown.
- **Honor:** Some people discover that the tenets or laws they have followed do not connect with what they know to be right and true. These warriors follow their own path, defending justice and the law in their own way.

# WARRIOR: KNIGHT TALENT TREE

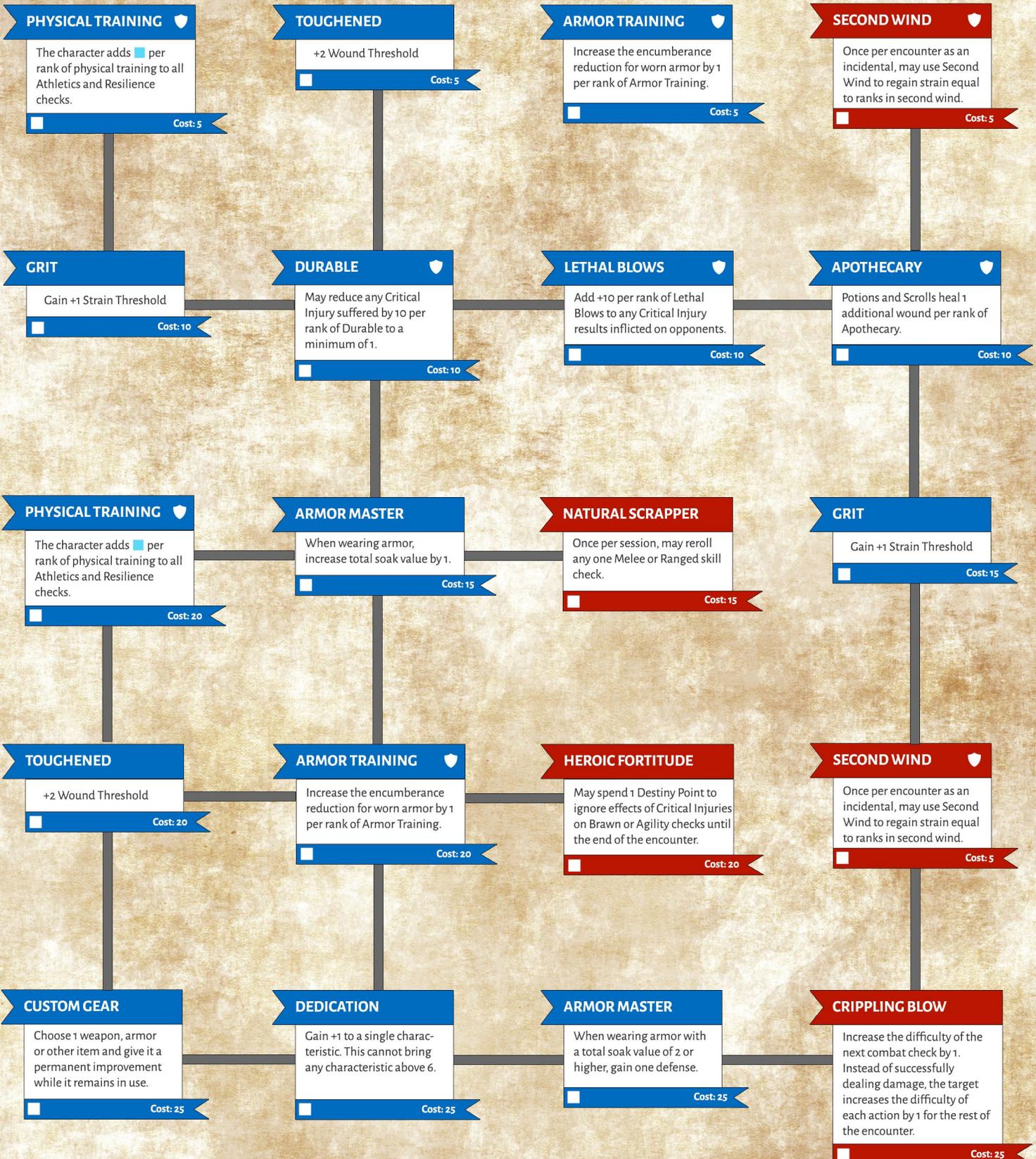
CAREER SKILLS: Athletics, Coercion, Discipline, Melee, Ride, Ranged, Resilience, Vigilance

BONUS SKILLS: Coercion, Cool, Perception, Melee

STRAIN THRESHOLD BONUS: +2

ACTIVE

PASSIVE



# WARRIOR: KNIGHT ABILITY TREE

REQUIRES: Knight Specialization

## SHIELD WALL

The character may use his shield to defend himself or his allies using his shield as a maneuver. The character may spend 2 strain in order to upgrade the difficulty of all incoming melee and ranged attacks for the next round. May not be used in conjunction with Dodge.

Strain: 2

Cost: 10

## HUMAN SHIELD

When taking damage after performing Shield Wall, character may prevent 1 wound per 1 strain spent. Character may not exceed Strain Threshold when performing Human Shield.

Strain: 1 Per Wound

Cost: 10

## JOLT

Attackers that fail to do damage against Shield Wall are disoriented for 1 round.

Cost: 5

## SHIELD BASH

Once per round the character may perform the Shield Bash maneuver; replace defense granted by shield with one ■ on their next Melee attack. Defense remains replaced until the next round.

Strain: 3

Cost: 10

## EXTENDED SHIELD

Once per round, the character may spend 2 strain to perform Shield Wall as a maneuver to deflect attacks from an engaged character. Until the next round, upgrade the difficulty of any Melee or Ranged combat checks targeting the protected character by 1.

Strain: 2

Cost: 10

## SHIELD BASH

While using Shield Bash maneuver, may replace the defense granted by an equipped shield with an equal amount of ■ on their next Melee attack.

Strain: 3

Cost: 5

## RUSHING DEFENSE

Once per round the character may move to Engaged range with an ally as an incidental. Ally cannot be further than Medium range when performing Rushing Defense.

Strain: 1

Cost: 10

## DIG IN

May spend an additional 1 strain when performing Shield Wall or Extended Shield to upgrade difficulty of incoming melee or ranged attacks by 1.

Strain: 1

Cost: 15

## SHIELD BASH

While using Shield Bash maneuver, replace Defense granted by shield to upgrade the next melee attack an equal number of times.

Strain: 3

Cost: 15

## SHIELD THROW

Character may perform the Shield Throw maneuver; throw their shield up to short range and disorient their target for rounds equal to Brawn. Shield returns to character at beginning of next round.

Ranged ♦ Strain: 2

Cost: 10

## RANGE

Increase available range of Rushing Defense to Long.

Cost: 15

## STUN

Attackers that fail to do damage after performing Shield Wall are staggered for 1 round.

Cost: 20

## SHIELD STUN

While using Shield Bash maneuver to forgo the defense granted by an equipped shield, successful attacks Stagger a foe for one round.

Strain: 3

Cost: 25

## SHIELD THROW

Character may perform the Shield Throw maneuver; throw their shield up to medium range and Stagger their target for 1 round. Shield returns to character at beginning of next round.

Ranged ♦♦ Strain: 2

Cost: 15

# WARRIOR: BLADEMASTER TALENT TREE

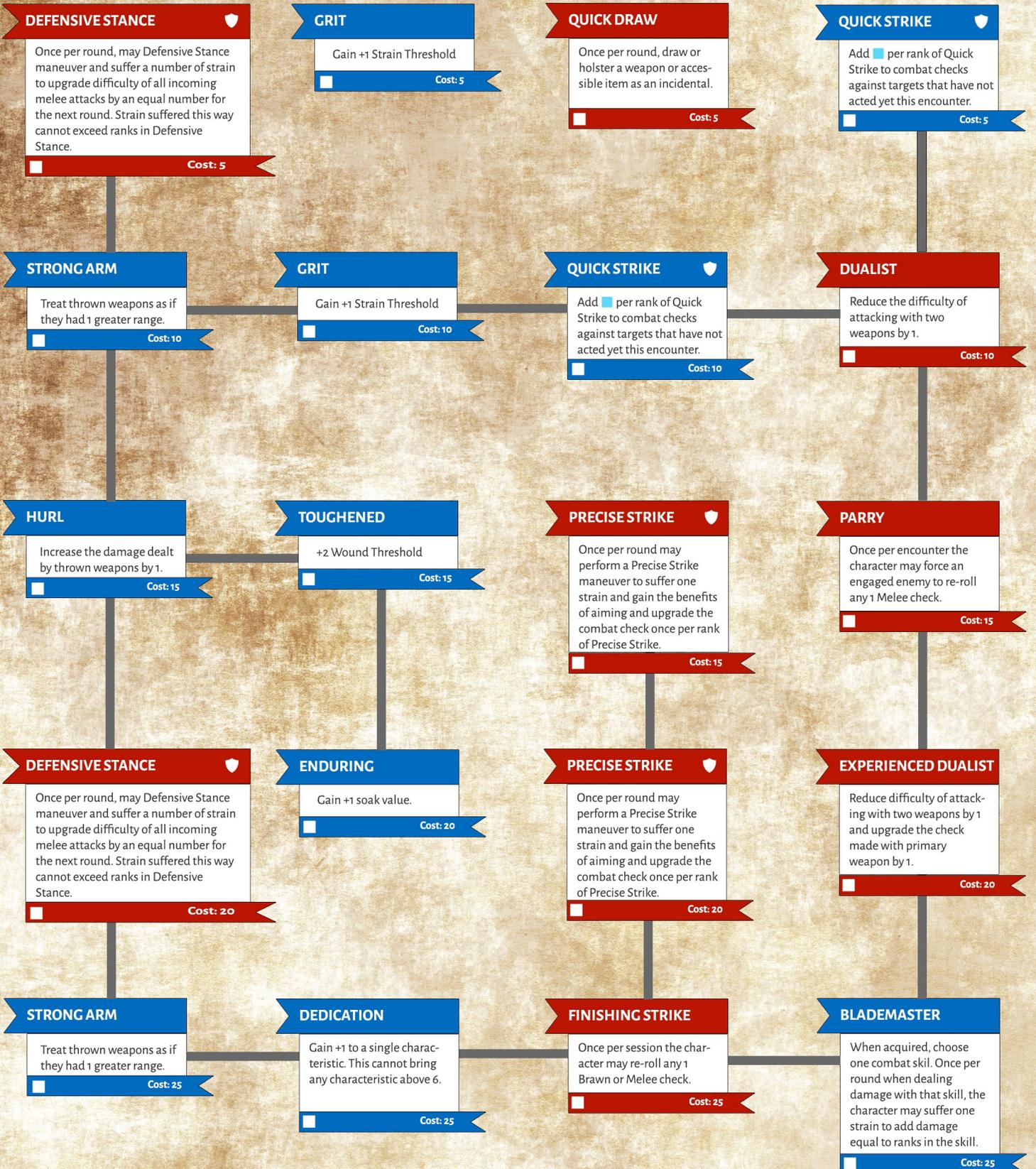
CAREER SKILLS: : Athletics, Coercion, Discipline, Melee, Ranged, Ride, Resilience, Vigilance

BONUS SKILLS: Cool, Coordination, Melee, Perception

STRAIN THRESHOLD BONUS: 2

ACTIVE

PASSIVE



# WARRIOR: BLADEMASTER ABILITY TREE

REQUIRES: Blademaster Specialization

## DANCE OF DEATH

May suffer 4 strain and perform the Dance of Death maneuver to enter into a hyper alert trance; the character adds **1** to all combat checks until end of encounter. Character suffers **1** on all non-combat rolls until end of session. This effect may be used multiple times, but all **1** is cumulative.

Strain: 4

Cost: 10

### STEADY BREATHING

Reduce strain when activating Dance of Death by 1.

1

Cost: 5

### PERFECT FOCUS

Reduce **1** when activating Dance of Death by 1.

1

Cost: 10

### CLOSE THE DISTANCE

Once per round, may suffer a 3 strain to make a ranged attack at an enemy; if successful the character may immediately perform a free maneuver to move directly towards that enemy to a maximum of Medium range.

Strain: 3

Cost: 10

## CHALLENGE

Once per round in combat, may challenge an enemy to a duel. If successful, enemy will attack character next round with equipped weapon for rounds equal to **☆**.

Coercion **◆◆**

Strain: 3

Cost: 15

### NOT LEFT-HANDED

Once per encounter may perform the Not Left-Handed maneuver; switch your main weapon to your other hand in an overly flashy manner and treat the weapon as though it had the Linked 1 quality for rounds equal to Successes.

Athletics **◆◆**

Strain: 2

Cost: 15

### STRIKING DISTANCE

May suffer 2 strain when performing Close The Distance; if the ranged combat check was successful the character may upgrade his next melee combat check against that enemy once.

Strain: 2

Cost: 5

### CALM BREATHING

Reduce strain when activating Dance of Death by 1.

1

Cost: 10

### MAGNITUDE

Increases the number of affected challenge targets by 1.

1

Cost: 10

### OFFHAND THROW

After successfully completing Close the Distance, the character may throw a weapon at an enemy as an incidental.

Ranged

Strain: 3

Cost: 10

### WARY DISTANCE

When performing the Close The Distance action, if the free maneuver was used to close to engaged range with an enemy the character gets +1 melee and ranged defense until the end of his next turn.

1

Cost: 10

### CORNERED

Increase difficulty of all melee attacks against character by 1 per number of enemies in engaged range.

Cost: 25

### MAGNITUDE

Increases the number of affected challenge targets by 1.

1

Cost: 10

### CHAIN ATTACK

After a successful Close the Distance attack, the character may suffer 3 strain to immediately attack one enemy as an incidental.

Strain: 3

Cost: 20

# WARRIOR: DRAGOON TALENT TREE

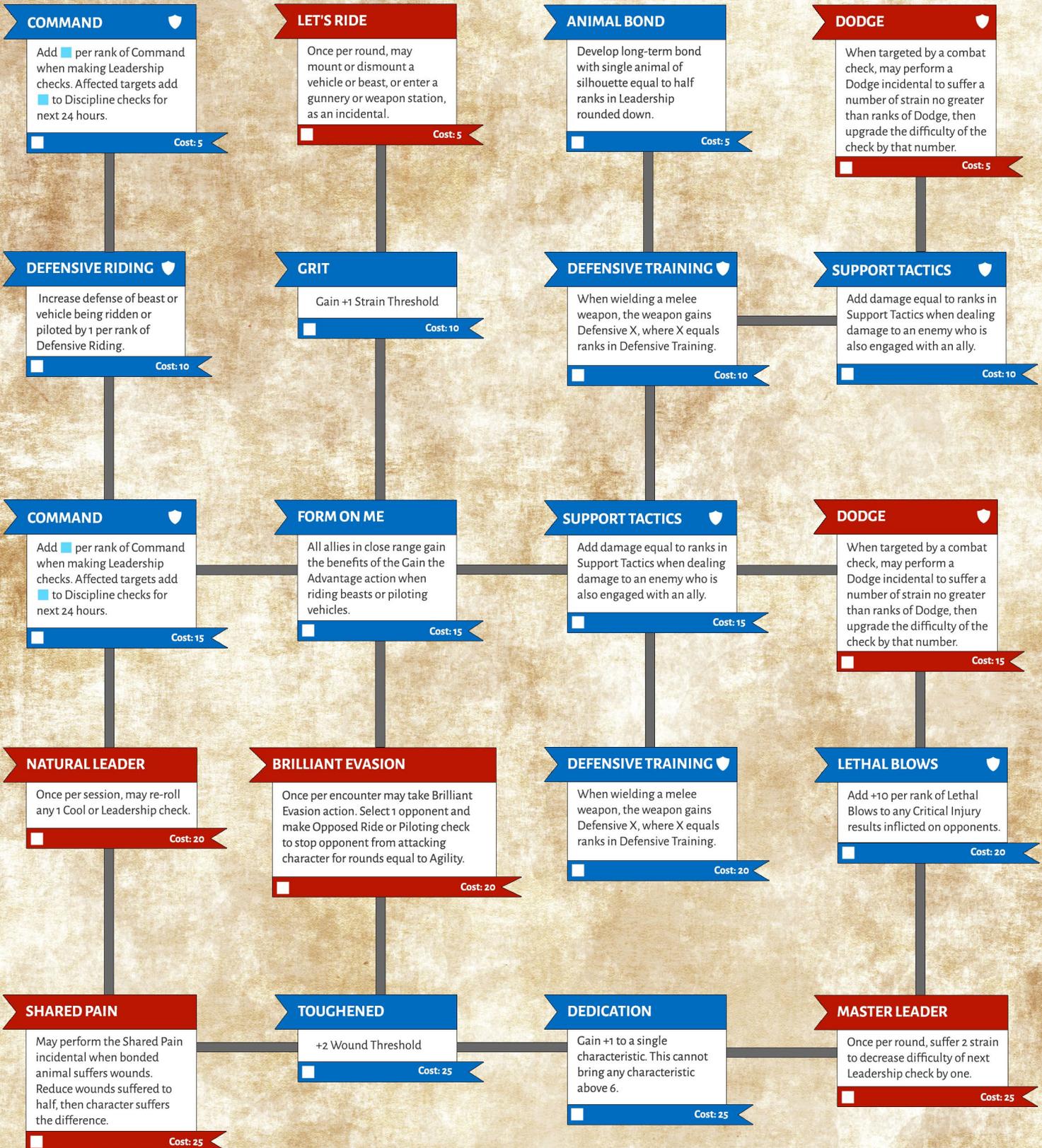
CAREER SKILLS: Athletics, Coercion, Discipline, Melee, Ranged, Ride, Resilience, Vigilance

BONUS SKILLS: Charm, Navigation, Leadership, Survival

STRAIN THRESHOLD BONUS: 1

ACTIVE

PASSIVE



# WARRIOR: DRAGOON ABILITY TREE

REQUIRES: Dragoon Specialization



# THE CLERIC

A cleric is anyone who has dedicated themselves to a life of spiritual awakening and service. Usually in the service of a higher power, a cleric can provide religious services, be on the search for enlightenment or be waging a private holy war.

Iterant clerics tend to find others who hold similar morals and work with groups of adventurers to provide healing and holy defense. Belief in a God or Gods is not a requirement for those who follow the way of the Cleric, instead a love of people and a willingness to combat evil while connecting with their spiritual side defines those on the true path.





# CLERIC SPECIALIZATIONS



## PALADIN - A Righteous Fury

Pillars of strength and righteousness, paladins are dedicated fighters backed by their strength of will and surety of faith - either in their god or in their cause.

Most races have at least one order of paladins, with new orders springing up with unusual regularity in human and dwarven nations.

Paladins have a fascination with evil beings, often becoming obsessed to the point of zealotry. Most paladins have dedicated their lives to wiping out the undead, skeletons, vampires and demons that have infested Osfilia since the Sky Wars.

Utilizing their healing and protection abilities, paladins typically travel in groups, banding together with priests and mages in their ceaseless war against evil.

## MONK - Body and Spirit

These martial artists have trained their body, mind and soul to a level beyond the reach of most races.

While there are many schools teaching martial arts across the realms of Osfilia, most forms can be traced back to a small number of ancient teachings, connected to the very beings that walked the planet generations past.

Monks are able to call upon mystical powers to deal incredible accounts of damage with their bare hands and feet, while a special few can channel their spirits into blazing energy they hurl at their opponents.

Their martial prowess and will of iron makes them intimidating bodyguards - though many Monks are hired on for their natural teaching skills as mentors for poorly behaved lordlings or princes.





## PRIEST - Divine Favor

Those with a deep connection to their deity are able to harness incredible powers, with the ability to heal their allies, protect them from harm, and even bring people back from the dead.

These mysterious powers are highly reliant upon the Priest's faith, which can be weakened or strengthened by their resolve.

Ordinary townsfolk and creatures may be overwhelmed by these powers, though some may become frightened and violent.

Most priests choose a life of service to their deity, traveling to spread the word and gaining followers. While most priests have minor abilities and attempt to do good, there are always those that kneel at dark altars for evil purpose.

## A SPIRITUAL JOURNEY

Those called to a higher power, be it in the service of a God, Titan or Demon, may call themselves clerics regardless of race or nationality. True faith must be tested, and for those that truly believe, great powers and abilities are unlocked.

- **The Search:** Something, somewhere has been calling the Cleric since they were a child. They began attending various churches and exploring religions, faiths and powers, ultimately traveling from nation to nation. Eventually they settled into a kind of routine, using their powers and expertise to make their way through the world and help others. But they have never given up searching.
- **Compassion:** Characters who have an affinity for faith and spiritual powers often find themselves more deeply connected to the world - and the people living in it. They can feel suffering and pain from those around them, to the point of sensing emotional upheaval from far away. Most try their best to comfort others - be it through healing, emotional support or even physical protection. Many of these Clerics have dedicated their lives to learning arts that can help those in need, while others act more impulsively, traveling from place to place and helping where they can.
- **Understanding:** A lifetime of learning is only useful if it's put to practice - this is the mantra of this Cleric. They believe that turning their knowledge into action is the key to understanding, that they might hold a key piece of information that could save someone's life or turn the tide. The understanding can also come from the dispelling of myths and information gained from study.
- **Hope:** For much of the Sky Wars, hope seemed to be in short supply. Where glimmering cities of law and order once stood, the Storm King's passing left ruination and discord. From those bleak ashes rose a number of kingdoms, but in many regions the chaos sown during the Sky Wars continues unabated. The only thing remaining to those living there is hope. For clerics who walk this path, hope is the fuel for their faith and compassion, at once driving and guiding them.

# CLERIC: MONK TALENT TREE

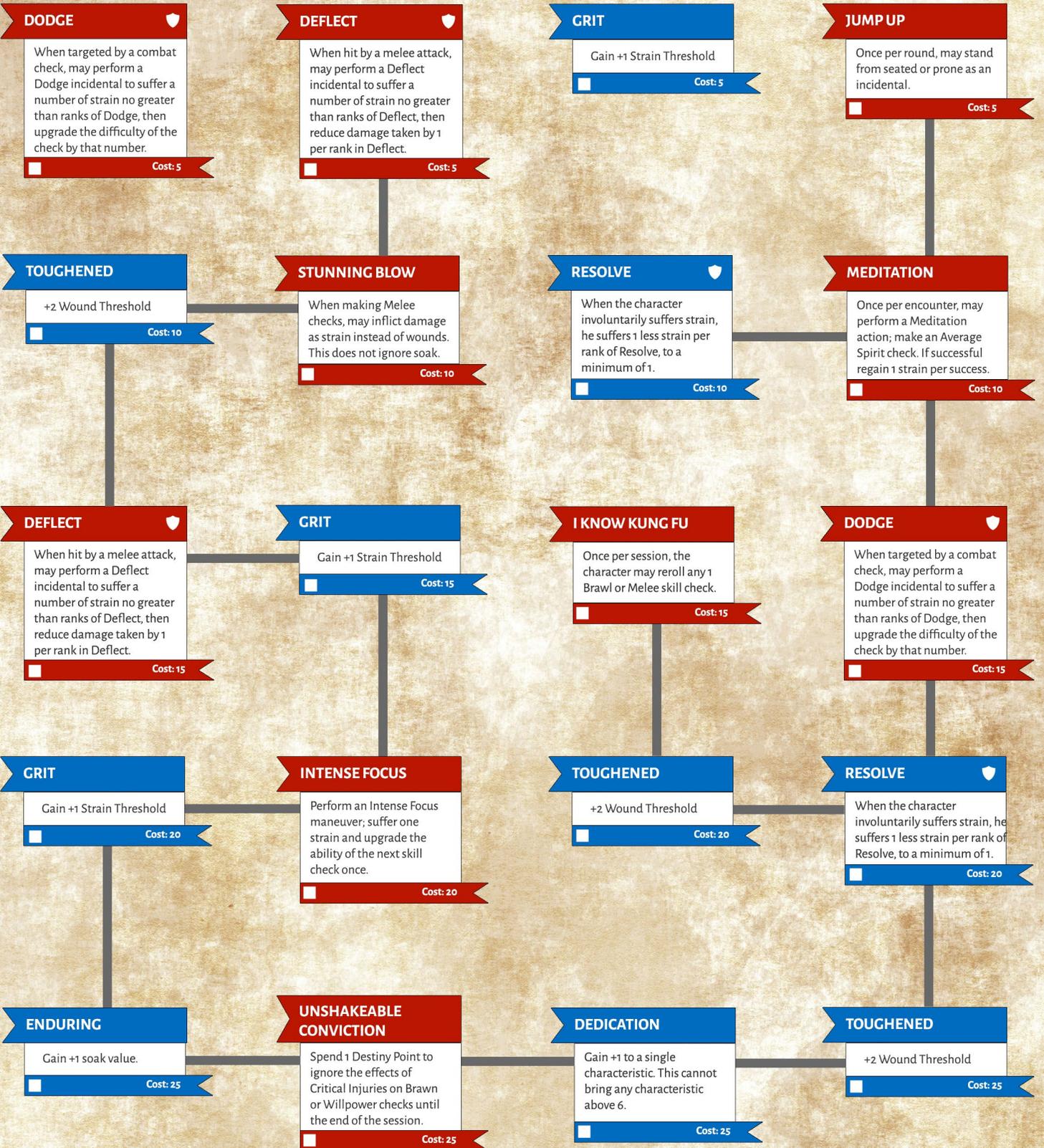
CAREER SKILLS: Arcana, Discipline, Medicine, Melee, Perception, Spirit, Vigilance, Knowledge: Demons & Monsters

BONUS SKILLS: Athletics, Coordination, Melee, Resilience

STRAIN THRESHOLD BONUS: 2

ACTIVE

PASSIVE



# CLERIC: MONK ABILITY TREE

REQUIRES: Monk Specialization



# CLERIC: PALADIN TALENT TREE

CAREER SKILLS: Arcana, Discipline, Medicine, Melee, Perception, Spirit, Vigilance, Knowledge: Demons & Monsters

