

Slayers of Rings & Crowns

Basic Rules - Complete Edition

Welcome to SORC

This is the complete Basic Rules compendium for Slayers of Rings & Crowns. Whether you're creating your first character or running your hundredth campaign, everything you need is here.

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Character Creation

Character Creation happens BEFORE LVL 1. During creation, Players finalize their character's Talents, Skills, and Traits ([TST](#)) before the Character enters play. This is distinct from LVLing: TST is locked in at creation, while Class Trees and their Abilities are unlocked through character progression (LVL 1 onward).

Character Creation Steps

1. **Establish Alignment** - Choose your character's moral outlook on the 5-point spectrum (Lawful, Moral, Ambivalent, Amoral, Evil). This is locked in first and is foundational to all subsequent choices.
2. **Select/Create Background** - Choose or create your character's narrative story. Your Background determines your initial Standing with factions and affects cultural equipment access.
3. **Define Mission Statement** - Establish your character's personal mission or purpose. This must adhere to your Background and will tie you to NPCs and factions who have a stake in its success or failure.
4. **Select Race** - Choose your character's race, which determines: size category, base carry capacity, speed, starting age range, Innate Trait Adjustments (bonuses/penalties), Innate Aptitude, Innate Inaptitude, Favored Class Trees, trait bonuses and penalties, and Favored Companions.
5. **Choose Age** - Select your character's age within a 5-year range centered on your race's Starting Age. (All characters Retire after 40 Eons/years of adventuring and may become legendary NPCs.)
6. **Choose Name and Details** - Establish your character's name and personal details.
7. **Roll and Allocate ATTRs** - Roll and distribute your six ATTRs: Artistry, Fortitude, Intellect, Physique, Vigilance, and Wisdom.
8. **Select TST** - Choose Talents, Skills, and Traits using Remnant (REM) PTS. Also select your Aura, which is chosen every Eon (year).
9. **Store, Equipment and Encumbrance** - Select your starting equipment (setting module-based, limited by carry capacity from Step 7's Physique + Race size, limited to Common

rank, affected by Background/Alignment/Class/Rank/Prerequisites). Calculate total weight and encumbrance status.

10. **Starter Standing Notes** - Gather any starter Standing notes that can be derived from your Background or Cultural details.
11. **First Quest and LVL Advancement** - Geared up and ready for combat, your character gets their first quest (an easy task). After completing this quest, your character reaches LVL 1.
12. **Class Tier Selection** - At LVL 1, select your Class Tier and repeat Step 8 (TST selection with increased REM PTS and expanded options).

Character Creation in SORC begins, at the table, by establishing a character's alignment and moral outlook. Alignment (Lawful, Moral, Ambivalent, Amoral, or Evil - see Alignment below). Once alignment is locked in, Players select a Background that adheres to that alignment, then select a race, then roll dice to determine points to spend on ATTRs and select TST (Talents, Skills, Traits). After completing the first quest, the Characters reach LVL 1, where they select their Class Tier and repeat their TST selection, a process repeated every time a Character Levels, see ATTR Development on pg. 2. As characters LVL up they'll unlock Main Class Trees and their Abilities. Reaching LVL 1 unlocks Main Class Tier Abilities, LVL 10 unlocks Main Class Path Abilities, and reaching LVL 20 unlocks chosen Path's Branch Abilities.

The character's inventory tracks items without Penalty up to encumbrance limits, and additional character pages allow for tracking personal history, relationships, and achievements. Each character is assigned a Unique ID for online tracking, trading, and achievements.

The character Sheet serves as a central record, displaying key details like background, mission, reputation, and standing, along with customizable elements such as Portraits, armor, and weapons. Customization of a character is also available online, via SORC Web. [Open Character Customization](#)

Utilizing SORC Web, Players can save and export their characters as images or printouts, and have options for high-resolution Portraits reflecting their character's identity. Character pages can be customized with images, background info, and logs of ongoing progress, quests, discoveries, and personal notes.

Character Sheet

Displays key details such as name, race, class, LVL, and vital Statistics.

Character Details During Creation

Birth

Player's Name, Nickname, [Character Portrait or Photo](#), Age, Gender and a Character Unique Identification (UID) which is a random 5 unit number combination exclusive to Players that choose to delve into SORC Web's online features.

Age and Growth

Age is the character's numerical age at the start of play. At creation, choose a character's starting age from a range centered on their race's Starting Age, two years below it to two years above it, a five-year spread in total (see each race's entry, below, and the Lifespan, Starting Age, and Retirement Age table, pg. 6). A character must always be portrayed as an adult. Whatever age is chosen becomes the Character's actual Beginning Age going forward. All characters retire after 40 years of adventuring (see Retirement, pg. 5). Characters gain no mechanical advantages from age alone; age is purely narrative and establishes the character's life stage, maturity, and starting point in the story.

Growth is the system where characters establish racial and inherited advantages as they age through play. As characters live years during the campaign, Growth milestones trigger automatically (see Growth and Character Progression, below). Growth is measured separately from mere age: the two scale at different speeds. A character might be 40 years old (their age number) but only at Growth 4 (if the campaign started them already advanced in age). Growth milestones grant increases to Vitality scores (Life, Mana, Stamina, Endurance), Aura points, and Innate Aptitude selections. Some of these changes happen annually, others every five years. Growth is gated by the escalating schedule explained under Character Progression, below, not by the player's choice. See the full Growth table and procedures in the GM Codex, Ch. II, for race-specific details about what changes when.

Birthday

A character's birthday anchors them to Essentia's seasonal calendar. During character creation, choose a specific date within one of the six seasons. The format is: **Season Day, Current Year EA**

Complex Rule Set only.



Character UID

Character ID's are RNG numbers provided by our servers and no two ID's are alike, to avoid conflict between online Characters that have the same name and to keep track of acquisitions.

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Race

Upon creation, characters will choose between 40 races and kinborns from three size categories; Goliath, Standard and Small. See races below.

Alignment

A character's alignment is their ideological and moral orientation, a freely chosen value system that only their Higher Power knows. **Your alignment choice directly gates which Main Class Tree Abilities you can learn and which Higher Power you can devote to.** It is a foundational decision chosen during character creation before any other class decisions. SORC runs alignment along a five-point spectrum:

- **Lawful:** bound by tradition, order, and divine authority.
- **Moral:** virtuous and well-meaning, but personally driven rather than bound to institution or oath.
- **Ambivalent:** ambivalent to religion entirely, flexible and pragmatic, unconstrained by either pole. Replaces what earlier notes called Neutral.
- **Amoral:** self-serving and pragmatic, willing to bend ethics without embracing outright malice.
- **Evil:** driven by ambition, primal instinct, or forbidden magic.

Alignment's Function: the Spectrum The five-point spectrum runs **Lawful | Moral | Ambivalent | Amoral | Evil**. Every Path holds a base alignment, and its **Spectrum** is that base plus the alignment on either side of it, three alignments at most. That base carries through all three of the Path's Branches.

A Character learns a Path's or its Branches' Abilities while their alignment sits anywhere in that Path's Spectrum. Devotion to the Path's Higher Power needs the base alignment exactly, and a Character who drifts off it keeps the Abilities and loses the Higher Power bonus until they return.

A Main Class has no base of its own. Its range is whatever its Paths and Branches reach

between them, and each class card names that range.

A Witch's Norwitch Path bases at Moral, so a Norwitch may hold Lawful, Moral or Ambivalent. Only a Moral Norwitch draws the Higher Power bonus, and there is no Lawful Higher Power for a Witch to devote to.

A Main Class's lean	Its Spectrum, who may learn it
Lawful	Ambivalent, Moral, Lawful
Evil	Ambivalent, Amoral, Evil

Tier Abilities require the Spectrum. A Character may only learn a Main Class's Tier Abilities while their own alignment sits inside that Class's Spectrum. Every one of that Class's Paths, and every Branch beneath them, falls within the same Spectrum.

Paths and Branches carry their own alignment, and it works on two levels. To *learn* a Path's or Branch's Abilities, your alignment need only sit inside the Main Class's Spectrum. To draw the **Higher Power bonus** of that Path and its Branches, you must hold **that Path's exact base Alignment**, which is the Higher Power's own requirement, not merely somewhere in the permitted range. A Warlock at Ambivalent may learn an Evil Path's Abilities, but takes none of its patron's bonuses until they stand at Evil themselves.

Fall outside a Main Class's Spectrum and you can no longer learn new Abilities from its Tier, its Paths or its Branches, though every Ability already learned remains fully usable. Drift off a Higher Power's exact alignment and its bonuses stop until you return to it (see Fallen and Risen, pg. 3).

A character's current alignment position is tracked on the Alignment bar of their Character Sheet's Progression Tracker. **Your choices during play can change your alignment.** It is not locked at creation.

Alignment's Sole Purpose: Alignment gates two things only: which Class Tier, Path, and Branch Abilities you can learn (based on Spectrum), and whether you can devote to a Higher Power and hold Standing with its [Church](#) (based on exact alignment). Those are its only mechanical gates in the game.

What alignment does not touch. Other beings, NPCs, MAC, and even your own party cannot see your alignment, it is invisible to everyone but your Higher Power. They may scoff at or judge you based on your actions, but every being in Essentia holds the right to follow whatever alignment it chooses. Alignment carries no advantage or disadvantage in Companion Mood or

NPC Vendor interactions. Certain guilds and clans, however, do require a particular Spectrum or an exact alignment for entry (a Class or Path gate, not a social one).

How others judge you: Your actions and choices during play generate Praise and Blowback, which build your Reputation and Standing with factions and NPCs. Others use these to form opinions of you, not your alignment. Your Background and Mission Statement are what they see and interact with. Your Alignment remains known only to you and your Higher Power (see Standing & Mission Statement, below).

Player Knowledge vs. Character Knowledge: While all Players at the table know each other's chosen alignments at character creation (to coordinate party composition and narrative), the Characters themselves do not yet know each other's alignments. Each character discovers the moral stance of their companions through roleplay, actions, and choices made during play. This separation allows alignment to remain a dynamic element of interaction and discovery within the game world.

Alignment and Higher Power Mechanics: Once you've devoted to a Higher Power at LVL 4, your alignment determines whether you can hold that devotion and access its bonuses. See [Choosing a Higher Power, and Holding the Alignment](#) on pg. 3 for the full mechanics of devotion, Falling, and Rising.

Higher Power

Every Path is tied to a Higher Power, a divine or otherwise transcendent force. At LVL 4, when a character commits to their first Path, they choose to devote to that Path's Higher Power or remain undevoted. This choice is permanent: devotion is a lifetime commitment that applies across every Class Tree the character invests in thereafter. A second Path taken later in another Class does not grant a second patron; a character holds one Higher Power across all their classes, or remains undevoted in all of them. Upon choosing to devote to a Higher Power, you automatically become a member of that Higher Power's church.

Complex Rule Set only.



Class

Choose between 16 distinct Class Trees, each starting with a shared Tier before splitting into 3 Paths (48 total) and, further in, 3 Branches per Path (144 total)-all filtered by the chosen alignment. Characters can select multiple Class Trees freely, as long as they meet Trait Prerequisites (for instance, the Strength needed to wield a 2H giant's sword in the Barbarian

tree) and alignment requirements. A character's LVL (LVL) is unified across all trees they adopt, so when they reach LVL 20, they unlock the LVL 20 Abilities in every class they've taken Abilities from. Abilities grow more powerful the deeper into a tree a character climbs, not evenly, each one further in is a meaningful jump over the last. Only one Class Tree, ever, may reach its LVL 30 Ability, the capstone, and the single most powerful one a Character will ever wield. Any other tree they've invested in stops at its LVL 29 Ability instead, one short of its own capstone. A character can divvy their picks across trees however they like, one tree capped at 30 and a second at 29, or spread thinner across several trees for diversity, but every weapon-specific Ability still requires its class's proper Armament readied to activate (see Weapons Carried, pg. 4). Innate Aptitude and Inaptitude are the exception, passive and requiring no weapon of their own, see Innate Aptitude and Inaptitude, pg. 2. Note: Only Paths bound to a Higher Power (Lawful, Moral, Amoral, or Evil Paths) can Fall or Rise at Growth 20, transitioning into unique new Class Trees with different mechanics and progression, Ambivalent Paths have no Higher Power to Fall from or Rise toward. See Fallen and Risen Classes on Page 3 for details. Classes are covered in detail below.

Armaments and Class Progression

Armament Selection Sequence: Armaments are always chosen AFTER committing to a Class Tier, Path, or Branch - never before. The sequence is fixed:

- **At LVL 1 (Tier Selection):** Choose your Class Tier first, then select your starting Armaments.
- **At LVL 4 (Path Selection):** Choose your Path first, then select updated Armaments that match your chosen Path.
- **At LVL 7+ (Branch Selection):** Choose your Branch first, then select updated Armaments that match your chosen Branch.

Your Armaments must meet the Prerequisites set by your currently chosen Tier, Path, or Branch. Changing Tier, Path, or Branch may require you to re-select your Armaments to maintain compatibility with your new Ability set. Armaments determine which weapon-specific Abilities you can activate, so the sequence ensures your equipment always aligns with your current progression.

Basic Info

Character Details are solely role playing Elements and the amount of detail provided here, is entirely up to the Player.

Details

Height, weight and frame, cultural style, crest, tattoos/marks/scars, facial features, eye color, hair color and style, skin tone, and voice tone. Not applicable (N/A) and Unknown (UKN) can be used to fill out any details at the Players' discretion.

Inventory and Value

This is where Characters list the items they have on their person. They can hold as many items as the Player wishes, without a Penalty, as long as the total weight stays within 50% of their carry capacity. See Encumbrance for thresholds and penalties.

Characters may also keep items in their Home or on their land, if they rent or own it. Banks and vaults and storage are also good for safe keeping; However, each home has its own space threshold, see Home and Family Page below. Players can also bury or stash items, and log them into their journals.

Background (BG)

A character's Background (BG) is their back story which has led them to their current status. The Player selects or creates a Background that fits their character concept. Each Background contains narrative and thematic elements that define how the Character views the world and their place in it. Modules provide curated Backgrounds in that module's appendix (further discussed in the GM Codex), visible to the GM and Players alike.

Custom Backgrounds: Players can also create their own custom Background with the GM. The GM must verify that the custom Background fits the character's established concept and narrative. Once a Background is chosen or created and verified, it becomes part of the Character's locked-in foundation and cannot be changed.

Backgrounds answer questions like: Were you a stowaway, runaway, escapee, or sent on a pilgrimage? How did the party find one another? What experiences shaped who you are? What is your Mission Statement (see below)? Characters may create a detailed version of their story in their Journal.

Background sets Culture. A Background carries the Culture a Character was raised into, and **any Culture in Essentia may be taken by any race this way.** Race sets no limit on it. An Orcus raised Nordinian is Nordinian, a Dwarf raised among the Omnè is Omnè, and a Human raised among the Fae is Fae, for every cultural purpose (see [Culture](#), below).

Mission Statement

The Mission Statement defines a character's concrete, actionable goals and purpose. It must adhere to the character's Background and be tied to their initial Standing with factions. **Mission Statements are not abstract philosophical values or beliefs, they are specific, tangible objectives that the character will actively pursue and accomplish through play.** Examples of proper mission statements: **"Establish a dwarven trade outpost and defend it"** (concrete objective), **"Hunt down and destroy the draconic bloodline council"** (specific goal), **"Locate the legendary Wayfarer's Map to control hidden trade routes"** (actionable target). The GM must verify that custom mission statements involve concrete, actionable goals aligned with the Character's Background and connected to a faction that matters to their Standing before character creation is finalized.

Complex Rule Set only.



Attributes

ATTRs govern raw capability, how physically powerful, resilient, perceptive, charming, animated, and the like a Character is. Traits, covered in the next section below, determine how Characters apply that capability under pressure.

ATTRs are the innate capacities characters are born with that allow them to perform certain cognitive and physical tasks. Unlike Traits, ATTRs begin at 0 by default, regardless of race and class, except where a race's Innate Trait Adjustments would otherwise put a Trait score above its aligned ATTR SCR before play even begins. Because a TST score can never exceed its aligned ATTR SCR (see Traits, below), a race with a positive innate Trait bonus begins with that Trait's aligned ATTR raised to match it, see Starting ATTR Floor on each race's entry. ATTRs serve many purposes, including as Prerequisites for Armaments, Gear and Items, and to acquire talents, skills and Traits as well.

The six ATTRs; artistry, fortitude, intellect, physique, vigilance, and wisdom. Through their scores, purchased throughout progression, ATTRs determine how strong a character is in a variety of areas, including; Abilities, talents, skills and Traits, referred to as Talents, Skills, and Traits (TST). ATTR SCRs also serve as Prerequisites and more.

The Six Attributes

Artistry (ART)

Creativity, performance, and articulation expressed through precise dexterity, hand-eye coordination, body fluidity, and craftsmanship; encompassing charisma, tactical deception, and the mastery of fine motor skills. Aligns with Dexterity, Deceit, Charisma, Craftsmanship, and Calibration traits.

Fortitude (FRT)

Physical and mental resilience, resistance to ongoing effects such as poison, disease, bleeding, and damage over time spells, as well as resistance to fear, intimidation, mental control, and elemental damage. Governs Wellness recovery and decline. Aligns with Vigor, Health, Toughness, Constitution, and Willpower traits.

Intellect (INT)

Mental acuity, spellcasting power, reasoning, and resistance to mental effects. Aligns with Wit, Focus, Acuity, Courage, and Warded traits.

Physique (PHY)

Physical strength, speed, agility, and toughness. Aligns with Agility, Strength, Grit, Defense, and Atavism traits.

Vigilance (VIG)

Alertness, watchfulness, and awareness. Aligns with Intuition, Perception, and Focus traits.

Wisdom (WIS)

Knowledge, intuition, and insight. Aligns with Piety and Knowledge traits.

Attribute Development

To develop ATTRs, starting at LVL 0 (character creation) and again at every new Character LVL (LVL), Players roll 1d10 and 1d4 eight times (8 rolls total), discard the two lowest results, and assign the remaining 6 results as points to their respective slots in the ATTR Repository. At LVL 0, all results are assigned and locked in, once finalized, the Character advances to LVL 1.

Each ATTR can be assigned a number of points between 1 and 10 in its respective Repository slot. Each ATTR's Remnant (REM) PTS are locked to that ATTR-they can only be spent to purchase that ATTR's score (2 REM PTS each), and/or Talents, Skills, and Traits (TST) aligned

with that ATTR (see Expertise Tiers below), or saved as Remnants for that ATTR. The main purpose of Remnants is to hold left over REM PTS that Players weren't able to spend on that ATTR's score and/or aligned TST.

Before ending the progression process, any REM PTS you haven't spent are saved as Remnants. These Remnants automatically carry forward to the next Character LVL, where you can spend them on more ATTR scores, TST, or special items. REM PTS are never lost, unspent REM PTS always become Remnants and always advance to the next LVL. No REM PTS need to be spent on ATTR SCR; they can be saved as Remnants and later moved into the [REM Item Pool](#) for Item Cards. Remnants may also be moved into the REM Item Pool to spend on Item Cards later in the game. Once a REM PTS is spent to purchase an ATTR SCR or TST, it cannot be refunded, it's locked in. There's no turning back.

Remnants: Items, like Relics and elements used to craft rare items, purchased with REM PTS (Remnants) are generally expensive. As much as 180 REM PTS can be saved by LVL 30. This system has no stopping point, LVL keeps granting fresh ATTR Repository rolls indefinitely. TST caps still apply once reached, but REM PTS can always be collected and saved as Remnants. Apex and Spirit are never purchased with REM PTS, or any currency; they grow automatically through age and Growth progression; Life, Mana, Stamina, and Endurance grow automatically through Vitality Progression as well, not through direct point purchase.

The REM Item Pool

Remnants sit against the ATTR they were rolled for, and while they stay there they can still be spent on that ATTR's score or its aligned TST. A Player may instead move any unspent Remnant (REM) PTS into the **REM Item Pool**, a single store held by the Character rather than by any one ATTR.

Moving REM into the Pool is permanent. Once there, those points are no longer bound to the ATTR they came from, and they can never be spent on an ATTR SCR or on TST again. The Pool buys one thing only.

What the Pool buys: SORC Item Cards, of any variant. Standard Item Cards, Special Item Cards, Relics, and the elements used to craft rare items all qualify, and all are generally expensive (see SORC Cards, pg. 4).

What the Pool cannot buy: anything that is not an Item Card. Companion Cards, Armament Cards of either kind, Armor or Weapon, Ability Cards, Encounter Cards, Gear Cards, Lore Cards and Prize Cards are all outside it, whatever the Pool holds.

Concentrating a build. A Player who wants everything in their Physique, Artistry and Vigilance TST can do exactly that, and move their Intellect and Fortitude REM PTS into the Pool to be spent on

Items later instead. Nothing is wasted by not spreading evenly. Each Remnant Vendor sets its own prices, and generally these Items are not cheap.

The Pool has no ceiling of its own beyond what a Character can accumulate, and as much as 180 REM PTS can be saved by LVL 30 across Remnants and Pool together. PTS in the Pool carry forward indefinitely, the same as Remnants do.

Where the Pool is spent. Item Cards bought with Pool points come from a **Remnant Vendor**[†], a trader who deals in Remnants rather than Coin and appears only where a module places one. **What these Items do, and how strong they are, varies by module:** the same card can be a curiosity in one setting and a campaign-turning find in another, so what a Remnant Vendor carries is read off that module rather than assumed.

*†A **Animated Wayfarer** may be used to save the location of a Remnant Vendor for a return trip, though how many locations it holds depends on the Wayfarer's own LVL. Refer to [Animated Wayfarer, pg. 5](#).*

Attribute Score Range and Improvement

Every ATTR has a minimum score of **1** and a maximum score of **2**. A character's base ATTR SCR is determined by their race's Innate Trait bonuses or penalties. Characters improve their ATTRs by spending TST (Talent Skill Test points) points from that ATTR's roll pool. Each point spent on aligned traits adds +1 to the ATTR score, up to the maximum of 2. Characters may choose to spend fewer points than available to save their remaining roll points for future purchases and improvements.

Saved REMs and Aligned Item Purchases

When a character chooses not to spend all available roll points on ATTR improvements, the unspent points are stored as **Saved REMs** (Remaining Enhancement Modifiers) for that ATTR. There is **no cap** on how many REMs a character may accumulate across all ATTRs. However, REMs are exclusively used to purchase items and equipment that are **aligned to the ATTR** from which they were saved. For example, REMs saved from the Intellect (INT) ATTR pool can only be used to purchase INT-aligned items such as spell scrolls, tomes, wands, or other scholarly equipment. **Remnant (REM) items are extremely expensive** and represent premium, powerful equipment unavailable through standard gold or barter. Each ATTR pool maintains its own independent REM balance.