BONUS SKILLS: Leadership, Ride, Negotiation, Spirit

STRAIN THRESHOLD BONUS: 3

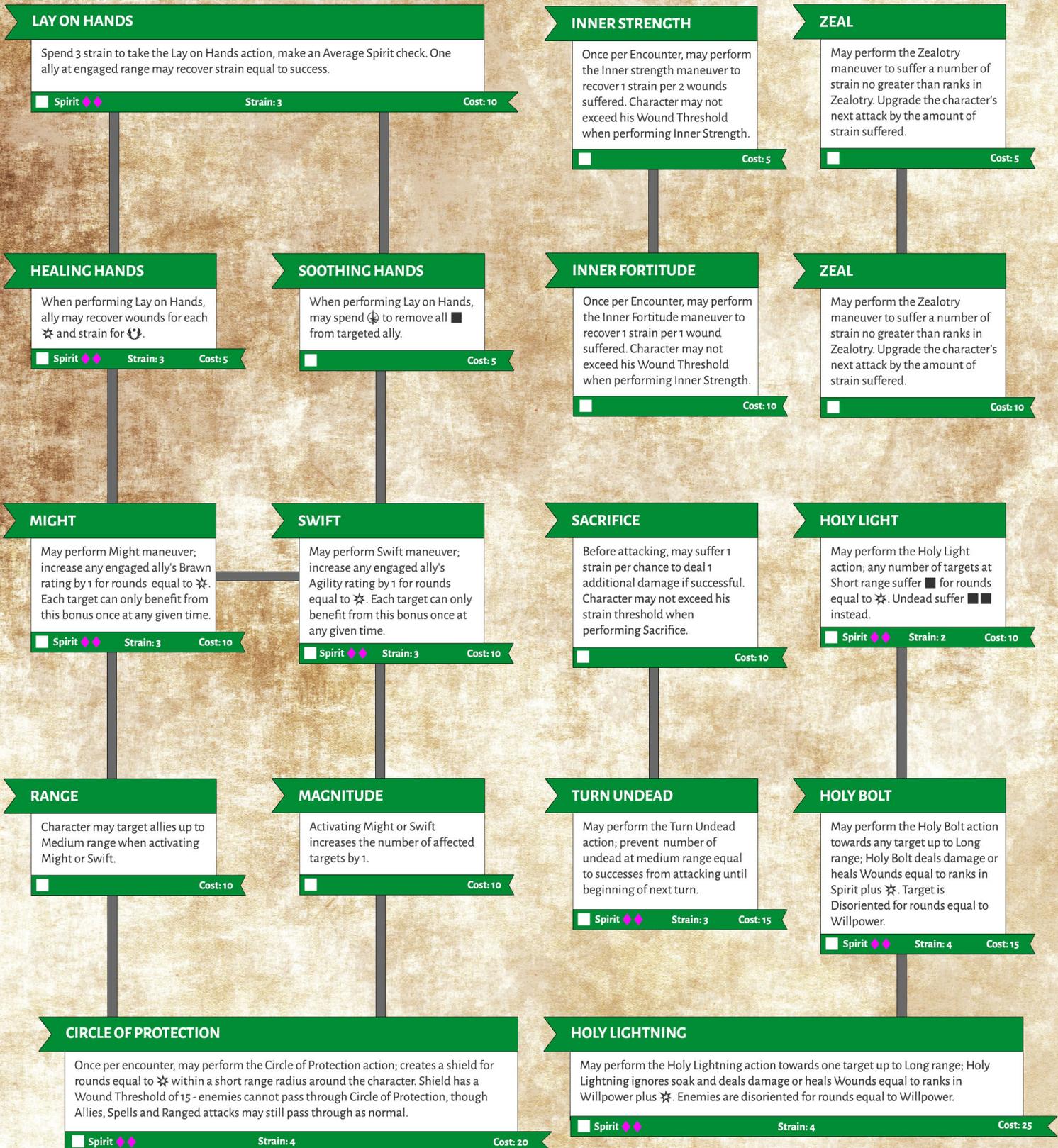
ACTIVE

PASSIVE



# CLERIC: PALADIN ABILITY TREE

REQUIRES: Paladin Specialization

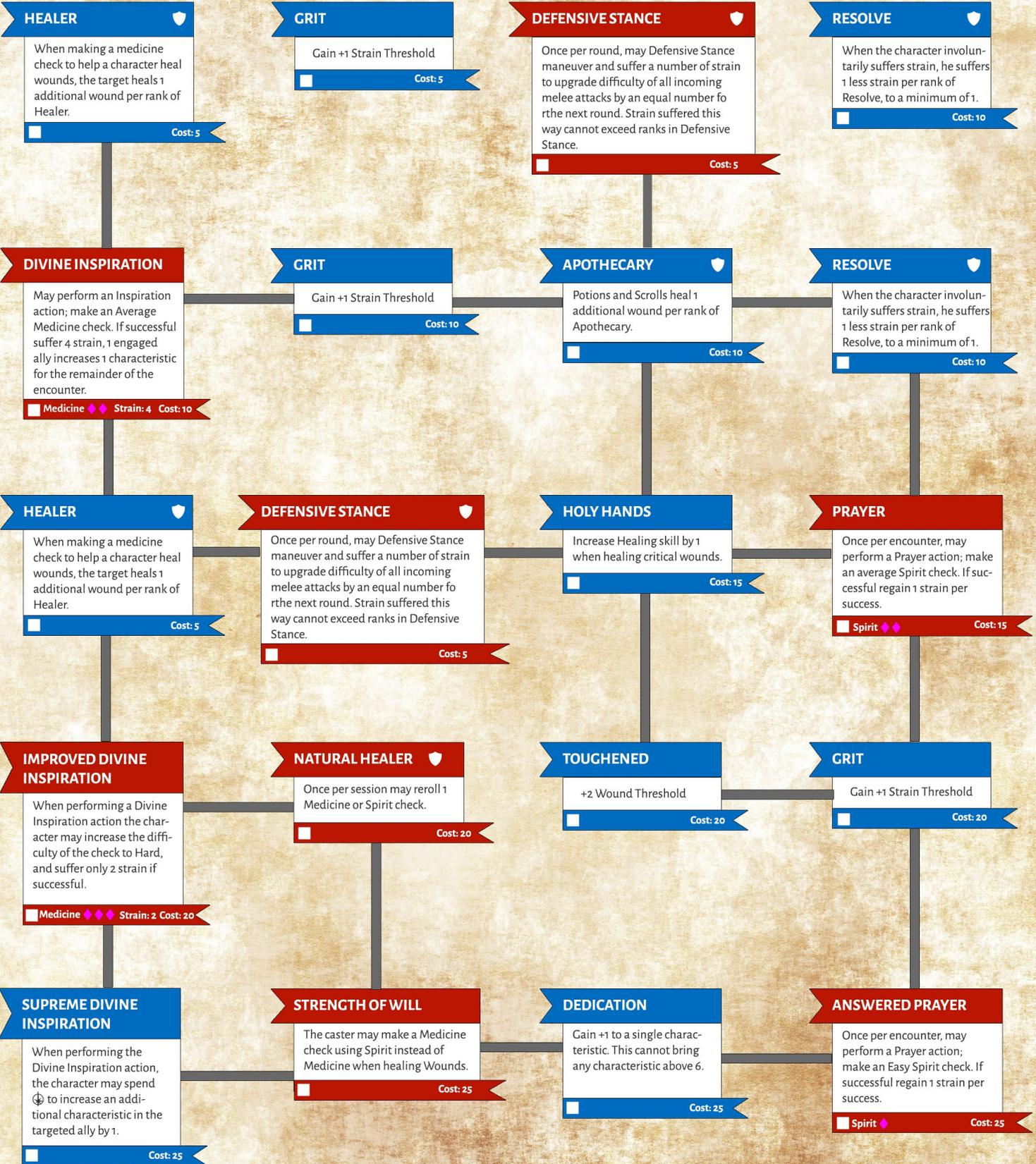


# CLERIC: PRIEST TALENT TREE

CAREER SKILLS: Arcana, Discipline, Medicine, Melee, Perception, Spirit, Vigilance, Knowledge: Demons & Monsters  
 BONUS SKILLS: Charm, Leadership, Medicine, Knowledge: Lore  
 STRAIN THRESHOLD BONUS: 4

ACTIVE

PASSIVE



# CLERIC: PRIEST ABILITY TREE

REQUIRES: Priest Specialization

## RESTORATION

The character may attempt to calm, heal or even strengthen others. The character may perform the Restoration action. Spend 2 strain and perform a standard Medicine check to heal an engaged target, recovering 1 Wound per ✨ and 1 Strain per 🌀 for that target. When healing multiple characters, difficulty is set by the most wounded target.

☐ Medicine: Half or less of Wounds ✨ More than half of Wounds ✨✨ Exceeds Wounds ✨✨✨ Strain: 2 Cost: 10

### RANGE

Increase the Restoration power's range by one range band.

☐ Cost: 5

### MAGNITUDE

Spend 1 strain to increase the number of targets affected by Restoration by 1 per rank of Magnitude.

☐ Cost: 5

### ELEMENTAL ARMOR

May perform the Elemental Armor action on ally within Short range; increase character's Defence by 2 against elemental attacks for rounds equal to ✨. Each target can only benefit from this bonus once at any given time.

☐ Spirit ✨ Strain: 2 Cost: 10

### CALM

May perform the Calm action; target ally may ignore all ☐ caused by fear for the rest of the encounter. Each ✨ allows 1 additional character to ignore ☐.

☐ Spirit ✨ Strain: 3 Cost: 10

### REGENERATE

Heal target character at short range for 2 Wounds per round for rounds equal to ✨.

☐ Spirit ✨ Strain: 3 Cost: 10

### RANGE

Increase the Restoration power's range by one range band.

☐ Cost: 5

### RANGE

Increase the Restoration power's range by one range band.

☐ Cost: 5

### DISPEL

May perform Dispel action; remove one magical effect or enchantment from affected character for rounds equal to ✨.

☐ Spirit: GM Strain: 3 Cost: 10

### MASTER HEALER

Once per round may suffer 2 strain to decrease the difficulty of a Medicine or Spirit check by 1.

☐ Strain: 2 Cost: 10

### MAGNITUDE

Spend 1 strain to increase the number of targets affected by Restoration by 1 per rank of Magnitude.

☐ Cost: 5

### FORTIFY

May perform the Fortify action on engaged ally; increase the character's Soak by 1 for rounds equal ✨. Each target can only benefit from this bonus once at any given time.

☐ Spirit ✨ Strain: 3 Cost: 15

### EMPOWER

May perform the Empower action; grant an ally at short range 🟡🟡 to all checks for rounds equal to ✨. Each target can only benefit from this bonus once at any given time.

☐ Spirit ✨ Strain: 2 Cost: 10

### BURST OF HEALING

Once per encounter, character may heal 2 Wounds or Strain per 1 strain suffered. Character may not exceed his strain threshold when performing Strength of Will.

☐ Cost: 20

### MAGNITUDE

Spend 1 strain to increase the number of targets affected by Restoration by 1 per rank of Magnitude.

☐ Cost: 5

### RESURRECTION

Once per session, may perform the Resurrection action; attempt to fully heal one character's wounds, restore any critical wound or raise a character from the dead.

☐ Spirit ✨✨ Strain: 6 Cost: 25

### POWER OF THE GODS

May perform the Empower action; grant all allies at short range 🟡🟡 to all checks for rounds equal to ✨. Each target can only benefit from this bonus once at any given time.

☐ Spirit ✨ Strain: 3 Cost: 15

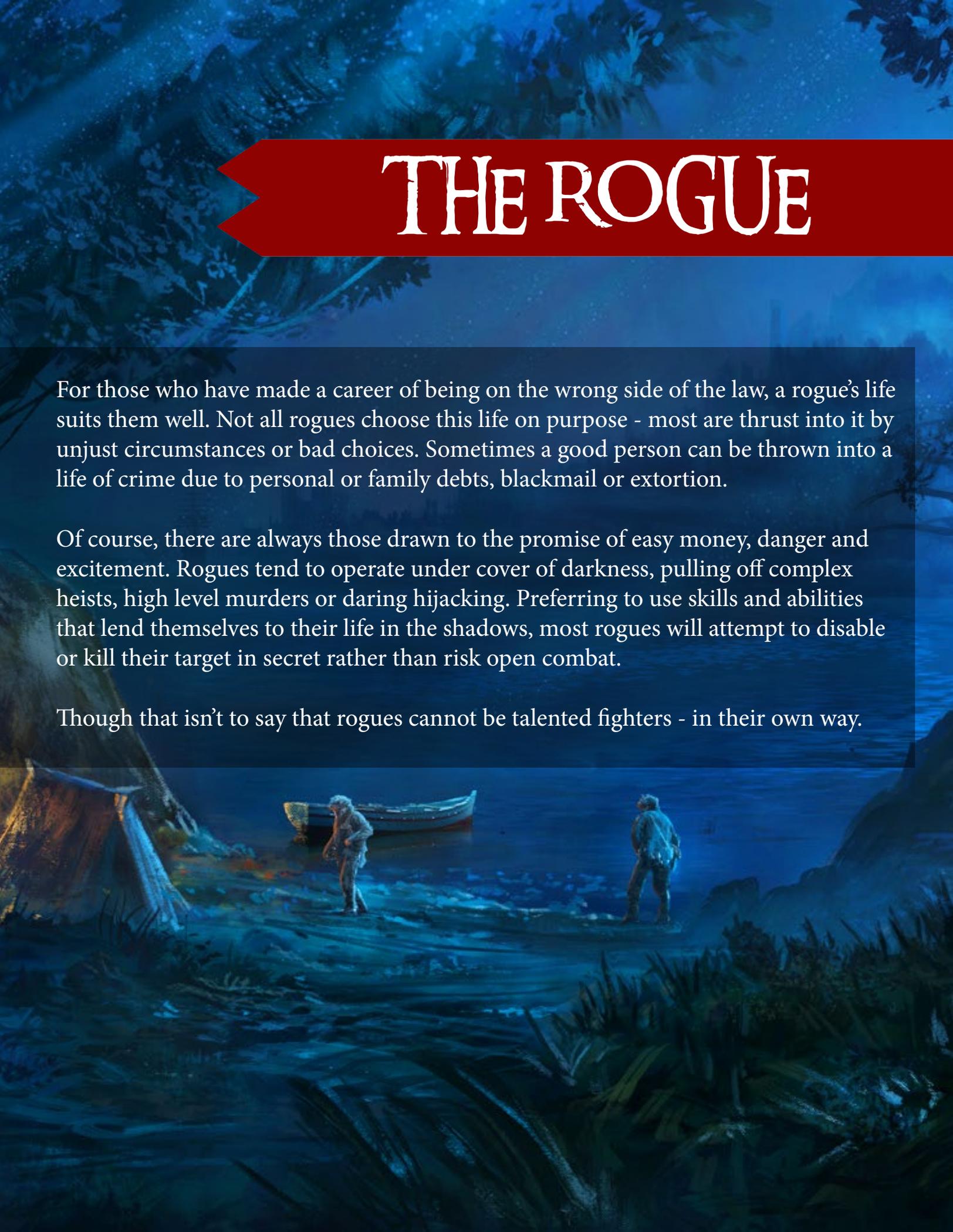


# THE ROGUE

For those who have made a career of being on the wrong side of the law, a rogue's life suits them well. Not all rogues choose this life on purpose - most are thrust into it by unjust circumstances or bad choices. Sometimes a good person can be thrown into a life of crime due to personal or family debts, blackmail or extortion.

Of course, there are always those drawn to the promise of easy money, danger and excitement. Rogues tend to operate under cover of darkness, pulling off complex heists, high level murders or daring hijacking. Preferring to use skills and abilities that lend themselves to their life in the shadows, most rogues will attempt to disable or kill their target in secret rather than risk open combat.

Though that isn't to say that rogues cannot be talented fighters - in their own way.



# ROGUE SPECIALIZATIONS

## THIEF - What's Yours is Mine

Every city, town and tavern has its share of robbers, burglars and thieves, but few dedicate their lives to the cause - and remain free.

A loose collection of guilds, orders and associations tie professional thieves together. These organizations exist more as a professional courtesy than anything else, ensuring there are consequences for stealing from each others' territory without permission.

However, truly audacious thieves take pride in pulling off thefts and capers both under the nose of their victim as well as the local guild. A sufficiently bold and successful theft will often go unpunished and may even be rewarded with additional jobs.

The cost of failure for high level theft varies from nation to nation, ranging from branding to banishment, imprisonment to execution. Thievery is a profession for the young, or the very, very clever.



## ASSASSIN - Night's Wraith

Fell creatures and the undead prowl the streets and valleys of Osfilia at night, but no being is more deadly than an assassin on a mission.

While cutthroats and brigands may murder efficiently enough, only a true assassin, trained in the arts of death, may succeed where all others fail.

Rumours swirled of a secret cult that sprang up during the Sky Wars, one owing allegiance only to the blood contract required for each mission.

Melding their souls with the shadows they inhabit, a fully fledged assassin may travel freely in darkness. Some even have shadows do their killing for them. Assassins of this sect are rare and never captured alive.





## AIR PIRATE - Sailing the Sun

As long as ships have sailed, pirates have been there to rob them. Once ships moved from the water to the air, pirates simply took to the skies.

A sky pirate is part smuggler, part thief and part soldier - equally at home in the rigging of a ship, swindling a deal in a tavern or cutting an enemy captain down.

Many nations have taken to using air pirates to conduct trade in skies where truce agreements forbid them, meaning there are various types of Air Pirates in the air.

What is free and legal in one realm may be grounds for on the spot execution in another, thus an air pirate may be a thief wanted for murder in one city and yet be seen as a hero of the people in another.

While most pirates are engaged in a grey area of quasi-legality, some pirates are only interested in murder, theft and the promise of booty. Unfortunately for pirates, they are all typically treated the same as the latter when caught.

### THE LAW IS A FICKLE THING

Rogues are a fantastic conduit into the darker side of the world. A rogue character is often at war with his own morals as the GM forces them to balance their greed and nature against the greater good.

- **Revenge:** the business of revenge may start off being incredibly personal, a life dedicated to avenging themselves, their family or nation. But often the business of revenge can become very lucrative, ensuring there is always one more person on the list.
- **Daring:** these daredevils don't care if anyone is watching their escapades, for them the rush they get from danger is all that's needed to drive them on to bigger and more terrifying adventures. The more difficult and risky, the better.
- **The Secret:** For those harboring a great and terrible secret, entering into Osfilia's underworld is sometimes the only way to keep it. Once there, the only work available is usually unorthodox and almost always illegal. Working their way towards enough gold to buy a new life and identity can mean a dark and dangerous path.
- **Escape:** Someone who has spent a considerable amount of their life on the run has developed a certain set of skills that lend themselves to the darker side of life. Whether they are hiding from a person, family or large organization, they will never allow themselves to be taken back.

# ROGUE: ASSASSIN TALENT TREE

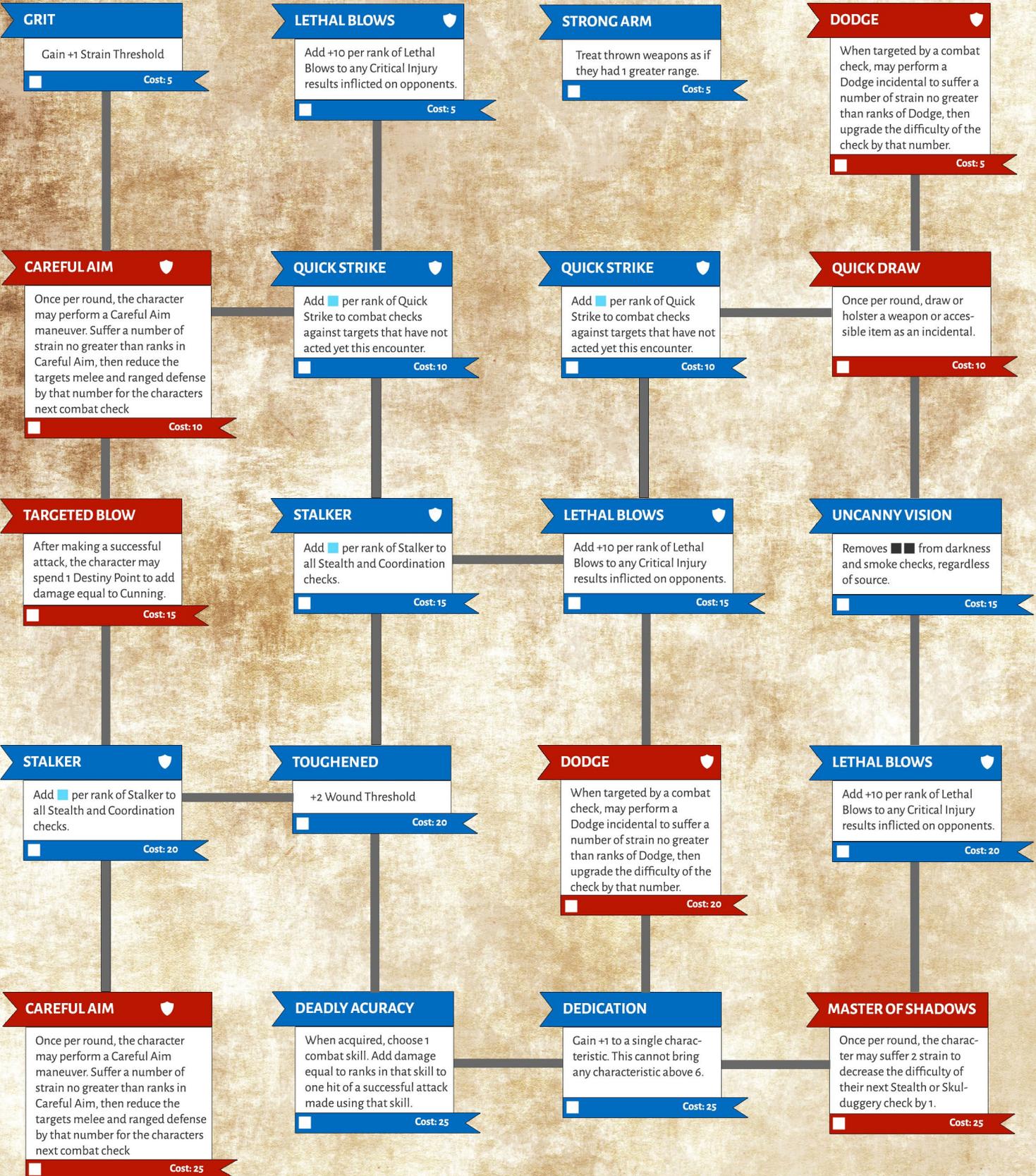
CAREER SKILLS: Cool, Coordination, Deception, Perception, Skulduggery, Stealth, Streetwise, Knowledge: Underworld

BONUS SKILLS: Knowledge: Demons & Monsters, Melee, Stealth, Spirit

STRAIN THRESHOLD BONUS: +2

ACTIVE

PASSIVE



# ROGUE: ASSASSIN ABILITY TREE

REQUIRES: Assassin Specialization

## MASTER OF SHADOWS

The character uses his mastery of shadows to hide in plain sight. As long as there are any shadows at Short Range, character may suffer 2 strain to perform the Master of Shadows maneuver, upgrading their next stealth check once for rounds equal to successes. Character may not hide in their own shadow.

Stealth ♦♦ Strain: 2 Cost: 10

## SURPRISING STRIKE

After a successful attack that kills the target, character may use ☉ to prevent target and nearby NPC's from identifying him as the assailant.

Strain: 1 Cost: 5

## UNSEEN STRIKE

If the target dies after a successful attack, character may use ☉☉ or ☉ to prevent anyone from noticing their death for rounds equal to ranks in Stealth.

Strain: 1 Cost: 5

## SHADOW MELD

When performing Master of Shadows, may enter a shadow up to rounds equal to Cunning. Character may not interact with the world but can see it. May pull each engaged ally into the shadow for 2 additional strain. Exiting a shadow is a maneuver.

Cost: 10

## SHADOW PROJECTION

May suffer 2 strain to project shadows causing ■■ worth of darkness on all characters within medium range for number of rounds equal to Cunning.

Cost: 10

## COLD BLOODED

May suffer 2 strain and perform the Cold Blooded action. Character performs an Average Stealth check and studies his victim. If the Stealth check is successful, ignore the target's soak rating for rounds equal to Cunning when attacking.

Stealth ♦♦ Strain: 2 Cost: 10

## SHADOW JUMP

When inside a shadow after performing Shadow Meld, character may make an average Spirit check and perform Shadow Jump. Travel between any shadow in line of sight up to long range as an incidental. Exiting a shadow is still a maneuver.

Spirit ♦♦ Cost: 15

## POISON EXPERT

Character may upgrade skill check once when identifying, creating or saving against poison.

Strain: 1 Cost: 5

## THROWING BLADES

Successful attacks with thrown weapons cause ■ for rounds equal to ranks in Ranged.

Strain: 1 Cost: 5

## SUMMON SHADOW

May summon a shadow creature. Summoning costs 6 strain and takes one full round (1 action and 2 maneuvers). Shadow creature is identical to character and upgrades all stealth checks by 2, but has no abilities or strain. Character may not act while controlling shadow creature. When Shadow creature is destroyed or dismissed, character makes a hard Spirit check. If character fails, Wound Threshold is lowered by half for one day.

Strain: 6 Cost: 20

## SHADOW BLAST

May perform Shadow Blast action to attack target up to medium range with raw shadow damage. Damage is equal to Cunning + ranks in Stealth. Enemies struck by Shadow Blast are disoriented for 2 rounds.

Spirit ♦♦ Strain: 2 Cost: 10

## BRACE OF BLADES

May treat thrown weapons as though they had Autofire 1.

Strain: 2 Cost: 10

## STITCHED SHADOW

When failing check after Shadow creature is destroyed or dismissed, lower Wound Threshold to 2/3rds for one day.

Cost: 10

## REFLECTED SHADOW

Character may perform Average spirit check and switch places with Shadow Creature once per round as an incidental.

Spirit ♦♦ Cost: 10

## INVISIBILITY

May perform invisibility maneuver; character becomes almost invisible for rounds equal to successes. All attempts to see or attack character are upgraded twice.

Spirit ♦♦♦ Strain: 3 Cost: 20

## BLADE BARRAGE

May treat thrown weapons as though they had Linked 1 or Autofire 2.

Strain: 2 Cost: 5

# ROGUE: THIEF TALENT TREE

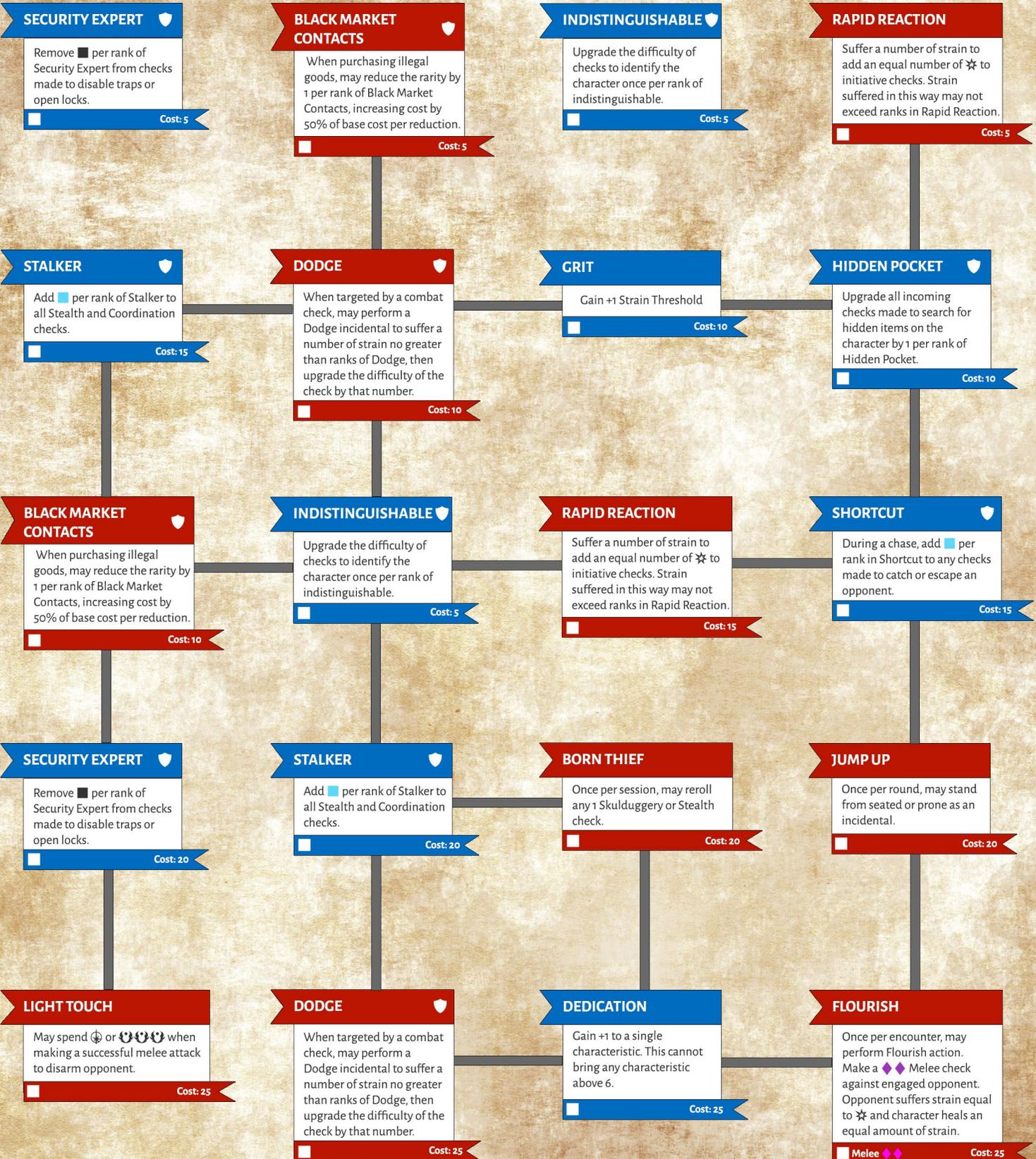
CAREER SKILLS: Cool, Coordination, Deception, Perception, Skulduggery, Stealth, Streetwise, Knowledge: Underworld

BONUS SKILLS: Athletics, Charm, Melee, Knowledge: Cities

STRAIN THRESHOLD BONUS: +1

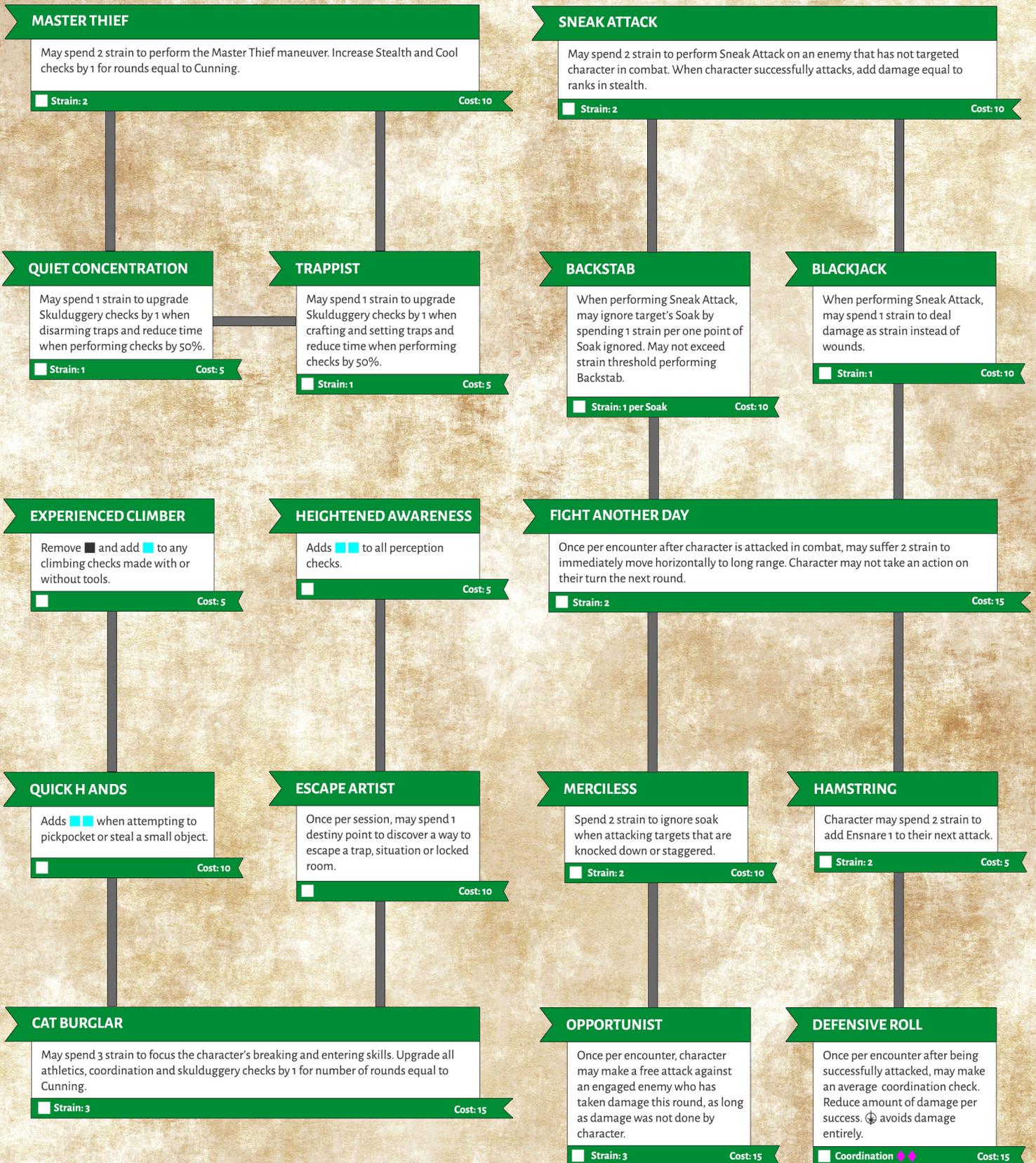
ACTIVE

PASSIVE



# ROGUE: THIEF ABILITY TREE

REQUIRES: Thief Specialization



# ROGUE: AIR PIRATE TALENT TREE

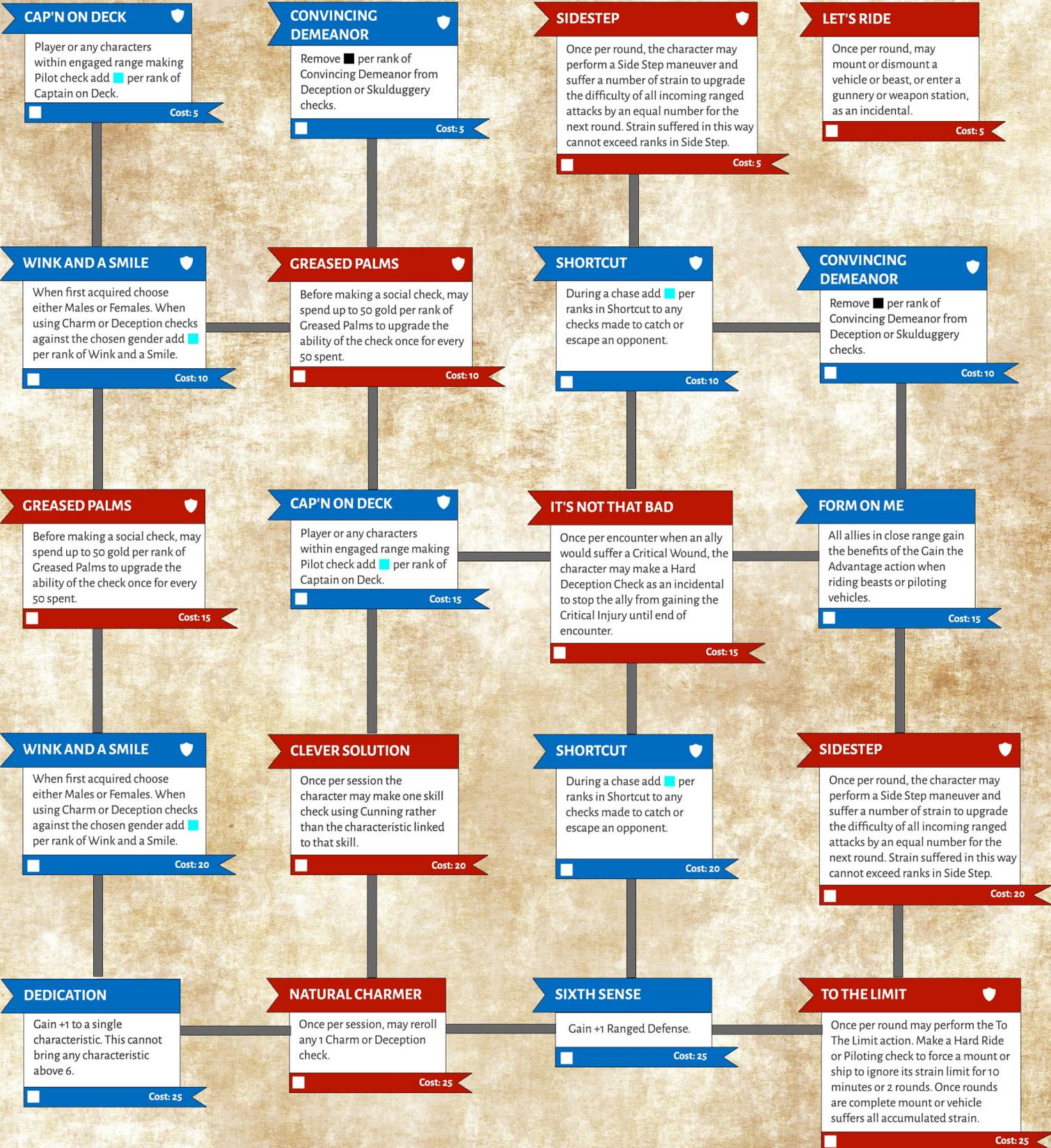
CAREER SKILLS: Cool, Coordination, Deception, Perception, Skulduggery, Stealth, Streetwise, Knowledge: Underworld

BONUS SKILLS: Navigation, Engineering, Leadership, Ranged

STRAIN THRESHOLD BONUS: +2

ACTIVE

PASSIVE



# ROGUE: AIR PIRATE ABILITY TREE

REQUIRES: Air Pirate Specialization

## CAPTAIN ON DECK

May spend 2 strain to perform the Captain on Deck action. Make an Average Leadership check. Any crew or characters within short range of character upgrade their next piloting, engineer or ranged attacks once for rounds equal to ✨.

Strain: 2

Leadership ♦♦

Cost: 10

## SWASHBUCKLER

May spend 2 strain to perform Swashbuckler action on an enemy that has been targeted by another character in combat. When character successfully attacks, add damage equal to ranks in coordination.

Strain: 2

Cost: 10

## FLY THE BLACK FLAG

While flying under the characters flag, enemies must make an opposed fear check against the character's Leadership skill at the beginning of combat.

Cost: 10

Cost: 10

## MAN THE CANNONS

When performing Captain on deck, crew or characters within short range gain increase range of mounted weaponry by 1 for rounds equal to ✨.

Cost: 5

Cost: 5

## DANCING DEVIL

When performing Swashbuckler, may attempt to attack another target within close range by spending ☹☹☹ or ☹.

Cost: 10

Cost: 10

## UNLACED BOOTS

When targeted by an attack, character may spend 2 strain to add ■ equal to ranks in coordination to the next attack against the character.

Strain: 2

Cost: 10

## BOARD THAT VESSEL

Once per round may spend 2 strain to upgrade any Coordination or Athletics checks required to jump to a ship or mount. Each upgrade is cumulative and lasts for the combat.

Strain: 2

Cost: 10

## MAN OVERBOARD

Once per encounter after character is attacked in combat, may suffer 2 strain to immediately move horizontally to long range. Character may not take an action on their turn the next round.

Strain: 2

Cost: 15

## HAVE YE A MATCH?

Once per encounter, the character may make an Average Engineering check. If successful they create a hand-held explosive using only materials at hand. The explosive is similar to the engulf spell plus damage equal to the ✨ from the Engineering check.

Engineering ♦♦

Cost: 10

## ALL ABOARD THAT VESSEL

When performing Board that Vessel, any crew or characters within short range also gain benefits to coordination or athletics.

Cost: 5

Cost: 5

## DEAD TO RIGHTS

Spend 1 Destiny Point to add additional damage equal to Agility to attacks made with ship mounted weaponry.

Cost: 10

Cost: 10

## FIGHT DIRTY

Character gains ■■ when utilizing the environment or improvised weapons.

Strain: 2

Cost: 5

## HAVE YE ANOTHER?

Once per encounter, the character may make a Hard Engineering check. If successful the character creates a one time use arcane launcher using only the materials and tools at hand. The launcher is similar to the Fireball spell plus damage equal to ✨.

Engineering ♦♦♦

Cost: 10

## ALMOST GOT ME

While aboard any ship, character may spend one destiny point as an incidental to convert ship damage into system strain. Do this immediately after the ship has suffered damage.

Cost: 10

Cost: 10

## GRAPPLING LAUNCHER

Once per encounter character may make a Hard Coordination action and utilize a grappling hook to attach themselves to an object at long range and pull themselves towards it.

Coordination ♦♦♦

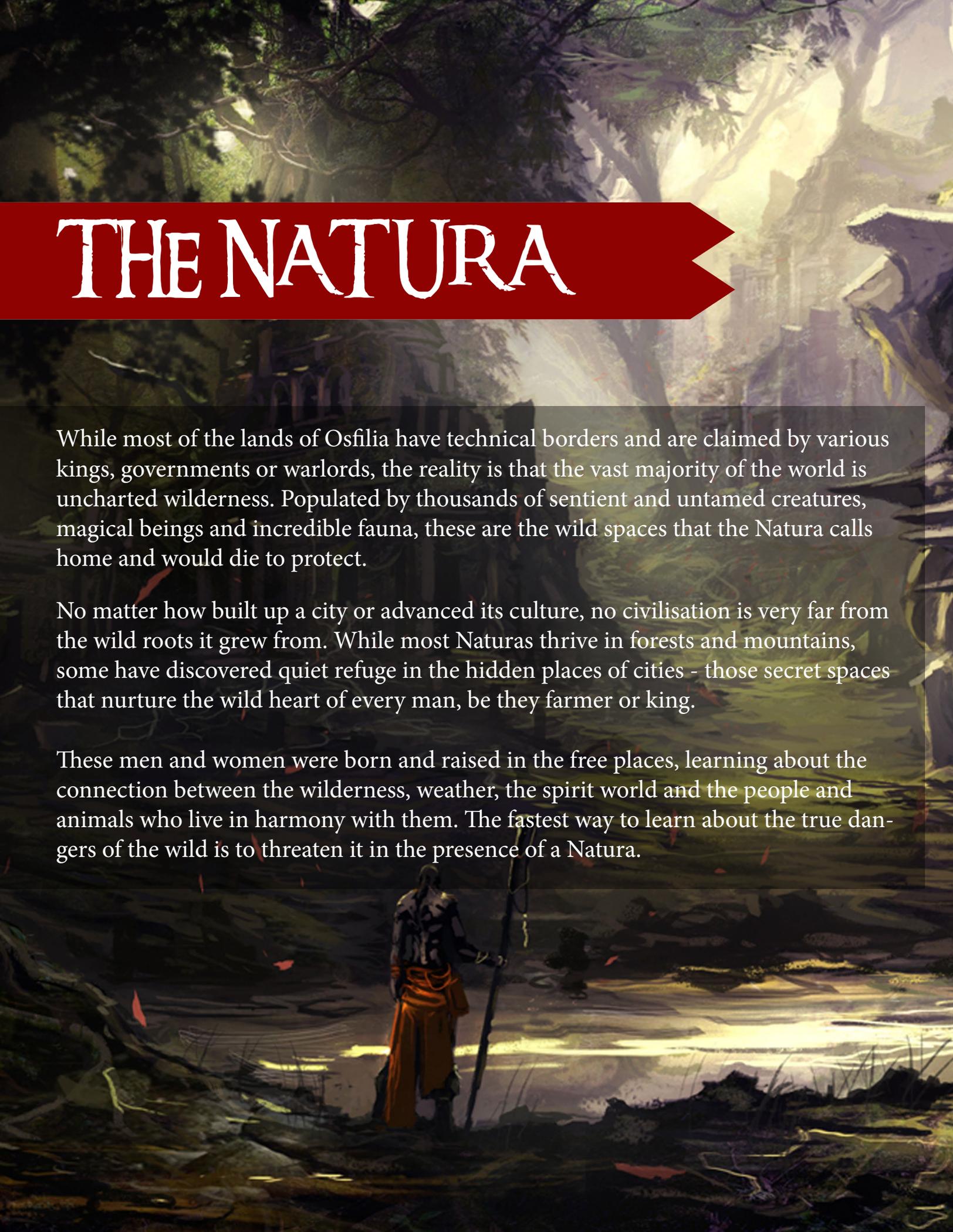
Cost: 10

## BOOTY AND PLUNDER

Character upgrades checks once when searching for loot, checking bodies or searching for hidden treasure at GMs discretion.

Cost: 10

Cost: 10

The background is a dark, atmospheric illustration of a forest. In the foreground, a figure with a muscular build, wearing a dark tunic and a long, flowing orange skirt, stands with their back to the viewer, holding a long, thin staff or spear. The figure is looking out over a misty, sun-drenched forest floor. The trees are tall and dense, with sunlight filtering through the canopy, creating a hazy, golden glow. The overall mood is mysterious and ancient.

# THE NATURA

While most of the lands of Osfilia have technical borders and are claimed by various kings, governments or warlords, the reality is that the vast majority of the world is uncharted wilderness. Populated by thousands of sentient and untamed creatures, magical beings and incredible fauna, these are the wild spaces that the Natura calls home and would die to protect.

No matter how built up a city or advanced its culture, no civilisation is very far from the wild roots it grew from. While most Naturas thrive in forests and mountains, some have discovered quiet refuge in the hidden places of cities - those secret spaces that nurture the wild heart of every man, be they farmer or king.

These men and women were born and raised in the free places, learning about the connection between the wilderness, weather, the spirit world and the people and animals who live in harmony with them. The fastest way to learn about the true dangers of the wild is to threaten it in the presence of a Natura.



# NATURA SPECIALIZATIONS

## DRUID - An Animal Nature

With a love of the land, a strong bond with living creatures and a deep connection to nature, Druids are the protectors of Osfilia itself.

Finding racial and national boundaries ridiculous and cumbersome, those that have pledged themselves to the druidic orders are pledged only to serve the land and the beings who live there.

More than one Druid has died to save a tree, though their killers are often surprised to find the forest rising against them.

With their deep connection to the world, Druids are able to transform into their spirit animal, granting them great strength and abilities at the expense of their personality.



## BARBARIAN - A Quiet Rage

Not all nations are filled with wealth and art - many of the outlying areas and nations of Osfilia are populated by those lacking in proper education and resources.

It is from those infertile grounds that a breed of warrior has grown - men and women who know only battle and for whom strife and warfare is their stock and trade.

Often finding work as raiders, mercenaries and bounty hunters, Barbarians use their considerable martial skill to improve their lot in life and fend for their families.

Often thought of as stupid due to their insane furies and battle rages, most barbarians are coldly calculating on the battlefield, only attacking if they know they can win.





## RANGER - The Great Hunt

Alongside the Druids, Rangers act as the guides, scouts and messengers of the far reaches, towering mountains and deep forests of Osfilia.

Rangers are usually self-taught, lone wanderers who have spent their entire lives in the company of animals and nature.

They know every brush, plant and flower, how to hunt and hide from animals and strive to become one with the land.

While many elves and half-orcs are counted among the Rangers, the freedom from political and financial ties appeals to those from all races.

### WHERE THE WILD THINGS ARE

There are those who are born to the fields, mountains and forests of the wild. Others enter those spaces and return forever changed, leaving their old lives behind. Naturas are at home in the wilderness or exploring the unknown, many could find exploring large cities to be just as fascinating. They can also be driven into civilisation through no choice of their own, leaving the GM and player to determine how the character will deal with their surroundings.

- **Legacy:** Oftentimes a Natura's legacy goes back generations and they have chosen to follow the family tradition. They are typically from a culture that reveres nature and finding a place within it. There could be a friend or mentor who is passing along their knowledge, skills and mantle. Whichever it is, the Natura pushes themselves to honor that legacy.
- **Aggression:** Sometimes you just need to hit someone, break things or do something incredibly dangerous. Joining a quiet order, marching in ranks or dedicating their life to study was never in this Natura's plans. Men and women of action, aggression fuels their ambitions and leaves a trail of debris behind them.
- **Hunted:** With the rise and fall of the Storm King, many have crossed paths with the wrong person or nation. Some good Natura's found themselves on the wrong side through no fault of their own, or crossed the wrong powerful individuals with power and gold to spare. Regardless, they have taken the path of the Natura to stay off the beaten path and avoid their enemies.
- **Displaced:** Untold thousands of people, animals and creatures had their homes taken from them during the Sky Wars. Whether by battle, fire or economic downfall, many folk were forced to pull up stakes and make their way somewhere new. Some decided to leave civilization behind, heading deep into the forests and jungles in search of a new life. Those that embraced the living world became Naturas.

# NATURA: DRUID TALENT TREE

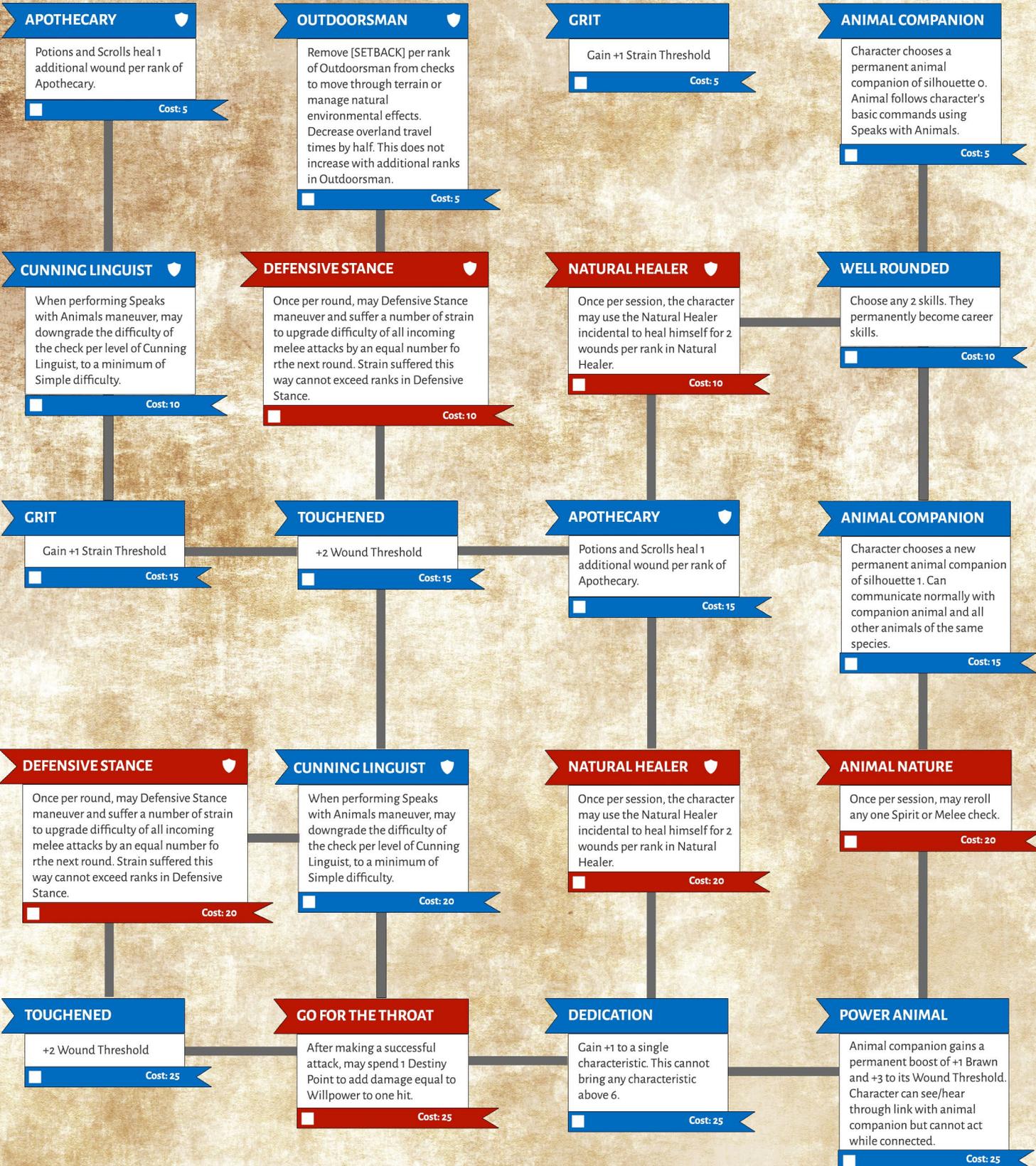
CAREER SKILLS: Arcana, Athletics, Medicine, Navigation, Resilience, Survival, Spirit, Knowledge: Wilderness

BONUS SKILLS: Discipline, Spirit, Vigilance, Knowledge: Demons & Monsters

STRAIN THRESHOLD BONUS: +3

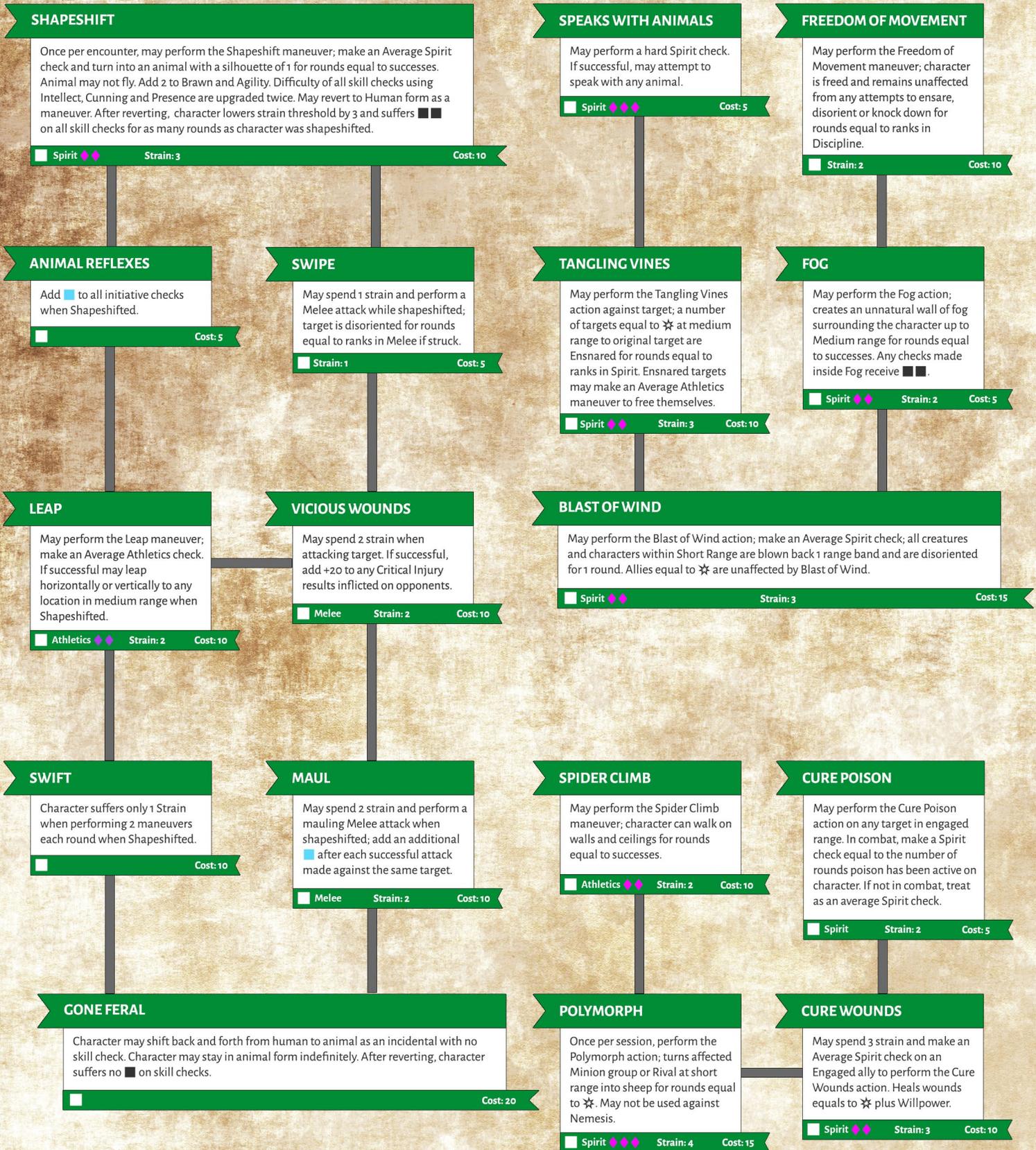
ACTIVE

PASSIVE



# NATURA: DRUID ABILITY TREE

REQUIRES: Druid Specialization



# NATURA: BARBARIAN TALENT TREE

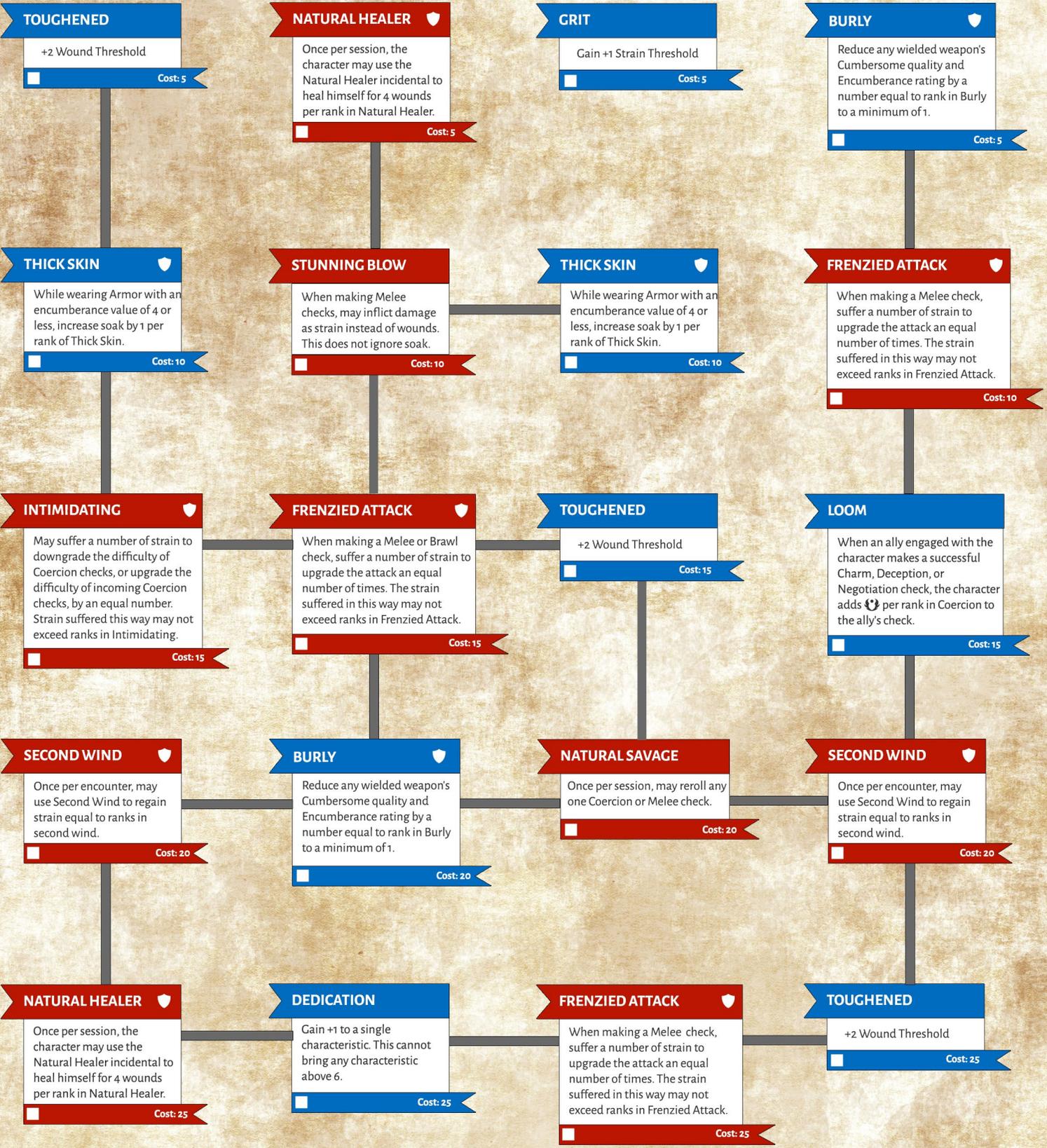
CAREER SKILLS: Arcana, Athletics, Medicine, Navigation, Resilience, Survival, Spirit, Knowledge: Wilderness

BONUS SKILLS: Coercion, Melee, Stealth, Leadership

STRAIN THRESHOLD BONUS: +1

ACTIVE

PASSIVE



# NATURA: BARBARIAN ABILITY TREE

REQUIRES: Barbarian Specialization

## RAGE

May become enraged as a maneuver. Suffer 1 strain for each round character rages. Increase soak by 2 and add   to all Brawn, Agility and Willpower checks. May revert from Rage as an incidental. After reverting, suffer   on all checks for hours equal to time spent enraged.