Every Character LVL's roll, where each REM PTS went, and the running Remnants total per ATTR run deep enough to warrant their own standalone sheet, separate from the Character Sheet. See the Character Repository below.

Although there isn't a minimum (ATTRs can be 0), characters may not apply more than 2 points of their roll results to any given ATTR at every LVL of progression. No ATTR may exceed a score of 50. For example, at LVL 2, an ATTR SCR may be 0, but can be no higher than 4 before the process ends.

The ATTR cap of 50 is a theoretical maximum, achievable only by dedicating 2 points per LVL to one ATTR for 25 LVLs. Because each ATTR is individually capped at 50 and points are spread across all ATTRs, most characters will have one high ATTR and the rest significantly lower, encouraging specialization. Players should expect most ATTRs to fall between 12-25 unless they deliberately hyper-specialize.

Example, Torv, Barbarian Mountaineer

ATTR	LVL Reached SCR	Max SCR (per LVL cap)
Intellect	1	2
Artistry	5	10
Fortitude	10	20
Physique	25	50 (cap)

Torv's Physique reaches its intended stopping point by LVL 25. In the 5 LVLs remaining, he shifts his 2-point-per-LVL allocation to Fortitude instead, gaining up to 10 more score there (2 per LVL x 5 LVLs). At LVL 30, any remaining Remnant (REM) PTS are spent on talents, skills, or Traits (TST).

For a separate, fully completed character built this way from LVL 1 through LVL 30, see Kaida's Character Sheet below.



An ATTR governs **how many points you may spend on any one TST aligned to it**. It does not cap the resulting score. Because every point spent is worth 2 score once acquired, a TST's score routinely stands above the ATTR it aligns to, and that is correct.

You may never spend more points into a single aligned TST than that ATTR's current score. The limit is **per TST, not shared between them**: if your Physique is 3, you may spend 3 points into Strength, and 3 more into Agility, and 3 more into any other Physique-aligned TST, each held to its own limit of 3. What you may not do is put 4 into Strength.

This is what keeps ATTR SCRs meaningful. They set the depth any one TST can reach, while the Character's [199 total](#) sets how much can be spread across all of them.

Example, spending against Physique 3: Darro has **PHY 3**. Physique aligns to Strength, Agility, Grit, Defense and Atavism.

He spends 3 REM PTS into **Strength**, his limit, matching Physique 3. Those 3 points double on acquisition, so Strength sits at **6**.

He has REM left, so he spends 3 into **Agility** as well. Also legal, because the limit is per TST and not a shared pool. Agility sits at **6**.

He still has REM to spare and wants Strength at 8. He cannot. That would be a fourth point into Strength, and Physique 3 allows three. The only way to deepen Strength is to raise Physique first.

PHY: 3

STR: 6 (3 points spent)

AGI: 6 (3 points spent)

Both Traits stand at double his Physique, and that is correct. The 3 is what he was allowed to *spend*; the 6 is what he *has*. At the table Darro grapples and rolls *D100*: $55 + STR\ 6 = 61$, adding 6, not 3. The ATTR never touches the roll, it only governed how deep he was allowed to buy.

Darro could hold a hundred Remnants unspent and still be stuck at Strength 6 until Physique climbs. Breadth is cheap; depth costs ATTR.

The chart below shows one character's Repository, the six kept results taken at creation and how each was allocated. Progression is always $1d10 + 1d4$.

Each score for an ATTR costs 2 REM PTS with a score cap of 2 per LVL. Each TST, aligned to the ATTR, costs 1 REM PTS (Novice LVL). One example of a Trait alignment to an ATTR is the Trait Agility, which is aligned to the ATTR Physique.

The ATTR Repository, one character's kept rolls and how each was allocated. Progression is always 1d10 + 1d4, rolled eight times with the two lowest discarded, leaving the six below.

ATTR	1d10 + 1d4 Roll	ATTR SCR Bought	REM Spent on SCR	REM Kept for TST	Remnants
Artistry (ART)	8	1	2	2	4
Fortitude (FRT)	6	2	6	0	0
Intellect (INT)	2	0	0	0	2
Physique (PHY)	9	2	4	2	3
Vigilance (VIG)	2	0	0	0	2
Wisdom (WIS)	7	0	0	0	7

Looking at the chart, examine Artistry first. The character assigned a roll of 8 to Artistry, purchased a score of 1 in the ATTR Artistry which cost 2 of the 8, kept 2 in the roll result to purchase one TST (whether it's a talent, skill or Trait) at a cost of 1, that single invested point giving the TST a score of 2, for a total of three spent and has 5 left over as REM PTS for the next LVL. $2 + 1 + 5 = 8$, which is the assigned roll value.

Let's examine Fortitude next. Here the max score of 2 was placed into the actual fortitude score, costing all 6 REM PTS assigned as the FRT roll result. Because all REM PTS were spent on ATTR score, no REM PTS remain for TST. The character can use the score of 2 as a Prerequisite and modifier during their adventures.

Intellect, Fortitude and Vigilance were all results of 2 and were placed as Remnants. Looking at Wisdom, all 7 REM PTS were allocated to the remnant slot of the Repository. These Remnants can be moved into the REM Item Pool for Item Cards later, or with caps and minimums in play, spent on Wisdom and its aligned TST.

Players first need a score of 1 in any ATTR before purchasing any TST aligned to it, because 1 is the †default Prerequisite for purchasing TST and one point spent is the smallest purchase there is. The default price for any TST is 1 REM PTS (Novice LVL). PTS spent into a single aligned TST can never exceed that ATTR's score, so at ATTR 1 each aligned TST takes exactly 1 point, landing at a score of 2. There isn't a maximum of TST types though, so with enough REM PTS (Remnants), a character could hold any number of TST at that single point each.

REM PTS spending example: Say one of a Player's rolls results in a 9, assigned to physique on the Repository. This gives them nine REM PTS to spend on physique and its TST scores. First the ATTR itself needs a score of 1, at a cost of 2 REM PTS because it's the default score needed to purchase TST. This leaves 7 REM PTS (of the original 9) in the Repository. They can apply a max score of 2 to Physique per LVL, so they spend 2 more REM PTS to increase Physique score by 1, leaving 5 REM PTS. Now Physique is 2, so any Physique-aligned TST may sit at a score of up to 2, which is one invested point. They purchase a Strength Trait at 1 REM PTS, that one point giving it a score of 2, exactly at the ceiling Physique 2 allows, leaving 4 REM PTS. These 4 REM PTS don't disappear, they automatically carry forward as Remnants to the next Character LVL, where they can be spent on more TST, ATTR scores, or special items.

Players have the freedom to allocate REM PTS according to their preferences. These REM PTS can enhance athletic or cognitive talents, attack and Protection Abilities such as evasion, Traits like strength and agility, allowing for a customized character build.

Note: Every 24 hours (each game day), characters are charged a maintenance fee. This fee covers various aspects of upkeep, with costs varying depending on the specific type or variant of each item or service, such as armament repairs, ammunition, hygiene, and health supplies. Maintenance fees are tied to each race's food and water consumption requirements.

Notes to the Game Master, Using Attribute Scores

GMs are provided with detailed guidelines within campaign modules but may also use ATTR SCR at their discretion, for example, when adventures go off-script, or when applying homebrew rules or Unique story elements.

Talents

Talents are ACTIVE abilities. Unlike Traits which work passively at all times, Talents require deliberate character activation and choice during gameplay. When a character actively uses a talent, they make a check against a Difficulty Score (DIFS), and any aligned Trait scores add as a bonus to that check. For example, a Thief using Lockpicking must actively choose to attempt the action, and their Dexterity trait score will add to that check. This one-way stacking means traits support talents when used, but talents themselves do not strengthen trait scores.

Talents are specialized actions that characters acquire from their chosen Talent Trees. These actions come into play when characters encounter interactive challenges in the game world. A

Scout may carve a branch into a tool or guide the party along a safer route. An Olympiad might leap across a chasm. A Hacker could manipulate security systems or decipher complex codes. A Thief might pick locks or stealthily pocket items with precision.

Talent Resolution

Using a talent requires an active choice and a d100 check against a Difficulty Score (DIFS) set by the GM. A character rolls d100, adds their talent score plus any aligned Trait score, and compares the total to the DIFS. TST scores are already doubled when acquired, so nothing is multiplied at the table.

Talent Check Formula:

$$d100 + \text{Talent SCR} + \text{Trait SCR} \geq \text{DIFS} = \text{Success}$$

Talent SCR Multiplier: In the d100 system, talent scores are doubled at the moment they are acquired, not at each use. A point invested becomes 2 score, three become 6, and the number written on the sheet is the number added to the roll. This scaling ensures that talent investment is meaningful in the d100 percentile system where rolls range from 1-100.

Prerequisites: To use a talent, you must have a score of at least 1 in that talent. You must also have access to any specialized gear or kit required by that talent (e.g., a Thief requires lockpicks for Lockpicking, an Olympiad requires a Pole for Vault).

Difficulty by Challenge Type: The GM sets the DIFS based on the difficulty of the challenge:

- **Easy:** DIFS 20-30 (routine tasks, minimal risk)
- **Moderate:** DIFS 40-50 (typical challenges, requires skill)
- **Hard:** DIFS 60-70 (dangerous tasks, demands mastery)
- **Near-Impossible:** DIFS 80+ (extreme difficulty, veteran-LVL only)

Success Outcomes: On a successful check, the Character accomplishes the intended action. A critical success (96-100 roll) may grant an additional benefit as determined by the GM (e.g., completing the task faster, gaining extra information, or impressing an observer). On a failure, the Character fails to accomplish the task and may face consequences determined by the GM (e.g., time wasted, danger incurred, or a broken tool).

A Talent Tree is a themed bundle of individual talents a character can learn. The tree itself isn't something a character "has," it's a container, characters buy into specific talents from within it. The Hunter Tree, for example, holds Talents such as Skinning, Tanning, and Leather Crafting,

and carries bonuses to certain things like the Guardian Companion. The Scout Tree holds talents like Track (following a trail), Forage (finding what's edible or useful in the wild), and Guardian's Watch (holding a camp or post through the night), among others released with each module. The Olympiad Tree holds talents like Leap, Acrobatics, Sprint, and Lift. A character doesn't learn "Scout" or "Olympiad" as a whole, they learn the individual talents inside, one at a time, whichever ones they choose to raise. Often each Talent Tree grants specialized gear that characters must carry to effectively use their talents, such as a Pole for an Olympiad to use its Talent Vault.

To access a talent from a Talent Tree, characters must first familiarize themselves with that tree. Players purchase Talents during Character Creation, and at every LVL of Progression thereafter. After that, they can be upgraded with each LVL gained. Talent scores are capped at 100. Remnant (REM) PTS spent on talent scores cannot exceed the score of the aligned ATTR (see ATTR Development, above).

Opening a tree and raising a talent inside it are two separate purchases. REM PTS first open the tree's current Expertise, unlocking every talent available at that Expertise for purchase; further REM PTS then raise the score of whichever individual talents a character actually wants, one at a time. Opening an Expertise doesn't hand over everything inside it, an Olympiad who opens Novice but only ever raises Sprint still has Leap, Acrobatics, and Lift sitting at 0, purchasable, not owned.

Additional Talent Trees are released with each module and its expansions. [Browse all available Talent Trees](#) or see pg. 7 for a list.

Talents are accessed through Expertise, see Expertise below.

Talent Hierarchy Structure

Talents are organized into three hierarchical LVLs to provide clarity and organization:

- **I. Talent Tree:** The highest LVL of a talent category (e.g., Hunter, Scout, Olympiad). Represents the overarching theme and specialization a character chooses to develop.
- **1. Talent:** A specialized ability within a Talent Tree (e.g., Tracking, Beast Senses, Leap). Talents are individual actions a character can learn and perform through character choice and skill checks.
- **a. Practice:** Specific variations, techniques, or enhancements within a Talent (e.g., specialized methods, tactical applications, or enhanced versions). Practices provide granular detail to how a talent is executed and mastered.

Example Structure:

I. Hunter

1. Beast Senses

- a. TBA
- b. TBA
- c. TBA
- d. TBA
- e. TBA

Skills

Skills are specialized abilities directly tied to a character's chosen Profession and form the backbone of their craftsmanship. Each Profession provides access to a unique set of skills, allowing characters to perform intricate tasks, forging weapons, preparing elaborate meals, crafting potent remedies, that define their role and expertise within the game world.

Professions are unlocked by initially investing 2 Remnant (REM) PTS, enabling REM PTS allocation to skills during creation and progression. Skill scores are capped at 100. Skills progress through expertise LVLs (Apprentice, Journeyman, Expert, Artisan, Master, Grandmaster), each requiring aptitude points. Success with skills relies on Experience (XP), appropriate tools, recipes, materials, and often a workshop.

Additional professions are released with each module and its expansions. [Browse all available professions](#) or see pg. 7 for a list.

Skills are accessed through expertise LVLs, see Expertise Levels below.

Profession Hierarchy Structure

Professions are organized into three hierarchical LVLs to provide clarity and organization:

- **I. Profession Tree:** The highest LVL of a profession category (e.g., Blacksmith, Cook, Hunter). Represents the overarching crafting or work specialization a character chooses.
- **1. Skill:** A specialized capability within a Profession Tree (e.g., Armorsmith, Butchery, Tracking). Skills are directly tied to the profession and represent distinct areas of expertise.

- **a. Skillset:** Specific abilities, techniques, or traits within a Skill (e.g., various techniques, bonuses, or specialized methods). Skillsets provide granular detail to how a skill is executed and mastered.

Example Structure:

- I. Blacksmith
 - 1. Armorsmith
 - a. TBA
 - b. TBA
 - c. TBA
 - d. TBA

Profession/Skill Resolution

Using a skill requires an active choice and a d100 check against a Difficulty Score (DIFS) set by the GM. A character rolls d100, adds their skill score plus any aligned ATTR modifier, and compares the total to the DIFS. The specific ATTR used depends on the skill—for example, a Blacksmith check might use Strength or Intellect, a Jeweler check uses Artistry or Intellect, and an Herbalist check uses Wisdom or Vigilance. The skill card or GM determines which ATTR applies.

Crafting Check Formula:

$d100 + \text{Skill SCR} + \text{Aligned ATTR Modifier} \text{ vs. DIFS}$

Example: Blacksmith with Craftsmanship 4 and Strength 18 rolls $d100 + 20 + 18$ vs DIFS 60 to forge a sword.

Skill SCR Multiplier: Like talents, skill scores are doubled at the moment they are acquired, not at each use. The number written on the sheet is the number added to the roll. This ensures professions provide meaningful and scaled bonuses in the d100 system.

Prerequisites: To use a skill, you must have a score of at least 1 in that skill. You must also have access to the required tools, workspace, and materials appropriate to that skill. For example, a Blacksmith requires a forge and metal, a Cook requires a kitchen or campfire and ingredients, and a Jeweler requires a workspace and gems. Without these resources, the skill check cannot be attempted.

Expertise Levels and Skill Advancement: Skills progress through expertise LVLs (Novice, Apprentice, Journeyman, Master, Grandmaster). Opening an expertise LVL unlocks access to that LVL's skills for purchase. Your skill score can never exceed your aligned ATTR score. As you advance LVLs, you unlock more specialized and complex skills, allowing you to craft higher-rarity items and perform more advanced techniques. The expertise LVL required for an item or technique is listed on its recipe or skill card.

Difficulty by Rarity/Complexity: The GM may use the following as a baseline, or adjust based on complexity:

- **Common:** DIFS 40-50 (straightforward, well-understood designs)
- **Uncommon:** DIFS 55-65 (moderately complex, requires precision)
- **Rare:** DIFS 70-80 (intricate, demands mastery)
- **Unique and above:** DIFS 85+ (exceptional, near-legendary difficulty)

Success vs. Failure: Compare your total roll to the DIFS. If your roll meets or exceeds the DIFS, you succeed. If you roll below the DIFS, you fail.

Success Outcomes: On a successful check, the Character creates the intended item. The quality matches the rarity tier if the check was within normal success range. A critical success (96-100 roll) may grant a bonus property, improved quality tier, or faster crafting time. On a failure, the Character wastes materials and time, or creates a flawed version (determined by the GM). The resources spent are still consumed.

Resources Required: Crafting requires appropriate tools, a workspace (workshop, forge, etc.), materials, and time. All three must be available, missing any prevents the craft attempt. The time required varies by item complexity and is noted on each skill card or recipe.

Material Cost: The cost of materials is separate from the Character's gold, materials are consumed during crafting. A failed craft consumes the materials but produces nothing of value. A successful craft consumes materials and produces the finished item.

Action Time & Combat: All Profession work requires actions and takes time, and Profession work can never be performed during combat, no exceptions. A Profession's action time can be decreased with Expertise: as a character's Expertise advances, the same work takes less time. This is one of the defining advantages a Profession holds over a Hobby, whose action time can never be decreased (see Hobbies vs. Professions, below).

Endurance and Crafting: Crafting is not combat and does not consume Stamina or Mana per turn. However, extended crafting sessions consume Endurance based on duration and physical intensity. Light crafting (jewelry, enchanting) may consume 1 Endurance per hour. Intensive

crafting (blacksmithing, armor-making) may consume 2-3 Endurance per hour. The GM determines consumption based on the task. A character cannot engage in crafting if they lack sufficient Endurance for the planned duration.



Expertise (Talents and Skills)

Talents and skills are organized into Expertise. Characters have access to the Novice Expertise by default at no cost. To access higher Expertise, Players must first spend Remnant (REM) PTS

to open that Expertise. Expertise must be unlocked in order, Players cannot skip ahead. Critically, the points spent into any one talent or skill can never exceed its aligned ATTR score, though the resulting score may stand above it (see [ATTRs and TST spending](#), above). This limitation persists across all Expertise LVLs and throughout your entire character progression.

Expertise	Open Cost	Per Talent/Skill
Novice	-	1 REM
Apprentice	1 REM	2 REM
Journeyman	1 REM	3 REM
Master	1 REM	4 REM
Grandmaster	1 REM	5 REM

Example, price against limit: Strength at Master Expertise costs 4 REM per point. With Physique 4 you may spend up to 4 points into Strength, costing 16 REM and landing Strength at a score of 8. **This would require saved REM**, since no single ATTR roll yields that much. If you still hold REM in the Physique pool, you may spend part, or all†, of it on Agility, also aligned to Physique, up to its own limit of 4 points.

†What Agility costs per point depends on its Expertise LVL, not on Physique, 1 REM at Novice rising to 5 at Grandmaster. Price and limit are separate: Expertise sets what a point costs, the ATTR sets how many you may buy.

Expertise Cap

A Character may hold no more than **199 TST score in total**, counted across every Talent, Skill and Trait they own. The individual cap is **100**. Those two numbers together mean **exactly one** TST can ever be taken to its cap: max one at 100 and 99 remains for everything else. This encourages diversity rather than stacking everything into a single entry.

Advancing to the Next Expertise

To unlock the next expertise LVL, the total accumulated score across all talents and skills in the current expertise LVL must meet the advancement threshold.

Advance From	SCR Threshold
Novice → Apprentice	10
Apprentice → Journeyman	25
Journeyman → Master	45
Master → Grandmaster	80

Example, Advancing Through Novice Expertise (Olympiad Talent Tree, PHY Aligned)

LVL 1: The character rolls a 7 (1d10) and assigns it to their Physique (PHY) slot. They spend 2 Remnant (REM) PTS on PHY(1) and 1 REM PTS on a Novice talent, saving 4 Remnants. Novice Expertise access is free.

LVL 2: Another roll of 8 assigned to PHY. Combined with the 4 saved Remnants, they have 12 REM PTS. They spend 2 REM PTS on PHY(2) and 1 REM PTS on another Novice talent (score 1), saving 9 Remnants. Novice Expertise total score: 2.

LVL 3: Roll of 9 assigned to PHY plus 9 saved Remnants gives 18 REM PTS. They spend 2 REM PTS on PHY(3), raise Novice talents using 1 REM PTS each (bringing Novice Expertise to score 9), and save remaining Remnants. Novice Expertise total score: 9.

LVL 4: Roll of 6 assigned to PHY gives 6 REM PTS plus saved Remnants (14 total). They spend 2 REM PTS on PHY(4) and continue raising Novice talents to reach the Apprentice threshold of 10. Once Apprentice Expertise is accessible, they spend 1 REM PTS to open it. Note: Apprentice talent/skill costs 2 REM each (up from Novice's 1 REM), encouraging characters to save Remnants before advancing.

Note: Grandmaster is near end-game for expertise. Refer to GM Codex for expanded expertise rules, full Talent Trees, and Profession skill lists.

Traits

Note: Apex increases Vitality capacity, to whichever resource(s) it's allocated to, Spirit governs recovery rate. Both are their own Vitality scores, not Traits or Vitality resources themselves. See Vitality, below.

Traits vs. Talents: Passive vs. Active

Critical Distinction: Traits and Talents operate on fundamentally different mechanics:

- **Traits are PASSIVE.** They provide constant bonuses to checks and rolls without requiring any active use. A character with AGI 10 gains a +10 bonus to ranged attack rolls and receives a +25 boost to their Protection Score against ranged attacks automatically, whether they do anything or not. Traits work passively in the background at all times.
- **Talents are ACTIVE.** They require deliberate character activation and use during gameplay. A Thief using the Lockpicking talent to open a secured container must actively choose to use that talent; it doesn't work automatically. When a talent is actively used, the Character rolls against a difficulty, and if any aligned Trait scores apply to that check, they stack as a bonus to the talent roll.

Trait-Talent Stacking (One-Way Only)

Trait SCRs Stack WITH Talents (When Talents Are Used): When a character actively uses a talent, aligned Trait scores add as a bonus to that talent check. For example, a Thief with Lockpicking (talent) rolls a d100 + Lockpicking score + Dexterity (trait) when actively attempting to pick a lock. The Dexterity trait score augments the talent check in this moment of active use.

Traits Do NOT Receive Bonuses From Talents (One-Way Only): Unlike talents, which benefit from trait scores when actively used, Traits do NOT receive any bonuses or enhancements from Talent scores. This applies both when talents are actively used AND when traits are passively applied. A character's Trait scores remain independent and do not improve based on how many talents they have or how high their talent scores are. When a trait is being performed passively (providing constant bonuses without active use), it does NOT gain any boost from talent scores. This creates a strict one-way stacking dynamic: Traits support Talents when used, but Talents never strengthen Traits themselves-neither actively nor passively.