 Strain: 2 per round

Cost: 10

## FEARSOME

Once per round when an adversary becomes engaged with the character they may perform the Fearsome maneuver. Make an opposed Coercion check, target is disoriented for rounds equal to successes.

 Coercion: Opposed

Cost: 10

## FEARLESS RAGE

Character is immune to Fear and Coercion checks while enraged. Character may ignore effects of previous Fear checks.



Cost: 5

## IGNORE WOUNDS

May ignore penalties of critical wounds while Rage is active.



Cost: 5

## CHARGE

May suffer 2 strain to perform a melee check and attack a target at medium range. If attack is successful, Charge does no damage but target is knocked down and the character becomes engaged. If the attack fails, the character moves past the opponent to short range.

 Strain: 2

Cost: 10

## SHOVE

May suffer 1 strain to perform the Shove action against a target at engaged range. Make an average Melee check. If successful, target receives wounds equal to Brawn and is pushed back 1 range band.

 Melee:   Strain: 1

Cost: 5

## BACKHAND SWIPE

If a missed combat check generates TRIUMPH or 3 advantage, may spend 2 strain to attempt attack again.

 Strain: 2

Cost: 10

## FURIOUS SWING

May spend 2 strain to perform the Furious Swing attack. If successful, add damage equal to ranks in Melee to attack.

 Strain: 2

Cost: 5

## SUNDERING SMASH

Spend 2 strain to add   to successful Sunder.

 Strain: 2

Cost: 5

## STRENGTH

Increase Brawn rating by 1 when enraged.



Cost: 10

## BLOODLUST

Once per encounter after successfully dealing damage during a melee attack may recover strain equal to successes.

 Resilience  

Cost: 10

## LAST BARBARIAN STANDING

Once per game session during a combat encounter, the character may spend 2 Destiny Points to make a Hard Resilience check. If he succeeds, he skips his next turn and eliminates all enemy minions in the encounter. The means by which he accomplishes this is up to the player character but must be approved by the GM.

 Resilience   

Cost: 15

## DEATH'S REFUSAL

Once per encounter when an opponent lands the blow that would incapacitate character, make a Diffult Resilience check. If successful, character remains on their feet with 1 health.

 Resilience   

Cost: 10

## EASY KILL

Reduce the difficulty of the skill check to activate Last Barbarian Standing to Average.



Cost: 10

## THE GODS FAVOR

Reduce the number of Destiny Points required for Last Barbarian Standing to 1.



Cost: 5

# NATURA: RANGER TALENT TREE

CAREER SKILLS: Arcana, Athletics, Medicine, Navigation, Resilience, Survival, Spirit, Knowledge: Wilderness

BONUS SKILLS: Coordination, Ranged, Ride, Perception

STRAIN THRESHOLD BONUS: +2

ACTIVE

PASSIVE



# NATURA: RANGER ABILITY TREE

REQUIRES: Ranger Specialization

## ZEN ARCHERY

May spend 3 strain to perform the Zen Archery maneuver. Upgrade Ranged attacks once and gain  for rounds equal to Agility.

 Strain: 3

Cost: 10

## SPEAKS WITH ANIMALS

May perform a hard Survival check. If successful, may attempt to speak with any animal.



Cost: 5

## CALM ANIMAL

May spend 2 strain and make an Average Survival check to perform the Calm Animal action. All animals must be the same type and no further than Medium range. Upgrade check once when attempting against animals trained to attack or guard. Affected creatures remain where they are and do not attack or flee for rounds equal to , but will defend themselves if attacked.

 Survival:  

Strain: 2

Cost: 10

## HUNTER'S QUARRY

May perform the Hunter's Quarry Action; make a Hard Ranged check to upgrade the ability of all attacks made against a target at Medium or longer range until the end of the encounter.



Cost: 5

## SPIRIT ARROW

May spend 3 strain and perform the Spirit Arrow attack. Successful attack ignores 1 soak per rank of Ranged.



Cost: 10

## PREDATOR MOVEMENT

May spend 1 strain to upgrade stealth check by 1 once.



Cost: 10

## CHARM ANIMAL

May spend 2 strain and make a hard Survival check to perform the Charm animal action. May only target one animal at a time. If successful, the creature regards you as its trusted friend and ally.

 Survival:   

Strain: 2

Cost: 10

## EXTRA SHOT

May spend 2 strain and perform the Extra Shot maneuver during combat. All ranged weapons have the Autofire 1 effect for one round.

 Strain: 2

Cost: 10

## PINCUSHION

May spend 2 strain and perform the Pincushion maneuver. All ranged weapons have the Linked 2 ability until end of round.

 Strain: 2

Cost: 5

## NATURE'S VISION

Through their deep connection to the earth, wind and nature, the character can feel the life force flowing around everything, seeing what is and what will be. May spend 3 strain to perform the Nature's Vision action. Make a difficult Spirit check. The character will foresee vague hints of events to come for days equal to successes.

 Spirit:   

Strain: 3

Cost: 10

## MULTI-SHOT

When performing the Multiple Shots maneuver, all ranged weapons have the Autofire 2 effect.



Cost: 5

## SEEKER ARROWS

May spend 1 strain to give an arrow the Guided 1 Quality. May spend additional strain to increase Guided quality up to a total of Guided 3.

 Strain: 1-3

Cost: 10

## INTENSE VISION

When making a skill check to determine initiative, the character may spend 2 strain to perform the Intense Vision incidental. Add   to the check.

 Strain: 2

Cost: 10

## VISION STRENGTH

May spend Advantage to pick out specific details equal to number of advantage generated.

 Strain: 21

Cost: 5

## RAIN OF DEATH

Ignore the increased difficulty due to the Auto-fire quality of attacks made this turn.



Cost: 5

## DEADLY ACCURACY

When Acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.

 Spirit:  

Cost: 15

## SHARED VISION

Allies within short range add   to initiative checks when using Intense Vision.



Cost: 5

## VISION DURATION

May spend Advantage to increase the number of days into the future the user can see equal to the number of Advantage generated.



Cost: 5

A central figure, a mage, stands in a dark, cavernous environment. He is dressed in ornate, dark green and black robes with gold accents. He holds a staff in his right hand, topped with a glowing blue orb. His left hand is raised, and a bright blue, ethereal flame or spell emanates from it. The background is filled with skeletal figures, some of which appear to be undead or zombies, standing in a dimly lit, stone-walled chamber. The overall atmosphere is dark and mysterious.

# THE MAGE

Wielders of mystical arts both strange and wonderful, Mages fill many roles throughout Osfilia. Most villages have at least one mage, shaman or mystic performing simple duties, while larger towns, cities and nations may have dozens or hundreds of mages making a living with their spells.

While many mages know at least a few spells to defend themselves, those who have dedicated their arts to combat are relatively rare - both due to the dangerous nature of such magic and the various laws and attitudes surrounding such usage. Nevertheless, there are still many mages who have fallen into a life of excitement and danger, working as mercenaries or traveling with other adventurers.

# MAGE SPECIALIZATIONS

## SORCERER - Time & Space

Sorcery is the building blocks of all magic. While many sorcery spells are very basic, they are the foundation for all other forms of magic.

Given their more general and practical nature, almost all mages know at least some basic sorcery spells.

Designed to empower a mage with the skills needed to learn a trade or defend themselves, higher level sorcerers have delved deeply into magic that impacts the very nature of reality.

While sorcery is considered a more basic form of magic, only fools underestimate power that can affect space and time. More than one mage has vanished while casting a spell, only to reappear miles away, or years after they left.



## WARLOCK - Mystical Armies

Unafraid or uninterested in conventional laws or morality, warlocks have dedicated their studies to the arts of conjuration and reanimation.

Long thought to be dark and evil powers, warlocks are able to channel their magical energy towards reanimating and raising the dead.

The difference between a cleric raising a newly dead person and a warlock is the warlock retains control of the animated person, thus leading to fearful tales of zombie mages.

During the Sky Wars, many warlocks, already shunned due to their abilities, joined willingly with the Storm King, though a small number quietly aided the alliance.





## WIZARD - Master of Elements

Considered by many to be wild elementalists, causing havoc with weather and creating wild-fires, the vast majority of wizards live quiet lives of study and introspection.

It takes a great deal of time and training to control the elements, and channeling fire or lightning towards a specific task requires a deep well of focus and experience.

There are always exceptions however, and more than one young wizard has accidentally burnt his village to the ground, or ruined this year's crops with a weeks worth of ice storms.

During the Sky Wars, wizards were highly prized by both sides for their considerable power, though a group attempted to seal themselves away from trouble by creating the Crystal Castle, a hidden city populated by mages. Long thought to be lost in the war, young mages still receive invitations to attend this secret college, though its location remains a mystery.

## BARD - The Power of Song

Storytellers, singers and poets ply their trade across every town, city and village in Osfilia, but few have dedicated themselves to the craft as much as a true Bard.

While some highly regarded music schools operate in various nations, truly talented bards have made their own way, earning their keep in taverns long before they entertain lords and kings.

Bards have delved into ancient songs and spells, training their voices and bodies to embody powerful abilities. Some are said to be able to cast without even uttering a word.

Those trained in songcraft can take up residence with lords and kings, providing insight, advice and even protection while going unnoticed as part of the background.

Many of these bards have taken up with groups of adventures and explorers, providing help and aid in deadly situations, lore and knowledge in ancient tombs and entertainment in quiet moments.

## THE HEART OF MAGIC

Due to their constant search for knowledge, arcane objects and more powerful magic, Mages are always on the lookout for rumours of the bizarre and the impossible. Players and the GM can work the mystical arts into their adventures, providing a backdrop of the strange and otherworldly while giving Mages a chance to grow their power.

- **Intellectualism:** Well educated beings who have spent considerable time pondering the nature of reality and the world we live in believe that tyranny is a wildly inefficient form of government. Some mages become obsessed with the idea of not only developing a better system but in doing everything they can to make it a reality.
- **Challenge:** The majority of Osfilia's population believed that the Storm King's armies were unstoppable and his dominion over all nations inevitable. Now that his forces have seemingly returned, some mages are eager to pit their skills and power against him.
- **Knowledge:** Despite magic being tightly controlled in some regions and banned outright in others, mages have ignored these doctrines. Some have left their home to study far away, while others develop their spells and craft in secret. What drives these mages is a deep need for knowledge, lore and information.  
**Foresight:** When their search for power and knowledge takes them to the edges of reality, some Mages are able to glimpse brief visions of potential futures. These visions are usually tied to great events in the world that will impact the Mage one way or another. Some might try and prevent these visions from taking place, while others may see them as a rallying cry and attempt to turn their foresight into reality.
- **Power:** Lacking the ear of the local magistrate, lord or king and without the means to access the traditional corridors of power, a mage may be driven to more desperate measures. These alternate routes are often fraught with danger and shunned by most, however they can result in the creation of unimaginably powerful spellcasters.



## A Note on Magic

Be it spells passed down from generations of wizards, potions and scrolls, arcane devices and mystical portals, the world of Osfilia is filled with magic of all sorts.

Most players will be playing professionally trained mages, however people from all walks of life will be able to utilize basic skills or have access to magical items.

While not everyone the players interact with will have such power at their disposal, magic is part of everyday life and should be taken into account when working with NPCs and the world in general.

There are thousands of standard spells, magical items and powers at play in the daily life of Osfilia - which means there are always Mages willing to push the limits of what is known - or possible.

Tapping into these unknown magics can be dangerous and have unpredictable - even bizarre results. When magic goes awry it can lead to new magic spells and items, portals to other dimensions or even the creation of new races and beings.

# MAGE: SORCERER TALENT TREE

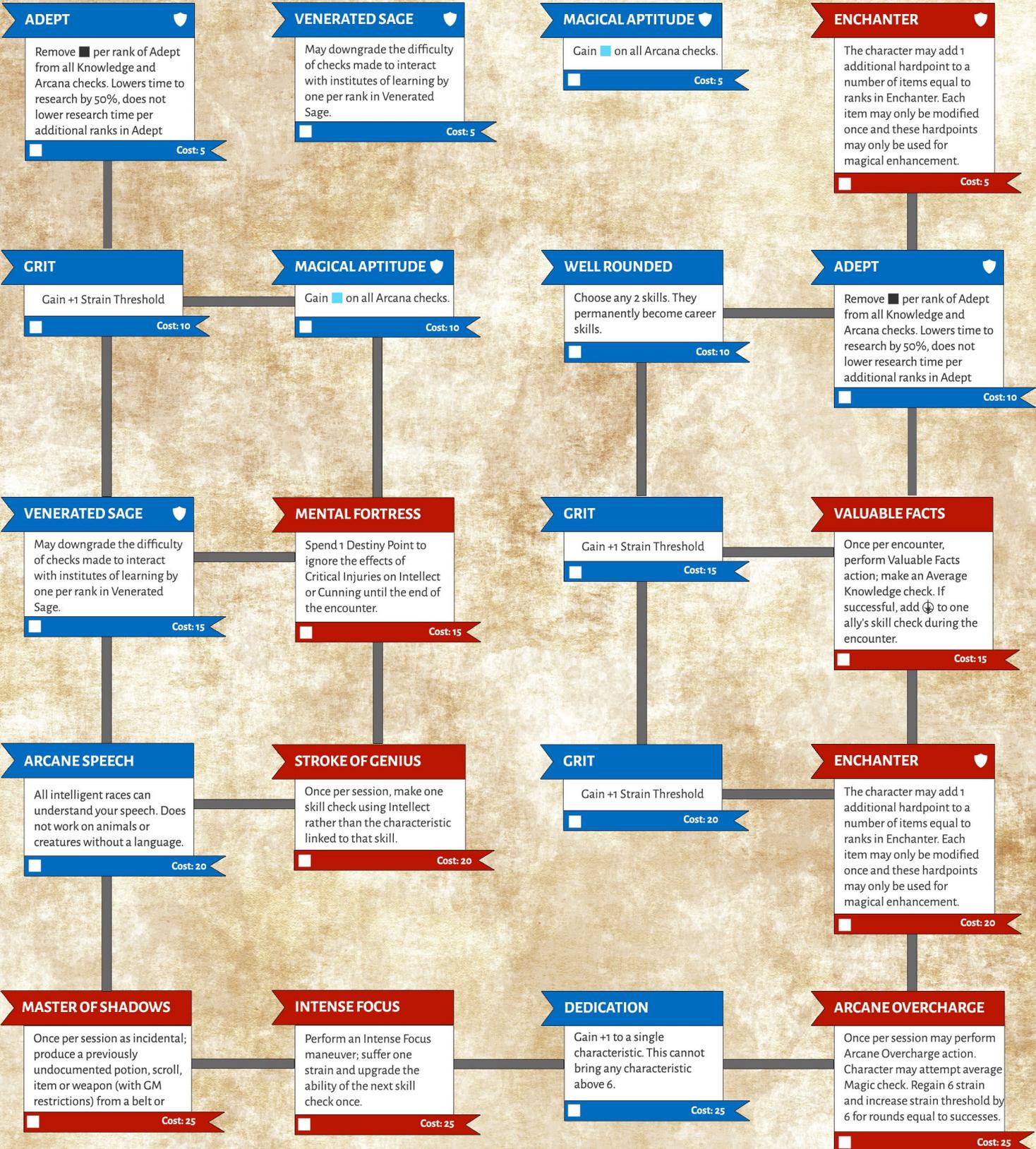
CAREER SKILLS: Arcana, Cool, Discipline, Engineering, Magic, Perception, Vigilance, Knowledge: Magic

BONUS SKILLS: Negotiation, Melee, Magic, Ride

STRAIN THRESHOLD BONUS: +3

ACTIVE

PASSIVE



# MAGE: SORCERER ABILITY TREE

REQUIRES: Sorcerer Specialization



# MAGE: WARLOCK TALENT TREE

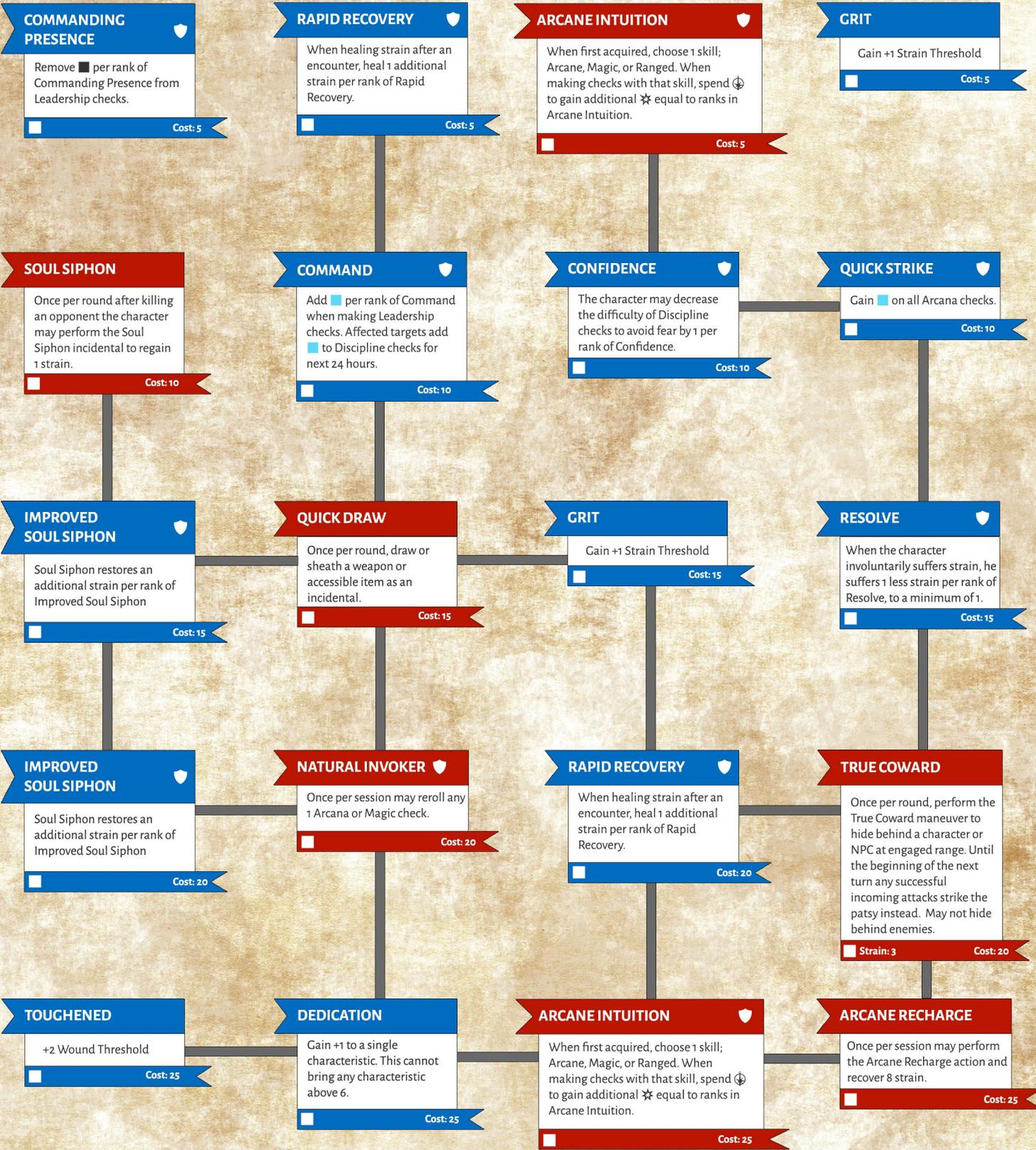
CAREER SKILLS: Arcana, Cool, Discipline, Engineering, Magic, Perception, Vigilance, Knowledge: Magic

BONUS SKILLS: Coercion, Skulduggery, Ranged, Knowledge: Demons & Monsters

STRAIN THRESHOLD BONUS: +2

ACTIVE

PASSIVE



# MAGE: WARLOCK SPELL TREE

REQUIRES: Warlock Specialization

XP	SPELL	STRAIN	SKILL	RANGE	DAMAGE	SPELL EFFECTS	SUMMONING SPELLS
5	Swarm	2	Magic ◆◆	Medium	Brawn +1	Summon a swarm of bats, rats or spiders which attacks all other creatures. Number of creatures is equal to ✨. Swarm creatures have Soak 1, Wound Threshold 3, Melee 1. All other characteristics are 1. Caster has no control over swarm.	
10	Monster	Small: 2 Med: 4 Large: 6	Magic	Short	Bite: 3 Slash: 4 Rend: 6	◆◆: Silhouette: 0 / Soak: 1 / Wound Threshold: 5 / Brawn: 2 / Bite: ◆◆ ◆◆◆: Silhouette 1 / Soak: 2 / Wound Threshold: 7 / Brawn: 2 / Slash: ◆◆◆ ◆◆◆◆: Silhouette 2 / Soak: 3 / Wound Threshold: 9 / Brawn: 3 / Rend: ◆◆◆◆ Summon creature of caster's choice for rounds equal to ✨. All other Characteristics are 1. Caster can give orders.	
10	Phantom Steed	4	Magic ◆◆	Engaged	Bite: 3 Kick: 4	Summon a large, quasi-real horselike creature for hours equal to ✨. Phantom Steed has Soak: 1 / Wound Threshold: 4 / Speed: 2 / Handling: +1 Its Hooves make no sound.	
15	Phantom Blades	4	Magic ◆◆◆	Medium	Disorient 1	Summon a whirling set of floating phantom blades that attack target of your choice for rounds equal to ✨. Phantom Blades has Soak: 1 / Wound Threshold: 4 / Defensive: 2 Melee attack uses same dice pool as character + ◆◆	
20	Teleport	6	Magic Varies	Varies	N/A	Caster may teleport themselves and number of other silhouette 1 creatures equal to number of ✨ up to 10 miles away. Difficulty depends on how familiar character is with area they are teleporting and context. GM's discretion. Spell requires 2 rounds to prepare.	

XP	SPELL	STRAIN	SKILL	RANGE	DAMAGE	SPELL EFFECTS	NECROMANCY SPELLS
5	Disrupt Undead	2	Magic ◆◆	Medium	5	Direct ray of energy, dealing 5 damage to undead creatures. Pierce 3 / Disorient 1.	
10	Animate Dead	4	Magic ◆◆	Engaged	Brawn +1	Turns bones or bodies of dead creatures into number of undead skeletons or zombies equal to number of ✨. Undead have Soak: 5 / WT 2 / Brawn: 2 / Melee: 1 / All other characteristics: 1 Undead remain animated for turns equal to ranks in Magic. Cannot take control of existing animated undead.	
10	Halt Undead	4	Magic ◆◆	Medium	Ensnared	Causes number of undead equal to ✨ to be Ensnared for rounds equal to Intellect. Effect is broken if Halted creatures are attacked or take damage.	
10	Command Undead	4	Magic ◆◆◆	Engaged	N/A	Allows some degree of control over undead creatures for rounds equal to ✨. Will not attack caster and will take orders with an opposed Leadership check. Will not obey suicidal or harmful orders.	
15	Raise Dead	6	Magic ◆◆◆	Engaged	Brawn +1	Hard magic check. Raises the dead back to a semblance of their former selves for days equal to ✨. May only raise 1 undead per rank in Magic.	

XP	SPELL	STRAIN	SKILL	RANGE	DAMAGE	SPELL EFFECTS	DESECRATION SPELLS
5	Fearsome Demeanor	3	Magic ◆◆	Short	N/A	Causes a nightmarish apparition to appear in the mind of the target. Target upgrades difficulty of next action by 1 for rounds equal to ✨. Target receives ◆ for rounds equal to ☹. Target cowers and flees from combat for rounds equal to ☹.	
10	False Life	3	Magic ◆◆	Self	N/A	Caster gains 1 additional wounds and increase wound threshold per ✨ for rounds equal to ranks in Magic. Once extra wounds are depleted they cannot be replenished past original Wound Threshold.	
10	Vampiric Touch	4	Magic ◆◆	Engaged	Bite: 3 Kick: 4	Summon a large, quasi-real horselike creature for hours equal to ✨. Phantom Steed has Soak: 1 / Wound Threshold: 4 / Speed: 2 / Handling: +1 Its Hooves make no sound.	
15	Dominate Person	6	Magic Varies	Short	N/A	Minion: ◆◆◆ / Rival: ◆◆◆◆ / Nemesis: ◆◆◆◆◆ May give dominated creatures a command. Target continues to carry out that command for hours equal to successes. Creature will not follow self-destructive orders.	
20	Death Touch	8	Magic Varies	Varies	8	Minion: ◆◆◆◆ / Rival: ◆◆◆◆◆ / Nemesis: ◆◆◆◆◆◆◆ If successful, creature may make an opposed Discipline check. If creature succeeds, they suffer 8 wounds directly, bypassing soak. If they fail, the target dies.	