Example: A Scout character has Perception (trait) 4 and Track (talent) 6. When actively using Track to follow a trail, they roll $d100 + \text{Track } 12 + \text{PER } 8 = d100 + 20$. However, the Perception trait itself remains at 4 and gains no benefit from the Track talent score. If the Scout also has Animal Handling (talent) 5, it does not increase their Perception trait either. Each talent can benefit from its aligned traits when actively used, but traits stay independent.

Introduction to Traits: In the world of Essentia, Traits are essential capabilities that Characters utilize to navigate challenges, resist damage, and assert dominance in combat. Traits are a variety of different special actions that include survival, delegation and mitigation. Different from

talents, which require active character choice to use, and different from skills which are Profession related, characters have many ways to empower themselves.

Traits are closely aligned with talents and combat Abilities that are associated with the same ATTR. For example, Traits linked to physique will influence talents related to physical strength and agility, while Traits associated with intellect will impact mental skills and resistance. This alignment ensures that a character's proficiency in talents and combat maneuvers is supported by their Traits and the corresponding ATTRs, creating a cohesive system where core qualities directly impact specialized skills when those skills are actively employed.

Each Trait embodies a particular aspect of a character's capabilities, both in resisting harm and in gaining offensive advantages. These Traits reflect core qualities that influence both defensive resilience and offensive potential, often working in tandem with talents and Abilities aligned with the same ATTR.

Each Trait operates on its own mechanics. Traits stack with other Traits (like Defense rolls), Basic Hits, Skills, and Talents adding to d100 when rolling vs. DIFS, and other probability-based outcomes like loot (refer to individual Traits in this section for their respective mechanics details). Agility adds to martial ranged hit and crit, PROTS, Initiative and other movement factors. Strength drives melee attack rolls, damage, grapple checks, and carry capacity, and its score is added as a bonus to melee Critical Hits. Dexterity triggers on intricate and tedious tasks such as mechanical trap avoidance and disassembly, guile checks, and quick strikes with offhand martial weapons, with physical fluidity assisting sneaks, fall damage, and off balance or falling penalty absorption. Willpower resists mind effects. Acuity drives spell attack rolls and damage, and its score is added as a bonus to spell Critical Hits. Charisma rolls against a DIFS in social interactions. Defense requires qualifying Armaments and adds to PROTS against the attacker's attack type with all modifiers. Health governs Wellness's tick rate instead of a d100 roll. Craftsmanship drives Crafting Resolution checks. Each functions independently. Some Traits stack with others...

Mechanics

Traits serve primarily as modifiers to d100 rolls, adding bonuses or penalties to attack rolls, defense rolls, skill checks, and any other d100 action aligned to that Trait. When a character uses a Trait in an action or decision, they are playing as that Trait's role-embodiment of its strengths and limitations. When a character is subjected to damage, effects, or combat actions, the GM calls for a Trait Check. The Player rolls d100, adds their Trait score, and compares the total to the Difficulty Score (DIFS).

Trait Checks require no action and no Stamina cost. They apply automatically when the GM calls for them, multiplying the Trait score by 5 and adding it to a d100 roll against the DIFS. Defensive Traits multiply by 5 and add directly to a character's Protection Score ([PROTS](#)), with Resistance defending against Spell-sourced attacks, Defense against martial or Nature-sourced attacks, and Agility against ranged attacks. All applicable defensive traits stack together to form the Character's total PROTS. Trait scores can be negative, particularly from racial starting values, an Ogre begins at -5 Wit, for example. Innate negative Traits can still be improved through development, but the deficit must be overcome first, reaching +1 Wit from -5 requires a Wit score of 6. Some defensive Traits, such as Parry, also require qualifying equipment to activate.

Traits may be interchangeable between one another for certain tasks, for instance Strength and Toughness may both aid a Character in holding a rope against a falling weight, or Wit and Intuition may aid a character in finding their way out of a maze or windy labyrinths. This runs on every Trait Check in the book, not a fixed pairing or a short list of exceptions: whichever Trait actually matches how the Player describes their approach is the one that rolls, and the GM decides that in the moment, case by case. A trapped door could run on Dexterity (picking it) or Strength (forcing it), talking down a hostile crowd could run on Charisma (winning them over) or Courage (standing your ground until they back off), spotting a forgery could run on Wit, Intuition, or Knowledge depending on what specifically tips the Character off. There's no master list of which Traits are allowed to swap for which, any Trait is a candidate the moment a Player's description genuinely earns it.

Whether a Trait Check is asserting something or resisting something, it's the same mechanic underneath, $d100 + \text{Trait score}$ vs. DIFS, just aimed in a different direction, not two separate systems. A handful of Traits are the deliberate exception and never resolve against a DIFS at all: Defense adds straight into PROTS, and Constitution, Focus, and Health are passive, feeding a formula or another roll rather than resolving a Check of their own. None of this stops a Trait from doing double duty, resolving as a Check doesn't stop a Trait from also being a bonus grafted onto a completely separate roll, an attack roll, a damage roll, a Critical Hit bonus, plenty of Traits do both at once, Strength is both the grapple Check ($d100 + \text{STR}$) and a bonus to melee attack rolls, melee damage, and melee Crits (all from the same already-doubled score).

Traits also stack with Talents and Skills whenever the theme genuinely lines up, adding their score as a bonus on top of that Talent or Skill's own roll, at the GM's discretion. Strength can aid a heavy-craft Skill Check, Agility can aid an athletic Talent like sprinting or jumping, Dexterity can aid a Thief Talent like slipping a lock or a tail, Acuity can aid an Apothecary or alchemical

Skill Check, and so on. This isn't a fixed list either, any Trait can stack with any Talent or Skill the fiction genuinely supports.

- **Success:** The character resists the effect or enhances their attack.
- **Failure:** The effect or damage proceeds normally, or the offensive benefit is not gained.

Note: Trait scores are capped at 100. Traits are used for survival and mitigating harm, additional offense and defense, and other interactions. PTS spent into any one TST may never exceed its aligned ATTR SCR, though the resulting score may stand above it. A character must have at least a score of 1 in an ATTR before purchasing aligned TST (default cost: 1 Remnant (REM) PTS each for Novice LVL traits).

To the reader: Think of ATTRs as building blocks and Traits as the things the Character can do with those blocks.

1. Agility

Description: Represents quickness, balance, and speed.

Application: Resistance to martial ranged attacks, balance disruptions, and speed-based effects, opposed by the target's Grit when something tries to knock them off balance, or a GM-set DIFS for a chase or terrain challenge. Bonus to martial ranged attack rolls and damage. Agility score is added as a bonus to martial ranged Critical Hits.

ATTR: Physique (PHY)

Defensive, a ranger fires an arrow at Lira. Lira has PROTS 62, Agility 5 (ranged), and Defense 5 (with Shield). Total PROTS: $62 + 5 \text{ (Agility)} + 5 \text{ (Defense)} = 72$. The attacker rolls 70. Miss. Offensive, Lira rolls D100: $68 + AGI 10 = 78$ vs the target's PROTS 70. Hit. Negative, Grommak the Ogre has Agility -3. A ranged attacker rolls 55 against Grommak's PROTS $58 + (-3) = 55$. Hit.

2. Strength

Description: Embodies brute force, physical power, and intimidation.

Application: Bonus to melee attack rolls with two-handed and main-hand weapons, damage, and grapple checks, opposed by the target's own Strength. Agility does not apply to a grapple; a hold is a Close Quarters matter and Agility is the ranged Trait. Strength also governs every Special Action, a knee, an elbow, a headbutt, a grapple, a grab, a shove, a trip (see Special Actions, Combat, pg. 5). Strength score is added as a bonus to melee Critical Hits. Increased damage output and control in melee combat; can be used to intimidate or push opponents. Also covers sustained feats of raw force, holding a collapsing structure, forcing a jammed door, checked fresh every round against a GM-set DIFS until the effort ends or fails. Each positive point of Strength adds 15 lbs to base carry capacity, see

Encumbrance (below) for how carry weight affects movement and combat. Strength governs every melee weapon a short sword or larger, and every Improvised Tool, hit and damage.

ATTR: PHY

Ex. 1 (Offensive): A human warrior rolls D100: $55 + STR\ 12 = 67$ vs DIFS 65. Grapple success. If the warrior had rolled a 59 or less, he would have failed. Ex. 2 (Offensive): A gnome has an innate penalty of -5 Strength but also has +5 Strength, which balances to Strength +0. The gnome rolls D100: $48 + 0 = 48$ vs DIFS 47. Grapple success. If the gnome rolled a 46 or below, it would have failed.

3. Courage

Description: Represents mental bravery and resolve, helping resist fear, intimidation, and mental control.

Application: Bonus to resist fear effects, intimidation attempts, and mental domination, opposed by the source's Strength or Charisma, whichever fits the fiction, or a fixed DIFS for impersonal dread with no single creature behind it. Reduce effects of fear and intimidation.

ATTR: Fortitude (FRT)

Defensive, Vex rolls D100: $61 + COU\ 8 = 69$ vs DIFS 65. Holds steady. Negative, A character at -2 Courage rolls D100: $57 + (-2) = 55$ vs DIFS 60. Fails, routed by fear.

4. Constitution

Description: Physical body integrity and cellular resilience, reflecting how well a character's body sustains and builds Life over time.

Application: Constitution score is added to Life gained each LVL. Also extends the negative Life threshold before rejuvenation is required, threshold = $-(10 + \text{Constitution score})$.

ATTR: PHY

Passive, Mira has Constitution 4. Each LVL, her Life increases by her LVL gain + 4. Her negative Life threshold is -14.

5. Perception

Description: Reflects awareness, perception, and alertness, allowing characters to detect surprises and environmental hazards.

Application: Bonus to perception checks, awareness, and avoiding environmental dangers. Better detection of hazards, traps, and ambushes, DIFS set by how well the hazard is hidden, opposed by its maker's Dexterity when a creature set it, GM judgment for a natural hazard.

ATTR: Vigilance (VIG)

Defensive, Kael rolls D100: $58 + PER\ 12 = 70$ vs DIFS 68. Spots the pressure plate trap.

Negative, Grommak the Ogre is at PER -4. D100: 55 + -4 = 51 vs DIFS 68. Fails, Grommak steps on it.

6. Intuition

Description: Represents a character's instinctive sense for danger, hidden truths, or upcoming events. Allows characters to make quick judgments, anticipate enemy moves, and sense deception or traps before they are fully revealed.

Application: Bonus to perception checks for sensing danger, detecting lies, or noticing subtle clues that indicate hidden threats or deception, helping avoid ambushes and traps. Opposed by the deceiver's Deceit score when sensing a lie, GM-set DIFS for other hidden dangers.

ATTR: PER

Defensive, Nira rolls D100: 60 + ITU 10 = 70 vs DIFS 68. Senses the ambush before it springs and warns the party.

7. Dexterity

Description: Represents hand-eye coordination and guile. Precision behind fine motor tasks, physical fluidity, and intricate work.

Application: Bonus to intricate and tedious tasks such as; mechanical trap avoidance and disassembly, guile checks, and quick strikes with offhand martial weapons, as well as physical fluidity assisting with sneaks, fall damage, and off balance or falling penalty absorption. Trap-related DIFS is set by the trap's own construction, opposed by its maker's Dexterity when a creature built it. Dexterity governs every actual melee weapon smaller than a short sword, a dagger, knife, dirk, or stiletto, hit and damage. An Improvised Tool is not a weapon and stays on Strength.

ATTR: Artistry (ART)

Offensive, Nira rolls D100: 61 + DEX 10 = 71 vs DIFS 68. Picks the lock cleanly. Note: Parry requires a qualifying weapon or bracers to activate.

8. Deceit

Description: Focuses on deception, mimicking death, and trickery to mislead opponents.

Application: Bonus to deception checks, feints, and mimicking death. Use deception to create openings or manipulate Hostile Creatures, opposed by the target's Perception or Intuition, GM's choice based on what would actually give the deception away.

ATTR: ART

Offensive, Vex rolls D100: 55 + DEC 8 = 63 vs DIFS 70. Falls short, the enemy doesn't buy the feint. Defensive, Vex tries again: D100: 58 + 4 = 62 vs DIFS 62. Meets exactly, the guard is distracted long enough.

9. Warded

Description: Represents protection against Spells and magic, including elemental damage and Spell sourced effects like magical poison.

Application: Bonus to resist Spell damage, magical effects, and their mitigation checks.

Warded is checked against the incoming damage's type, fire, ice, acid, lightning, poison, arcane, and so on, not its School, School only governs who can cast a Spell, type is what Warded actually cares about. Spell sourced poison and other Spell sourced effects are resisted with Warded; Martial sourced poison and effects are resisted with Vigor instead (see Vigor, above). Warded type is given to races innately or chosen by the Player. For instance, Arctic Dwarves innately have +3 ice warding but -5 to fire. Whenever a character holds a positive Warded to a given type, their armor gives off a faint glowing aura in a color tied to that type, frost-blue for ice, ember-red for fire, and so on, visible to anyone nearby. Enchantments and other Armament upgrades carry the same visual tell, whatever effect an Armament is enchanted or upgraded to grant shows up as a matching visible effect on the Armament itself, a flame-wreathed blade for a fire enchant, crackling static along armor for a lightning ward, and so on. **Reminder:** Warded adds to PROTS only against a Spell attack, it never stacks against a Martial attack, Defense covers that instead (see Defense, below).

ATTR: Intellect (INT)

Defensive, Tira has PROTS 60. Her Warded score is 7. $PROTS\ 60 + 7 = 67$. The mage's spell roll is 65. Miss. Negative, An Ogre at -1 Warded: $PROTS\ 62 + (-1) = 61$. Mage rolls 65. Hit.

10. Toughness

Description: Represents the outer physical protection of a character, tough skin, dense muscles, and strong bones. Adds an Armor Score bonus equal to the Toughness score, providing additional protection against physical damage and penetrating attacks.

Application: Used by unarmored or lightly armored characters. Bonus to absorbing initial damage and resisting penetrating attacks. Breaking through a barrier or obstacle checks against a DIFS set by its own material and construction, not an opposing Trait.

ATTR: PHY

Defensive, Darro rolls D100: $63 + TGH\ 10 = 73$ vs DIFS 70. Absorbs the blow with no penetrating effect. Offensive, Darro rolls D100: $66 + 5 = 71$ vs DIFS 70. Breaks through the barricade.

11. Grit

Description: Raw physical toughness that anchors a character against disruptive forces and combat conditions.

Application: Rolls d100 + Grit score against DIFS when subjected to stun, knockback, or

knockdown effects, opposed by the source's Strength when it's a creature's attack, or a fixed DIFS for a natural force like a blast or tremor; an ongoing disruption calls for a fresh Grit check every round until it ends.

ATTR: PHY

Defensive, Darro is hit by a shockwave. D100: 58 + GRT 12 = 70 vs DIFS 66. Holds his ground, no knockback.

12. Vigor

Description: Physical endurance and bodily resilience against harmful substances and conditions.

Application: Rolls d100 + Vigor score against DIFS when subjected to Martial sourced poison, disease, venom, or ongoing bleeding effects. DIFS set by the affliction's own potency, not an opposing Trait. An ongoing affliction calls for a fresh Vigor check every round until it's cured or runs its course. Note: Spell sourced poison is resisted by Resistance trait instead (see Resistance, below).

ATTR: FRT

Defensive, Mira rolls D100: 47 + VGR 6 = 53 vs DIFS 60. Fails, the poison takes hold and Mira begins taking ongoing damage.

13. Health

Description: A character's discipline around their own well-being, how quickly bad habits compound and how quickly good ones snowball.

Application: Governs Wellness's tick rate (see Wellness, above), slowing it below 75% Wellness and speeding it up at 75% Wellness and above. Not a d100 roll modifier, no DIFS check.

ATTR: FRT

14. Willpower

Description: Mental determination and the ability to resist intellectual mind control, temptation, and confusion.

Application: Bonus to resist mental influence, temptation, and confusion, opposed by the source's Charisma when the effect is charm, seduction, or persuasion-based, a spell's own DIFS otherwise. Maintain mental clarity and resistance to mind effects.

ATTR: FRT

Defensive, Vex rolls D100: 70 + WIL 12 = 82 vs DIFS 78. Resists the charm spell. Negative, An Ogre at -2 Willpower rolls D100: 65 + (-2) = 63 vs DIFS 75. Charmed.

15. Acuity

Description: Raw mental power and magical acuity, the ability to channel and focus arcane

or divine energy with precision.

Application: Bonus to spell attack rolls and spell damage, a Spell Ability targets the same number a weapon attack does, the target's PROTS, not a DIFS. Acuity score is added as a bonus to spell Critical Hits.

ATTR: INT

Offensive, Kael rolls D100: $64 + ACU 10 = 74$ vs the target's PROTS 65. Spell lands. Damage boosted by Acuity score as well.

16. Wit

Description: Mental resilience, sharp perception, and the ability to avoid deception or complex traps.

Application: Bonus to perception checks, trap detection, and mental defenses, opposed by a scam or trap's own concealment DIFS, or an opponent's Deceit when Wit is used to catch a lie. Working out a maze or a disorienting puzzle can also run on Intuition instead, GM's call, see above. Use wit to deceive or manipulate opponents.

ATTR: INT

Defensive, Kael rolls D100: $58 + WIT 10 = 68$ vs DIFS 65. Spots the merchant's scam before paying. Negative, Ogres begin at -5 Wit. D100: $62 + (-5) = 57$ vs DIFS 60. Fails, pays double.

17. Piety

Description: Embodies a character's devotion, reverence, and moral integrity toward their deity, sacred principles, or spiritual path. It reflects their commitment to their faith through acts of worship, moral conduct, and spiritual discipline. Characters with high Piety often gain divine favor, protection, and influence, while those with low Piety may lack spiritual resilience or be more susceptible to dark influences.

Application: Use Piety to resist divine corruption, dark curses, or malevolent holy magic. Roll against effects that threaten spiritual integrity or invoke divine wrath, DIFS set by the corrupting effect's own divine potency, not an opposing Trait, gaining bonuses when defending against holy or divine effects.

ATTR: Wisdom (WIS)

18. Knowledge

Description: Represents the depth of a character's learning and understanding, such as facts, history, theory, and accumulated Experience (XP).

Application: Bonus to skill checks involving lore, history, magical theory, technical expertise, and XP-based tasks, DIFS set by how obscure the information itself is, not an opposing Trait. Characters with higher Knowledge gain increased XP rewards for tasks that

grant XP.

ATTR: WIS

19. Perception

Description: Awareness, sensing, and noticing details in the environment and in others. The ability to detect hidden things, spot danger, and read situations clearly.

Application: Bonus to perception checks, spotting hidden objects or creatures, detecting traps before they trigger, and reading a character's intent or deception. Opposed by concealment DIFS for hidden objects, or an opponent's Deceit for reading intent.

ATTR: VIG

Defensive, Kael rolls D100: 72 + ITU 12 = 84 vs DIFS 80. Spots the hidden tripwire trap.

Negative, An unobservant character at -3 Intuition: D100: 58 + (-3) = 55 vs DIFS 75. Misses it completely and triggers the trap.

20. Charisma

Description: Represents a character's personal magnetism, leadership, and ability to influence others. Charisma affects social interactions, persuasion, intimidation, and the ability to rally allies or manipulate opponents. Contributes to narrative advantages in roleplay scenarios.

Application: Bonus to social rolls involving persuasion, intimidation, or deception, opposed by the target's Willpower when persuading or charming, the target's Courage when intimidating. Both offensive and defensive: use Charisma to sway or demoralize opponents, or to inspire allies in Critical moments. **Intimidation is a Charisma roll:** d100 + Charisma vs the target's Courage. Anything granting a bonus to Intimidation grants it to CHA (intimidation) rolls.

ATTR: ART

21. Defense

Description: Defense type is determined by the Character's approach to avoiding harm, Parry requires a 2H Weapon, Bracers, or Dual Wield (melee only, excludes orbs, tomes, special items, and environmental objects), Bracers allow Parry and Gloves do not, Block requires a Shield, and Dodge requires light armor and speed.

Application: Defense adds to PROTS against martial or Nature-sourced attacks. Defense stacks with other applicable defensive traits like Agility (for ranged attacks) to form the Character's total PROTS. Characters must have at least one qualifying item equipped to benefit from Defense: a 2H Weapon, Bracers of Defense, or Dual Wield (melee only, excludes orbs, tomes, special items, and environmental objects) for Parry; a Shield for Block; or Half Medium armor grade or lighter for Dodge. Characters in Medium or heavier

armor cannot use the Dodge defense type.

ATTR: PHY

22. Focus

Description: The ability to concentrate and maintain ongoing focus through tense situations requiring multiple actions or turns, channeling Spells, disabling traps under pressure, or performing complex tasks.

Application: Bonus to maintaining concentration on complex tasks, Spellcasting, or disabling traps. Reduces the chance of losing focus due to distractions or damage. Also see Panic Engine.

ATTR: INT

23. Craftsmanship

Description: A character's skill with tools, materials, and fine handiwork, the discipline behind building, repairing, and shaping things well.

Application: Bonus to Crafting Resolution checks (see Professions, above) and to heavy-craft Skill Checks when the theme fits. DIFS is set by the item's own complexity, rarity tier, and required quality.

ATTR: ART

Offensive, Nira rolls D100: 60 + CFT 10 = 70 vs DIFS 66. The blade comes out true.

24. Calibration

Description: Command of a built device. The tuning, timing and handling of a made thing under load, knowing its charge, its balance, its cycle, and the moment it is at its best. Where Craftsmanship builds a thing, Calibration runs one already built.

Application: Bonus to operating and running built things under load, such as; tuning a device to its best cycle, holding an unstable mechanism steady, timing a powered action to the moment it delivers, field-clearing a jam or fault mid-use, and reading a machine's behaviour before it fails, as well as the handling of any built gear whose rhythm matters more than the force applied to it. Where Calibration governs a physical action it stands in for **Agility**, never Strength, the device's timing carrying the act rather than the speed of the hand on it. DIFS is set by the device's own complexity, opposed by its operator's Calibration when a creature is running it against you. It does not cover building or repairing, which stays with Craftsmanship.

ATTR: ART

Nira rolls D100: 62 + CAL 12 = 74 vs DIFS 70. She catches the cycle as it slips and holds the mechanism steady.

25. Atavism

Description: The old blood surfacing. An inherited, pre-civilized capacity that wakes when the body is driven past what training accounts for, the ancestral form pressing through the modern one. Where Strength applies force a body has trained for, Atavism draws on force it never learned.

Application: Bonus to acting beyond what training accounts for, such as; feats of raw untrained exertion, moving on instinct before thought catches up, holding together past the point conditioning prepared the body for, enduring or carrying a force through the flesh rather than deflecting it, and the reactions that surface when a character is cornered, starving, or run past exhaustion. DIFS is set by what is being borne or forced, opposed by the source's own output when a creature or device is driving it. It does not cover resisting damage from outside, which stays with Toughness and Warded.

ATTR: PHY

Darro rolls D100: 59 + ATV 14 = 73 vs DIFS 70. Three days without food and he still lifts the beam off his shield-brother, the old blood rising.

Additional Considerations

- **Limitations:** Trait Checks have no usage limit. Specific abilities may have per-encounter or per-day restrictions as noted in their descriptions.
- **Synergy & Development:** Traits can be combined or specialized over time, allowing characters to customize their Abilities and tactical options.
- **Inheritance & Acquisition:** Traits may be inherited through race or acquired via class, Profession, or Experience (XP) to foster growth and specialization.

Trait Secondary Effects (Score 10+)

Trait Tier Formula: Effect tier = floor(Trait SCR ÷ 10), with tier 0 below a score of 10 (no effect yet active). A Trait score of 10-19 grants tier 1 effects, 20-29 grants tier 2, 30-39 grants tier 3, and so on up to the Trait cap of 100 (tier 10). Each tier increase strengthens the effect accordingly.

Every Trait carries a second, passive effect that unlocks once its score reaches 10, on top of its normal d100 roll bonus. Four Traits regenerate a Vitality resource: Constitution regenerates [tier] Chips to Life each Turn, Willpower regenerates [tier] Chips to Mana each Turn, Grit regenerates [tier] Chips to Stamina each Turn, and Vigor regenerates [tier] Chips to Endurance each Turn. Every other Trait instead lets the Player designate one Ability aligned with that Trait's theme to reset its Cooldown or Recharge early [tier] times per encounter (see How to Read a Card,

above, for the CD/RECHRG markers), removing Ability Reset/Recharge Chips from the Card sooner than its normal Turn or Rest timer would. Reaching 20, 30, 40, and every 10 points after repeats the same effect at a stronger tier, right up to the Trait cap of 100.

Example, To the Game Master: Creating a Level 30 Divine Wild Chimassu

Utilizing the rules found in SORC's GM Codex, on Species and Rank, this Chimassu's Innate Traits started as a Hawkbear of the same species and size. Hawkbear Innate Traits, the closest playable race to the Chimassu because both are Goliath-sized hybrid creatures combining two distinct animal forms, sharing the same fusion of brute physical power and aerial agility.

The character begins with three negative traits. Before any growth can happen in Wit, Deceit, and Piety, Remnant (REM) PTS must first be spent just climbing back to zero. Climbing out of negatives costs the same 2 REM PTS per score point. Wit: 2 REM PTS x 2 = 4 REM PTS just to reach 0. Deceit: 2 REM PTS x 2 = 4 REM PTS just to reach 0. Piety: 2 REM PTS x 1 = 2 REM PTS just to reach 0. Total: 10 REM PTS spent before any real growth in those traits. Averaging 28 REM PTS per LVL x 30 LVLs = 840 total REM PTS, minus 10 REM PTS climbing out of negatives = 830 REM PTS to work with.

840 - 608 = 232 Remnant PTS (REM PTS). Those Remnants reflect the randomness of 30 LVLs of rolling. A Divine rank Chimassu would have used these to push remaining attributes and traits even higher, or saved them as a GM resource for special abilities befitting its Divine status.

Vitality

The Vitality System in Slayers of Rings & Crowns encapsulates a character's life force, magical energy, immediate stamina, and long-term endurance, all tracked via stackable Chips, representing one unit of Vitality gained or lost. These core resources, Life (life), Mana (magic energy), Stamina (physical energy), and Endurance (daily energy), are color-coded and begin with base amounts determined by the Character's size category. Each Vitality resource grows per LVL and can be further boosted by Apex, in whichever resource(s) a character allocates it to. Recovery rate is set by Spirit, both are explained below.

Apex

Apex represents the volume of each Vitality resource-how much Life, Mana, Stamina, or Endurance a character can hold. Apex is a race-specific Vitality score determined by the Character's race, starting at a value between 1-11. The Player allocates Apex across whichever

resource(s) they choose, splittable across more than one. Apex is a standalone Vitality score, never purchased separately. Each point of Apex equals 1 Chip of Vitality capacity (every 5 Apex = 1 additional Chip). Apex grows with age and Growth: after a character's first year of life, Apex increases by the character's race-specific growth rate, then continues to grow every 5 years of age thereafter (see Playable Races for race-specific growth values).

Spirit

Spirit is a race-specific Vitality score that determines how fast a Vitality resource recovers. Each point of Spirit equals 1 Chip of regeneration (every 5 Spirit = 1 additional Chip of regeneration per turn). Spirit starts at a value between 1-11 based on the character's race. The Player picks which resource(s), Life, Mana, or Stamina, benefit from Spirit-based regeneration, splittable across more than one. Endurance is never affected by Spirit; Endurance only resets at the start of each day (see Endurance, below). Spirit recovery applies at all times, in combat, out of combat, and during rest, and it stacks with any Nature or Spell Ability that also recovers Vitality. Spirit is a standalone Vitality score, never purchased separately. Spirit grows with age and Growth: after a character's first year of life, Spirit increases by the character's race-specific growth rate, then continues to grow every 5 years of age thereafter (see Playable Races for race-specific growth values).

Wellness

Wellness tracks how well a character takes care of themselves on a day-to-day basis. Characters maintain Wellness through the choices they make, how they treat their bodies and minds, and the activities that either support or harm their health. Wellness ranges from 0% (minimum, representing neglect and decline) to 150% (maximum, representing peak physical and mental conditioning).

What triggers Wellness changes: Wellness is affected by lifestyle choices, moral and conscience decisions determine Wellness trajectory: unhealthy choices lower it, moderate choices hold it steady, and healthy choices raise it. Diet provides a small, steady tick that builds over Growth: good diet gradually raises Wellness, poor diet gradually lowers it, the benefit accumulating as characters age. Poison, disease, and status effects cause Wellness to tick down. Loss of Life hurts Wellness; retaining Life through care and healing helps it. Sustained rest restores Wellness (see Rest Mechanics, below). Honing abilities, talents, and skills through practice maintains and improves it. Multiple professions support Wellness: Practitioners provide direct healing and recovery, Hunters and Fishermen provide fresh game and catch, Cooks prepare nourishing meals, Scouts keep characters mobile and aware, Healers provide medical

care, Buffers support morale, moral leaders inspire good choices, and Field Medics provide emergency care and treatment.

Wellness and Vitality: Wellness directly alters both Apex and Spirit. At low Wellness, Apex shrinks (reducing Vitality caps for Life, Mana, Stamina, and Endurance), and Spirit weakens (slowing Vitality regeneration). At high Wellness, Apex expands (increasing Vitality caps), and Spirit strengthens (accelerating Vitality regeneration). This creates a feedback loop: characters in poor health have smaller reserves and recover more slowly, while characters in good health have larger reserves and recover faster.

How Wellness ticks: Wellness ticks up or down automatically over time, like Heal-over-Time (HoT) and Damage-over-Time (DoT) effects. Neglect causes automatic decline, while healthy living causes automatic increase. Nothing ticks below 75% Wellness; below that threshold, only direct neglect, poison, disease, and injury can lower it further. At 75% Wellness and above, the threshold activates: both positive and negative effects accelerate, good habits snowball faster and bad habits compound quicker, the further from baseline a character drifts.

The Health Trait and Wellness: The Trait Health (see Traits, above) governs how fast Wellness ticks. Calculate Health tier as $\text{floor}(\text{Health score} \div 10)$. Below 75% Wellness, each tier adds 2 days to the tick length (slowing decline). At 75% Wellness and above, each tier removes 1 day from the tick length (minimum 1 day, accelerating recovery). Health score below 5 (tier 0) applies no modulation. Higher Health scores slow the Wellness decline rate when below 75%, preventing characters with robust constitutions from spiraling as quickly. At 75% and above, Health also determines how fast positive ticking occurs, allowing well-cared-for characters with high Health to reach peak condition faster.

Rest Mechanics: Sustained rest restores Wellness more effectively than any other activity. A Breather (brief rest, 10 minutes) ticks Wellness slowly. A Short Rest (1 hour) ticks faster. A Full Rest (8 hours, requires a bed) ticks significantly faster and requires proper sleeping conditions, a comfortable bed is necessary for full Wellness recovery potential. Without a bed, a Full Rest still provides Endurance restoration but Wellness ticks more slowly. Environmental conditions affect rest quality: temperature extremes, noise, discomfort, and stress all reduce Wellness ticking during rest. A character resting in ideal conditions (warm, comfortable, safe, well-fed) gains maximum Wellness ticking; a character resting under poor conditions gains minimal benefit.

Practitioners and Standing: Practitioners are NPCs (not a playable profession) who specialize in supporting character wellness. Characters benefit most from establishing a relationship with a primary Practitioner who knows them well, this creates Standing, an important measure of trust and familiarity. Regular visits with an established Practitioner accelerate Wellness recovery and

provide bonuses to health-related checks. These visits typically require scheduling appointments. Practitioners exist throughout the world; characters can visit any Practitioner in emergencies, but emergency visits provide limited benefits compared to regular visits with an established primary Practitioner. Building Standing requires time and repeated contact.

Larger races begin with higher Life and Stamina but lower Mana, their mass favors physical endurance over magical capacity. Smaller races begin with higher Mana but lower Life and Stamina, reflecting a natural affinity for magical energy over brute resilience. Standard-sized races begin with balanced amounts across all four. Base values for each size category are listed under Playable Races (pg. 2). Race-specific innate traits, ATTRs, and class bonuses modify these base values further.

Resource consumption occurs through actions like attacking, Spellcasting, and moving. Combat abilities cost Stamina, base cost is 2 Stamina chips, with each ability's cost listed on its card. Spells cost Mana, base cost is 2 Mana chips, with each spell's cost listed on its card. Both also cost at least 1 action. Life, Mana, and Stamina regenerate via Spirit between every turn. Endurance is spent by every action taken across the day and resets at the start of each day. Each Vitality resource has its own score, called a Vitality SCR ([VIT SCR](#)), tracked through Chips. Each VIT SCR is the number of Chips that Vitality resource is capped at (see Vitality Progression, below).

Vitality Progression

Each Vitality resource grows every Character LVL and every Growth, at the same per-LVL rate for both: Life by 18, plus the Character's Constitution score. Mana by 12, plus the Character's Wit score. Stamina by 12, plus the Character's Willpower score. Endurance by 11. These rates are consistent across all sizes, size differences are reflected in the base values. Growth's contribution is tracked on its own schedule, since Growth itself arrives on a slower, escalating wait rather than every LVL (see Growth, above). Vitality can be raised further through certain Armament Enhancements (still being expanded, see Enhancing and Modification Armaments, pg. 4).

Example: Kaida is Standard size, giving her a Base Life of 50 (see Base Vitality by Size, above). At Character LVL 30 and Growth 8, LVLing and Growth together add a good deal more Life, plus a bonus from her Constitution score. Her Apex, derived from her Fortitude score of 40, is split across Life, Stamina, and Endurance, bringing her Life to 965.

Vitality Recap: Apex and Spirit are race-specific Vitality scores with starting values determined by the character's race, growing every 5 years of age after the first year. Each grows via its race-

specific growth rate. From there, a Player chooses which Vitality resource(s) get the benefit: Apex can be allocated to any of the 4 (Life, Mana, Stamina, Endurance), Spirit can be allocated to any of the 3 (Life, Mana, Stamina, never Endurance). Every 5 points in either score equals 1 Chip of capacity or regeneration respectively.

Life Red / Purple Chips

At half: Move at half speed.

At zero: Incapacitated. Use purple Chips to track negative Life. At $-(10 + \text{Constitution score})$ Life, must go through rejuvenation (see dying and death below).

Mana Blue Chips

At half: Deals half of the Spell's power.

At zero: Cannot cast until Mana regenerates (see Spirit). Spell cost = the Spell's LVL divided by 2, rounded up, minimum 2 Mana.

Stamina Yellow Chips

Costs: Ability cost = the Ability's LVL divided by 2, rounded up, minimum 2 Stamina. Movement in structured encounters consumes Stamina equal to 1 chip per the Character's base speed per turn, plus 1 additional chip for every 5 feet moved beyond that. See Stamina and Mana Costs under Actions.

At half: Half results on all combat abilities.

At zero: Cannot use combat abilities or move until Stamina regenerates (see Spirit). See Encumbrance (below) for weight-based movement and action penalties.

Endurance Green Chips

Endurance determines how many actions a character can take in a day. Each action taken costs 1 Endurance Chip, whether combat, crafting, or talent use. Base Endurance is 35 for all sizes, giving 35 actions per day. It is up to the Player how to distribute those actions. A Breather restores Endurance to 60% of max, a Short Rest to 70%, each boosted by +1% per point of Spirit (capped at 100%), and a Long Rest always restores Endurance to full. Endurance resets to full at the start of each day regardless. Reminder: Endurance's cap can be raised the same way as any other Vitality resource, by allocating purchased Apex points to it (see Apex, above).

At zero: No more actions for the day.

Characters with leftover Endurance at the end of a campaign can craft while the Player is away, as long as they have the materials and recipes. Rolls are made at the start of the next session

to determine crafting outcomes.

Character Progression: Growth, Character Level and Rank

In SORC, a character advances along three separate tracks that move at different speeds, Growth, Character LVL, and Rank. This section is a summary of each; see the GM Codex, Ch. II, for the full tables, schedules, and procedures.

Growth

Growth is a character's maturity and aging, measured in Eons of Adoria (EA), or "years" (see Time, above). Growth is purely time-based, there is no Experience (XP) or XP involved. A character ages every year they're played, but Growth milestones don't arrive every year: the wait grows each time, with each Growth milestone requiring one more year than the last (Growth 1 at year 1, Growth 2 at year 3, Growth 3 at year 6, and so on). Every Growth milestone increases a character's Vitality (Life, Mana, Stamina, Endurance) at the same per-LVL rate Character LVL uses (see Vitality Progression, above), so age feeds directly into those figures rather than sitting apart from them. Because the wait keeps growing and Retirement is a hard 40-year cap for every race (see Retirement, below), Growth 8 is about as far as most characters will ever reach. Innate Aptitude is directly tied to Growth progression: it advances one pick every year of age lived, running alongside the Growth milestone schedule (see Innate Aptitude and Inaptitude, pg. 2). See the GM Codex, Ch. II, for the full Growth table and the year-tracking procedure.

Complex Rule Set only.



Character Level

Character LVL (LVL) is where a build actually takes shape, it governs Remnant (REM) PTS spending on ATTR SCRs, Talents, Skills, and Traits (TST), and grants Ability (Nature/Spell) picks from a character's Class Tree(s), one pick at each LVL and a second at the midpoint toward the next LVL (see Slots and Prerequisites, Basic Rules pg. 3, and Character LVL Experience (XP) Progression, GM Codex Ch. II, for the exact midpoint XP math). Apex and Spirit are independent Vitality scores that grow through age and Growth progression, not through Character LVL. They need no separate spending on their own. A new character reaches LVL 1 almost immediately, and each Class Tree offers exactly 30 Slots worth of Abilities, ending

at LVL 30 (see When the Class Tree Runs Out, below). Table talk will often shorten this to just "LVL," but it always means LVL unless Growth is specified. Note: [Retirement](#) is determined by Growth (aging), not Character LVL. See the GM Codex, Ch. II, for the full XP table.

Rank

Rank is measured by Rank PTS (RP) and reflects a hero's reputation and achievements, advancing through Pauper, Peasant, Commoner, Adventurer, Hero, Uber, Elite, and Legend. NPCs, Companions, and armaments carry matching ranks (Common through Divine), and characters cannot access content or equip items above their own Rank, higher-ranked threats and areas aren't secret, but they block off as obstacles (guards, sealed gates, terrain too dangerous to cross) rather than content a character can engage or loot, and they can still turn dangerous if they challenge the Character first. Advancing to each Rank tier requires two Prerequisites, met independently of RP and of each other: a minimum LVL, and a minimum age (measured by the character's current age since their Beginning Age was chosen at creation). The Character's own chosen Beginning Age (see Age, above) plus a fixed number of years for that tier sets the threshold. Because Beginning Age is itself a 5-year range chosen at creation, every rank's actual age requirement is a range too, not a single number, see the Human and Yawnie examples below. Neither Prerequisite shares any progression with Growth's own Vitality/Ability track or with LVL's build-out, they are just gates a character's numbers have to clear. A GM may simulate a character's LVL and age to start a campaign partway in, but Rank must always be earned, it can never be simulated. Retirement Age doesn't move for a simulated character either, so advancing a character's age forward spends real time out of that character's 40-year adventuring window rather than buying any. See the GM Codex, Ch. II, for the full RP tables, Rank Prerequisites, worked examples, and the full Character Simulation procedure.

Race	Pauper (LVL 1)	Peasant (LVL 5)	Commoner (LVL 9)	Adventurer (LVL 14)	Hero (LVL 18)	Uber (LVL 23)	Elite (LVL 26)	Legend (LVL 30)
Human	18-22	20-24	22-26	26-30	30-34	35-39	41-45	48-52
Yawnie	73-77	75-79	77-81	81-85	85-89	90-94	96-100	103-107

Growth, Character LVL, and Rank are fully covered, tables, schedules, and procedures, including every race's age-based Rank requirements, in the GM's Codex, Ch. II.

Archetypes

An **Archetype** is what a character does with the years Growth measures. Adventuring fills the sessions, but Growth counts whole years, and most of those years are spent somewhere doing something. The Archetype is that something, and it is chosen once and lived out over a lifetime rather than bought with Remnant (REM) PTS. A character has one.

Complex Rule Set only.



Hobbyist

Hobbies define a character outside of their Class, Reputation, Profession, and other systems. A hobbyist is never paid for their hobby, full stop, they pursue it purely for self-gratification, relaxation, and the chance to work in their own personal style, not for coin or commission. A character can still hold the same subject as an actual paid Profession, a Blacksmith who also hammers out trinkets on the side for no one but themselves is both at once, but the hobby side of that never earns a wage; the moment coin changes hands, it's the Profession doing the work, not the hobby. A hobby can come from a character's own background or culture, or be picked up from someone else's entirely, and it can come up during downtime while the Player isn't the one at the table, or get woven directly into play itself. Like an archetype, a hobby says something about who a character is, and many carry a small, thematically appropriate benefit tied to what the hobby actually trains, though never as significant as a Talent, Skill, or dedicated Profession.

For example, a Card Player used to running a bluff at the table may find that same instinct sharpens their Deceit outside of it too. A Collector who has spent years cataloguing curiosities may be quicker to Appraise an item's true worth. A GM is free to grant a small, situational bonus like this when a character's hobby genuinely applies, it's a narrative hook first and a mechanical nudge second.

Many hobbyists travel with a memento or two related to their hobby, even mid-adventure. A pipe collector rarely goes anywhere without at least one pipe in their pack, a card Player without a deck, and so on, small, personal items that take up little room but say a lot about who's carrying them.

A hobby's advantage isn't always a quiet one. A Pipe Smoker can blow a lungful of smoke into a rival's face to catch them off guard, outside of combat, of course, no different in spirit than the Deceit a Card Player leans on when bluffing. A Knitter who spins their own clothes from raw materials may turn out something genuinely fine, but the rules forbid selling it, the moment a

hobby-made piece is sold for coin, it stops being a hobby and starts being a Profession, and that's not what the hobby was for.

Hobbies vs. Professions

Hobbies and Professions may share a subject, a Blacksmith and a Hobby Blacksmith hammer the same anvil, but the rules treat them very differently. The distinctions below are absolute:

- **Combat:** Neither Hobbies nor Professions can ever be used during combat. No exceptions.
- **Actions:** Both require actions to perform, but Hobby work begins at double the action time of the equivalent Profession work. A hobbyist takes their time, that's the point.
- **Expertise:** Profession action time can be decreased with Expertise. Hobby action time can never be decreased, no amount of practice turns a pastime into a trade.
- **Crafted Value:** Items crafted as a Hobby lose half of the product's default value.
- **Discovery:** Characters who work at their craft as a Hobby gain Discovery bonuses, the hobbyist's wandering, unhurried eye catches what a working professional walks right past.

Rule	Profession	Hobby
Usable during combat	Never	Never
Requires actions	Yes	Yes, at double the base action time
Action time decreases with Expertise	Yes	No, never
Crafted item value	Default value	Half the default value
Discovery bonuses	Standard rolls only	Yes, gains Discovery bonuses
Paid for the work	Yes, wages and commissions	Never, the moment coin changes hands it's the Profession working

Hobby Growth

Hobbies improve through the Growth system, time spent at a pastime does sharpen it. Exactly how Growth applies to Hobbies, what improves, at what pace, and what it looks like at the table, is still under development and will be detailed in a future update. Below is a sample list of Hobbies.

Fisherman

Hobby	Description
Fisherman	Spends any free hour with a line in the water, patience over urgency. Hunters and Cooks often pick this up naturally, reading water is a close cousin to reading tracks or knowing what's actually good to eat.