# MAGE: WIZARD TALENT TREE

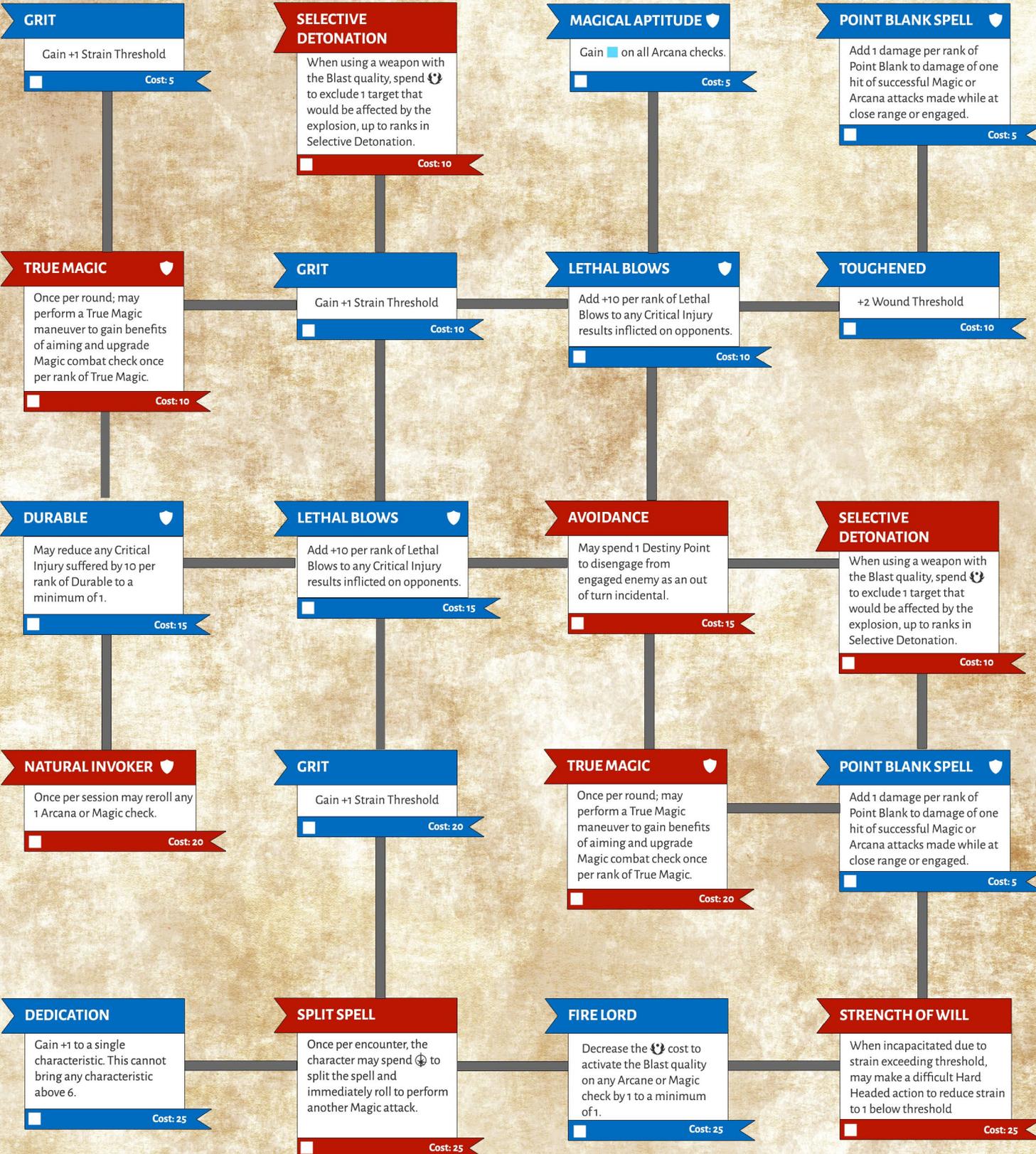
CAREER SKILLS: Arcana, Cool, Discipline, Engineering, Magic, Perception, Vigilance, Knowledge: Magic

BONUS SKILLS: Deception, Arcana, Piloting, Knowledge: Lore

STRAIN THRESHOLD BONUS: +3

ACTIVE

PASSIVE



# MAGE: WIZARD SPELL TREE

REQUIRES: Wizard Specialization

XP	SPELL	STRAIN	SKILL	RANGE	DAMAGE	SPELL EFFECTS	ICE SPELLS
5	Frost Hands	2	Magic ◆◆	Engaged	6	The wizard's hands are coated with an icy grasp, dealing damage and freezing all he touches. Ensared 2, Sunder	
10	Bolt of Ice	2	Magic Short: ◆ Medium: ◆◆ Long: ◆◆◆		6	Ensared 1, Pierce 2	
10	Blast of Winter	3	Magic ◆◆	Short	8	Blast 4, Vicious 2	
15	Freeze	3	Magic ◆◆◆	Medium	Stun 6	Concussive 2, Slow Firing 1	
20	Ice Storm	4	Magic ◆◆◆◆	Medium	8	Prepare 2, Autofire 2, Concussive 2	
10	Ice Storm	3	Magic ◆◆◆	Engaged	N/A	Create a wall of ice in front of the character: Short range in height and Medium Length. Wound Threshold of 15. ◆◆◆ Athletics check to climb	

XP	SPELL	STRAIN	SKILL	RANGE	DAMAGE	SPELL EFFECTS	LIGHTNING SPELLS
5	Bolt	2	Magic Short: ◆ Medium: ◆◆ Long: ◆◆◆		6	Disorient 2, Accurate 1	
10	Static Charge	2	Magic ◆◆	Short	Stun 6	Concussive 1	
10	Lightning	3	Magic ◆◆	Medium	8	Knockdown 1, Disorient 2	
15	Chain Lightning	3	Magic ◆◆	Medium	6	Autofire 3, Disorient 2, Slow Firing 1	
20	Ball Lightning	4	Magic ◆◆◆◆	Long	8	Prepare 1, Blast 8, Guided 2	
10	Lightning Storm	5	Magic ◆◆◆◆	Long	6	Prepare 2, Blast 6, Concussive 2	

XP	SPELL	STRAIN	SKILL	RANGE	DAMAGE	SPELL EFFECTS	FIRE SPELLS
5	Firebolt	3	Magic ◆◆	Medium	6	Burn 1, Accurate 1	
5	Engulf	3	Magic ◆◆	Engaged	5	Burn 3, Sunder	
10	Cone of Flames	4	Magic ◆◆◆	Short	6	Autofire 2, Blast 6, Burn 1	
15	Fireball	4	Magic ◆◆◆	Long	8	Prepare 1, Slow Firing 1, Blast 8, Burn 2, Guided 2	
15	Wall of Fire	4	Magic ◆◆◆	Short	6	Creates a line of fire that stretches Medium range for rounds equal to success. Targets hit or who attempt to cross suffer 6 Damage and Burn 2.	

# MAGE: BARD TALENT TREE

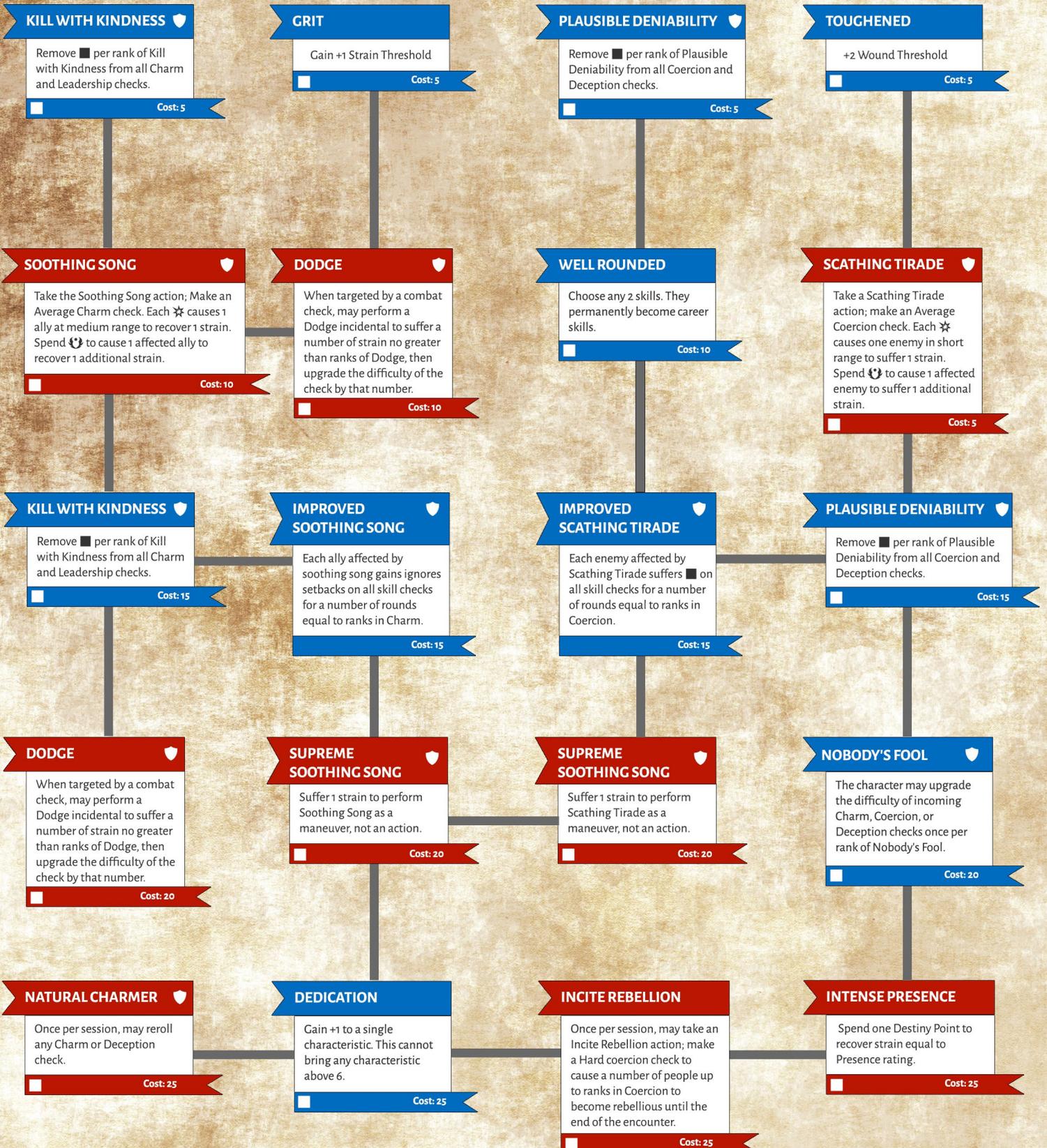
CAREER SKILLS: Arcana, Cool, Discipline, Engineering, Magic, Perception, Vigilance, Knowledge: Magic

BONUS SKILLS: Charm, Leadership, Streetwise, Knowledge: Cities

STRAIN THRESHOLD BONUS: +2

ACTIVE

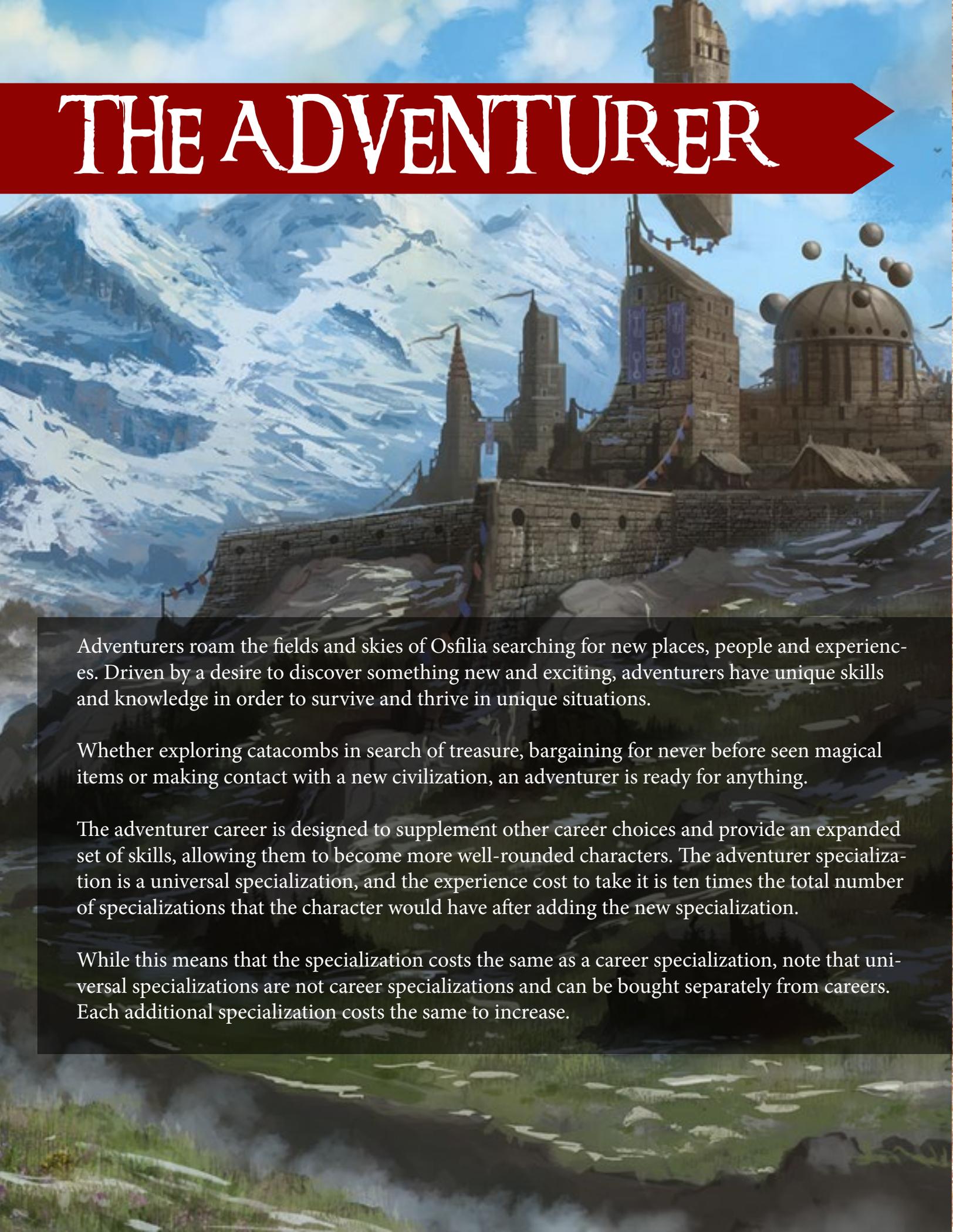
PASSIVE



# MAGE: BARD SPELL TREE

REQUIRES: Bard Specialization





# THE ADVENTURER

Adventurers roam the fields and skies of Osfilia searching for new places, people and experiences. Driven by a desire to discover something new and exciting, adventurers have unique skills and knowledge in order to survive and thrive in unique situations.

Whether exploring catacombs in search of treasure, bargaining for never before seen magical items or making contact with a new civilization, an adventurer is ready for anything.

The adventurer career is designed to supplement other career choices and provide an expanded set of skills, allowing them to become more well-rounded characters. The adventurer specialization is a universal specialization, and the experience cost to take it is ten times the total number of specializations that the character would have after adding the new specialization.

While this means that the specialization costs the same as a career specialization, note that universal specializations are not career specializations and can be bought separately from careers. Each additional specialization costs the same to increase.

# ADVENTURER SPECIALIZATION

## EXPLORER - The Deep Beyond

From lonely catacombs, deep canyons and abandoned cities, Osfilia holds many secrets, causing many a wandering explorer to seek them out.

A professional adventurer, treasure hunter and guide, explorers require no training, only a passion for finding the lost and hidden parts of the world - although training would definitely improve their odds of survival.

The average Explorer is a master generalist, able to survive in most environments, from raging snowstorms to deadly traps and creatures.

At home tracking mythical creatures in the wilderness or digging through ancient ruins, explorers make for valuable scouts and navigators for governments and adventures alike.



## MERCHANT - Arrows Cost Extra

While the best things in life are free, a good merchant will still attempt to make a tidy profit off them.

From shady potion makers to blacksmiths crafting the finest armor, a good merchant will help sell or trade their wares for many times their value.

With an intricate network of buyers and sellers, the best merchants know what goods are worth the most in what regions. Their eyes and ears can inform them of wars and trouble before most kings find out, ensuring the best value for their goods.

A great merchant is a mix of ambassador, trader and black marketeer, making deals and alliances with back alley gangs and groups of high lords - often in the same deal.

Merchants in Osfilia are regarded with respect and a dose of caution.





## THE VOICE OF REASON

Adventurers can help players and GMs flesh out their characters by providing a means of exploration, income or negotiation. While these specializations may form the core of a character, their lack of integrated abilities make them less useful in more combat oriented encounters. The broad range of talents they possess means adventurers are a skilled and versatile career path.

- **Romanticism:** Raised on stories of heroes and champions going back in his family's lineage, the adventurer has always sought out daring escapades. Determined that one person can make a difference in the world, despite the odds, this romantic soul is convinced that good triumphs over all.
- **Self-awareness:** Not everyone can be a hero - many don't even want to be one. Those that are aware of the realities of the world know that behind every 'hero' was an army of politicians, soldiers and craftsmen. While not always glamorous, a self-aware adventurer will do what needs to be done to ensure the hero succeeds.
- **Revolution:** Winning the Sky Wars left an enormous power vacuum in Osfilia. While many nations consolidated their borders, dozens of would-be kings and warlords rose up and declared themselves the local authority. Not all of these regents are just or fair, and the call of revolution is never far.
- **Curiosity:** A deep and abiding love of the unknown drives this traveler. Words on a page and firsthand stories are never enough - this person needs to see and experience it firsthand. While their innate curiosity often gets them in trouble, they believe the wonders they discover are worth the effort.
- **Challenge:** There is more to bravery than facing down swords, spells and claws. Waging a battle of wits with a grain importer when children go hungry, testing survival skills in strange and dangerous lands and trading barbs against powerful lords are all part of what drives this adventurer forward.

## DIPLOMAT - Truth to Power

Slow to anger and quick to make friends, diplomats specialize in building bridges and avoiding conflict. Skilled negotiators, diplomats utilize their understanding of culture, shared experience and current events to shape discussions with enemies and friends alike.

Trained in the arts of trade, contracts and backroom deals, diplomats are needed anywhere from the backrooms of taverns to polished senate floors. Excited by the rush from averting crisis and violence, strengthening ties between nations and meeting new peoples and creatures, a diplomat thrives under pressure.

With a great deal of experience communicating with all sorts of beings, from slow thinking tree folk to almost completely intangible psychic life forms, diplomats are usually unfazed by their interactions, smoothing over ruffled feathers and defusing potentially dangerous situations.

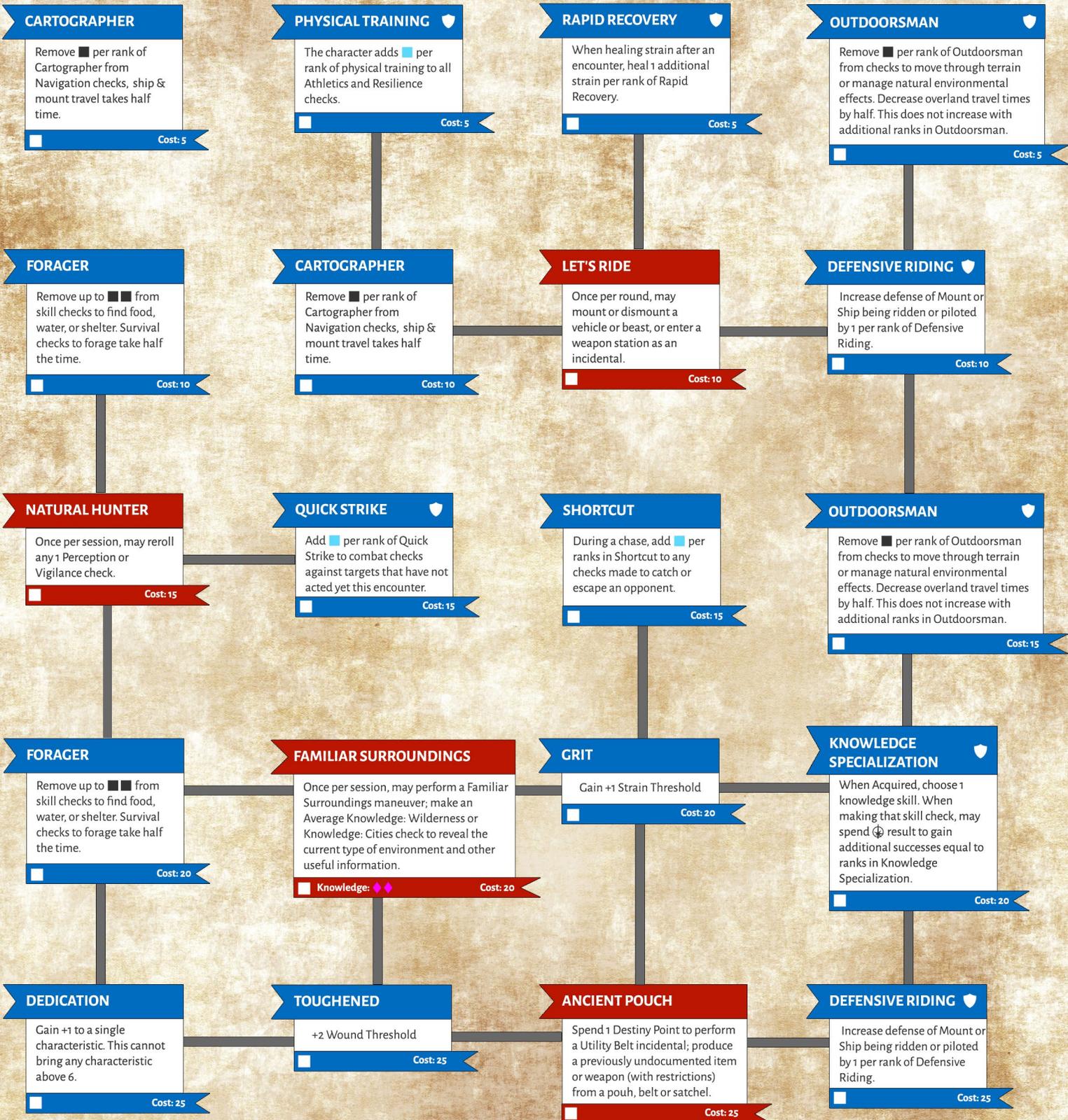
# ADVENTURER: EXPLORER TALENT TREE

BONUS CAREER SKILLS: Resilience, Survival, Navigation, Knowledge: Wilderness

Ranked 

ACTIVE

PASSIVE

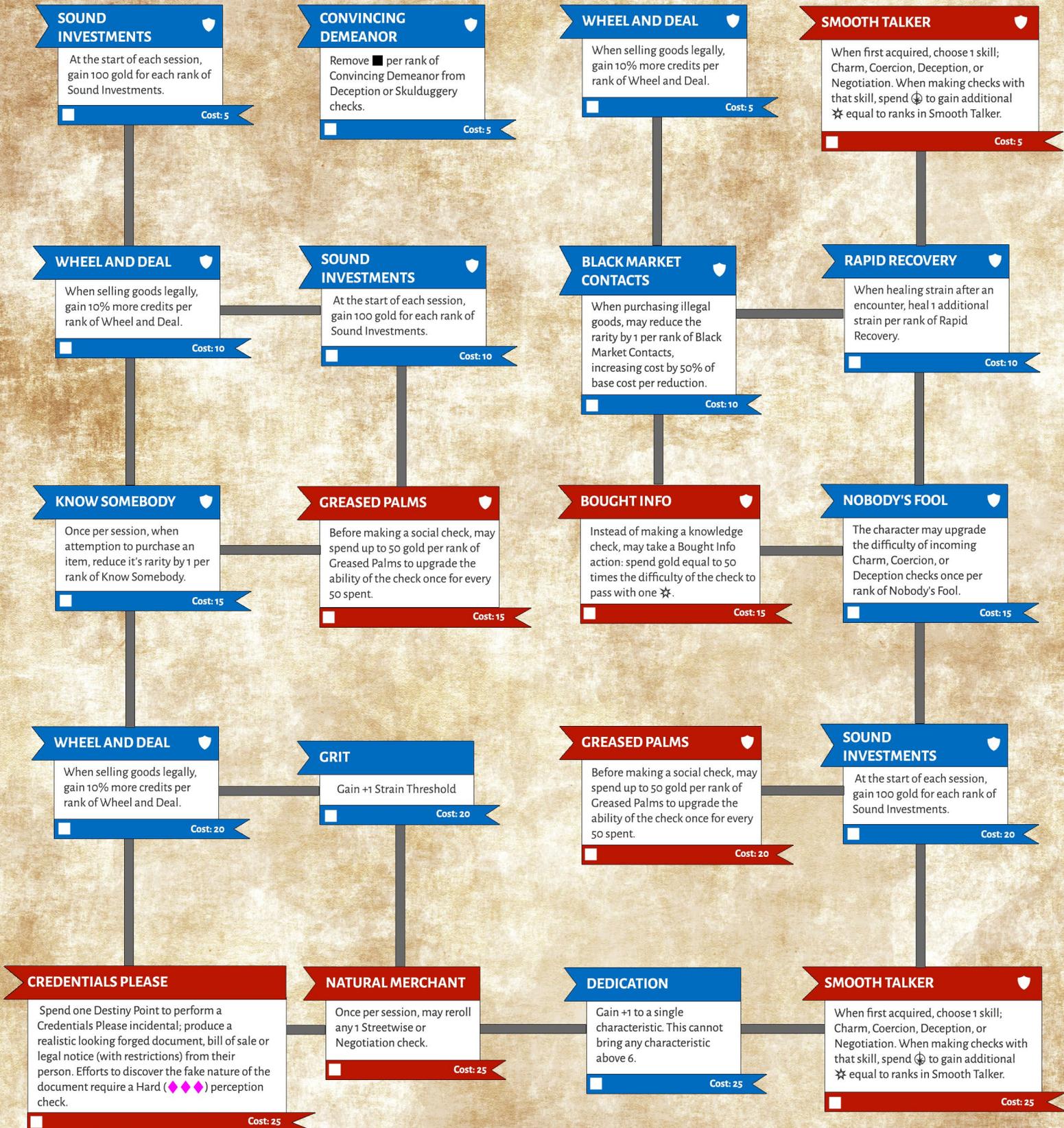


# ADVENTURER: MERCHANT TALENT TREE

BONUS CAREER SKILLS: Coercion, Deception, Negotiation, Knowledge: Cities, Knowledge: Underworld

ACTIVE

PASSIVE

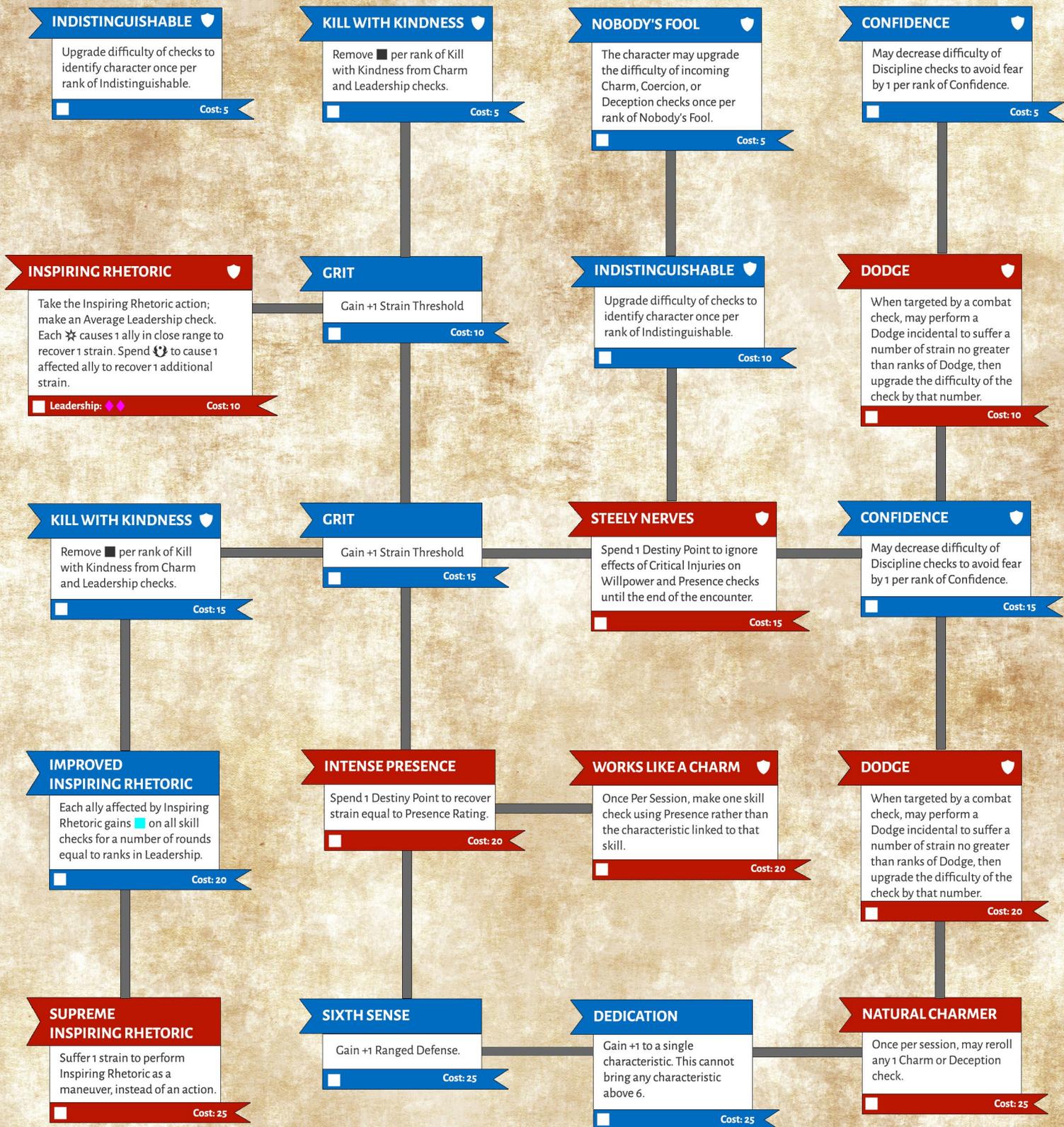


# ADVENTURER: DIPLOMAT TALENT TREE

BONUS CAREER SKILLS: Charm, Deception, Negotiation, Knowledge: Cites

ACTIVE

PASSIVE



A medieval-style interior scene. In the upper left, a large tapestry depicts a battle scene with soldiers and a castle. To the right, a window with a white curtain lets in light. Below the window, a wooden shelf holds a piece of metal armor, possibly a helmet. The room has stone walls and a patterned rug on the floor.