Collecting

A Collector gathers a particular category of object obsessively, cataloguing and comparing pieces for the sheer love of the set. Years spent at it sharpens their eye for a thing's true worth when Appraising. A real collection needs somewhere to live, a home, a wagon, a vault, or a hiding place the collector marks themselves (a Wayfarer's Mark Spot Ability works well for this), beyond what a character can carry on their person within their encumbrance limit. The category is the Character, a few examples:

- Stein Collector
- Tobacco Pipe Collector
- Watch Collector
- Trophy Collector
- Coin Collector
- Curio Collector
- Bottle Collector
- Map Collector
- Key Collector
- Gemstone Collector
- Feather Collector
- Seashell Collector
- Arrowhead Collector
- Medal Collector
- Mask Collector
- Doll Collector

- Miniature Collector
- Stamp Collector
- Book Collector
- Button Collector
- Weapon Replica Collector

Crafting and Making

- Carver - whittles wood into small trinkets, toys, or figures, purely for the craft of it, no coin involved.
- Knitter
- Whittler
- Basket Weaver
- Quilter
- Origami Folder
- Model Builder
- Candle Maker
- Soap Maker
- Rope Worker
- Embroiderer
- Calligrapher
- Hobby Potter
- Hobby Leatherworker
- Hobby Glassblower
- Gadgeteer
- Weaver
- Bookbinder
- Hobby Jeweler
- Toy Maker

Games and Wagering

- Card Player - always carries a deck, always up for a hand, win or lose.
- Gambler - can't resist a wager, cards, dice, or a bet on which raindrop reaches the sill first.
- Dice Player
- Riddler - collects riddles and puzzles the way others collect coins, and can't resist posing one mid-conversation.
- Board Gamer
- Arm Wrestler
- Knife Thrower
- Darts Player
- Sporting Wrestler

Outdoor and Nature

- Stone Skipper - can't pass still water without testing it, an old habit of finding the flattest stone and counting the skips.
- Stargazer - can name constellations most people have never noticed, and always knows which way is north.
- Birdwatcher - can identify a bird from a call alone, and has strong, mostly unwelcome opinions about which are the best.
- Gardener
- Hobby Beekeeper
- Hobby Forager
- Mountain Climber
- Cave Explorer
- Tide-Pooler
- Tree Climber
- Camper

Social and Storytelling

- Storyteller - never tells a tale the same way twice, and never lets the truth get in the way of a good one.
- Tavern Regular - knows every barkeep's name in a five-town radius, and every barkeep knows theirs.
- Singer
- Dancer
- Joke Teller
- Poet
- Toastmaster
- Matchmaker

Intellectual and Lore

- Book Worm - reads everything they can get their hands on, whether or not it's useful.
- Cartographer - sketches every place they've been into a personal map, useless to anyone but them, priceless all the same.
- Curio Hunter - hunts oddities, cursed trinkets, strange mechanisms, anything nobody can explain, for the thrill of finding it, not the profit of selling it.
- Amateur Historian
- Hobby Linguist
- Genealogist
- Cipher Enthusiast
- Debater

Habits and Small Vices

- Pipe Smoker - rarely without a pipe, real or unlit, the ritual matters as much as the smoke.
- Snuff Taker
- Tattoo Collector
- Tea Ceremony Keeper

Physical and Competitive

- Racer - can't resist a footrace, a wagon race, a dare to reach the tree line first.
- Juggler
- Tumbler
- Recreational Swimmer
- Sporting Archer
- Stone Lifter
- Tug-of-War Enthusiast

Animals

- Pet Keeper
- Hobby Falconer
- Insect Collector
- Hobby Horse Groomer

Odds and Ends

- Pack Rat - can't walk past something interesting without pocketing it, junk to anyone else, treasure to them.
- Doodler - sketches whatever's in front of them, a face, a building, a battle plan, mostly on scraps no one else will see.
- Graffiti Artist
- Ghost Story Collector
- Superstition Keeper
- Weather Predictor

For a full version of Hobbies and how they work, refer to [The Wanderer's Almanac](#).

Hermit

A Hermit keeps their own company. Between adventures they return to somewhere quiet and out of the way, a hut on a ridge, a cell cut into rock, a boat moored well off the harbour, and they are content there in a way most characters are not. Solitude is the point of it, not a punishment or a penance, and a Hermit who is forced into a crowded season is the one who suffers for it.

What a Hermit gains from the years is what nobody watching would have taught them. Left alone with a problem long enough, they arrive at their own answer for it, and it is rarely the answer a guild would give. What a Hermit gives up is everything a settlement provides freely, current news, a market's going rate, a name people recognise at the gate.

Exactly how Growth applies to a Hermit, what improves, at what pace, and what it looks like at the table, is still under development and will be detailed in a future update.

Wanderer

A Wanderer never settles. Between adventures they are already moving, and the year passes on a road, a deck, a caravan track or a stretch of open country rather than in any one place. A Wanderer has been almost everywhere once and nowhere twice, and holds no home to return to, which is a freedom and a cost in equal measure.

What a Wanderer gains from the years is breadth. Roads, borders, seasons, prices, customs and rumours accumulate in a way they cannot for anyone who stays put. What a Wanderer gives up is depth and standing, no guild counts them a member, no town counts them a local, and nothing they own is stored anywhere but on their back.

Exactly how Growth applies to a Wanderer, what improves, at what pace, and what it looks like at the table, is still under development and will be detailed in a future update.

Leveling and Advancement

Trait Aura System

Aura is currently under development and its true mechanics are not listed here yet. Aura advances with Growth. Everything beyond that, its layers, its acquisition, and how it interacts with Trait SCRs, is being reworked and will be published here once settled.

How Growth Accrues

Growth is not earned, it accrues, automatically, from years lived. There's no Experience (XP) threshold to cross and nothing for the GM to announce or negotiate: a Character gains 1 year for every Eon of Adoria of in-fiction time they live through while being played (whether that time is spent in combat, downtime, travel, or rest), and Growth itself lands on the escalating schedule

established under Growth, above, one more year required each time (see Growth and Age, above).

A Character's Next Growth

There's no hidden threshold and nothing to reveal, years tick forward on their own as in-fiction time passes, at the exact same rate for every character, and Growth lands whenever the current escalating wait is met. See Growth and Age, above, for the formula.

The Road Between Levels

The road between LVLs is never empty. While a character's Growth climbs slowly, everything else moves every session: LVL advancement, Rank PTS and Rank, armaments and gear, professions, Companions, Titles, and Prestige all advance through regular play. Growth is the slowest wheel of many turning.

Growth, Character Level, and Rank: Three Separate Systems

Why three progressions? SORC separates what naturally changes with age, what you choose to do with Experience (XP), and what the world lets you access. This creates three independent advancement tracks, each governing different aspects of a character's growth.

Growth is what naturally happens to your body as you age, constrained by your Health. Growth measures years lived and automatically increases Vitality (Life, Mana, Stamina, Endurance), people get stronger as they age. Growth also advances your Aura and Innate Aptitude (one pick every year, regardless of Growth tier). This creates an important design boundary: Growth doesn't govern your Vitality *choices* (different people build differently), but it does increase your Vitality *totals* because aging makes people physically stronger. A 40-year retirement cap means characters don't wither in old age; they reach peak strength in their prime and then retire while still vital. Wellness directly affects Growth's benefit, high Wellness accelerates Vitality growth from aging, low Wellness slows or prevents it, because unhealthy characters don't gain the benefits of their years.

Character LVL is where you make choices via XP. Every XP you earn advances only Character LVL, and Character LVL governs only your player agency: Remnant (REM) PTS spending (which you consciously choose to allocate), Ability picks from your Class Tree (which you consciously choose to learn), and Trait/Skill/Talent customization (which you consciously choose as your build). Reaching a LVL that grants an Ability pick only makes that pick available; it isn't learned automatically, you must find the matching Class Trainer and pay the fee before it's actually yours (see Class Trainer Requirements & Fees, Appendix, and Playable Classes, pg.

3). This is why Character LVL exists as a separate system: it's about player agency and decision-making, not automatic progression.

Rank is what the world lets you access, based on achievement and story. Rank PTS (RP) advance only Rank, and Rank governs only access: equipment above your Rank is off-limits, NPCs treat you differently based on Rank, story gates and content are locked by Rank threshold, and dangerous areas aren't secret but are blocked by obstacles (guards, sealed gates, terrain) that match Rank. Leveling up never raises Rank, and no amount of XP counts toward RP; Rank must be earned through achievements, exceptional actions, and exploration. Rank is gated by two separate prerequisites, a minimum LVL and a minimum age, but meeting those gates does nothing; you still must have earned the required RP. This keeps story progression separate from mechanical progression.

All three together: A character might be Character LVL 30 (very experienced, fully built) but only Rank Hero (not yet a legend), and Growth 6 (only middle-aged). Each number tells a different story about who your character is. Growth represents your physical journey and age, Character LVL represents your skill and the choices you've made, and Rank represents your place in the world and what you've achieved. Confusing them leads to confusion about what governs what. See Rank LVL Prerequisites above and the GM Codex, Ch. II, for the full prerequisite tables.

Note: Characters devoted to a Higher Power may experience Fallen or Risen mechanics if they neglect devotion or betray their patron's values. This process begins at the Path level and escalates over time if unaddressed, potentially leading to a complete Path change at Growth 20 or beyond. See Fallen and Risen (Appendix) and Fallen and Risen Classes (Page 3) for full mechanics and tracking details.

Time-Skip Option

If a campaign prefers a faster climb, the GM may narrate larger stretches of in-fiction time between sessions, months or years passing in a single scene instead of tracking every day, to speed up how quickly characters reach each Growth. This has no effect on Rank PTS, which are still earned only through achievements, exceptional actions, and exploration.

When the Class Tree Runs Out

A class's Ability tree is finite. Once a character has chosen everything their Class Tree offers, LVL stops granting new class Abilities, ATTR SCRs and TST keep advancing normally through Remnant (REM) PTS spending, and Apex and Spirit keep advancing through age and Growth progression, regardless. This has no effect on Innate Aptitude, which continues advancing one

pick every year of age lived for as long as the Character is played, tied to Growth progression. Exact thresholds are in the GM Codex.

Starting Equipment

Starting equipment is dictated by several factors together, not any single one: Race, Background, Alignment, Class, Rank, Trait/ATTR Prerequisites, and rarity based on where the campaign is set. A race can choose any of its own cultural equipment or Armaments, provided the Character meets the item's Prerequisites. Rank caps every starting character at Common-rank Armaments, with no exceptions. No Armament is ever off-limits to carry or wear. Class and Alignment decide which Abilities a character may perform with what they hold, never what they may hold. Some Armaments are tied to a Path at the source, through the Higher Power that Path is bound to: blessed Armaments belong to Paths bound to a Lawful Higher Power, profane Armaments to Paths bound to an Evil one. A Class holds no alignment of its own. A Tyrant may carry an Avenger's blessed blunt weapon and an Avenger may carry a Tyrant's rage-fueled twin blades. Neither can perform the other's Path or Branch Abilities while holding it, and either may still use that Armament for any Path or Branch of their own whose requirements it meets. Items are the exception to all of this. A holy symbol, a cursed symbol, a reagent and their like may require a particular alignment to use at all, and that requirement comes from the Higher Power, the religion or the class the Item serves. Gear never carries such a requirement. See the [Starter Set Store](#), below, for what's actually available to buy.

Basic Attacks and Available Equipment

Characters have basic weapon attacks available from character creation, before any Class Tier Abilities are selected. These basic attacks use the same hit and damage mechanics as any other attack (see Combat, pg. 5), targeting an opponent's Protection Score (PROTS) with d100 + applicable modifiers. No special Ability is required to make a basic weapon attack; any weapon a character can carry and is proficient with (determined by their Class choice and Traits) can be used for basic attacks.

The specific weapons and armor a character can carry and use at creation is determined by combining several factors: **race size** (which establishes base carry capacity), **Strength Trait score** (which adds to carry capacity), **Class choice** (which determines weapon proficiencies), and starting Gold (which determines what they can afford). A character's total carry capacity at creation - determined by their race size plus Strength - directly limits what equipment they can physically carry and have available to use. For example, a Standard-sized Human with Strength +2 has a carry capacity of 130 lbs (100 base + 15 per Strength point). Any Common-rank

weapon or armor within this 130 lb limit can be selected and carried. Equipment that would exceed this carry capacity cannot be taken, even if the character has enough Gold to afford it. See Encumbrance, pg. 5, for carry capacity calculations and Item Rank Requirements.

Starting Gold

Every character begins with 100 Gold to spend on all starting equipment: armor, weapons, accessories, Adventuring Gear, and Talent Tree/Profession kits. Characters choose their starting armor and weapon from available options, but all armaments carry a price and are purchased from this 100 Gold budget. Some races begin with more or less, reflecting their culture's relationship with wealth, Glimmerstone Dwarves, treasure hunters by nature, begin with 150 Gold instead. Any modifier to a race's starting Gold is noted on that race's entry.

Free Starting Attire and Rations

Every character receives their starting clothing and basic attire (non-stat wear) free at character creation. This includes everyday wear, underclothing, and simple garments appropriate to their culture and background. Additionally, every character receives one week's worth of rations (7 days) at no cost. This is the only item not purchased from Starting Gold, all other equipment has a cost.

Background and Cultural Equipment

A character's race grants default access to their own cultural equipment and their homeworld's item table (see Planetary Markets, pg. 4). Background can grant access to a different culture's equipment on top of that, but only for characters created on Zailister. Zailister is the only world diverse enough to raise a character outside their own race's native culture, so only a Zailister-born (or Zailister-raised) character can, for instance, be a Human raised with Orcus cultural upbringing and start with Orcus cultural gear. Off Zailister, background stays tied to the Character's native culture, there is no cross-cultural mixing to draw from.

Rarity

What's actually available to buy depends on more than eligibility. Rarity is dictated first by planet, an item common on one world is rare, expensive, or simply absent on another (see Planetary Markets, pg. 4), and second by geography within a single world. A campaign set in one hemisphere of Zailister is less likely to stock goods native to the opposite hemisphere, the same way a Nordin recipe is rarer outside Glaciera even on Zailister itself. A character eligible for an item by race, background, alignment, and class may still need to travel, order it specially, or pay an import price to actually obtain it, at the GM's discretion.

Makeshift and Professional Tools

Talent Tree Kits/Backpacks and Profession tool kits can be acquired two ways: bought ready-made from a vendor, or crafted by a Character with the matching Profession. Either way, once a character carries the genuine kit, they gain its bonus, a makeshift substitute, improvised in the field without the real thing, lets a character attempt the task but grants no bonus.

Crafted kits follow the same proficiency LVL structure as Talents and Skills (see Proficiency Levels, above), a kit's recipe carries its own proficiency LVL Prerequisite, and a character can only craft a kit at or below their current proficiency LVL in that Profession. The kit's bonus is determined by the outcome of the Crafting Resolution check (see Crafting Resolution, above), not simply by owning it, a higher proficiency LVL recipe naturally allows for a better outcome. A Grandmaster recipe lets a character craft a Grandmaster-LVL kit and the tools inside it, carrying the best bonuses available through crafting.

Currency System

Essentia uses a structured currency system based on the value and weight of the element used to mint each coin. Not all planets use currency, some use advanced credit systems.

Coin	Conversion	Use
Copper Coin	10 Copper = 1 Silver	Trivial purchases; food, drink, tolls
Silver Coin	Base coin (~180/lb)	Basic unit; everyday purchases, taxes, wages
Gold Coin	1 Gold = 50 Silver	Substantial purchases, major economic transactions
Electrum Coin	1 Electrum = 10 Gold (500 Silver)	Mid-tier transactions, regional trade
Platinum Coin	1 Platinum = 500 Gold (25,000 Silver)	Estates, vehicles, spacecraft, one-of-a-kind relics

Characters with Vault accounts can write signed **currency notes (checks)** for very high-value transactions. **Zailister** is the universe's reserve currency hub. The last 3 planets (Futurem, Omne, Tredeki) use laser-secured credit systems only and view universal coins as worthless.

Starter Set Store

The Starter Set includes one flat-rate store, stocking only Common and Uncommon items, found in towns or from traveling merchants. Every module beyond the Starter Set builds its own store or stores, stocked to that module's own LVL and Rank band. Stock includes goods carrying the culture of any of the four planets with playable races, Zailister, Ignis, Omnè, and Tredeki (see Playable Races, below), though items are harder to find, and cost more, away from their native world (see Planetary Markets, pg. 4).

Condition and Quality: All store stock is fixed at **Fair (Damaged)** condition and **Good** quality, no d100 roll. Rolling for condition, quality, purity, or yield only applies to items discovered, looted, or crafted (see Refinement and Mining, pg. 4), just as with loot or discovery, a character skilled in the matching Profession who crafts an item rolls for its condition and quality, determining its value, and adds the score of that skill and any proficiency bonuses of the tree to the final results.

1. Armaments

Weapons and armor, Common and Uncommon only. Clothing, Under-Armor, Accessories, and Ammunition are sold here as well.

Weapon	Category	Common	Uncommon
Hammer (1H)	1H Melee	15 Gold	45 Gold
Mace (1H)	1H Melee	15 Gold	45 Gold
Dagger	1H Melee	15 Gold	45 Gold
Short Blade	1H Melee	15 Gold	45 Gold
Hand Axe	1H Melee	15 Gold	45 Gold
Club	1H Melee	15 Gold	45 Gold
Sickle	1H Melee	15 Gold	45 Gold
Short Staff (1H, may dual-wield)	1H Melee	15 Gold	45 Gold
Jō (1H)	1H Melee	15 Gold	45 Gold
Hammer (2H)	2H Melee	25 Gold	75 Gold
Mace (2H)	2H Melee	25 Gold	75 Gold
Quarterstaff (2H)	2H Melee	25 Gold	75 Gold
Long Staff (2H)	2H Melee	25 Gold	75 Gold
Bō (2H)	2H Melee	25 Gold	75 Gold
Greataxe (2H)	2H Melee	25 Gold	75 Gold
Warhammer (2H)	2H Melee	25 Gold	75 Gold
Spear (2H)	2H Melee	25 Gold	75 Gold
Short Bow	1H Ranged	10 Gold	30 Gold
Heavy Crossbow (2H)	2H Ranged	30 Gold	90 Gold
Slug Launcher (2H)	2H Ranged	30 Gold	90 Gold
Longbow (2H)	2H Ranged	30 Gold	90 Gold
Black Powder Weapon (2H)	2H Ranged	30 Gold	90 Gold
Stave (2H, Caster)	Caster	20 Gold	60 Gold
Magic Scepter (1H)	Caster	20 Gold	60 Gold
Orb (1H)	Caster	20 Gold	60 Gold
Tome (1H)	Caster	20 Gold	60 Gold
Magic Dagger (1H)	Caster	20 Gold	60 Gold

Weapon	Category	Common	Uncommon
Cauldron Focus (1H)	Caster	20 Gold	60 Gold
Totem (1H or 2H)	Caster	20 Gold	60 Gold
Arcane Focus / Wand (1H)	Caster	20 Gold	60 Gold

Technologically Advanced Weapons (TAW), all at +10% over their category's base price (see Weapon Cards, pg. 4):

TAW Weapon	Category	Common
Chthonic Dagger (1H)	1H Melee	17 Gold
Plasma Knife (1H)	1H Melee	17 Gold
Shock Baton (1H)	1H Melee	17 Gold
Nano-Edge Sword (1H)	1H Melee	17 Gold
Pulse Blade (1H)	1H Melee	17 Gold
Nano-Edge (2H)	2H Melee	28 Gold
Pulse Blade (2H)	2H Melee	28 Gold
Laser Pistol (1H)	1H Ranged	11 Gold
Plasma Thrower (1H)	1H Ranged	11 Gold
Chthonic Bow (1H)	1H Ranged	11 Gold
Shock Dart (1H)	1H Ranged	11 Gold
Pistol, Clip (1H)	1H Ranged	11 Gold
Pistol, Revolver (1H)	1H Ranged	11 Gold
Mini Sprayer (1H)	1H Ranged	11 Gold
Throwing Grenade, Smoke (1H)	1H Ranged	11 Gold
Throwing Grenade, Gas (1H)	1H Ranged	11 Gold
Throwing Grenade, Blinder (1H)	1H Ranged	11 Gold
Throwing Grenade, Sticky Plas (1H)	1H Ranged	11 Gold
Throwing Grenade, Explosive (1H)	1H Ranged	11 Gold
Plasma Cannon (2H)	2H Ranged	33 Gold
Railgun (2H)	2H Ranged	33 Gold
Shotgun (2H)	2H Ranged	33 Gold
Assault Rifle (2H)	2H Ranged	33 Gold
Sniper (2H)	2H Ranged	33 Gold
Chain Gun (2H)	2H Ranged	33 Gold

Cultural Armaments, built from the cultures of playable races on Ignis, Omnè, and Tredeki (see Planetary Markets, pg. 4):

Item	World	Cost
Obsidian War Club (1H Melee)	Ignis	12 Gold
Ember-Fang Spear (2H Melee)	Ignis	16 Gold
Ashhide Wrap (Light Armor)	Ignis	14 Gold
TAW Sidearm, Common	Omnè	180 Credits (Credits only)
TABA Light Suit	Omnè	260 Credits (Credits only)
Crystal-Edged Blade (1H Melee)	Tredeki	200 Credits (Credits only)
Warscar Plate (Medium Armor)	Tredeki	260 Credits (Credits only)
Resonance Buckler	Tredeki	175 Credits (Credits only)

No Credit-to-Gold exchange rate exists yet, Omnè and Tredeki items marked "Credits only" cannot currently be bought with Gold; they're listed here as available stock for characters who carry Credits. Remember that TAW and TABA carry a -2 Hit and -2 Damage Penalty on Zailister and other Adoria-lit worlds, function at baseline on their native Tawdry Dwarf-lit worlds like Omnè and Tredeki themselves, and gain a +2 Hit and +2 Damage Bonus only beyond Tawdry Dwarf, in the uncharted worlds past Essentia's known thirteen planets, see Tech and Magic Across Essentia, pg. 4.

Armor	Common	Uncommon
Delicate (Cloth, Silk)	5 Gold	15 Gold
Light (Leather, Hide)	10 Gold	30 Gold
Medium (Chain)	60 Gold	180 Gold
Heavy (Plate)	1,200 Gold	3,600 Gold
Dense	2,000 Gold	6,000 Gold
Composite	3,000+ Gold	9,000+ Gold
TABA Delicate	5.5 Gold	16.5 Gold
TABA Light	11 Gold	33 Gold
TABA Medium	66 Gold	198 Gold
TABA Heavy	1,320 Gold	3,960 Gold

Clothing	Cost
Traveler's Clothes	2 Silver
Fine Clothes	2 Gold
Plain Robes	1 Gold
Cloak	5 Silver
Boots, Plain	3 Silver
Under-Armor	Cost
Padded Underlayer	1 Gold
Quilted Gambeson	2 Gold
Chain Liner	3 Gold
Accessories	Cost
Charm (plain)	2 Gold
Ring (plain)	5 Gold
Amulet (plain)	5 Gold
Cloak Clasp	1 Gold
Belt	1 Gold
Ammunition (Bundle)	Cost
Arrows	1 Gold
Crossbow Bolts	1 Gold
Sling Bullets	3 Silver
Firearm Rounds	2 Gold
Chthonic Cells (TAW)	3 Gold

2. Gear

Backpacks with tool kits that pair with Talent Trees and Professions, plus miscellaneous adventuring gear (see Basic Items, below).

Kit	Standard	Advanced (Omnè import)
Thief's Kit	10 Gold	140 Gold
Hacker's Kit	12 Gold	160 Gold
Apothecary's Kit	10 Gold	140 Gold
Alchemist's Kit	12 Gold	160 Gold
Blacksmith's Kit	15 Gold	200 Gold
Enchanter's Kit	15 Gold	200 Gold
Scout's Kit	10 Gold	140 Gold
Theologist's Kit	10 Gold	140 Gold

Remaining Talent Tree and Profession Kits are still being itemized (see Planetary Markets, pg. 4), this list will grow as they're published.



3. Basic Items

Cheap, mundane items every character carries alongside their armaments (see Adventuring Gear, pg. 4, for the full priced list), rope, flint and steel, torches, and more.

Item	Cost	Weight	Notes
Backpack	2 Gold	5 lbs	Standard carrying capacity
Bedroll	1 Gold	7 lbs	
Belt Pouch	5 Silver	1 lb	
Blanket	5 Silver	3 lbs	
Candle	1 Copper	Negligible	Burns 1 hour; dim light
Chalk (1 piece)	1 Copper	Negligible	
Crowbar	2 Gold	5 lbs	
Fishing Tackle	1 Gold	4 lbs	
Flask or Tankard	2 Copper	1 lb	
Flint and Steel	5 Silver	1 lb	See Tinderbox
Grappling Hook	2 Gold	4 lbs	
Hammer, Small	1 Gold	3 lbs	
Ladder, 10 ft.	1 Gold	25 lbs	
Lantern	5 Gold	2 lbs	Bright light 30 ft.; burns 1 Oil Flask per 6 hours
Manacles	2 Gold	6 lbs	
Mirror, Steel	5 Gold	0.5 lb	
Oil Flask	1 Silver	1 lb	Fuels a lantern for 6 hours
Piton	5 Copper	0.25 lb	
Rations (1 day)	5 Silver	2 lbs	
Rope, Hempen (50 ft.)	1 Gold	10 lbs	
Rope, Silk (50 ft.)	10 Gold	5 lbs	
Sack	1 Silver	0.5 lb	
Sewing Needle	5 Copper	Negligible	
Shovel	2 Gold	5 lbs	
Signal Whistle	5 Copper	Negligible	
Tent, 2-person	2 Gold	20 lbs	
Tinderbox	5 Silver	1 lb	

Item	Cost	Weight	Notes
Torch	1 Copper	1 lb	Bright light 20 ft.; burns 1 hour
Waterskin	2 Silver	5 lbs (full)	
Whetstone	1 Silver	1 lb	

4. Special Items

Holy symbols and other items that can be used to create trinkets and makeshift tools.

Item	Cost	Notes
Holy Symbol	5 Gold	Required focus for Avenger, Overseer, and other faith-bound classes
Prayer Beads	2 Gold	Ritual focus, alternative to a Holy Symbol
Reliquary Case	10 Gold	Holds a Holy Symbol or relic safely
Ancestor Totem	5 Gold	Shaman ritual focus
Ritual Bowl	3 Gold	Used in rituals and brewing
Component Pouch	3 Gold	Holds spell components
Spell Focus Pouch	3 Gold	Holds a Caster's small foci
Ink and Quill	2 Gold	For scribing scrolls and journals
Scrap Metal Bundle	1 Gold	Makeshift tool component
Salvaged Gear Bundle	2 Gold	Makeshift tool or trinket component
Bone Talisman of the Ember Kin (Ignis)	5 Gold	Ritual charm, wards off scorching wind
Cinder-Bound Torchstone (Ignis)	6 Gold	Holds a living ember; relit by chant

5. Magical Items

Magical items, scrolls, potions, and more, Common and Uncommon only.

Potion	Restores	Common	Uncommon
Minor Life Draught	Life	15 Gold	45 Gold
Minor Mana Draught	Mana	12 Gold	36 Gold
Minor Stamina Draught	Stamina	10 Gold	30 Gold
Minor Endurance Draught	Endurance	10 Gold	30 Gold

Scroll	Class	Common	Uncommon
Scroll of Minor Mend	Avenger	20 Gold	60 Gold
Scroll of Divine Light	Avenger	20 Gold	60 Gold
Scroll of Blessing	Avenger	20 Gold	60 Gold
Scroll of Arcane Bolt	Sorcerer	20 Gold	60 Gold
Scroll of Mana Surge	Sorcerer	20 Gold	60 Gold
Scroll of Minor Ward	Sorcerer	20 Gold	60 Gold
Scroll of Shadow Veil	Strategist	20 Gold	60 Gold
Scroll of Whisper	Strategist	20 Gold	60 Gold
Scroll of Flicker	Strategist	20 Gold	60 Gold
Scroll of Hex	Witch	20 Gold	60 Gold
Scroll of Brew Toss	Witch	20 Gold	60 Gold
Scroll of Moonlit Step	Witch	20 Gold	60 Gold

Scrolls listed above use each class's own Tier Spell (see Playable Classes, pg. 3), each is a one-time, single-use casting of that Spell at LVL 1 potency, usable by any character regardless of class.

Starter Set Overview

The Starter Set contains a curated selection of playable races and classes designed for new Players to begin their adventures at LVLs 1-5. These options are fully supported with Martial Abilities, Spell Abilities, and equipment needed to get started. Additional races and classes become available in the full ruleset beyond LVL 5.

A word to new tables: SORC is a long game by design. The LVLs covered by this Starter Set represent months of real play, not a weekend, and that is the point. Characters start strong and

grow into legends, with new modules, expansions, and content releasing to carry every stage of the journey.

Starter Set Playable Races

- **Dwarf, Common**, Sturdy and resilient craftspeople known for their endurance in mountain halls and underground cities.
- **Elf (Common)**, Graceful forest dwellers skilled in archery and nature magic who live in harmony with their woodland environment.
- **Halfling**, Small folk who build their lives around comfort and community while possessing an uncanny knack for lucky outcomes.
- **Human**, The most versatile of all races, natural communicators and traders whose adaptability allows them to thrive across every corner of Essentia.
- **Ogre**, Towering and muscular warriors known for their immense strength and a rigid code of respect earned through power.

Refer to the [Playable Races](#) section for full details on each race.

Starter Set Playable Classes

- **Avenger**, Faith-driven warriors devoted to a higher power who channel divine protection and healing through blunt weapons.
- **Barbarian**, Fierce and relentless hunters who draw power from primal instinct and excel in brutal melee combat.
- **Fighter**, The most adaptable martial class in Essentia, defined by mastery of raw combat fundamentals and unmatched weapon mastery earned through sheer repetition and battlefield Experience.
- **Marksman**, Precision-focused ranged combatants who dominate at distance through superior positioning and weapon mastery.
- **Sorcerer**, Born with raw arcane power in their blood, Sorcerers channel extraordinary spells through Stave and cloth.
- **Strategist**, Calculating predators who use intelligence and deception to dismantle opponents before combat even begins.
- **Witch**, Ancient practitioners of earth, moon, and brew magic who draw power from nature's oldest cycles and apply curses with unpredictable mastery.

Refer to the [Playable Classes](#) section for full details on each class.

Journal

Contains a character's background story and mission Statement, home logs, family logs, quest logs, vital information gathered, archives, and personal notes to capture their narrative development, kept as Lore, a category of pages within the Journal, not a separate sheet of its own. Maps, locations, landmarks and Wayfarer logs (see [Animated Wayfarer](#), pg. 5) are also kept here.

Standard scratch paper is recommended to provide space for notes, quick references, or ideas during gameplay. This will help with the Journal.



Home logs and family logs run deep enough to warrant their own sheet, properties, their rooms and storage, and family members. See the Home & Family Booklet below.



Non-Player Characters and Monsters, Animals and Creatures

Two types of non-Player entities populate the world of Zailister. NPCs (Non-Player Characters) are characters in the world with their own story, role, and purpose, like quest givers, faction leaders, vendors, traders, and other story-driven figures that inhabit the world. [MAC](#) (Monsters, Animals, Creatures/Critters) refers to any living entity in the game world that is not an NPC or Player Character (PC), including; beasts, monsters, flora and fauna, and everything in between. Both NPCs and MAC interact with and react to a character, and each carries a Rank that reflects their power and the challenge they represent. Given their stats, the GM narrates their behaviors and rolls dice to determine outcomes between Player characters and whatever it is they are interacting with. Unlike a Player Character, a MAC's Character LVL, Growth (Age), and Rank are all assigned directly by the GM or module author rather than earned. Character LVL and Growth are separate systems: Character LVL governs the MAC's calculations for Hit and damage output, while Growth determines Life. See MAC Creation, GM Codex Ch. IV, for the full procedure.

MAC Stats at a Glance: A MAC's Hit and PROTS scale directly off its Rank; its Life scales off its Growth (Age) instead of Rank. A MAC's Growth may be listed as UKN (Unknown) or Hidden, indicating the creature's stats were hand-tuned or derived from a formula not disclosed in these rules. See Calculating MAC Stats, GM Codex Ch. IV, for the full formula.

Prestige

Prestige measures how a character is seen by the world, shaped by their actions, decisions, achievements, and failures throughout their journey. It influences their identity, reputation, and ultimately their legacy, affecting how NPCs, creatures, and even other Players respond to them.

Developing Prestige

Prestige begins with a character's appearance, background, and reputation, and evolves through feats, downfalls, choices, and interactions.

Standing & Mission Statement

A character's relationship with factions and NPCs is measured through Standing. A character's Mission Statement ties them to specific factions and NPCs who have a stake in whether it succeeds or fails. How a character pursues (or neglects) their Mission Statement directly affects their Standing with the factions and NPCs connected to it. A character's accumulated Boasted and Exposed Titles also influence how factions perceive them and adjust Standing accordingly. Standing is the primary measure of a character's reputation and faction relationships in the game world, and it can shift with every significant action, achievement, or failure. Standing is tracked separately for each faction and NPC (see Standing Tiers, below).

Titles

Characters earn titles for notable actions, achievements, or infamous deeds. Heroic and Villainous titles are tracked, each with a value that impacts how the world reacts to them. Only one Hero and one Villain title can be highlighted at a time, affecting their recognition and appearance.

Boasted Titles: Boasted titles are prestigious honors earned through Heroic deeds, like achievements and feats, or distinguished actions, which Players may display in their Hero slot to showcase their character's valor and reputation to others.

Shamed Titles: Shamed titles are given to the characters at the GM's will and creation, or by a series of titles the GM may choose from. Shamed titles are always Exposed in the Shamed slot, but they can dissipate over time as the Character performs good deeds. On the other hand, these titles become more difficult to remove if the Character continues bad deeds. There is no unlocking Shamed titles, and the Shamed Title Exposed, is replaced by other Shamed titles that

are of a lower negative integer value. Not all NPCs will forget a character's bad deeds, and depending on the LVL of these deeds, they'll have to constantly watch their back.

Titles by Rule Set. Titles do not exist at **Bare Bones**. At **Modular**, whether the GM tells a Character their Shamed Title is the table's choice, decided before the campaign begins. At **Complex**, the GM does not tell them. The Title is Exposed to the world, not to the Character; they learn it the way anyone learns what is said about them, from how the world treats them.

Titles are integrated tools to help campaigns remember their deeds, both good and bad. There are archives, journals and other places where this information is kept.

Reputation

A character's ongoing actions build their reputation, leading to bonuses, penalties, and unique interactions. Both good and bad reputations matter, and unwitnessed deeds may become rumors. Reputation is directly tied to a character's standing with factions and NPCs, boasted titles recognized by a faction can raise standing over time, while shamed or exposed titles can lower it. Depending on the severity of a deed, standing may drop to Disliked or Hated regardless of prior history. Factions talk, and a standing drop with one may ripple into others.

Affiliation

Affiliation is formal membership in a faction that a character joins. This comes with deeper access, obligations, and consequences. Affiliation is a choice and a commitment, benefits come with expectations, and betrayal has weight. Standing with an affiliated faction is still tracked separately, so a member can still fall from Respected to Disliked if their actions warrant it.

Non-Player Character Disposition

NPCs interact with characters based on their Standing relative to the Character, their race, and their faction. Some Standings are set by default: Orcus and Dwarves are enemies by nature, Dwarves and Elves carry a long-standing dislike, and Blood Draco and Humans share a natural affinity. These defaults can shift through Player actions, quests, and story events, but they are the baseline. Disposition is tracked on NPC Encounter Cards and noted by the GM.

Standing Tiers

Each tier carries a value, used wherever a rule needs Standing as a number: **Exalted +4**, **Cherished +3**, **Adored +2**, **Respected +1**, **Neutral 0**, **Tolerable -1**, **Disliked -2**, **Hated -3**. A Character's Standing LVL with any faction or NPC is that value.

Exalted: The deepest trust an NPC or faction can have in a character. Reached only through a Bond Quest, available once Cherished standing is achieved. Through the Bond Quest, the NPC's history, loyalties, and secrets unfold as the relationship deepens. At Exalted, the NPC acts in the Character's interest even at personal cost, beyond what faction loyalty or standing would normally allow.

Cherished and Adored, Gifting: Characters at Cherished or Adored standing may receive unsolicited gifts from factions and NPCs, items, resources, information, or safe passage, rolled daily with a cap of 1d4 per day depending on standing LVL. Cherished characters roll at the highest frequency and quality, Adored at a reduced frequency and quality. At Cherished, a Bond Quest becomes available, completing it opens the path to Exalted. Boasted titles recognized by the faction increase gift quality by one tier. Gifting works both ways, characters may gift factions and NPCs, contributing to standing over time. See Gifting Chart.

Respected: Factions and NPCs at this standing are cooperative, offer fair trade, and will provide aid when asked. No automatic gifts but access to faction resources and quests is open.

Neutral: Standard interaction. No bonuses, no penalties. The faction or NPC is indifferent to the Character.

Tolerable: The faction or NPC deals with the Character but offers no favors. Access to some resources may be restricted. Prices may increase at vendors aligned with this faction.

Disliked, Sabotage: Characters at Disliked standing are actively worked against, and factions and NPCs at Disliked standing with the Character may be sabotaged in return. Shamed or exposed titles known to the faction accelerate sabotage frequency and severity. The faction or NPC will feed false information, block access to resources, vendors, or locations they control, tip off enemies to the Character's whereabouts, plans, or exposed titles, refuse quests, services, or aid, and spread reputation damage to neutral factions. Characters may respond in kind using the same methods available to them.

Hated, Killed on Sight: No interaction. Any member of that faction or NPC attacks immediately on sight, no negotiation, no exceptions, unless the GM rules otherwise for story purposes. Boasted titles carry no weight at this standing. Exposed titles may be announced publicly upon the Character's death. This applies both ways, a character who has reached Hated standing with a faction is also free to treat that faction accordingly.

To the GM: Encouraged by our rules, but at the GM's discretion, the crowd may spit on, drag the body, or otherwise dishonor the Character as they see fit. This is an opportunity for the hated character's party members to scan the crowd while hiding their own associations. Anyone in the

crowd not participating in the dishonoring or celebration of the death may be an NPC of interest to the party.

Standing

Standing is not earned alone. Past the tiers above, a Character holds Standing across seven separate categories, and **each carries its own Standing and its own Contributions**, tracked apart. A Character may stand Exalted in one and Hated in another.

Family: The Character's own kin. Each member carries their own Character Sheet and stats. A Family member who passes or is lost remains part of the record. Family is recorded separately from Home: a Home is a place, a Family is people, and Wanderers with no Home at all still keep a Family.

Affiliations: Formal faction membership, carrying its own access, obligations, and consequences. A Family can be held to account for what one of its members does.

Companions: Pets, Guardians, mounts, pack animals, and Fellowships bound to the Character. A Companion's Standing with its Character is recorded as Mood.

Campaign: The people the Character has partied with. Standing won at one table follows the Character to the next.

Fellows: The Character's Fellows, the friends on their list and the parties they ride with regularly. Standing earned together, by Fellows who party often and by neighbours who share a plot, is tracked here.

Neighbours: Those whose plot or Home shares, or borders, the Character's own coordinates. Neighbours accrue Standing through proximity and shared sessions whether or not the Character seeks it.

Wellness: The Character's Standing with themselves. Wellness is the one category whose Contributions are self-directed, rest, diet, activity, and Practitioner care, and it is the only one a Character can neglect without another party noticing first. It runs on its own scale described under Wellness, pg. 2, and feeds the rest: a Character too far gone to look after themselves rarely holds Standing well anywhere else.

Contributions are what the Character has given to a category, time, Coin, labour, and their own reputation. Standing and Contributions move together but are recorded apart: a Character may contribute heavily and still hold poor Standing, or hold high Standing on a name earned long ago.

Refer to your Journal booklet, or the Online Journal in your Space, for the full record. Standing and Contributions are displayed under the Standing tab of a Character's Space, and may be shown or hidden by category at the Player's discretion. The Home itself, its rooms, land, and Trophy Room, is displayed separately.

Praise & Blowback

Standing does not stop at the person who holds it. Every NPC and faction has friends and enemies of their own, and a Character's Standing with one ripples outward into both.

Praise is what a Character receives from the friends and allies of those they hold good Standing with. It arrives unasked. A Character who has never met a faction may find themselves already welcome there because of who speaks well of them.

Blowback is what a Character receives from the enemies of those they hold Standing with. It also arrives unasked, and it does not care whether the Character wanted the association. Rising with one faction is, by itself, a way of falling with its rivals.

The ripple: when a Character's Standing with a target moves, every party the GM has marked as that target's **ally** moves the same direction by half the tiers moved, rounded down, minimum 1. Every party marked as their **enemy** moves the opposite direction by the same amount. Parties marked neutral do not move. A Character who climbs two tiers with a faction therefore gains one tier with its allies and loses one with its rivals, without having met either.

Praise and Blowback are the reason Standing cannot be farmed in isolation. There is no neutral gain: every tier climbed with one party is a tier risked with another. The GM tracks which factions and NPCs regard each other as friend or enemy, and applies the ripple whenever Standing moves.

Contribution, Neglect & the Mark

Each Standing category carries **two lines**. The first is **Standing** itself, Exalted through Hated, which is how the other party regards the Character. The second is **Contribution**, what the Character puts in, with **Neglect** as its downward direction; Contribution and Neglect are not separate scores but one line read in opposite directions, ticking on its own the way Wellness does, see Wellness, pg. 2. The two lines move together but are recorded apart, and only the Standing line carries a Mark.

The Neglect floor. Neglect can only carry a Character toward Neutral. It cannot carry them past it. A Character cannot neglect their way to Hated, because absence makes people indifferent, not hostile. To fall below Neutral, into Tolerable, Disliked, or Hated, takes a deliberate act.

The Mark. Alongside a Character's current Standing with any party, record the highest Standing they have ever held with them. This is the **Mark**, and it never decays. It is not goodwill still owed. It is the measure of how far a Character has fallen, and it is what tells a drifting apart from a betrayal: two Characters may both sit at Neutral, but the one whose Mark reads Exalted was once trusted, and the one whose Mark reads Neutral never was.

Betrayal scales with the Mark. When a party commits a deliberate act against a Character, their Standing does not simply step down a tier, it falls as far below Neutral as their Mark stood above it. A party whose Mark is Adored (+2) lands at Disliked (−2). A party whose Mark is Exalted (+4) lands at Hated, the floor. No betrayal moves a party less than one tier below Neutral, however low their Mark. The higher a party stood, the further the same act carries them, because the wound is measured by the trust it broke and not by the deed alone.

Sealing a Mark. A Mark is never erased. A **Bond Quest**, the same rite that opens the path to Exalted, may instead be undertaken to **seal** a Mark: the record stands, but the parties agree it is closed, and the GM stops applying it. Twenty years and a sealed Mark later, a Character may hold Respected Standing with someone who once left them at Hated. Both facts remain true, and both remain on the record.

A Character's Mark, current Standing, and Contribution for each category are recorded in the Journal booklet and the Online Journal.

Legacy

Over time, a character's Prestige creates their lasting legacy, remembered well beyond their life. Become a †legend or die a †pauper, the choice is theirs. †See rank. More on Prestige (link pending). See Mortality, Immortality, and Retirement under Time, pg. 4, for how reaching Legend before retiring turns this legacy into monuments, statues, and songs in the world itself.

Playable Races

How the Races Are Sorted

Firstborn races are the foundational peoples of Essentia, each with their own base statistics, culture, and place in the world. Every race listed at the top level is a Firstborn. **Kinborn** are variant populations descended from a Firstborn race, carrying the same cultural heritage but with different base statistics that reflect their unique ancestry and adaptation to different environments or circumstances. **Bloodlines**

Culture begins at Level 4 when a character chooses a Path, and is determined by the Path they select, not by their race. Every Path carries its own cultural traditions, forbidden armaments, and Higher Power. A character's race provides their innate traits and physical nature; their culture comes from the calling they choose.

Example, Bloodlines: The Imperials are a Firstborn race. Crimson Imperials, Onyx Imperials, and the other bloodlines are distinct only in their skin hue and affinity to different magical schools. All hold the same base Imperials statistics, differing only in what they favor culturally or magically, not in their raw stats.

Example, Kinborn: The Dwarf is a Standard Size Firstborn. The Ash Dwarf is a Kinborn, descended from Dwarves but adapted to different stone and terrain, carrying different base stats than their Firstborn cousins.

Example, neither: The Glimmerstone Dwarf is a Small Size Firstborn in its own right. It has no relation to the Standard Size Dwarf, carries no Bloodlines and no Kinborn. It is entirely independent.

Choosing a Race, Overview

Whether a Player wants to embody a mighty Ogre, a graceful Elf, a resilient Dwarf, or a clever Ratkin, SORC provides a rich tapestry of races to explore. Race diversity is just the first array of different ways of playing SORC that makes every journey Unique in developing a character.

The selection of playable races in SORC offer a vast and diverse array of options for adventurers, ranging from towering Goliaths to tiny, yet cunning, Small folk. Each race has its own Traits that they are either strong in, weak in or balanced to, its own cultural backgrounds, often shared with others, and physical characteristics, allowing Players to craft characters that fit their preferred playstyle and story. Each race individually has the same Statistics and Traits and

cultures do not change this. Culture is determined by the background the Player chooses for their race.

For instance, every human, regardless of whether or not they're †Omnè or Nordan, begins with the same exact Traits and Stats. The only thing different here is their culture and that doesn't mean a Nordan cannot develop into an Omnè culture, and that is said for Omnè embracing Nordan cultures as well. The world of Essentia is not only diverse in culture, but globally communicates amongst its planets. However, that isn't to say items first developed on Omnè aren't more rare on Zail, they are and that rule applies both ways. A secret Nordan Recipe for "Nord Feast", would be less likely to be found on Omnè than it would Zailister (or even continents on Zailister other than the Nordan's native Glaciera). At the same time, Omnè Technologically Advanced Weapons (TAW) would be less likely to be found on Zailister than Omnè but the Characters Background allows them to choose TAW, unless the GM opposes this rule.

†The Omnè are further advanced in technology than any other human culture, not because they are the most inherently intelligent, but because they are the most ancient of all human cultures and their development further away from the main sun Adoria, hadn't allowed them to rely on magic.