# GEAR & EQUIPMENT

Bravery, a quick wit and sheer luck are a requirement for any adventurer in **Edge of the Kingdom**. But only a total Makror-herder would enter a port city's tavern unarmed, or brave the highest reaches of mountains without insulated armor. Intelligent and prepared characters ensure they are equipped for most of the situations they're likely to encounter. Every Knight knows they command more respect wielding a keen-edged longsword (with an enchanted shield in case that particular enemy breathes fire).

It's not always about weaponry either - Thieves know to carry enough rope to reach the ground from guarded windows or to have a feather potion at the ready in case the rope is cut. Tools and breathing apparatus can keep airships from falling out of the sky or sinking into the depths of the ocean.

In the following chapter, players will find information on the most common personal weapons, armor and gear needed for exploration and questing everywhere from the great cities to the fringe towns and caverns of Osfilia. This book covers most of the common equipment found throughout the Kingdoms and should cover most Adventurer's needs.



# WEAPON QUALITIES & UPDATES

Most item qualities and gameplay usage remain the same as those from the Core Books. However with the changes to Melee and the addition of Magical and Spiritual powers there are a few important updates.

Likewise the utility and importance of Shields and Armor has increased due to the predominance of Melee weapons and requires more testing.

## STRAIN DAMAGE (SD)

By default, any attacks with Melee damage a character's Wounds. Any character who wishes to deal Strain Damage instead of wounds must modify their Melee skill check according to the weapon's Strain Damage (SD) Quality.

A positive SD means the Melee check is rolled with the same number of Boost (■) die. A negative SD means the Melee check is rolled with the equivalent Setback (■) die.

If a player is using a Sap, it has a Strain Handling rating of 1 (SD +1), therefore the when attempting to deliver Strain damage, a Melee check is rolled with 1 additional Boost die, to show the Sap's proficiency in knocking people senseless, rather than killing them outright.

A Great Axe has Strain Damage -3 (SD -3), therefore the Melee check is rolled with 3 additional setback die (■■■), showcasing the brutal war axes ability to chop off heads - and the difficulty in using it to merely incapacitate someone.

The SD quality only modifies checks made to inflict Strain Damage on a target.

Melee checks made by basic hand to hand combat (fists) have SD: +1.

## REACH

Weapons with this quality allow the user to attack targets at Short range. Due to its unwieldy nature, Attacks at made at Engaged range add a Setback (■) die that cannot be negated.

## MELEE BASE DAMAGE

Due to the increased relevance of hand to hand weaponry, players no longer add their Brawn rating to Melee weapons - the default stat is the full amount of base damage the weapon deals.

## TWO HANDED

Sometimes weapons require the use of both hands - a battle axe or greatsword for example. These weapons can be used with one hand but suffer 2 Setback die (■■) to do so.

## WEAPON FINESSE

A Melee weapon with Finesse is light and easy to use, allowing the Player Character to use Agility instead of Brawn to wield the weapon.

## ARMOR WEIGHT

Heavier armor will impact the ability to cast spells, forcing the Player Character to upgrade the difficulty of their spellcasting.



## MELEE WEAPONS

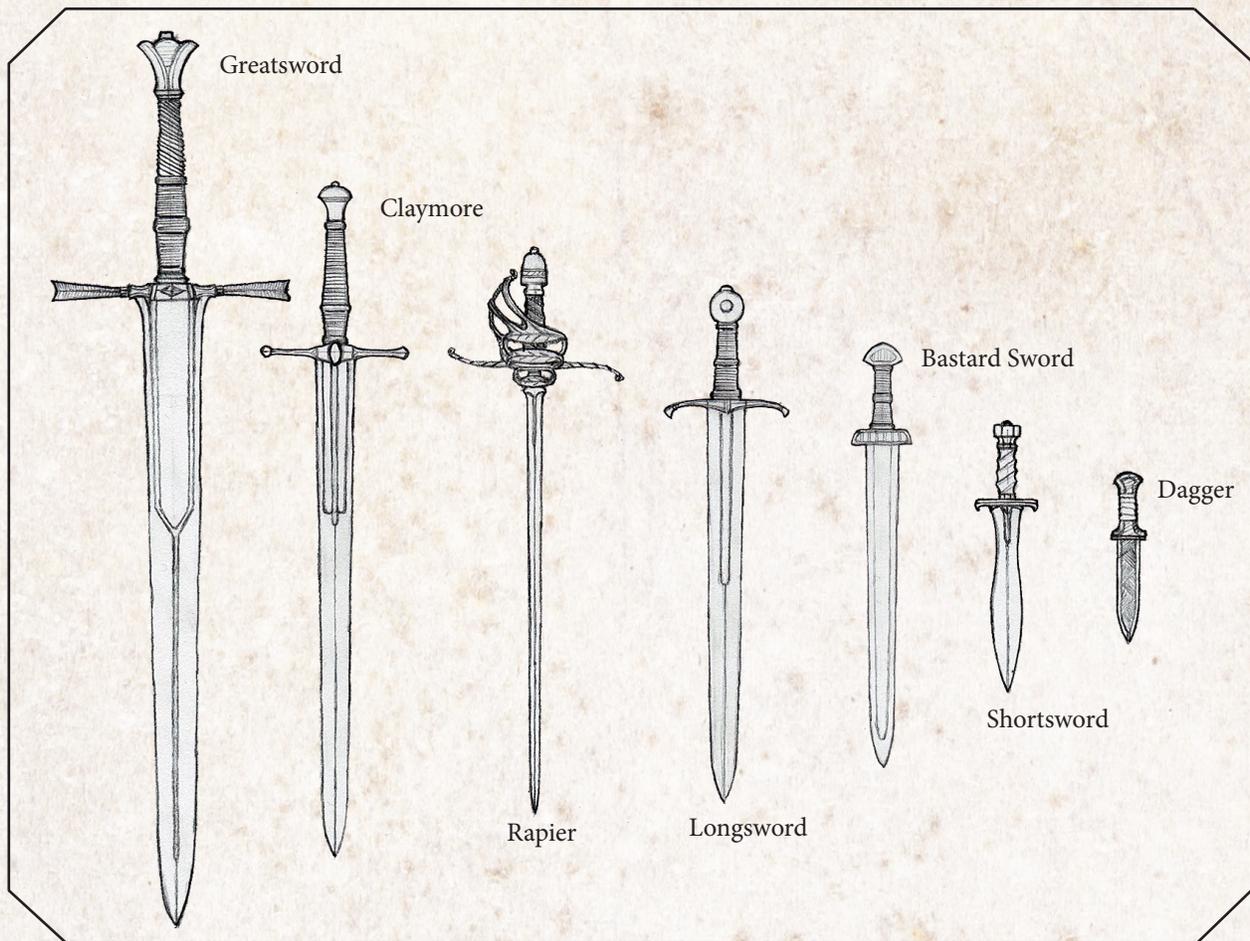
Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	SH	Special
<b>Blunt Weapons</b>										
Sap	Melee	3	4	Engaged	1	0	15	1	+1	Disorient 3, Strain Damage
Club	Melee	4	3	Engaged	2	0	10	1	+1	Disorient 2
Quarterstaff	Melee	5	4	Engaged	3	1	15	2	+2	Defensive 1, Disorient 2, Finesse
Whip	Melee	3	3	Engaged	2	0	20	4	+2	Reach, Ensare 2, Finesse
<b>Swords</b>										
Dagger	Melee	4	2	Engaged	1	0	25	2	0	Pierce 1, Finesse
Shortsword	Melee	5	3	Engaged	2	1	75	2	0	Defensive 1
Rapier	Melee	5	2	Engaged	2	2	250	5	0	Accurate 1, Pierce 2, Finesse
Longsword	Melee	6	3	Engaged	3	2	200	3	-1	Defensive 1
Bastard Sword	Melee	7	3	Engaged	3	2	300	4	-2	Accurate 1
Claymore	Melee	8	4	Engaged	4	3	325	5	-2	Vicious 1, Pierce 1, Cumbersome 3, 2-Handed
Great Sword	Melee	9	3	Engaged	5	3	400	6	-3	Vicious 2, Pierce 2, Two-Handed
<b>Axes</b>										
Hand Axe	Melee	5	3	Engaged	1	0	75	2	-2	Vicious 1
Battle Axe	Melee	6	3	Engaged	3	2	200	4	-2	Vicious 2, Pierce 1
Great Axe	Melee	8	4	Engaged	5	3	450	7	-3	Vicious 3, Disorient 1, Pierce 1, Cumbersome 4, Two-Handed
<b>Hammer &amp; Mace</b>										
Mace	Melee	6	3	Engaged	3	1	200	4	+1	Disorient 1
Flail	Melee	7	3	Engaged	3	1	250	4	0	Disorient 2, Vicious 1
Maul	Melee	9	4	Engaged	5	2	325	6	-1	Disorient 3, Cumbersome 4, Knock-down, Two-Handed
<b>Spears</b>										
Pike	Melee	6	4	Engaged	3	1	275	4	+1	Pierce 1, Ensnare 1, Reach, Two-Handed
Spear	Melee	6	3	Engaged	3	1	200	3	0	Pierce 2, Reach, Two-Handed
Javelin	Melee	5	3	Engaged	2	0	100	2	-1	Pierce 1, Short Range if Thrown [Ranged]
Glaive	Melee	8	3	Engaged	4	2	400	5	-2	Reach, Defensive 1, Vicious 1, Pierce 1, Two-Handed

## WEAPON DESCRIPTIONS

From the great forges of a King's hall to a simple blacksmith's forge in a small village, the production of arms is one of the most lucrative and sought-after industries in Osfilia. Every warrior who swings an axe, archer who looses an arrow or assassin who stabs in the dark seeks the highest quality of weapon they can afford - their life depends on it. There are hundreds of types and styles of weapons in the nations and far-flung regions of Osfilia, therefore the following list comprises those most commonly found in armories and merchant's shops.

### BLUNT WEAPONS

Not all weapons are designed to kill - a number are built around the idea of disarming and incapacitating an opponent. A sap is a small, easily concealable thick piece of leather with a large striking end. A club is simply a large polished wooden stick. The quarterstaff can be a powerful weapon in the right hands, some banded with iron or steel to deflect blades. Whips require a measure of skill to use and are meant to distract and disarm opponents.



## SMALL SWORDS

Daggers are carried by most people in Osflia and have many uses, from cutting food and leather to self defense and assassination. Shortswords are often carried by guards and those not on the battlefield, as its versatility makes up for the lack of reach. Rapiers are long, thin bladed swords designed to parry and trust. While not often found in the battlefield, a truly skilled duelist can be deadly with this sword.

## LONGSWORDS

Longswords are designed for reach and reliability, and while carrying one openly may be illegal in some cities, they become common or even necessary in the more dangerous regions and towns of Osflia. Halfway in length between a shortsword and a longsword, bastard swords are for those who attempt to shirk certain laws or prefer more efficient close up weapons. Longswords are long bladed swords with a strong hilt and are designed for one handed use - typically paired with a shield. Many adventures consider this to be the perfect weapon for traveling the fringes of Osflia.

## BATTLE SWORDS

Illegal in most towns and cities, battle swords are built for use on the battlefield or to take on truly intimidating creatures. Both the claymore and great sword are meant for two handed use - although powerful heroes have been known to wield them single handed. The claymore is a long two handed weapon with a large hilt, almost an oversized longsword. Greatswords are rare and often enchanted - so large as to be almost useless to the average person. In the right strong hands it is a devastating weapon.

## WAR AXES

Axes are some of the most common tools in Osflia as well as one of the most common weapons. A hand axe is useful to have around for chopping firewood or the occasional door, though they work just as well on limbs as they can be thrown. A battle axe is designed for war, typically with a long curved blade on one side and a pick out spike in the other. Great axes follow the model of the greatsword - enormous double bladed weapons that can hack through almost anything.

## HAMMER & MACE

Built for crushing skulls, breaking bones and smashing armor, these blunt weapons pack an incredible punch. A mace is the upgraded equivalent to a club - several feet long, made of iron or steel with sharp edging or spikes. Flails typically have a wooden or steel handle with one or several chains attached, on the ends of which are wicked-looking spiked balls, to catch an opponent's weapon or send them reeling. A war maul is a giant hammer, meant for two hands. With the right amount of force behind it, a maul can put a dent in just about anything.

## SPEAR & JAVELIN

With long wooden bodies tipped with iron or forged steel, Spears and javelins are common weapons in the barracks, fields and forests of Osfilia. Easy to buy, forge and wield, Spears and javelins are one-handed weapons of varying length. Often paired with a shield, a spear is a versatile weapon, ideal for hunting, fighting beasts or defending against armed men. Lighter than a spear, people often carry multiple javelins as they are designed as much for throwing as stabbing.

## PIKE & GLAIVE

Built for two handed gripping, giving them a longer reach and more power, pikes and glaives are the infantryman's weapon. Pikes are essentially very long spears, upwards of 10-20 feet long. Many of these have hooks or barbs on the end in order to help catch creatures or bring down riders. A glaive is longer than a spear but shorter than a pike, with a wide, flat and single-edged blade affixed to it. Requiring some skill to use, a glaive can be a versatile and deadly weapon.

## MAGUS STAFFS

Magical staves, wands and staffs make up the arsenal of many mages, allowing them to cast spells without drawing on their own resources. While there are innumerable types of magus staffs in the world, there are three primary subtypes. Elemental staffs have been imbued with the power of elemental magic, allowing the user to cast spells from the ice, fire and lightning elements, amongst others. Wands of sorcery give the caster easy access to standard sorcery spells, leaving the mage free to focus on more complex spellcrafting. Reanimation staves are banned everywhere that is aware of them, with the most powerful among them giving the user the ability to raise and control the dead.

## RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	SH	Special
<b>Nonlethal</b>										
Throwing Kinves	Ranged	4	3	Short	1	0	20	2	0	Pierce 1
Bolas	Ranged	3	2	Medium	1	0	20	3	+1	Ensnare 1
Sling	Ranged	4	4	Medium	1	0	15	1	+2	Disorient 2
Net	Ranged	2	3	Short	2	0	25	2	0	Ensare 2
<b>Bows</b>										
Horse Bow	Ranged	5	3	Medium	2	0	125	3	-1	Pierce 1, Two-Handed
Bow	Ranged	6	2	Long	3	1	200	4	-1	Accurate 1, Pierce 1, Two-Handed
Longbow	Ranged	6	3	Extreme	4	2	300	5	-2	Cumbersome 3, Accurate 1, Pierce 2, Two-Handed
<b>Crossbows</b>										
Light Crossbow	Ranged	6	3	Medium	3	1	250	4	-2	Pierce 1
Crossbow	Ranged	8	3	Long	3	2	350	5	-2	Preparation 1, Pierce 3, Two-Handed
Repeating Crossbow	Ranged	9	4	Long	4	2	650	7	-3	Cumbersome 3, Preparation 1, Pierce 2, Accurate 1, Linked 2
<b>Magus Staffs</b>										
Elemental Staff	Magic	5	3	Medium	3	1	650	6	-2	3 tier 1 spells OR 3 spells from 1 tier
Reanimation Staff	Magic	5	3	Medium	3	1	900	9	-2	3 tier 1 spells OR 3 spells from 1 tier
Staff of Sorcery	Magic	5	4	Medium	3	1	700	7	-3	3 tier 1 spells OR 2 spells from 1 tier

## NONLETHAL

Ranged weapons require a non-lethal option, in case bounty hunters or guards need to capture their prey unharmed - or at least alive. Throwing knives serve to distract targets. Long thin cables with 2-3 thick balls attached to the ends, Bolas have the widest range of uses but are the most difficult to use. The design allows the wielder to entangle the arms or legs of their opponent, or attempt to disarm them. A sling is a simple piece of leather that throws stones at high speeds, useful for knocking targets unconscious or light hunting. A well-built net can entangle and hold people or creatures for short periods.

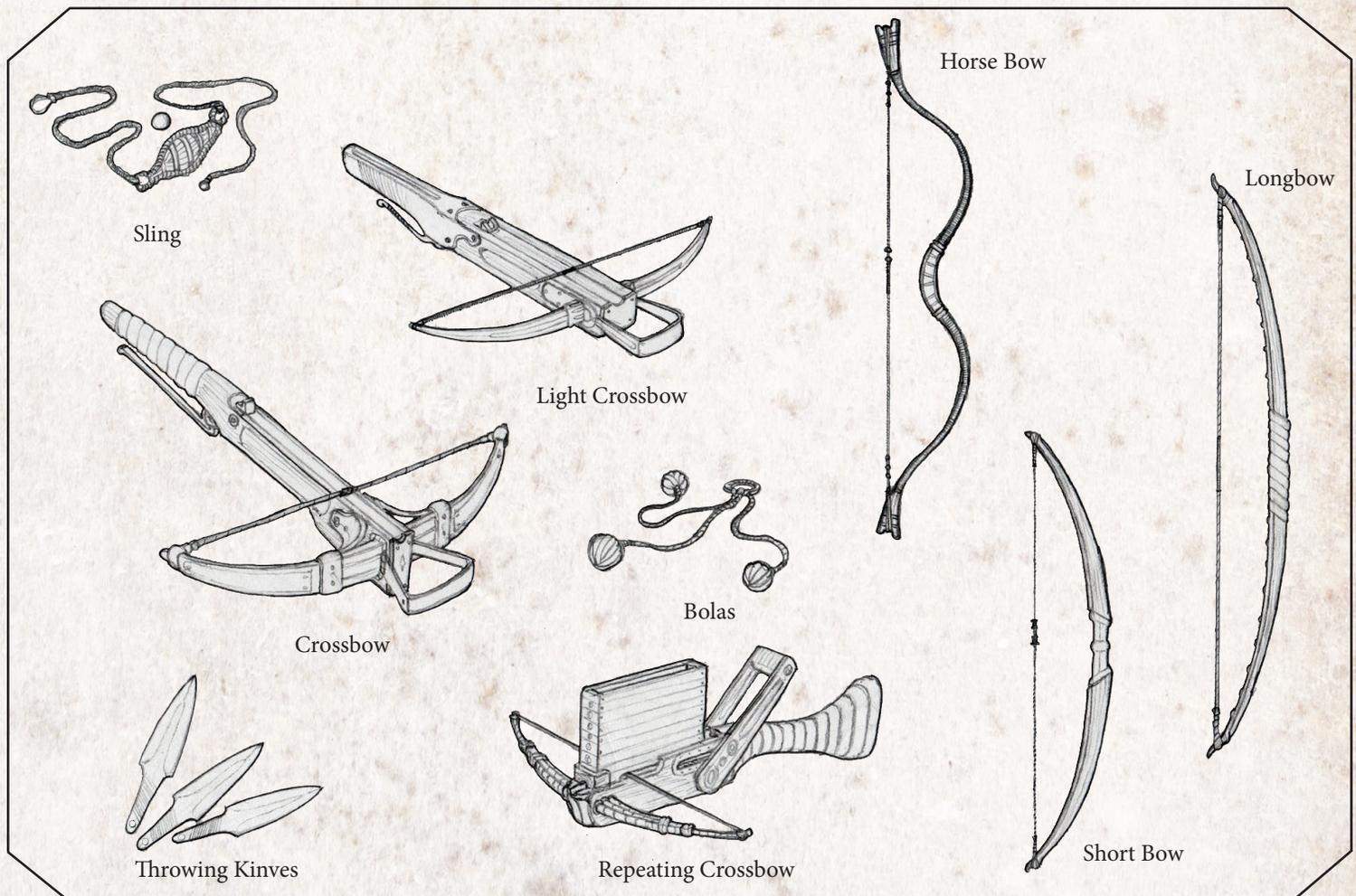
## CROSSBOWS

A relatively recent invention in Osflia, crossbows gained a great deal of popularity during the Sky Wars as they were easy to use and efficient against targets in the air. Combined with more complex mechanisms of arcane power, some crossbows can fire multiple times before being recharged.

Light crossbows are small, miniature versions, easy to conceal and often use bolts tipped with poison. If upgraded by magic, the standard crossbow can be wielded with one hand and fire a bolt clean through chainmail. A repeating crossbow is oversized and allows the wielder to fire many times before it is reloaded, but it is awkward, heavy, and difficult to use.

## BOWS

Even with the advent of magically powered spells and weapons, the bow and arrow remains in use on the battlefield and is a favorite with adventurers. Simple to use and difficult to master, bows provide power, accuracy and reach whether hunting dinner or opponents. Short bows such as the horse bow are designed for close and fast archery, oftentimes while mounted. Full sized bows take on a variety of types and lengths depending on their origin, though all are solid long range weapons. Longbows can fire arrows at great distances with incredible power, though they require a strong arm to pull and loose consistently.



## ARMOR

The effectiveness of armor for adventurers is a source of constant discussion, debate and tavern brawls. However, ask any Dragoon who has felt the heat of a spell dissipate against magically enhanced chainmail, or a thief whose studded leather turned aside a knife in the dark, and they would say a good piece of armor can be the difference between life and death.

The type of armor any adventurer wears depends on a host of circumstances - what works best with their particular skillset, how long they will be wearing and travelling with it, how easy it is to move around and the intensity of the combat they will be facing. Not to mention the cost associated with higher quality armor.

Keep in mind that stronger armor tends to be heavier and more difficult to move around in, which can impact both movement and climbing as well as more sophisticated spellcasting.

## SHIELDS

The arguments about shields are much more straightforward - adventurers either swear by them or swear at them, resentful of lugging around a heavy piece of wood or metal which may or may not save their life.

For those that have blocked a heavy mace meant to crush their skull, or thrown aside an ice-encrusted shield after parrying a particularly vicious spell, the effort of wielding their shield is well worth carrying it into battle.

Shields can be relatively small, designed to fit on the forearm and be utilized to parry or deflect small arms, or can scale up into large tower shields, designed to be used in siege warfare or against enormous creatures.

The cost and weight of shields tends to go higher as the quality improves, although the best and rarest shields are crafted using spells and materials beyond the reach of most adventurers, and may weight nothing at all.

### SHIELDS & ARMOR

Name	Defense	Soak	Encum	HP	Price	Rarity	Special
<b>Armor</b>							
Magical Robe	0	0	1	0	300	6	Provides <span style="color:blue">■</span> to spell casting
Silk	0	0	1	0	100	2	Provides <span style="color:blue">■</span> to charm
Leather	0	1	2	1	80	3	
Studded Leather	0	2	3	1	120	6	
Shadow Armor	1	1	2	1	250	8	Provides <span style="color:blue">■</span> to stealth
Splint Mail	1	1	3	1	300	7	Provides <span style="color:blue">■</span> to athletics or coordination checks
Breastplate	1	1	4	1	250	5	Increase Difficulty of Spell Casting by 1
Chainmail	1	2	4	2	300	7	Increase Difficulty of Spell Casting by 1
Iron Armor	0	3	5	3	300	4	Increase Difficulty of Spell Casting by 2
Half-Plate	1	2	6	3	350	5	Increase Difficulty of Spell Casting by 2, add <span style="color:black">■</span> when performing Athletics or Coordination checks
Full Plate	1	3	7	4	400	8	Increase Difficulty of Casting by 2, add <span style="color:black">■</span> <span style="color:black">■</span> when performing Athletics or Coordination checks
<b>Shields</b>							
Small Buckler	1	0	1	0	75	2	No Ranged Protection
Scale Shield	1	0	3	2	150	4	
Spiked Shield	1	0	5	3	200	7	Deals 1 Damage on to melee attacker on successful hit
Steel Shield	2	0	2	0	250	4	Increase difficulty of Spell Casting by 1
Tower Shield	2	1	2	1	300	2	Increase difficulty of Spell Casting by 1, Soak stacks with armor and other effects

# EQUIPMENT CHANGES

Equipment rules in **Edge of the Kingdom** require every little adaptation from the core rulebooks. Encumbrance, concealing gear and trade remain unchanged. Rules for the smithing, modification and magical enhancement of items will follow in the full version of **Edge of the Kingdom**.

## CURRENCY

While individual monies may change from region to region and the various nations and realms, Gold remains the most traded and accepted currency.

## RARITY

Rarity is determined by location, supply and demand. In enormous cities items are easier to find, while backwoods markets have only the essentials.

## BLACK MARKET

Regardless of location, black markets thrive where authority reigns. Rules for discovery and availability for black market items remain unchanged.

## GEAR

### FARCALLER

Communicating at a distance can be achieved by scrying pools, arcane devices and specific spells. However, mystical energy and geographic oddities make such communication unreliable at best.

Rarity Modifier	Circumstances
-2	Capital cities
-1	Large cities in established kingdoms
-1	Port and trade towns
+0	Prosperous towns
+0	Civilized regions
+1	Smaller ports and trade towns
+1	Recently settled towns, out of the way towns
+2	Small villages
+2	Frontier habitations
+3	Uncharted realms
+4	Inhospitable climates or active battle sites

## POISONS

Given the sheer variety of beings and fauna in Osfilia, a huge number of drugs and poisons can be found. These can easily be adapted from the core rulebooks.

## SCRYING DEVICES

Many arcane devices have been created in an attempt to identify and categorize the world of Osfilia, from small rudimentary tools to sophisticated equipment.

## MYSTICAL TRACKER

Small and relatively difficult to detect, trackers may be placed on beings or ships in order to track them. This can be done via arcane or magical means.

## HEALING WATERS

Ancient pools of healing water have been known to aid heroes in recovering from the most grievous wounds. These waters are now cultivated and sold in large batches for more well to do kingdoms and mercenarys.

## EMERGENCY HEALERS KIT

Common in small town garrisons and aboard most ships, an emergency healers kit has basic supplies to heal others, including bandages and dressings. This allows characters to use Medicine to heal others without penalty.

## HEALERS KIT

A more advanced and comprehensive version of the Emergency Healers Kit, this allows a character to use the Medicine skill without penalty and in addition grants ■ to all Medicine skill checks.

## POTION OF HEALING

Small, single-use potions that can be drunk, splashed or smashed for immediate healing. Follows standard stimpack rules. (5 wounds, 4 wounds, etc.)

## DISGUISE KIT

Magically enhanced disguise kit, melding standard makeup and prosthetics with complex magic, allowing characters to assume the identity and even race of another being.

## LOCKPICK KIT

Small, powerful devices that are charged with Arcane energy, a lockpick kit can help a character break into almost anything.

## HANDCUFFS

Simple restraints used to keep prisoners subdued, they can be magically enhanced, requiring a **Daunting** (◆◆◆◆) **Athletics** or **Coordination** check to escape.

## RESTRAINING LOCKET

Restraining lockets are to Golems what handcuffs are to sentient creatures. Using arcane energy, restraining lockets restrict Golems actions, requiring a **Daunting** (◆◆◆◆) **Discipline** check to shake off the effects.

## HEALING MELD

Used to perform temporary emergency repairs to keep machinery running, Healing Melds can also be used by Golems similarly to Healing Potions, which heals 3 wounds and can be used up to five times in a single day.

## WOOD OF BREATH

Designed to allow sentient races to breathe in dangerous atmospheres, as well as underwater, these magically enchanted tools are relatively easy to find.

## BELT OF UTILITY

Often worn in conjunction with belts and holsters, these belts are used to house common items for Adventurers in the field. Increases encumbrance threshold by 1.

## ENCHANTED CLOAK

Also known as a 'cloak of invisibility', these extremely rare fabrics meld a wearer with their background, requiring a **Formidable** (◆◆◆◆◆) check to see through.

## BACKPACK

Incredibly useful and coming in a huge assortment of styles and sizes, backpacks are a necessity for the average adventurer. Increase the wearer's encumbrance threshold by 4.

## CLIMBING GEAR

Providing an assortment of tools used to scale and abseil steep or sheer surfaces, the type of gear changes depending on technique and region.

## TOOL KIT

A standard requirement for anyone hoping to affect repairs or modifications to ships or golems, a tool kit can have a wide variety of tools.

## CLOAK OF WARMTH/COOLING

Extremely versatile cloaks, either sewn from beasts of specific regions or imbued with magical energy, these cloaks can provide protection from extreme heat and extreme cold, removing up to ■■ from any checks made to handle extreme heat or cold.