‡The Fae predate every other race in Essentia, the oldest people in the world's history, present in the earliest myths of every culture that came after them. Their true homeworld is Tenue, a planet riding a similar orbital path to Zailister, just a bit closer to Adoria, shielded from that closeness by the same dense magical overgrowth that keeps its surface temperate. Fae are also native to Zailister itself, through the Veilwood, a hidden plane within Zailister's own forests that opens directly onto Tenue, grown from that same overgrowth. Veilwood is the heart of all magical and enchanted forest on Zailister, every enchanted grove and Fae-touched wood on the planet traces back to it, however distant, and Veilwood itself holds a direct magical path straight to Tenue. Fae are not yet available as a playable race in these rules. More on Tenue, and every other world, can be found in its own planetary volume and in Into the Uncharted Worlds of Essentia.

§The Primal of Ignis are the only other people whose lineage reaches back nearly as far as the Fae's, though theirs is the oldest continuously practiced way of life rather than the oldest race outright, see Primal, Playable Races from Afar below. Despite their close physical resemblance to humans, Primal are their own distinct race.

Ignis is home to two playable races so far: the Emberscale and the Primal (see Playable Races from Afar below).

Planet Two: Tenue

Tenue sits only barely closer to Adoria than Zailister, sharing a similar orbital path just nearer to the source, and that nearness is exactly where its magic comes from. By every measure of distance alone, Tenue should run hotter than Zailister. It doesn't. Tenue is cooler, its landscapes held temperate by the dense magical overgrowth blanketing the surface, foliage grown thick and old, fed by Adoria's raw magic at close range, and strong enough to turn back the sun's heat on its own.

Despite the cooler air, Tenue is never dim, unless underground, home of the Drow. It experiences blinding light during the day, and at night the skies stay bright, held that way by its neighboring third planet, which reflects Adoria's light back across Tenue's surface even after dark. Tenue has no moon of its own.

Tenue is the true homeworld of all Fae, and the source of the same magical overgrowth that protects it, overgrowth that reaches all the way to Zailister as the Veilwood, an enchanted forest holding a direct path between the two worlds.

Tenue isn't as hot as Zailister, even sitting closer to Adoria, because of the magical overgrowth protecting it.

- Excerpt from: Into the Uncharted Worlds of Essentia

Races are listed in alphabetical order. Races marked Not Playable in Starter Set are not available in the Starter Set. Full stat breakdowns and innate details for these races will be added in future releases.

Also see Species below (A link taking readers back to Goliath Races is at bottom of a description of all Species throughout Essentia).

Culture

Culture in SORC is not one thing, it is a set of them. A Character's Race sets their body; their **Culture** sets what that body was raised into, and it is drawn from several sources at once. None of them change a Character's Traits or Stats, two Humans have identical numbers whether one was raised Omnè and the other Nordinian, what differs is what each was taught, what each has access to, and what each is expected to refuse.

The culture types recognised so far:

- **Race Culture** - the people a Character is born to, and the homeworld or region behind them (Omnè and Nordinian Humans, Bridge and Mountain Trolls, the Primal of Ignis, the Fae of

Tenue). See each race's own entry below.

- **Background Culture** - the upbringing chosen at creation, which can override birth entirely. **Any Culture in Essentia may be taken by any race through Background**, race sets no limit on it. A Dwarf raised among the Omnè counts as Omnè for cultural purposes, an Orcus raised Nordinian counts as Nordinian, and a Human raised among the Fae counts as Fae (see Backgrounds, above).
- **Class Culture** - a Path or Branch is itself a culture, with its own training, rites, tools, and taboos. This is the culture that decides which weapons a Character's Abilities are performed with, and which their tradition refuses outright (see below).
- **Higher Power Culture** - the patron a Character devotes to at LVL 4, which carries its own observances, its own foes, and its own list of traditions it will not share a Character with (see Higher Power, below).
- **Regional Culture** - where the campaign is set, which governs what is common to find, buy, or craft versus what is rare (see Cultural Armaments & Rarity, Appendix).

Human Cultures. Humans carry no bloodlines and no kinborns, every Human holds the same base stats, and what separates one from another is the culture they were raised in. The named Human cultures so far are the **Nordinian**, the **Eldrim**, the **Tanu'la**, and the **Xo'kajal**, alongside the Humans raised among the Omnè. More are on the way.

Favored and Averse Classes. Every Race carries a list of **Favored** Classes, granting +5, and **Averse** Classes, taking -5 (see Favored and Averse Class Bonuses, below, and each Class's own entry, Basic Rules pg. 3). These are cultural, not biological: they reflect which traditions a people have long practiced and which sit at odds with how they live, not any limit on what a Character may become. A Race averse to a Class may still take it and excel, they simply start further back than someone raised to it.

Culture begins at LVL 4 and carries through. A Main Class Tier (Levels 1-3) carries no Culture of its own. A Class's three Paths have no cultural common ground to share, an Avenger's Cleric, Monk, and Priest hold only faith in common and nothing of how it is practiced, so nothing cultural can be stated at the Tier at all. **Culture begins at LVL 4, when a Path is chosen**, and that Path's Culture governs from there: its weapons, its armor, its forbidden armaments, its Higher Power. **It carries through the Branch unchanged.** A Branch is aligned to its own Path, not a fresh tradition, so it inherits that Path's Culture whole rather than starting one of its own. What a Branch may do is state **exceptions**, specific armaments its own practice permits or refuses where the Path does not, and those can loosen the Path's Culture as readily

as tighten it. Anything a Branch does not name as an exception stays exactly as its Path set it (see each Class's Paths and Branches, Basic Rules pg. 3).

Background feeds Culture too. The Background chosen at creation is itself a cultural source and can override birth entirely. **Any race may hold any Culture this way**, there is no pairing a race is barred from: a Dwarf raised among the Omnè counts as Omnè for every cultural purpose, rarity and availability included, and the same holds for every other race and Culture in Essentia (see Backgrounds, above). Where a Background and a Path's Culture disagree, both apply, a Character raised to one tradition and trained into another carries the restrictions of each.

Class Culture and Armaments. Because a Class is a culture, its Abilities carry cultural restrictions on what performs them. Every Tier, Path, and Branch lists the weapons its Abilities are used with, and one must be readied to perform any Ability from that tree; weapons the tradition refuses are listed as *Weapons Forbidden* under that tree's Culture (see Required Weapons, Appendix). An Avenger is fully capable of swinging a TAW mace, their faith simply does not channel through manufactured technology, so no Avenger Ability comes of it. **Basic ATTKs are never restricted this way**, any Character may wield any weapon they can carry and attack with it normally (see Basic ATTKs and Ability ATTKs, Basic Rules pg. 5).

What a Culture governs. A Path's Culture speaks to four things, and a weapon or piece of armor has to clear all four to carry that Path's Abilities:

- **Weapon Type and Style** - what the tradition fights with, and which Types it refuses outright (see Required Weapons, Appendix).
- **Material** - what the thing is made of. Some traditions care more about this than about shape: an order that will touch nothing but wood refuses a steel mace and a bone club alike, however well either matches its Style.
- **Variant** - which Variants the tradition works with, and which it refuses outright (see Armament Variants, Basic Rules pg. 4).
- **Armor** - what may be worn while its Abilities are used. This is separate from the Armor Grade threshold and works differently, see below.

Armor: two rules, not one. A Path's **Armor Grade threshold** is about weight and mobility. Wearing heavier than the threshold never blocks an Ability, it costs a scaling Armament Penalty, and a high enough Trait score reduces that Penalty (see Armament Penalty, Appendix). A Path's **Armor Forbidden** list is about Culture instead, and no Trait touches it: armor a tradition refuses blocks its Abilities outright, the same way a forbidden weapon does, however light the piece happens to be. An order forbidden metal is barred from a light mail shirt as surely as from plate.

Building a Set. An Ability is performed with what is actually in hand and on the body. Both the weapon and the armor must be **readied**, and both must satisfy the Culture of whichever Path the Ability is drawn from, before that Ability can be performed at all. Characters therefore assemble **Sets**, a weapon and an armor loadout chosen together to keep one Path's Abilities available. A Character readies up to three weapons and one armor piece per game day (see Weapons Carried, Basic Rules pg. 4), so a Character drawing on more than one Path should build a Set that clears every Culture they intend to use that day. Where two Paths' Cultures cannot be satisfied at once, one tradition refusing metal while another requires it, that Character carries only one of them into the day and swaps at the next opportunity to change their Armament Set. Basic ATTKs are never part of this, they work with anything (see Basic ATTKs and Ability ATTKs, Basic Rules pg. 5).

Cultural Armaments. Every playable Race has Armaments tied to its own people, a Weapon Type, armor style, or technique unique to them. TAW (Technologically Advanced Weapons) and Chthonic are the two best known, but Troll-make weaponry and Ignis's Primal Armaments are equally cultural, and every Race carries its own whether written up yet or not. Each is **rare** outside that culture's reach and **common** only when the campaign sits within or near that culture's territory, or the Character belongs to it by Race or Background (see Cultural Armaments & Rarity, Appendix).

Why Omnè and Tredeki run oldest. The first cognitive, civilization-capable life in Essentia arose on Omnè Malum and Tredeki, before any other world, Zailister included (see the Age of Creation, *Into the Uncharted Worlds of Essentia*). That head start, not any innate edge, is why Omnè and Tredeki carry the oldest continuous manufacturing traditions on record, TAA and Techmat both trace back to it, and why every younger culture that copies them is doing exactly that, copying.

More to come... Culture is an expanding system. Religion, language, trade, kinship structures, and cultural Prestige are all planned to hang from this section in a later release, along with the full per-Race culture write-ups.

Innate Aptitude and Inaptitude

Aptitude and Inaptitude are Race and Kinborn Gifts or Burdens innately inherited by characters of that race. A Drow's darkvision is an Aptitude, as is a Gnome's ability to speak with burrowing Flora (like some fungi) and Fauna (like small animals). Each race carries innate passive Aptitudes and Inaptitudes, non-combat traits baked into their biology, heritage, and upbringing. These are always active and require no action to use. They cannot be removed, suppressed, or replaced by class choices, though some may be developed further through Talent Trees.

Inaptitudes work the same way in reverse: they are permanent frictions that no amount of training fully eliminates, though their penalties can sometimes be offset by other bonuses. Aptitudes and Inaptitudes are separate from Trait scores and ATTR bonuses, they represent what a race simply is, not what a character has learned to do.

Neither side stays frozen at character creation. Every year of age lived, a character's Innate Aptitude advances on its own, following a fixed progression set per race, either deepening an Aptitude they already carry or manifesting an entirely new one at that stage, capped so no single Aptitude scales without limit. This advancement is tied directly to Growth progression. It isn't a choice the Player makes and it isn't random, every character of that race advances through the same set sequence, it just happens as a natural part of aging. Innate Inaptitude eases the same way but far more slowly: once every ten years of age lived, its penalty softens by a small, fixed amount, also following that race's set progression. It never fully disappears, a lifetime of living around it only takes the edge off.

Example, Drow:

- **Dark Vision (Improved)** - an early stage of natural growth deepens the Drow's existing Aptitude: sight in total darkness sharpens to pick out fine detail and faint color, and a sudden flare of bright light no longer briefly blinds and disorients them.
- **Earth Mastery** - a later stage of growth manifests an entirely new Aptitude instead: tunnels through loose earth or soil at 5 feet per turn; cannot burrow through solid stone or worked structures, and cannot attack while burrowing.
- **Earth Mastery (Improved)** - later still, Earth Mastery itself deepens further: burrow speed increases to 10 feet per turn, and while burrowing the Drow can sense footsteps and movement through the earth around them within 15 feet. This is as far as Earth Mastery grows.

Each starter race lists Favored affinities for Class Trees, Professions, Talent Trees, and Companions. Favored Professions grant bonus Experience (XP) toward proficiency LVLs (Apprentice, Journeyman, Expert, Artisan, Master, Grandmaster). Favored Talent Trees grant +1 to talent rolls in those trees. Favored Companion types bond in half the normal time at 25% reduced upkeep. Note: Innate Abilities can be developed further through Talent Trees, if a talent supersedes an innate inability, the talent takes precedence.

Favored Class Tree Bonuses

A race lists Favored Class Trees, and across its entire Favored list, only one Path may carry a deeper bonus, and only one Branch nested under that same Path may carry the deepest bonus.

Every other Main Class Tree, Path, or Branch listed gets the flat bonus only.

A Favored Main Class Tree grants +5 to all Ability rolls made in that Class Tree. The single chosen Favored Path instead grants +7, total, replacing the flat +5 for that Path, and the single chosen Favored Branch instead grants +9, total, replacing the flat +5 for that Branch.

This bonus does not apply to Innate Aptitude or Miracles.

A race's Favored main-class bonus applies to the Class Tree's Tier freely, with no extra alignment gatekeeping beyond the Spectrum (see Alignment, pg. 2), but a character must still meet a Path's own exact alignment requirement before drawing on that Favored bonus at the Path or Branch LVL. Entries marked "must reach alignment prereq." belong to a class whose Paths sit at or near one end of the spectrum, Lawful/Moral or Evil/Amoral, the rest are classes whose Paths range more freely, where the bonus comes from race alone, with no extra alignment requirement to clear.

Each race's Innate Trait bonuses and penalties are listed below.

Innate Trait Alignment with Attributes

The Innate Trait bonus or penalty reflects the same score as its aligned ATTR. In the case there are more than one trait aligned with the same attribute, it is the highest score for bonuses or lowest score for penalties respectively. For instance, if a Race has Innate Trait bonus of STR +2 and AGI +1, both aligned with the ATTR Physique, that race's base ATTR SCR is +2 (the highest of the two). If the same Race has a Penalty of -3 in Wit and -2 in Intuition, both aligned to Vigilance (VIG), that Race's base ATTR SCR in VIG is -3 (the lower of the two).

Playable races are grouped below by size, the Zailister sizes first and the races from other planets after them. A race sets the body a character starts with: its Innate Trait adjustments, its starting ATTR floor, its Aptitude and Inaptitude, its lifespan, and the Classes and Companions it favors. Size decides reach and fit at the table, what a Goliath can put a hand on and where a Small race can go.

How the Races Are Sorted

Races are listed by **Size** first, Goliath, Standard, then Small. Within a Size they are listed by **Firstborn**, and a Firstborn may carry Bloodlines, Kinborn, or neither.

- **Firstborn**, the race itself. Every race has one.

- **Bloodlines** are their Firstborn in a different hue, each carrying bonuses that set it apart from the others. A Firstborn with Bloodlines has no default, and one is chosen at creation.
- **Kinborn** are sub races of their Firstborn, carrying different base stats. Not every Firstborn has them.

Example, Bloodlines. The Imperials are a Firstborn. Crimson, Onyx, Violet, Azure and Verdant are its Bloodlines, the same Imperial in a different hue, each with bonuses of its own. There is no plain Imperial to play, so a character is one of them. Drāco Blood runs the same way, six hues over the one Firstborn.

Example, Kinborn. The Dwarf is a Standard Size Firstborn. The Ash Dwarf is its Kinborn, carrying different base stats.

Example, neither. The Glimmerstone Dwarf is a Small Size Firstborn in its own right. It has no relation to the Standard Size Dwarf, and it carries no Bloodlines and no Kinborn.

Goliath Size Races

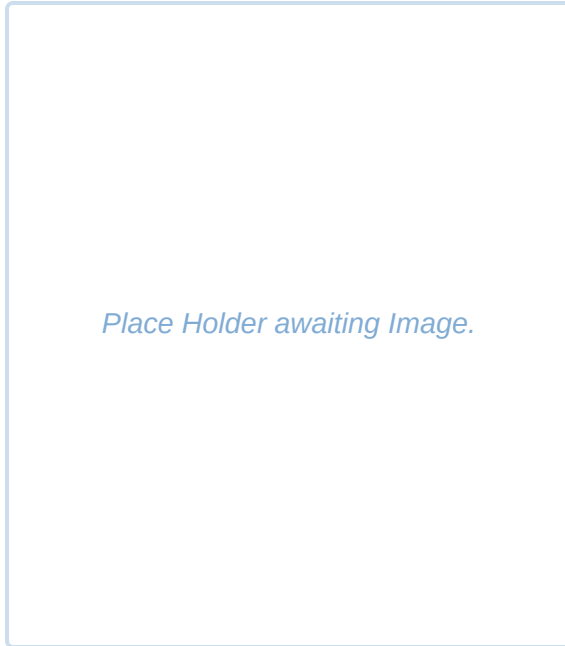
Goliaths are towering beings, typically standing between 7 to 9 feet tall, known for their impressive strength, endurance, and commanding presence.

Base Life: 60 | **Base Mana:** 24 | **Base Stamina:** 40 | **Base Endurance:** 35 | **Base Speed:** 40 ft. | **Base Carry:** 200 lbs | **Size Bonus:** +1 Strength, +1 Toughness | **Size Penalty:** -1 Agility, -1 Defense

Goliaths have the highest Stamina, Strength and Speed of any size tier, built for sustained physical dominance. Their Mana pool is lower than Standard and Small, while their mass favors physical strength and vigor over magical capacity.

BAST - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Bast

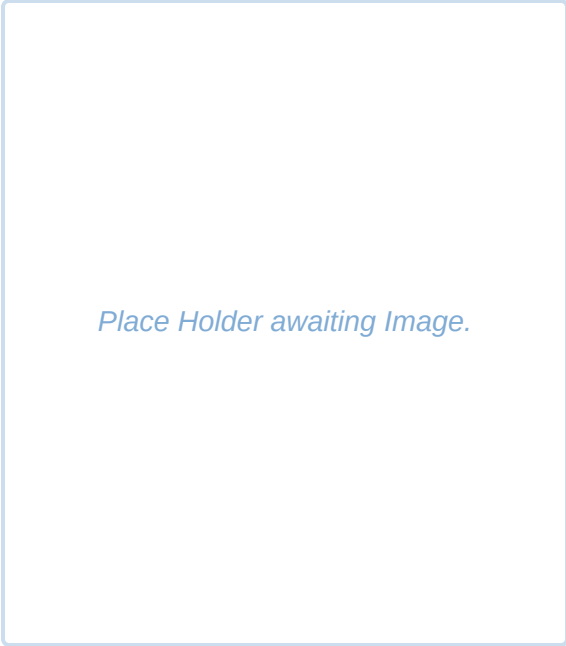


Bast treat most encounters like a game they've already decided to win. Quick tongues and a knack for always landing on top, figuratively and otherwise, have earned them a reputation as charming liars and worse cardsharps. They're easy to underestimate and that's exactly how they prefer it; a Bast caught in a straight fight has usually already lost, but a Bast given an opening rarely needs a second one.

[Continue to full Bast Race Card](#)

BUGBEAR - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Bugbear



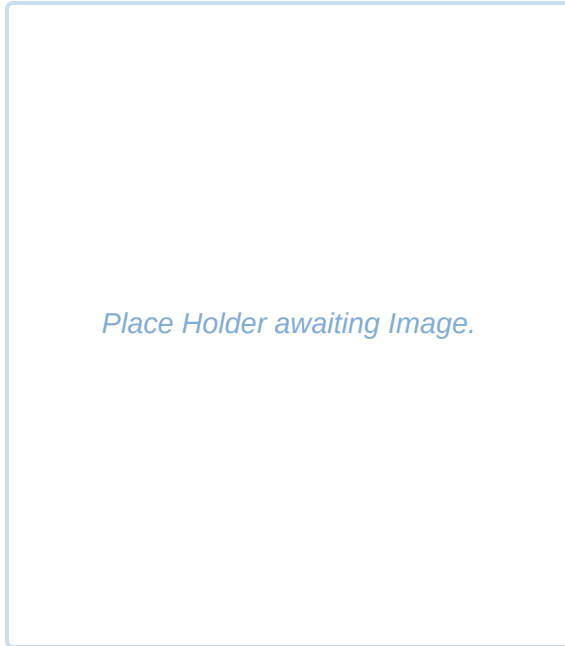
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Bugbears are tall, broad-shouldered predators covered in coarse, bristled fur, built for both raw strength and the patience of a hunter. Despite their size, they move with surprising quiet through dense brush and rocky terrain, relying on ambush as often as brute force to bring down prey twice their size.

[Continue to full Bugbear Race Card](#)

CENTYR - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Centyr

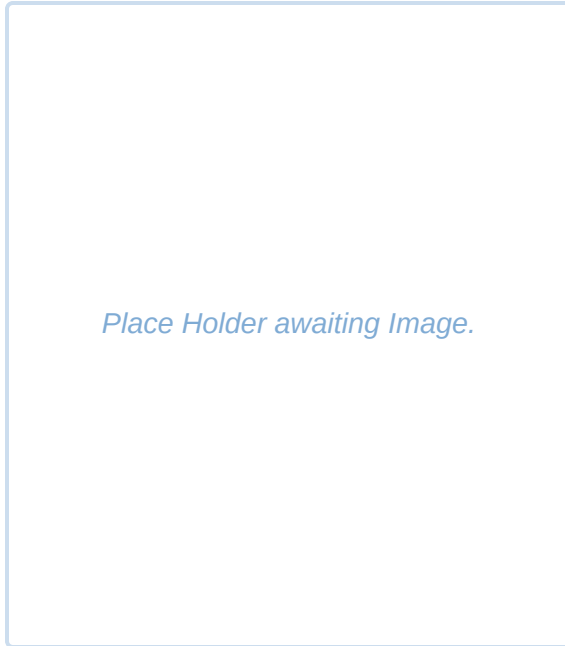


Centyr, derived from the word "Center," a mythical race combining human-like features with various types of horns and matching animal lower bodies. Centyr beings possess a striking and unique appearance.

[Continue to full Centyr Race Card](#)

FIRBOLG - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Firbolg



Firbolgs are gentle giants who carry themselves with a quiet, deliberate calm, more inclined to step around a conflict than start one. Their lives are spent deeply entwined with the natural world, tending to forests and wildlife with the same care others might reserve for family.

FAE DESCENT

Of Fae lineage, however distant, descended from Tenue, through the Veilwood, into Zailister, same as Elves (see Fae, above).

Stories travelers tell of Firbolgs speaking with deer and trees aren't far off, a Firbolg can share simple thoughts with any animal or plant they can see, a quiet conversation that needs no words and no effort.

That same gentleness makes Firbolg slow to anger and slower still to act first, in a fight that demands a hard, fast decision, a Firbolg's instinct to step back can cost them the opening.