## EYES OF FARSEEING

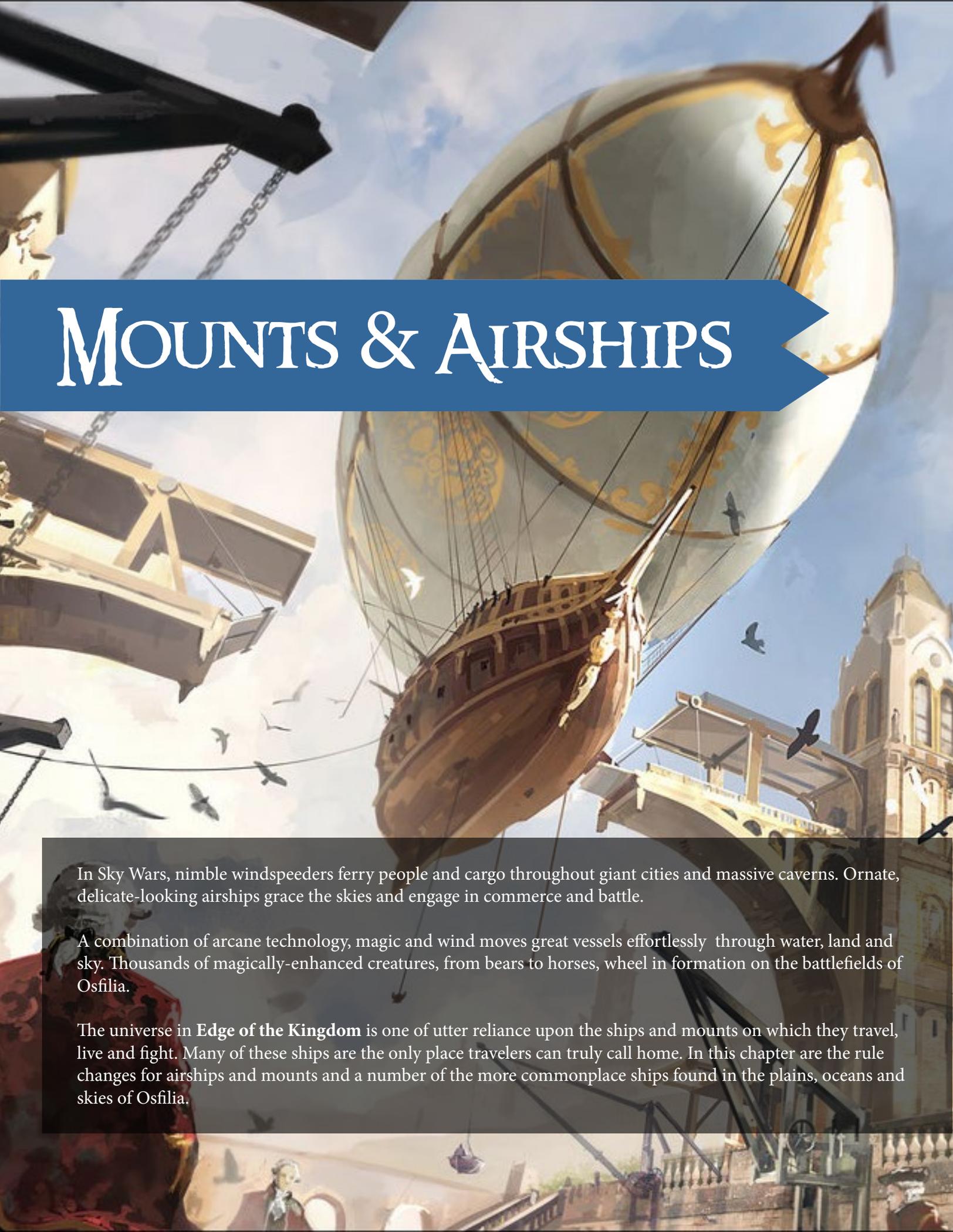
Typically made from the skull bones of large birds or mammals, Eyes of Farseeing are design to magnify vision at distances or allow users to see in low light conditions, depending on the arcana involved.

## ROD OF LIGHT

Rods of Light are small, directional handheld light sources imbued with Arcane energy, that are more reliable than torches or lamps. They project a beam of bright light and can illuminate objects at a reasonable range.

## GEAR AND EQUIPMENT

Item	Price	Encum	Rarity
Farcaller	25	0	1
Poisons	Varies	Varies	Varies
Scrying Devices	75	0	3
Mystical Tracker	150 (R)	0	4
Healing Waters (Tank)	1,000	12	1
Emergency Healers Kit	60	1	1
Healers Kit	80	2	2
Potion of Healing	25	0	1
Disguise Kit	75	2	4
Lockpick Kit	200 (R)	1	5
Handcuffs	15	0	0
Restraining Locket	25	0	0
Healing Meld	30	0	1
Wood of Breath	20	1	1
Belt of Utility	25	-	0
Enchanted Cloak	3,000 (R)	2	9
Cloak of Warmth/Cooling	150	2	1
Backpack	50	0	0
Climbing Gear	50	1	2
Tool Kit	300	4	2
Eyes of Farseeing	200	1	2
Rod of Light	10	1	0



# MOUNTS & AIRSHIPS

In *Sky Wars*, nimble windspeeders ferry people and cargo throughout giant cities and massive caverns. Ornate, delicate-looking airships grace the skies and engage in commerce and battle.

A combination of arcane technology, magic and wind moves great vessels effortlessly through water, land and sky. Thousands of magically-enhanced creatures, from bears to horses, wheel in formation on the battlefields of Osflia.

The universe in *Edge of the Kingdom* is one of utter reliance upon the ships and mounts on which they travel, live and fight. Many of these ships are the only place travelers can truly call home. In this chapter are the rule changes for airships and mounts and a number of the more commonplace ships found in the plains, oceans and skies of Osflia.

# MOUNT & AIRSHIP ADDITIONS

All airship and mount stats and rules for System Strain Threshold, Hull Trauma Threshold, Handling, etc. all remain the same as found in the core rulebooks from Edge of the Empire (page. 223), Age of Rebellion (page 240) and Force and Destiny (page 229). All other major changes are for the most part narrative and have to do with the technology used. All maneuvers such as accelerate/decelerate, fly/drive remain the same with the addition of 'ride' for mounts.



A number of Mounts can be found on page 113.

## AIRSHIP SYSTEMS

### SUBLIGHT ENGINES

Arcane, crystal energy, steam or wind-powered engines power airships, sailing ships and underwater vehicles.

### NAVICOMPUTER

**Arcane Navigation:** From traditional compasses, maps and charts, through to navigation golems, Arcane devices and spellcrafting, airships in Osfilia have many ways of identifying their location and travel routes.

### ESCAPE PODS

Escape pods may still exist as small, arcane powered pods, small lifeboats with single use slow fall or protection spells, personal use lifewings that allow a user to slow their descent or even emergency slow fall potions.

### SENSORS

**Sensing:** With arcane devices, specialized spellcrafting and magical/spiritual abilities, not to mention telescopes and other mechanical devices, airships have many tools for 'Sensing' other crafts and large creatures.

### HYPERDRIVES

Hyperdrives do not exist in Sky Wars as the majority of travel is done at planetary scale.

### COMMS

Communication spells, tiny portals for audio and visual conversations and arcane-powered mechanical devices allow users to converse with each other across long distances, though due to the amount of mystical energy that exists in Osfilia such communication methods are unreliable at best.

### TRANSPONDER

An airship's name, flags, sails, and ship type are all sailors have to identify each other in the skies of Osfilia. While faking another nation's or faction's colors is relatively simple, the consequences for running false flags is dire - any ships discovered to be running the wrong colors are assumed to be pirates.

### SHIELDS

**Arcane Shields:** Due to the incredibly difficult task of keeping an airship aloft for any amount of time, arcane shields are used to protect against the elements and to defend against incoming magical and physical attacks.

# AIRSHIP COMBAT

Airship and vehicle weapons range from the light arcane blasters found on skycycles to the massive lightning cannons on the flanks of a massive Sky Destroyer.

However, in **Edge of the Kingdom**, every ship or vehicle-class weapon shares a number of common characteristics. These weapons are almost identical to those found in the core rulebooks from *Edge of the Empire* (page 226), *Age of Rebellion* (page 240) and *Force and Destiny* (page 234).

## BLASTERS

**Arcane blaster:** Firing tightly focused beams of arcane energy, these magically powered weapons are the most common ship-based offensive systems. The color of the blasts change based on the crystals used to focus the arcane energy.

## ION WEAPONS

**Ice cannon:** Most effective at short range, this weapon fires sheets of ice at an opponent, freezing critical systems like engines and sails or the wings of flying creatures. Designed to disable and incapacitate rather than destroy, this weapon is ideal for taking a vessel intact and its crew alive.

## AIRSHIP WEAPONS

Name	Dam	Crit	Range	Special
Auto Arcane Blaster	3	5	Close	Auto-fire
Arcane Blaster Cannon (Light)	4	4	Close	
Arcane Blaster Cannon (Heavy)	5	4	Close	
Arcane Concussion Rounds	6	3	Short	Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow-Firing 1
Ice Cannon (Light)	5	4	Close	Ion
Ice Cannon (Medium)	6	4	Short	Ion
Ice Cannon (Heavy)	7	4	Medium	Ion, Slow-Firing 1
Lightning Cannon (Light)	5	3	Close	
Lightning Cannon (Medium)	6	3	Close	
Lightning Cannon (Heavy)	6	3	Short	
Fireball Launcher	8	2	Short	Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow-Firing 1
Quad Bolt Cannon	5	3	Close	Accurate 1, Linked 3
Grappling Hook (Light)	-	-	Close	Tractor 2
Grappling Hook (Medium)	-	-	Short	Tractor 4

## AUTO BLASTER

**Auto Arcane Blaster:** A rapid firing version of the arcane blaster, this weapon requires a large amount of energy but has an extremely high rate of fire.

## LASER CANNON

**Lightning cannon:** Able to focus and fire charged bolts of lightning, these cannons are extremely destructive and dangerous. If a ship takes a critical hit while these weapons are charging, the results could be disastrous.

## QUAD LASER CANNON

**Quad bolt cannon:** A fast firing, less accurate version of the lightning cannon, this weapon cycles through dozens of smaller lightning bolts, rather than firing off a single large blast. Designed primarily as an anti-skyfighter weapon, it can still do considerable damage to more armored targets.

## TRACTOR BEAM

**Grappling Hooks:** Whether thrown by hand or launched by a powered device, grappling hooks remain the most effective way to ensnare ships.

## TORPEDOS

Magically powered fireballs and small missiles with arcane explosive charges can be launched from many airships to devastating effect.

# AIRSHIP PROFILES

## WINDSPEEDER

Developed before the sky wars, windspeeders evolved quickly to support the growing amount of civilian and military air traffic. Depending on the model and where it was built, they can be air, steam, magic or crystal powered, or a mix of any of them. Used primarily to transport passengers or light cargo, windspeeders are very rarely armed or armored.



**Maximum Altitude:** 50 kilometers

**Sensing Range:** Short

**Crew:** One pilot

**Encumbrance Capacity:** 10-30

**Cost/Rarity:** 1,000 gold [R]/3

**Passengers:** 1-6

## SKYCYCLE

Built for speed, the skycycle is a bit of a misnomer as it hovers only a few meters above the ground. Mostly used for scouting and messenger delivery, the power constraints on the skycycle requires regular charging stations along its route. Though much faster and more maneuverable than horses and most traditional travel, the difficulty of long term travel makes them somewhat limited in use.



**Maximum altitude:** 25 meters

**Sensing Range:** Short

**Crew:** One pilot

**Encumbrance**

**Capacity:** 5

**Cost/Rarity:**

600 gold [R]/4

**Passengers:**

1-2

## "FLY" GLIDER

Small, nimble and incredibly delicate, the "FLY" Glider was the mainstay aircraft of the Storm King's forces. As trained flying creatures are incredibly expensive and dragons rare, the FLY provided necessary air support during the war.

Little more than wings and arcane weaponry strapped to an engine, the FLY Gliders were designed to overwhelm an enemy with sheer numbers. Often piloted by disposable Goblins or Orcs, the casualty rate for FLY Glider pilots was incredibly high.



**Sensing Range:** Short

**Crew:** One pilot, one co-pilot

**Encumbrance Capacity:** 5

**Cost/Rarity:** 1,400 gold [R]/5

**Passengers:** 1-2

**Customization Hard Points:** 1

**Weapons:** Forward-mounted medium lightning cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).



## FIREFLY AIR PATROL CRAFT

As air pirates began roaming the skies with impunity, airship inventors began designing a craft that could track and pursue over long distances and take on most small ships in a firefight. With powerful arcane engines that take up most of the ships internal space, the Firefly air patrol craft has a unique control deck and several prisoner holding cells built in. Designed around combat and speed, the Firefly is lacking in most creature comforts. Armed with the latest in arcane weaponry and spells, this air patrol craft is a unique and powerful ship.

<b>4</b> SILHOUETTE	<b>4</b> SPEED	<b>0</b> HANDLING	DEF FORE/PORT/STARBOARD/AFT <b>1</b> - - <b>1</b>	ARMOR <b>4</b>
			HT THRESHOLD <b>15</b>	SS THRESHOLD <b>14</b>

**Sensing Range:** Short

**Crew:** One pilot, two guards

**Encumbrance Capacity:** 40

**Cost/Rarity:** 5,000 gold [R]/6

**Passengers:** 6 [prisoners]

**Customization Hard Points:** 4

**Weapons:** Forward Mounted Auto-Arcane Blasters (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-Fire), Forward Mounted Light Grappling Hook Launcher (Fire Arc Forward; Damage —; Critical —; Range [Close]; Tractor 2).

## DRAGON-WING (D-WING)

A late arrival to the sky wars, the Dragon-Wing (or D-Wing as it is more colloquially known) began a major turning point in the war. A combination of Gnomish engineering, Dwarven crafting and elven design, the D-Wing is the Allied forces main skyfighter. Powerful and relatively easy to fly, it is powered by arcane crystals for maneuvering, which are then charged once the ship encounters air resistance. With careful flight usage, the D-Wing can stay aloft for many hours. The D-Wing saw numerous uses throughout the latter half of the war, from escort and scouting missions, large scale ship attacks and even air combat with the Storm King's air forces and dragons.

<b>3</b> SILHOUETTE	<b>5</b> SPEED	<b>1</b> HANDLING	DEF FORE/PORT/STARBOARD/AFT <b>1</b> - - <b>1</b>	ARMOR <b>3</b>
			HT THRESHOLD <b>10</b>	SS THRESHOLD <b>10</b>

**Sensing Range:** Short

**Crew:** One pilot, one co-pilot

**Encumbrance Capacity:** 10

**Cost/Rarity:** 3,000 gold [R]/4

**Passengers:** 1-2

**Customization Hard Points:** 1

**Weapons:** Wing-tip-mounted medium lightning cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3). Forward-mounted fireball launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 6, Linked 1, Slow-Firing 1).





## MAKROR LONG RANGE TRANSPORT

Among the more affluent and traditional nations, the Makror Long Range Transport is often seen at military installations and ports. A medium sized shuttle, the Makror class shuttle is reliable and sturdy, designed to haul troops and cargo, with the ability to change its configuration into troop carriers, heavy cargo shuttles and even luxury vessels.

With a heavily armored hull and decent engines, the Makror is lightly armed, preferring to rely on sky-fighter escorts or pilot skill to run from trouble.

4	3	0	DEF FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	2	-	-	1	4
			HT THRESHOLD		SS THRESHOLD		
			25		15		

**Sensing Range:** Short

**Crew:** One pilot, one co-pilot, one navigator, one engineer

**Encumbrance Capacity:** 200 (Without passengers)

**Cost/Rarity:** 9,000 gold [R]/6

**Passengers:** 15

**Customization Hard Points:** 2

**Weapons:** Forward Light Arcane Blaster Cannons (2) (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1), Forward Twin Light Lightning Cannons (2) (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1), Aft Retractable Twin Light Arcane Blaster Cannon (Fire Arc Aft; Damage 4; Critical 4; Range [Close]; Linked 1).

## CLOUD CORVETTE

One of the larger mass-produced airships, the cloud corvette is a highly versatile light frigate. As with many airships, the cloud corvette can be outfitted for many uses, making it popular with militaries, merchants and pirates, often acting as a mobile base of operations. The cloud corvette is designed to be a fast midrange ship, with enough armor to withstand a firefight and enough weaponry to fight back during one. The corvette can be modified for carrying cargo, troops or as a powerful escort ship. Relatively simple to manufacture and repair, the cloud corvette saw a great deal of use during the sky wars, providing air support to skyfighters and ground troops alike.

5	3	-1	DEF FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	2	1	1	2	5
			HT THRESHOLD		SS THRESHOLD		
			50		25		

**Sensing Range:** Long

**Crew:** 20-60 depending on configuration.

**Encumbrance Capacity:** 1,800 depending on use.

**Cost/Rarity:** 45,000 gold [R]/5

**Passengers:** Up to 200

**Customization Hard Points:** 4

**Weapons:** Dorsal and Ventral Turret Mounted Twin Medium Arcane Blaster Batteries (Fire Arc All; Damage 10; Critical 5; Range [Long]; Breach 3, Linked 1, Slow-firing 1), Two Port and Two Starboard Turret Mounted Light Arcane Cannons (Fire Arc Port or Starboard; Damage 9; Critical 3; Range (Medium); Breach 2, Slow Firing 1).

## ZU-1400 LIGHT FREIGHTER

One of the most common light freighters in the skies of Osfilia, the ZU-1400 is the culmination of dozens of years of gnomish engineering. Thanks to a frustrated gnome scientist who leaked the plans and helped a number of races build nearly identical versions of the ZU, there are innumerable variations of this ship currently flying. Easily modifiable, no two ZU's are the same, though they all follow the same rough specifications. Fast, maneuverable for its size, the ZU has a reputation for being able to take an enormous beating while still staying airborne. With a fairly generous cargo hold and standard arcane weapon systems, the ZU-1400 is a favorite amongst merchants, adventurers and smugglers.



## SKYWIND PLEASURE YACHT

Rare and extremely expensive, the Skywind pleasure yacht is the most luxurious and decadent mode of travel in Osfilia. Built from ancient hand-carved wood by master elven woodcarvers, each Skywind is completely unique in style, color and design.

Decisions around the type of engines powering it, to the sails, decking and chairs are all unique to each ship. Some say the magically-hardened pelts and other various parts from mystical creatures are used in the construction of some Skywinds.

Only the richest and most powerful kings, warlords and sorcerers can even hope to afford these luxurious vessels. Typically used as pleasure barges, thanks to their custom-built designs they can be crafted for almost any purpose.

<b>4</b>	<b>3</b>	<b>-1</b>	DEF	FORE	PORT	STARBOARD	AFT	<b>3</b>
SILHOUETTE	SPEED	HANDLING	1	.	.	1	ARMOR	
			HT THRESHOLD				SS THRESHOLD	
			22				15	

**Sensing Range:** Short

**Crew:** One pilot, one co-pilot/engineer

**Encumbrance Capacity:** 165

**Cost/Rarity:** 7,000 gold [R]/4

**Passengers:** 6

**Customization Hard Points:** 6

**Weapons:** One Dorsal and One Ventral Turret Mounted Medium Lightning Cannon (Fire Arc All; Damage 6; Critical 3; Range: (Close))

**Sensing Range:** Medium

**Crew:** One pilot, one co-pilot, one engineer, one gunner

**Encumbrance Capacity:** 85

**Cost/Rarity:** 14,000 gold [R]/6

**Passengers:** 10

**Customization Hard Points:** 2

**Weapons:** One Dorsal and One Ventral Turret Mounted Medium Lightning Cannon (Fire Arc All; Damage 6; Critical 3; Range: (Close))





“That’s no mountain. It’s a dragon.”

- Oben Rinlosi, High Priest

## SKY DESTROYER

Secretly manufactured inside hidden mountain and cavern facilities, the Storm King’s Sky Destroyers were a common sight during the sky wars. While the Storm King’s dragons spread his legend and fear throughout the kingdoms of Osfilia, in reality they were often used in very specific situations to soften up targets and sow discord and desertion among the Allied troops. It was the Sky Destroyers, massive vessels crewed by hundreds of naval officers, mages and engineers, that were involved in the majority of heavy combat and support. Heavily armored and well armed with the latest in arcane weaponry, the Sky Destroyers also served as skyfighter carriers, with each airship carrying a complement of smaller fighters for air support and scouting.

7	3	-1	DEF FORE/PORT/STARBOARD/AFT				ARMOR	
SILHOUETTE	SPEED	HANDLING	3	2	2	2	6	
			HT THRESHOLD				SS THRESHOLD	
			85				55	

**Sensing Range:** Long

**Crew:** 300-500 officers, pilots and enlisted crew

**Skyfighter Complement:** 12 skyfighters

**Encumbrance Capacity:** 4,500

**Cost/Rarity:** 100,000 gold [R]/8

**Passengers:** Up to 60

**Weapons:** Five dorsal, five ventral, four port, four starboard, and two aft turret-mounted quad Arcane cannons (Fire Arc Forward or Port and Forward or Port and Starboard or Aft; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

## THE DEATH SCALE

Dragons come in many sizes, from that of a wagon cart for a young dragon to a large warehouse for one fully grown (page 115). But the Death Scale dwarfs them all.

By mixing ancient and terrible magic during the breeding of the two strongest dragons in the Storm King’s arsenal, the Death Scale is something never before seen in Osfilia. A living, flying fortress, the Death Scale is enormous, easily the size of a small mountain.

With giant caverns half-bred and half-molded inside it, the Death Scale can carry hundreds of troops and dozens of smaller airships and dragons. Partially sentient, the Death Scale requires several bonded pilots who serve as its eyes, ears, and nervous system. It only follow the orders of the Storm King’s captain that commands it.

Armed with hundreds of smaller magical weapon emplacements and a ferocious lightning and fire strike that can melt entire castles to slag, the Death Scale is an army unto itself, designed to cause entire nations to submit simply from at its presence.



# ADVERSARIES

The world of Osfilia is a vast space, with massive nations, feudal regions and wild uncharted places. There is more mystery, magic, creatures and people than any one being can discover and understand in one lifetime. There are uncountable numbers of lords, princes, kings and chiefs, in charge of a huge variety of races and creatures.

With all these cultures and species, conflict is a constant in Osfilia. Despite the relative quiet since the end of the Sky Wars, there are still some regions in open war with each other, and dozens of small skirmishes and blood feuds, not to mention roving bands of thieves. A wide variety of creatures are highly dangerous to travellers and even small towns, providing constant fodder for wandering groups of adventurers.

There are three different levels of opponents that characters will continually encounter in Osfilia, with different levels of threat posed to the average group of warriors and adventurers. Although there is some variety, the broad categories include minions, rivals and nemeses.



## MINIONS

Minions are the most common NPCs encountered in the world of Osfilia. These nameless creatures and villains provide fodder for our heroes to make encounters more interesting. Their only real threat is in greater numbers. Minion groups in *Sky Wars* follow the same rules of Minions in the core *Star Wars* books. They do not suffer strain nor do they have special abilities or spells.

## RIVALS

Rivals are noticeably more dangerous than Minions, being much more similar to the average Player Character with good training and their own Talents, Abilities and Spells. Unlike Rivals in the *Star Wars* core books, Rivals in *Sky Wars* have strain thresholds in order to utilize their expanded abilities and spells.

## NEMESSES

The Nemesis is the polar opposite of the Player Character. Identical to them, they tend to be even more powerful so they can pose a threat to the entire party. With a wide range of talents, abilities and spells at their disposal, the Nemesis should be able to pose a serious threat to most groups of Player Characters. Nemesis suffer strain and wounds normally.

## MOUNTS

While relatively rare, some adversaries may be able to seat riders or passengers. These creatures may have separate Minions, Rivals or Nemeses riding them, or they could be used by a Player Character. Such creatures will have Silhouettes, Speed and Handling but retain their Strain and Wound Thresholds.

# LAW AND ORDER

## RELIGIOUS LEADER [NEMESIS]

Priests, cultists, and other religious leaders are found wherever there are enough people to sustain a church in Osfilia. The base of their power - whether political, economical or magical, comes from their firm belief in a higher power. Most religious leaders get by with magical artifacts they use to cow or tend to their followers, while some have spent years training their skills.



**Skills:** Leadership 3; Charm 2; Discipline 2; Arcana 1; Negotiation 2; Coercion 1; Spirit 3; Vigilance 3; Cool 2

**Talents:** Adversary 2; *Nobody's Fool*: Upgrade difficulty of all Charm, Coercion or Deception checks targeting Religious Leader once.

**Abilities:** *Priest*: Restoration (Range x2, Magnitude x2), Regenerate, Master Healer, Elemental Armor, Empower.

**Equipment:** Wizard Staff [Arcana] Damage 7; Range [Short]; Disorient 2; Accurate 1; Critical 3



## PALADINS AND TEMPLARS [RIVAL]

Strict upholders of the faith, Paladins and Templars are the elite soldiers of religious orders across Osfilia. Trained in both military tactics and demonology, the Paladin is a highly effective warrior against evil and undead forces - though they can also be harsh enforcers of religious doctrine.



**Skills:** Leadership 2, Discipline 2, Riding 1, Coercion 1, Melee 3, Spirit 2, Ranged 2, Cool 2.

**Talents:** Adversary 1.

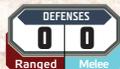
**Abilities:** *Paladin*; Lay on Hands, Healing Hands, Circle of Protection, Zeal (x2), Holy Light

**Equipment:** Blessed Warhammer [Melee]; Damage 9; Defensive 1; Crit 2; ■ Against undead



## HIGH LORD [NEMESIS]

From local mayors to a princess in waiting, there's always someone in charge. Many times this authority comes down from a royal lineage, though sometimes some sort of democratic process is at work. Regardless, if laws are to be passed, criminals judged and bequests granted, these are the people in power.



**Skills:** Charm 3; Negotiation 3; Coercion 2; Deception 2; Leadership 2; Discipline 3; Riding 1; Vigilance 3; Cool 2

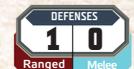
**Talents:** Adversary 2; *Improved Scathing Tirade:* As an action, make an Average (◆◆) Coercion check. Each ✨ inflicts 1 Strain on target in Short Range. Each ☹️ inflicts 1 additional Strain on one affected target. All affected targets suffer ■ to all checks for four rounds. *Nobody's Fool:* Upgrade difficulty of all Charm, Coercion or Deception checks targeting High Lord twice.

**Abilities:** None

**Equipment:** Dagger [Melee]; Damage 5; Critical 3; Pierce 1

## CITY GUARD CAPTAIN [RIVAL]

The captain of a city guard has seen and heard it all - and is buying none of it. Anyone who has not only survived the darkest streets of large cities, but risen to become first amongst its guards is no easy target. With deep knowledge and relationships with the criminal organizations that infest every city, a good captain of the guard will ensure an uneasy truce exists. A bad one will pad his pockets while innocents suffer.



**Skills:** Leadership 2; Discipline 3; Riding 1; Coercion 2; Melee 2; Ranged 2; Vigilance 2

**Talents:** Adversary 1; *Stand Fast:* Any City Guards within medium range of the Captain's presence gain +1 Soak and deal +2 damage on combat checks.

**Abilities:** *Knight:* Shield Wall; Jolt; Extended Shield; Rushing Defense; Shield Bash (x2)

**Equipment:** Steel Longsword [Melee]; Damage 7; Defensive 1; Crit 3, Throwing knives [Ranged]; Damage 4; Range [Short]; Pierce 1.

## CITY GUARDS [MINION]

Any number of factors can color an encounter with a city guard - size of the town, how well paid they are, the influence of the local Lord, Mayor, local gangs and their own captain. Guards in large, orderly cities can be well trained, equipped and experienced - closer to special police or soldiers, where more out of the way or seedy towns can have half drunk, dangerous thugs on the take. Regardless, city guards are tough, burly brawlers ready to lay down the law, whatever it is.



**Skills:** Coercion 2; Deceit 2; Leadership 1; Discipline 2; Vigilance 1

**Equipment:** Pike [Melee]; Damage 7; Pierce 1; Crit 4; Entangle Creatures 2, Light Crossbow [Ranged]; Damage 6; Range [Medium]; Pierce 1.

## MERCHANT [RIVAL]

The average merchant in Osflia can be a blacksmith, Tavern owner, potion seller or any of a thousand businessmen and women. Some are professional salesmen, honoring deals and making their livings through fair trading and reliability. Others are no better than thieves with an inventory, ready to take the slightest opportunity to take advantage of their customers or partners. They all share a sharp eye for a good deal and a silver tongue while negotiating.



**Skills:** Coerce 1; Deceit 4; Leadership 3; Discipline 1; Charm 3; Negotiation 2

**Talents:** Plausible Deniability: Remove ■■ from all Coercion and Deception checks

**Equipment:** Dagger [Melee]; Damage 5; Pierce 1



## BATTLE MAGE [RIVAL]

Spellcasters often rent their services to others to pay for the incredibly costly materials and training they require to hone their craft. While the mages guilds frown upon sorcerers and wizards who provide aid to less savory individuals, there are no hard and fast rules. As such, more than one mage has found themselves employed by criminal groups, bounty hunters, local magistrates and even air pirates. With a mixture of useful spells and abilities, an experienced Battle Mage can be a one-man army - until their magic runs dry. Which is why most combat mages will partner with one or more men-at-arms or rangers as support.



**Skills:** Coercion 2; Deceit 2; Charm 1; Negotiation 2; Discipline 3; Arcana 2; Magic 3; Vigilance 2

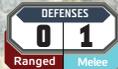
**Talents:** Adversary 1

**Abilities:** *Sorcerer:* Mage Armor; Fire Shield; Slow; Counterspell; *Warlock:* Teleport; Phantom Blades; Fearsome Demeanor; *Wizard:* Static Charge; Bolt; Lightning

**Equipment:** Wizard Wand [Arcana]; Damage 7; Crit 3; Disorient 2; Accurate 1

## ROYAL BOUNTY HUNTER [RIVAL]

While the 'royal' part may be more nickname than proper title, the 'Bounty Hunter' aspect holds true if they are part of an official guild. Trained hunters, trackers and fighters, bounty hunters serve for years as apprentices before becoming fully fledged hunters. With a reputation for bringing their mark back alive, more notorious hunters are known to always go for the kill if it's part of a bounty. More than one mark has arrived in a sack, disintegrated by a spell; though proving their identity can be a challenge.



**Skills:** Discipline 2; Deceit 2; Perception 2; Negotiation 2; Stealth 2; Melee 3; Ranged 2; Vigilance 1

**Talents:** Adversary 1;

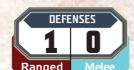
**Abilities:** *Thief:* Master Thief, Sneak Attack, Backstab, Blackjack, Fight Another Day, Hamstring

**Equipment:** Broadsword [Melee]; Damage 9; Crit 4; Defensive 1; Accurate 1, Crossbow [Ranged]; 2H; Range [Long]; Damage 7; Crit 4; Preparation 1; Pierce 3; Accurate 1



## WANDERING RANGER [RIVAL]

While most rangers are found in the glades and forests of their homelands, wandering rangers are prone to explore far and wide in an attempt to discover new lands and creatures. Sworn to defend the majesty of nature and prevent the unnecessary killing of innocent creatures, Rangers enforce their own sacred laws. This presents problems as their disdain for national borders has caused more one clash with local hunters and law enforcement. Those that cross them do so warily - a talented ranger is swift with both bow and blade.



**Skills:** Discipline 2; Survival 3; Resilience 2; Navigation 2; Melee 2; Ranged 3; Spirit 2; Vigilance 1

**Talents:** Adversary 1; *Dodge:* May spend 2 strain to upgrade incoming combat difficulty twice

**Abilities:** *Ranger:* Zen Archery; Multiple Shots x2; Pincushion; Camouflage

**Equipment:** Elven Longbow [Ranged]; 2H; Damage 7; Accurate 1; Range [Long]; Crit 2; Pierce 2, Bastard Sword [Melee]; Damage 6; Crit 2; Pierce 1

# UNDERWORLD

## PIRATE KING [NEMESIS]

The king of all pirates is the most democratically elected official in all of Osfilia. Selected by a consortium of pirate captains who serve at the behest of their crews, the mandate of the pirate king is this: keep the skies free. Leader of the Sky Palace, the hidden city floating in the air that serves as the port of call for most pirates operating in the skies, the pirate king holds the unenviable position of keeping dozens of pirate factions at bay, while keeping their city secret from any government or Lord who wishes them harm.



**Skills:** Leadership 2; Discipline 3; Deceit 3; Perception 2; Charm 3; Negotiation 3; Melee 2; Ranged 3; Vigilance 2

**Talents:** Adversary 3; Durable 2 (Subtract 20 from Critical Injury rolls made against the Pirate King); Intimidating 2 (May suffer up to 2 strain to downgrade the difficulty of a Coercion check a number of times equal to the strain suffered and may upgrade the difficulty of opponent's check an equal number of times if targeted). *Natural Negotiator:* once per session may reroll any one Cool or Negotiation check.

**Abilities:** *Air Pirate:* Access to all Air Pirate abilities

**Equipment:** Nightblade rapier [Melee]; Damage 9; Crit 2; Defensive 1; Accurate 1; Pierce 2, Repeating Crossbow [Ranged]; Damage 9; Crit 3; 2H; Long Range; Cumbersome 3, Accurate 1, Linked 2

## PIRATE CAPTAIN [RIVAL]

Most pirate captains are chosen by their crews and keep their authority through making that crew happy. This typically involves a steady stream of looted treasure, stolen arms and armor and illicit magical items - not to mention the occasional visit to less savory ports.

Pirate captains are voted in for their leadership, fighting ability and keen sense for opportunity and danger. No one knows the skies of Osfilia quite like a pirate captain.



**Skills:** Leadership 2; Discipline 2; Deceit 2; Charm 2; Negotiation 2; Melee 3; Ranged 2; Cool 2

**Talents:** Adversary 2; *Knockdown:* May spend ☠ to knock target prone with successful Melee attack. *Shouted Orders:* May spend Maneuver giving orders to allies in Medium range, granting ■■ to their next check.

**Abilities:** *Thief:* Sneak Attack; Blackjack; Escapist; Hamstring

**Equipment:** Saber [Melee]; Damage 8; Crit 3; Defensive 1, Light Crossbow [Ranged]; Damage 6; Crit 3; Medium Range; Pierce 1

## PIRATE CREW [MINION]

As a pirate, no one cares who you were or where you came from. The only things that matter to their crewmates and captain are the ability to work the sails, pick up a blade when called upon and keep a secret. Experienced pirates may claim to be in it only for the loot, but the reality is very few can give up the freedom of the open skies. Not to mention the danger and excitement of boarding ships with hundreds of feet of empty air between them and the ground.



**Skills:** Coerce 1; Deceit 1; Melee 1; Discipline 1; Charm 1; Ranged 1; Cool 2;

**Equipment:** Club [Melee]; Damage 5; 1H; ST +2; Disorient 2, Light Crossbow [Ranged]; Damage 6; Crit 4; Medium Range; Pierce 1

## NECROMANCER [NEMESIS]

A Warlock of great power fallen completely into darkness, the Necromancer uses his powers to animate and raise the dead in service to his unholy gods. Utterly without mercy, Necromancers summon any creature or person that will serve their needs. The problems with Necromancers are compounded by the fact that their horrific animations do not die or decompose, even after the death of the mage. If left undisturbed, Undead minions will guard their post for millenia.



**Skills:** Leadership 3, Deception 2, Melee 2, Ranged 1, Arcana 2; Magic 3; Perception 2

**Talents:** Adversary 2

**Abilities:** *Warlock:* Swarm; Monster; Phantom Blades; Teleport; Animate Dead; Command Dead; Fearsome Demeanor; False Life; Dominate Person; Death Touch

**Equipment:** Staff of Summoning [Arcana]; Damage 9; Crit 3; Disorient 2; Knockdown 1; Once per round, may cast 1 summon spell from Warlock tree as a Maneuver at no strain cost.



## UNDEAD ZOMBIES [MINION]

Zombies and the undead are the byproduct of a Necromancers machinations. Returned to life without a soul, these abominations are violent foot soldiers used by the thousands during the Sky Wars. Their level of intelligence, memories of their previous life and morals are all dependant on the mage who animated them. With no ambition of their own save the mages will and a thirst for true death, more than one brave opponent has broken down when fighting the bodies of their friends and comrades.



**Skills:** Resilience 2; Deceit 1; Coerce 1; Melee 1;

**Equipment:** Hand axe [Melee]; Damage 6; Crit 3; Vicious 1;

## SKELETONS [MINION]

Once they were people, or even the Undead with some semblance of intelligence. Now they are unholy automatons, bones knit together with dark magic to attack the living. Best used as simple guards or shock troops, skeletons can fight and march until they are destroyed. While they cannot be reasoned with, skeletons are relatively easy to trick, leaving them vulnerable to basic tactics and ambushes.



**Skills:** Coerce 2; Deceit 1; Discipline 2; Melee 2; Ranged 1

**Equipment:** Shortsword [Melee]; Damage 5; Crit 3; Defensive 1, Short Bow [Ranged]; Damage 5; Crit 2; Range [Medium]; Pierce 1, Wooden shield (Defensive 1)

# WILD CREATURES & MOUNTS

## GRYPHON [RIVAL]

Whether in flight or while running, leaping or climbing the mountain peaks and forests that they call home, gryphons are majestic creatures. Fairly common in most regions of Osfilia, gryphons prefer heavily forested regions with rocky outcrops for their nests. Fearsome hunters, with beaks and claws that can strip chainmail, gryphons raise small broods and tend to avoid people as much as possible. Wary of people, young gryphons can be tamed and ridden, and when a bond is formed it can be incredibly strong.



**Skills:** Melee 3; Coordination 2; Athletics 2; Perception 2; Vigilance 1

**Talents:** *Flight*; Passengers [2]

**Equipment:** Claws [Melee]; Damage 8; Crit 3; Ensnare 2

## CENTAUR [RIVAL]

Seen running over the plains of Osfilia, centaurs are often mistaken for herds of horses from a distance. Shunning regional borders and laws, centaurs are warring nomadic tribes who avoid contact with other races. With a deep sense of honor and tradition, centaurs who are treated respectfully and politely will tend to do the same when approached. However their wariness can quickly turn to violence if they feel they are being tricked or threatened.



**Skills:** Athletics 1; Melee 2; Ranged 1; Resilience 1; Survival 1; Discipline 2; Vigilance 1

**Equipment:** Spear [Melee]; Damage 7; Crit 3; 2H; Pierce 2 Range [Short], Horse Bow [Ranged]; Damage 6; Crit 2; Range [Medium]; Pierce 1

## BASILISK [RIVAL]

Cousin to dragons, basilisks are typically larger than young dragons but do not grow to the size of an adult dragon. Basilisks are wilder and less intelligent than dragons as well, hunting mostly easy prey from their nests in canyons and crevices. They can still be incredibly dangerous when cornered, and their preferred hunting method is to use their stone gaze to stun their prey and then their lightning breath to kill and cook it. Many myths have come from basilisks, however their gaze is a magical hypnosis, rather than actually turning people to stone.



**Skills:** Athletics 1; Melee 3; Ranged 2; Coordination 1; Vigilance 2; Perception 1

**Talents:** *Flight*; Passengers [2]; Adversary 2

**Abilities:** *Stone Gaze*: On a successful Ranged attack at short range, target suffers knockdown 1

**Equipment:** Fangs [Melee]; Damage 7; Crit 3; Pierce 1; Sunder 1, *Lightning Breath*: Bolt [Ranged]; Damage 6; Disorient 2; Accurate 1

## ELEMENTAL [RIVAL]

Beings of light, fire, air and water, elementals can be found in the least expected places. While they can be summoned by mages, they are their own species with unknown motivations and passions. More than one wizard has summoned an elemental believing it to be his creation, only to have the creature turn on him. Built out of the nearby elements, they can be extremely powerful and dangerous, though not all are violent. There are stories of kind water elementals bringing stranded ships to shore.



**Skills:** Melee 2; Coordination 1; Perception 1; Magic 4; Vigilance 2; Cool 1

**Talents:** Adversary 1

**Abilities:** *Elemental*: Choose 1 tree from either Ice, Fire or Lightning spells depending on Elemental.

## GIANT [RIVAL]

Towering over almost all other sentient species, Giants can grow to over 30 feet in height, though the average giant is slightly over 20. Thankfully giants have difficulty mating and giving birth, otherwise they would have overrun Osfilia ages ago. While fairly intelligent, they are distrustful of most races due to being enslaved in service to both sides during the Sky Wars. Most giants prefer to live solitary lives, though sometimes they will form groups of 5-6.



**Skills:** Coerce 1; Discipline 2; Resilience 2; Negotiation 1; Melee 3; Cool 2

**Talents:** Adversary 1; *Huge Swing*: May spend ☹☹☹ on a successful melee attack to hit a second Engaged target, dealing the same damage as dealt to the original target.

**Silhouette:** 3

**Equipment:** Tree club [Melee]; Damage 10; Crit 3; Disorient 2; Knockdown 1

## ROCK TROLLS [RIVAL]

Rock trolls live in small family clusters near cliffs, mountain passes and valleys - anywhere they can carve or extend tunnels to live in. Not terribly intelligent, rock trolls are carnivores who will prey on unwary passers-by, whether they are animals or sentient creatures. Enormously strong and able to launch chunks of rock-like cannons, rock trolls are incredibly dangerous, especially in groups. Luckily their lack of intelligence made them unsuitable to recruit for either side during the Sky Wars.



**Skills:** Discipline 2; Resilience 1; Survival 1; Negotiation 1; Melee 2; Ranged 2; Vigilance 1

**Talents:** Adversary 1

**Equipment:** Rock fists [Melee]; Damage 8; Crit 4; Disorient 2, Rock Throwing [Ranged]; Damage 7; Ranged [Medium] Crit 3; Accurate 1; Disorient 1



## GOBLINS [MINION]

Normally fearful and skittish little creatures, this fairly unintelligent race fell under the sway of the Storm King during the Sky Wars. Even after his defeat, they have retained their confidence, learning to attack from a distance and in numbers against less powerful victims.



**Skills:** Athletics 1; Stealth 2; Survival 1; Deceit 1; Melee 1, Ranged 2

**Equipment:** Bolas [Ranged]; Damage 3; Crit 2; SD +2; Esnare 2, Horse Bow [Ranged]; Damage 5; Crit 2; Range [Medium]; Pierce 1, Dagger [Melee]; Damage 4; Pierce 1



**Skills:** Athletics 2; Melee 2; Coordination 1; Vigilance 1; Magic 3

**Talents:** Adversary 1; Flight; Passengers [4]

**Abilities:** *Elemental Breath:* Choose from first 3 ranks of Wizard spells depending on dragon type; Fire, Ice or Lightning

**Equipment:** Fangs [Melee]; Damage 8; Crit 3; Pierce 1; Sunder 2

### DRAGON [NEMESIS]

Millenia ago, packs of dragons roamed the skies, living lives free in the clouds. Over time, a rare few people were able to bond with them and ride them, but capturing and breeding them was impossible - until the Storm King's armies appeared, flying dozens into battle. These near-mythical creatures can grow to enormous sizes, easily carrying a group of riders. With wickedly sharp talons and fangs, a dragon can smash an airship to pieces or rend plate armor. Their magical breath can burn, freeze or poison their prey, making them Osflia's most dangerous hunters. In the sky they are nearly impossible to kill.

### YOUNG DRAGON [RIVAL]

Young dragons are usually solitary creatures, finding their own way in the clouds and mountain peaks they call home. Keen hunters, young dragons feed on any large game they can find - boats, bears, horses and people. With relatively clever animal cunning, more than one young dragon has made a game of attacking passing airships, disabling engines and wings, scavenging on the crashed passengers.

5 BRAWN	4 AGILITY	2 INTELLECT	3 CUNNING	3 WILLPOWER	2 PRESENCE
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4 SILHOUETTE	3 SPEED	0 HANDLING	SOAK VALUE 10	WOUNDS 34 THRESHOLD	STRAIN 22 Threshold
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**Skills:** Athletics 3; Melee 4; Coordination 2; Vigilance 1; Magic 4; Perception 2

**Talents:** Flight; Adversary 2; Passengers [12]

**Abilities:** *Elemental Breath:* Choose from first 5 ranks of Wizard spells depending on dragon type; Fire, Ice or Lightning

**Equipment:** Fangs [Melee]; Damage 10; Crit 3; Pierce 2; Sunder 2

4 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	1 PRESENCE
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3 SILHOUETTE	3 SPEED	+1 HANDLING	SOAK VALUE 6	WOUNDS 18 THRESHOLD	STRAIN 18 Threshold
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# DARK FORCES



## ORC SCOUT [MINION]

Small, wiry, and tough, many Orcs are used as scouts and small bands of harriers - attacking supply lines and causing havoc behind the lines. While not especially powerful, Orc scouts can be dangerous in larger numbers - though once they sense they are losing most Orcs will flee a fight.



**Skills:** Coercion 1; Deception 2; Leadership 1; Discipline 1; Negotiation 1; Melee 2; Ranged 1; Cool 1  
**Equipment:** Shortsword [Melee]; Damage 6; Crit 3; Defensive 1, Short Bow [Ranged]; Damage 6; Crit 2; Range [Medium]; Pierce 1

## ORC WARLEADER [NEMESIS]

Orcs are savage creatures whose lives revolve around constant warfare. Once a powerful nation with many warring clans, they became united under the iron rule of the Storm King. Warleaders were assigned as leaders of each faction and were chosen from the most intelligent and cruel of the clan chiefs. A warleader is a powerful warrior and a devious foe.



**Skills:** Coerce 3; Deceit 3; Leadership 3; Discipline 3; Negotiation 2; Melee 3; Ranged 2; Cool 2;  
**Talents:** Adversary 2; *Lethal Blows*: +20 to critical Injury rolls; *Warleader*: May spend a maneuver giving orders to Orc allies in Medium range, granting ■■ to their next check.

**Abilities:** *Barbarian*: Rage; Ignore Wounds; Refuse to Miss; Fearsome; Charge; Shove;

**Equipment:** Great Axe [Melee]; Damage 10; Crit 4; SD -3; Vicious 3; Disorient 1; Pierce 1

## ORC SHAMAN [RIVAL]

Orcs have learned to harness magical energies, and like anything they learn they immediately put it to use in warfare. Orc shamans utilize a mix of necromancy and elemental magic to bolster their ranks and be as destructive as possible. While not especially well trained, shamans make up for this with a reckless disregard for safety while spellcasting. Orcs on the battlefield will often flee to make room for a shaman as their spells strike wildly.



**Skills:** Coercion 2; Deception 2; Discipline 3; Charm 3; Negotiation 2; Arcana 3; Magic 3; Cool 2

**Abilities:** *Wizard Spells*: Blast of Winter; Freeze; Lightning; Engulf; Fireball; *Warlock Spells*: Monster; Disrupt Undead; Vampiric Touch

**Equipment:** Magus Staff [Arcana]; May cast Bolt of Ice or Lightning Bolt without strain cost. [Melee]; Damage 5; Crit 4; Defensive 1; Disorient 2; Versatile



## DRAGONLING BRUTE [RIVAL]

Dragonlings who showed a particular ferocity and intelligence within moments of their hatching were turned into brutes. These higher ranks of Dragonling are stronger and more intimidating than their lesser brethren. Given command over their underlings, brutes are effective, if straightforward and vicious, leaders.



**Skills:** Athletics 2; Discipline 2; Leadership 3; Melee 2; Ranged 2; Resilience 2; Vigilance 2

**Talents:** Adversary 1; Brutal Direction: May spend a maneuver to direct one minion group at medium range: the group may perform an immediate free maneuver or add ■ to its next check.

**Abilities:** *Knight:* Shield Wall; Human Shield; Jolt; Extended Shield

**Equipment:** Great Sword [Melee]; Damage 9; 2H Crit 3; Vicious 2; Pierce 1, Crossbow [Ranged]; Damage 8; Crit 4; Preparation 1; Pierce 3; Accurate 1

## DRAGONLING [MINION]

Developed in magic laboratories, this bizarre cross breed of dragons and orcs helped the Storm King shore up his ranks. Able to be fully grown and trained only days after hatching, these lizard-like beasts are cunning, fierce warriors - single minded in following the Storm King's will. During the Sky Wars, dragonlings were created by the thousands and were the core of the Storm King's armies. Bred with undying loyalty to their master, these troops kept their allies in check through brutal and efficient means, preventing many from switching sides late in the war.



**Skills:** Coercion 1; Deception 1; Discipline 1; Stealth 2; Negotiation 1; Melee 2; Cool 1;  
**Equipment:** Pike [Melee]; Damage 7; 2H; Crit 4; Pierce 1; Entangle Creatures 2, Dagger [Melee]; Damage 5; Crit 3; Pierce 1

## DRAGONLING MAGE [RIVAL]

Much like the brute, all dragonlings are tested when they are hatched for magical aptitude. Only a few show they have the necessary ability and intelligence - those that do are implanted via spellcraft with a series of standard spells and put through rigorous training. Older dragonling mages will learn new and darker magic as they come upon it in the field, usually stolen from other mages they've killed.



**Skills:** Discipline 2; Resilience 2; Deception 2; Negotiation 1; Ranged 2; Arcana 2; Magic 3

**Abilities:** *Sorcerer Spells:* Slow; Enchant Weapon; Counterspell; Mage Armor, *Wizard Spells:* Bolt of Ice; Wall of Ice; Chain Lightning; Cone of Flames

**Equipment:** Magus Staff [Arcana]; Staff can cast Bolt of Ice or Lightning Bolt without strain cost. [Melee]; Damage 5; Crit 4; Defensive 1; Disorient 2; Versatile



## STORM KING [NEMESIS]

Little is known about the Storm King, save that he arrived from the west with a vast army to start the Sky Wars over 30 years ago. Wielding incredible command over most types of magic and with iron-clad control over a fleet of dragons, the Storm King cut a swathe of terror through numerous nations until the allied forces held them at bay. When the armies of the Storm King and the allied forces led by dragoons clashed in the skies during the final battle, the Storm King was seen to be enveloped in magical energy before disappearing.



**Skills:** Athletics 2; Coercion 4; Discipline 4; Knowledge 3; Resilience 3; Charm 2; Negotiate 3; Perception 3; Deception 4; Magic 4; Arcana 4; Melee 4; Cool 3; Vigilance 3

**Talents:** Adversary 3; *Tempest of Time:* Once per session may remove ■■ or add ■■ to any check. *Lord of Lies:* Any attempts made to Negotiate, Charm or Deceive the Storm King must be upgraded twice. *Zealous Followers:* May spend one maneuver to allow any minion at medium range to perform a free action.

**Abilities:** Full access to all of the *Wizard*, *Warlock* and *Sorcerer* spell trees.

**Equipment:** Crystal Lance [Arcana]; Range [Long]; Damage 12; Crit 3; Pierce 3; Knockdown 1; Accurate 2.

## LORDS OF THUNDER [NEMESIS]

Every army needs generals to lead them and the Storm King's lords of thunder are the terrifying embodiment of his will on the battlefield. Protected by magical armor and wielding powerful weapons and abilities, Thunder Lords lead their armies from the sky. Whether commanding troops on massive airships or leading squads of dragons through the skies, each Thunder Lord brings ruin to their enemies. After the disappearance of the Storm King and the routing of their forces, some thunder lords vanished, while others set themselves up with small fiefdoms throughout Osflia.



**Skills:** Discipline 3; Coercion 3; Leadership 2; Perception 2; Melee 3; Vigilance 3; Spirit 4;

**Talents:** Adversary 2; *Improved Scathing Tirade:* As an action, make an Average Coercion Check. Each ☆ inflicts 1 strain on a target in short range. Each ☹ inflicts 1 additional strain on one affected target. All affected targets suffer ■ to all checks for four rounds.

**Abilities:** *Monk:* Purest Form (x2); Disarm; Fast Reflexes; Leap; Spirit Blast (Range & Magnitude); Flaming Uppercut with 2 years of training.

**Equipment:** Shadowspear [Melee]; Damage 9; Crit 2; Pierce 2; Sunder 3.

## BARON FADER [NEMESIS]

If the lords of thunder are the Storm King's hands, Baron Fader is his right arm. The king's personal enforcer, it is whispered that Baron Fader was once a promising dragoon before falling to the shadows. A powerful warrior, Baron Fader commanded a platoon of storm soldiers that were feared throughout Osflia. Wielding magic and martial prowess in devastating harmony, few opponents could withstand the Baron Fader's assaults. The Baron Fader disappeared at the same time as the Storm King, though rumours persist that he is quietly raising an army for the day the Storm King returns.



**Skills:** Coercion 3; Deception 3; Leadership 3; Discipline 3; Riding 3; Perception 2; Negotiate 2; Magic 4; Melee 4; Vigilance 2; Cool 2

**Talents:** Adversary 2; *Shadow Command:* May spend a maneuver to direct one minion group at medium range: the group may perform an immediate free maneuver or add ■■ to its next check.

**Abilities:** *Blademaster:* Dance of Death (Calm Breathing/Perfect Focus/Magnitude 2); Challenge; Cornered; Close the Distance, *Wizard Spells:* Lightning, Chain Lightning, Ball Lightning

**Equipment:** Sword of Light [Melee]; Damage 8; Crit 3; Breach 1; Defensive 1; Sunder 1

## STORM SOLDIER SCOUTS [MINION]

Harriers and spies, the scouts of the storm soldiers often pilot or ride small sky cycles or fast creatures. While trained in combat, scouts are typically under orders to flee the battle and report on any intelligence gathered.



**Skills:** Piloting 2; Riding 2; Survival 2; Perception 3; Melee 1; Ranged 2; Vigilance 1

**Equipment:** Shortsword [Melee]; Damage 5; Crit 3; Defensive 1, Longbow [Ranged]; Damage 6; Accurate 1; Pierce 1; Long Range



## STORM GUARD [RIVAL]

Many of the storm soldiers were given special education in infiltration, magic combat, air warfare and more. Considered the deadliest of the Storm King's servants, these crimson-robed warriors had a reputation for being masters of magical warfare. Their unwavering loyalty to the Storm King meant they all but disappeared from Osflia after the end of the Sky Wars. Only those few secret strongholds of the Storm King will boast of having a storm guard in its employ and even then none have been seen in years.



**Skills:** Discipline 2; Resilience 2; Deception 2; Riding 2; Negotiation 1; Melee 2; Ranged 2; Arcana 3; Magic 3; Cool 2

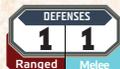
**Abilities:** *Wizard Spells:* Blast of Winter; Freeze; Bolt; Fireball, *Sorcerer Spells:* Slow; Enchant Weapon; Counterspell; Mage Armor

**Equipment:** Longsword [Melee]; Damage 6; Crit 3; Defensive 1



## STORM SOLDIER SERGEANT [RIVAL]

Elite soldiers operating under the Lords of Thunder, these highly trained, experienced and equipped warriors made up the backbone of the Storm King's forces. The storm soldier segeant was the battlefield commander of those elite soldiers, commanding them without fear - except of the Storm King and his Lords of Thunder.



**Skills:** Coerce 3; Deceit 3; Leadership 3; Discipline 3; Negotiation 2; Melee 3; Ranged 2; Cool 2;

**Talents:** Adversary 2; *Lethal Blows*: +20 to critical Injury rolls; *Battle Tactics*: May spend a maneuver giving orders to soldiers in Medium range, granting ■ to their next check.

**Abilities:** *Barbarian*: Rage; Ignore Wounds; Refuse to Miss; Fearsom; Charge; Shove

**Equipment:** Battle Axe [Melee]; Damage 8; Crit 3; SD -2; Vicious 2; Pierce 1

## STORM SOLDIER TROOPER [MINION]

Once considered the ultimate symbol of the Storm King's might, Storm Soldier Troopers are merciless enforcers, trained in blade and crossbow. Their featureless helmets and bone white armor inspired a generation of fear and terror amongst any who would dare cross their path. The Storm Soldiers were a separate branch of the Storm King's army, answering only to his will, the Lords of Thunder and Baron Fader Fader. With a number of troopers undergoing specialty training, these soldiers were feared and despised throughout Osfilia. Once numbering in the tens of thousands, most have melted away or joined the service of one lord or another.



**Skills:** Athletics; Discipline; Melee 1; Ranged 1; Cool **Equipment:** Longsword [Melee]; Damage 6; Crit 3; Defensive 1, Light Crossbow [Ranged]; Damage 5; Medium Range; Pierce 1

A large dragon with red wings is perched on a rocky cliff. The scene is set at sunset, with a warm orange and yellow sky and a crescent moon in the upper left. Several smaller dragons are flying in the distance. The dragon's wings are spread, and its body is dark against the bright sky.

# THE STORM FORTRESS

A SKY WARS STORY

COMING in 2017