Race Culture

Firbolgs armor to end fights rather than start them. Broad, heavy and deliberately unthreatening in line, the work of a people who would rather absorb a blow and give the other side time to reconsider. Little ornament, and none of it martial. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 6 (+2 growth) | Apex Start 8 (+2 growth)

Innate Trait Adjustments

+3 Intuition, +1 Piety | -2 Deceit, -2 Charisma, -1 Agility

Starting ATTR Floor

VIG 2, WIS 1

Innate Aptitude

Speak with Flora and Fauna | shares simple thoughts with any animal or plant within sight; passive, no roll required for basic exchanges.

Innate Inaptitude

-2 to all rolls requiring a fast, aggressive first move; a Firbolg's instinct to step back costs them the opening in any sudden confrontation.

Lifespan: ~500 years (Mortal)

Starting Age: 125 | Retirement Age: 165 (see Time, pg. 4)

Favored Classes

[Druid](#) (Nature) +4 / Path: Hyborian +4 / Branch: Metamorpher +6

Favored Companions

1. Pet, a Small forest creature drawn to a Firbolg's quiet, gentle company. Bond in half the time, -25% upkeep.
2. Guardian, a Goliath-sized companion that watches over the woods a Firbolg tends. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

HAWKBEAR - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Hawkbear

Place Holder awaiting Image.

Hawkbears are imposing hybrids, a bear's dense frame and head, with a hawk's hooked beak and piercing, predatory eyes. They also feature loose folds of skin stretching from wrist to ankle that when stretched out allow them to glide, whether it's from a jumping start or off of a mountain's edge, far distances in the air.

[Continue to full Hawkbear Race Card](#)

LESHY - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Leshy

Massive, emerald-eyed beings from the frontiers of Tredeki, with bark-textured hide and vine-entwined hair-crests. They govern themselves under a strict tribal code of wilderness supremacy, the land is sacred, and those who cannot survive it have no authority over it.

Leshy measure status by survival, not lineage or wealth, a Leshy who has weathered the harshest seasons of Tredeki commands more respect in their tribe than one born into any title.

A Leshy steps off Tredeki without a currency anyone else recognizes, and the same directness that commands respect in the wild reads as outright hostility in a city, no Leshy holds rank or title once they've left their tribe's land behind.

Race Culture

A Leshy is already armored, bark hide granting protection before anything is strapped over it, so Leshy work is cut away rather than built up, leaving hide and vine-crests exposed and working. They wear Imperial Techmat when they wear anything manufactured at all, and they cut it down to suit, which Imperials consider vandalism. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Innate Trait Adjustments

+2 Toughness, +2 Intuition, +1 Constitution, +1 Piety | -2 Charisma, -2 Deceit, -2

Knowledge

Starting ATTR Floor

VIG 2, PHY 2, Wisdom (WIS) 1

Innate Aptitude

Bark hide grants +3 natural Armor Scr. before armor is applied.

+2 to all wilderness survival, tracking, and foraging rolls.

Immune to natural poisons and toxins native to Tredeki.

Vine-crests allow passive communication with plant life, detect growth patterns, recent disturbance, or hidden paths.

Innate Inaptitude

Laser-credit systems only, Leshy do not recognize or use universal coin currency.
Transactions off Tredeki require an intermediary.

-3 to all social rolls in urban or heavily structured environments, their tribal directness reads as aggression.

Cannot hold civic, political, or legal titles outside of Tredeki.

Lifespan: ~800 years (Mortal)

Starting Age: 200 | Retirement Age: 240 (see Time, pg. 4)

Favored Classes

[Druid](#) (Nature) +4 / Path: Hyborian +4 / Branch: Metamorpher +6

[Shaman](#) +5

[Barbarian](#) +5

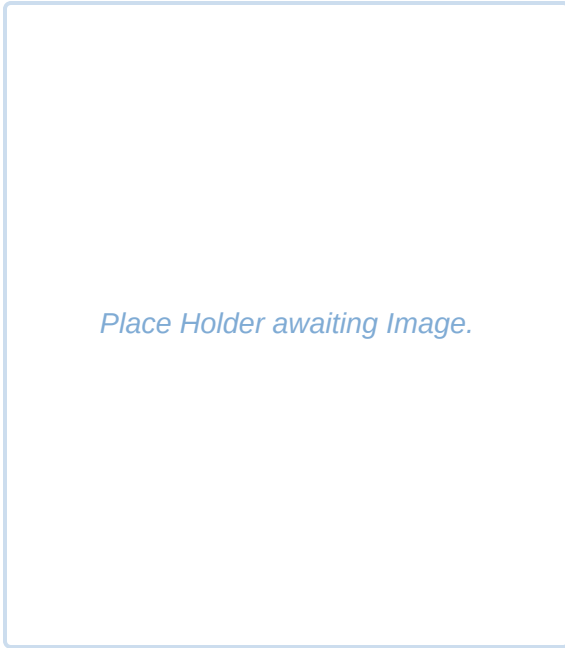
Favored Companions

1. Pet, a Standard-sized companion drawn from Tredeki's wilderness alongside a Leshy. Bond in half the time, -25% upkeep.
2. Guardian, a Goliath-sized companion that helps a Leshy hold their tribe's land. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

OGRE - FIRSTBORN (PLAYABLE IN STARTER SET)

Ogre



Towering and muscular, ogres are known for their immense strength and ferocity in battle.

[Continue to full Ogre Race Card](#)

TROLL - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Troll

Place Holder awaiting Image.

The Common Troll is a highly adaptable and versatile race, known for their exceptional resilience and resourcefulness. They possess a sturdy build with thick, leathery skin that provides natural protection, making them resilient in a variety of environments, from lush forests and swamps to mountainous regions.

Unlike more specialized trolls, the Common Troll excels in many roles, whether as skilled hunters, cunning foragers, or resourceful craftsmen. Their intelligence and Adaptability allow them to learn new skills quickly, making them flexible allies and formidable opponents. With a strong sense of community and an unyielding spirit, the Common Troll thrives in diverse settings, turning their natural toughness and versatility into powerful assets.

Jack of all trades cuts both ways, a Common Troll rarely masters any one skill the way a specialist would, and it shows whenever true expertise is what the moment calls for.

Race Culture

Common Troll work is the most adaptable armament of any Goliath people, made to be repaired from whatever the ground offers. Nothing matched, nothing precious, and nothing that cannot be replaced by evening. Trolls regenerate; their armor is expected to be the

part that does not. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 10 (+5 growth) | Apex Start 1 (+3 growth)

Innate Trait Adjustments

+2 Toughness, +1 Constitution | -2 Wit, -2 Charisma, -1 Deceit

Starting ATTR Floor

PHY 2

Innate Aptitude

Jack of All Trades | learns new skills quickly across varied terrain; +2 to rolls made when adapting to an unfamiliar task or environment for the first time.

Innate Inaptitude

-2 to all rolls requiring true mastery or specialization; a Common Troll rarely outperforms a dedicated specialist at their own craft.

Lifespan: ~200 years (Mortal)

Starting Age: 50 | Retirement Age: 90 (see Time, pg. 4)

Favored Classes

[Fighter](#) ([Warrior](#)) +4 / Path: Juggernaut +4 / Branch: Rumbler +6

[Tyrant](#) +5

Favored Companions

1. Guardian, a Goliath-sized companion that fights alongside a Common Troll in any terrain. Bond in half the time, -25% upkeep.
2. Draft, a Standard-sized working animal suited to a Common Troll's adaptable lifestyle. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

BRIDGE TROLL - KINBORN OF TROLL (NOT PLAYABLE IN STARTER SET)

Bridge

Bridge Trolls, often referred to as Town Trolls, dwell near cities and towns, making their homes beneath the bridges they use as both shelter and choke point, with the water below serving as a steady source of food and resources. The Spire Crumbling Bridge on Nivis is the most fought over of these holds. They're as well known for cornering unwary travelers with riddles and tolls as they are for the threats they pose outright.

Years spent in the cramped dark beneath bridges and culverts have left Bridge Trolls perfectly at home where most people can't even stand up straight, and there isn't a riddle, puzzle, or word-trap they haven't already heard some version of.

Years spent in the dark under a bridge leave a Bridge Troll badly suited to open sunlight and wide horizons, too much open space leaves them edgy and exposed in a way no riddle can talk them out of.

Race Culture

Bridge Trolls armor for the choke point, not the field. Heavy on the front and shoulders and almost nothing behind, built by people who fight where the width of a bridge means nothing can flank them. Salvaged town steel, taken in tolls and in fights. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 10 (+5 growth) | Apex Start 1 (+3 growth)

Innate Trait Adjustments

+2 Wit, +1 Deceit | -2 Strength, -2 Agility

Starting ATTR Floor

ART 1, Intellect (INT) 2

Innate Aptitude

Riddlewise | perfectly at home in cramped, low-ceilinged spaces; +2 to Wit rolls made to solve riddles, puzzles, or word-traps.

Innate Inaptitude

-2 to all rolls made in open sunlight or wide, unobstructed terrain; a Bridge Troll grows edgy and exposed without a tight space nearby.

Lifespan: ~180 years (Mortal)

Starting Age: 45 | Retirement Age: 85 (see Time, pg. 4)

Favored Classes

[Barbarian](#) ([Warrior](#)) +4 / Path: Destroyer +4 / Branch: Bloodrager +6

Favored Companions

1. Pet, a Small companion at home in the cramped dark beneath a bridge. Bond in half the time, -25% upkeep.
2. Fellowship, a Standard humanoid companion who shares a Bridge Troll's toll and territory. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

Troll (Mountain) (Not Playable in Starter Set)

Mountain Trolls are cold-hardened climbers who make their homes at elevations where little else survives, their thick hides shrugging off frost and falling rock alike. Cascade Heights, the Heavenly Peaks, and Serpent's Ridge are theirs. They guard their peaks fiercely, treating any intrusion as a threat to be driven off or buried in snow.

Climbers swap stories about Mountain Trolls scaling sheer cliffs and crossing ice and scree without ever slowing down or losing their footing, terrain that would stop most climbers cold.

All that time spent alone on exposed peaks left Mountain Trolls poor company and worse diplomats, they don't see much point in talking a problem out when it could just be thrown off a cliff.

Race Culture

Mountain Troll work is cold-country first and martial second, thick hide layered over an already thick hide, weighted for footing on ice rather than for a duel. What metal there is sits low, where a fall does the damage. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 10 (+5 growth) | Apex Start 1 (+3 growth)

Innate Trait Adjustments

+2 Toughness, +1 Warded | -2 Wit, -2 Deceit, -1 Piety

Starting ATTR Floor

PHY 2, RES 1

Innate Aptitude

Sure Foot | scales sheer cliffs and crosses ice and scree without losing footing; +2 to climbing and balance rolls in mountainous terrain.

Innate Inaptitude

-2 to all social and negotiation rolls; a Mountain Troll sees little point in talking out what could simply be thrown off a cliff.

Lifespan: ~250 years (Mortal)

Starting Age: 62 | Retirement Age: 102 (see Time, pg. 4)

Favored Classes

[Barbarian](#) ([Warrior](#)) +4 / Path: Mountaineer +4 / Branch: Beast Master +6

Favored Companions

1. Guardian, a Goliath-sized companion that helps a Mountain Troll defend their peak.
Bond in half the time, -25% upkeep.

2. Draft, a Standard-sized working animal bred for sure footing on sheer cliffs and ice.
Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

Troll (Sand) (Not Playable in Starter Set)

Sand Trolls have adapted to the harshest deserts, their leathery hides shedding heat that would scorch other races, their senses tuned to the smallest shift in dune or wind. The Wandering Wastelands are the widest ground they hold. They move through open desert with unsettling ease, vanishing from sight long before anyone realizes they were being watched.

Caravans crossing the dunes swear a Sand Troll can walk for days on a single waterskin and disappear into open ground with nothing to hide behind.

A Sand Troll's body is built to shed heat, not hold it, cold climates sap their stamina fast, and a hard freeze can leave one sluggish and slow to react.

Race Culture

Sand Trolls wear as little as survival allows, loose and light-coloured, cut to shed heat that would kill other races. Coverage is a liability in the deep desert, and a Sand Troll in heavy plate is a Sand Troll a long way from home. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 10 (+5 growth) | Apex Start 1 (+3 growth)

Innate Trait Adjustments

+2 Constitution, +1 Deceit | -2 Wit, -2 Charisma, -1 Willpower

Starting ATTR Floor

ART 1, PHY 2

Innate Aptitude

Dune Walker | moves through open desert with unsettling ease, vanishing from sight long before being noticed; +2 to Stealth and survival rolls in arid terrain.

Innate Inaptitude

-2 to all rolls made in cold climates; a hard freeze leaves a Sand Troll sluggish and slow to react.

Lifespan: ~180 years (Mortal)

Starting Age: 45 | Retirement Age: 85 (see Time, pg. 4)

Favored Classes

[Shaman](#) (Mystic) +4 / Path: Ritualist +4 / Branch: Runecrafter +6

Favored Companions

1. Pet, a Small desert creature that shadows a Sand Troll across the dunes. Bond in half the time, -25% upkeep.
2. Guardian, a Goliath-sized companion that helps a Sand Troll watch the open desert. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

Troll (Village) (Not Playable in Starter Set)

Place Holder awaiting Image.

Village Trolls have set aside the solitary, territorial instincts common to their kind in favor of guarding a single community, often one that has come to depend on them as much as fear them. They take their role seriously, treating every villager as something worth protecting.

[Continue to full Troll \(Village\) Race Card](#)

Standard Sized Races

Standard-sized races stand between 5 to 7 feet tall, offering a versatile and balanced physique suitable for a wide range of roles and Abilities.

Base Life: 50 | **Base Mana:** 32 | **Base Stamina:** 32 | **Base Endurance:** 35 | **Base Speed:** 30 ft. | **Base Carry:** 100 lbs | **Size Bonus:** None | **Size Penalty:** None

Standard races are the most balanced of the three size tiers, equal Mana and Stamina pools with no size-LVL strengths or weaknesses. What they lack in extremes they make up for in flexibility. Endurance is shared across all sizes at 30 and resets daily. Each race within this tier

has its own innate trait bonuses and penalties, Innate Aptitude and Inaptitude, Favored Class Trees, companion affinities, Profession bonuses, Talent Tree preferences, and lifespan. These stack on top of the size base above.

Immortal Races: Elves and other Immortal races do not die of old age. However, because an immortal character played indefinitely would grow beyond a reasonable power ceiling, Players must retire their immortal character at a GM-chosen age milestone. Upon retirement, the Character continues to exist in the world as an NPC and may still be involved in roleplay, story events, and lore, they simply pass the active Player role to a new character. The retired character's legacy, relationships, and accumulated history remain part of the world.

CAELEN - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Caelen

The Omnè Astral Cabal Empire invaded Corpus Caeleste. The Caelen fought hard, but their technology was not as advanced as the Cabal's, and they had no magic. They were taken by the millions and experimented on. The experimented Caelen became too strong for the Cabal to control, fought back, sought revenge and got a great deal of it, and took Cabal vessels home to reunite with their families, who are just normal Caelen. This card is the experimented line. The Caelen who were never taken remain as they always were.

The Caelen were remade piece by piece, until almost nothing of the original remained. It was never one decision. A hand, then a lung, then an eye, and somewhere along that line the person stopped being the thing they started as. They do not consider this a loss and have little patience for anyone who does. Corpus Caeleste sits past Tawdry Dwarf where the old star gives too little to live on unaided, and the Caelen answer to that was to stop needing what it could no longer give. See *Tawdry Dwarf & Beyond* for more.

What is left of them runs precisely. A Caelen does not tire the way flesh tires, does not misjudge a distance, and does not forget a figure they have been given.

What went out with the flesh went out for good. Adoria's light finds nothing in a Caelen to work on, and a mending spell laid on one closes half of what it would close on anyone else.

Race Culture

Caelen work is installed, not issued. A limb is machined to its owner and to nobody else, which makes a Caelen kit worthless secondhand and priceless to the one wearing it. They carry TAW alongside it for anything a body should not hold. Attachments were first crafted by the Astral Cabal, for the grafts it had made. The Cabal stopped producing them once the Caelen took their

revenge and sailed home, and the Caelen have crafted their own ever since. They are enhanced the way TAW is enhanced, by Modification. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Innate Trait Adjustments

+2 Dexterity, +2 Knowledge, +1 Toughness, +1 Focus | -3 Piety, -2 Charisma, -2 Willpower

Starting ATTR Floor

INT 2, PHY 2, VIG 1

Innate Aptitude

Installed | one Oxidize Attachment is fitted at creation. It cannot be disarmed, stolen, or dropped, and it is neither Sundered nor Salvaged. Repair follows the Armament's own Condition rules.

+2 to Dexterity rolls made for precision work, ranging a distance, or recalling an exact figure.

+2 to Knowledge rolls made on machinery, whether their own or another's.

Innate Inaptitude

Healing magic restores half its rolled value on a Caelen, rounded down. Miracles do nothing at all.

-2 to Charisma rolls made with anyone who has not met a Caelen before.

-3 to all nature, wilderness, and foraging rolls.

Lifespan: ~200 years (Mortal, parts replaced)

Starting Age: 30 | Retirement Age: 70 (see Time, pg. 4)

Favored Classes

[Marksman](#) +5

[Strategist](#) +5

[Overseer](#) +5

Favored Companions

1. Mechanical, a Standard-sized constructed companion maintained rather than fed. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

DRACO BLOOD - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Drāco Blood (Not Playable in Starter Set)

Dragon-blooded humans carrying the lineage between one of six ancient dragon bloodlines, chosen at character creation. Draco Blood characters bear innate charisma and draconic resilience, capable of wielding powerful draconic magic. Their bloodline determines their Elemental Aptitude, granting a bonus to rolls, damage, and resistance involving their aligned element, and a penalty against its opposite where applicable.

BLOODLINES

Red (Fire | penalty: Ice), Blue (Ice | penalty: Fire), Black (Shadow | penalty: Lightning), White (Arcane | penalty: Shadow), Green (Poison | penalty: Nature), Gold (Nature | penalty: Poison).

That draconic blood runs hot in more than just magic, Draco Blood are prone to pride and short tempers, and an insult to their bloodline rarely goes unanswered, sense be damned.

Bloodline	Element	Weakness	Favored Class (Tier) +3 / Path +5 / Branch +7	Averse Class -3
Red	Fire	Ice	Sorcerer (Tier) +3 / Path: Wizard +5 / Branch: Fire Breather +7	Witch (Norwitch, frost- touched)
Blue	Ice	Fire	Witch (Tier) +3 / Path: Norwitch +5 / Branch: (Frost Branch TBA) +7	Sorcerer (Wizard, fire elementalist)
Black	Shadow	Lightning	Strategist (Tier) +3 / Path: Shadow Stalker +5 / Branch: (Shadow Branch TBA) +7	Shaman (Primordial, storm elemental)
White	Arcane	Shadow	Magic User (Tier) +3 / Path: Mage +5 / Branch: (Arcane	Warlock (Grimlock/Necromancer, dark power)

Bloodline	Element	Weakness	Favored Class (Tier) +3 / Path +5 / Branch +7	Averse Class -3
			Branch TBA) +7	
Green	Poison	Nature	Witch (Tier) +3 / Path: BrewMaster +5 / Branch: Green +7	Druid (Hyborian, nature-aligned)
Gold	Nature	Poison	Druid (Tier) +3 / Path: Hyborian +5 / Branch: (Nature Branch TBA) +7	Witch (BrewMaster, poison brews)

Race Culture

Scale is Draco Blood work, the overlapping pattern taken directly from their own lineage's hide, and the six bloodlines each finish it differently. It is the one Mould that spread everywhere without its makers ever losing the claim to it. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 8 (+5 growth) | Apex Start 2 (+2 growth)

Innate Trait Adjustments

+2 Charisma, +1 Intuition, +1 Defense | -2 Piety, -1 Agility

Starting ATTR Floor

Artistry (ART) 2, Vigilance (VIG) 1, Physique (PHY) 1

Innate Aptitude

Elemental Aptitude | +2 to rolls, damage, and resistance involving their bloodline's aligned element.

Innate Inaptitude

-2 to rolls, damage resistance, and checks against their bloodline's opposing element.

Lifespan: ~200 years (Mortal)

Starting Age: 50 | Retirement Age: 90 (see Time, pg. 4)

Favored Classes (by Bloodline)

See Drâco Blood Bloodlines table above. Each bloodline favors a specific Class Tree aligned with its elemental nature, with bonuses scaling from Tier (+3) to Path (+5) to Branch (+7).

Favored Companions

1. Pet, a Small companion that shares a Draco Blood's draconic temperament. Bond in half the time, -25% upkeep.

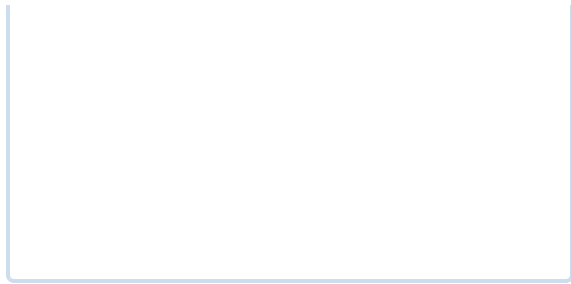
2. Guardian, a Standard-sized companion that fights alongside its Draco Blood owner. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

DWARF - FIRSTBORN (PLAYABLE IN STARTER SET)

Dwarf

Place Holder awaiting Image.



Sturdy and resilient, Common Dwarves are known for their craftsmanship, endurance, and hearty nature. They thrive in mountain halls and underground cities, with a mastery of forging, stonework, and deep-earth navigation. Their tough physiques and unwavering determination make them formidable allies and resilient foes.

Take a Dwarf out of stone and underground and put them in open water or featureless plains, and that same sharp instinct that reads a cave wall like a book goes quiet, they sink fast and read the wide world poorly, and magic study never quite clicks for them either.

Race Culture

Common Dwarf craft is the baseline the rest of Essentia measures plate and mail against. Solid, matched, made to outlast the wearer and usually to outlast their heir. Where another culture innovates, a Dwarf refines the same pattern for another century. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 7 (+2 growth) | Apex Start 3 (+2 growth)

Innate Trait Adjustments

+1 Toughness, +1 Dexterity, +1 Constitution, +1 Strength | -1 Charisma, -2 Agility, -1 Wit

Starting ATTR Floor

ART 1, PHY 1

Innate Aptitude

+2 to crafting rolls.

Stone Sense: detects structural weaknesses, hidden passages, and stone composition at close range. Complex structures may require a Perception check.

Dark Vision: sees clearly up to 60 feet in low light. Detects shapes up to 30 feet in near-total darkness. No color in total darkness.

+1 Perception (sound or scent).

Treasure Sense: passively detects metals, gems, and valuables nearby. General direction only, not precise. Suppressible by magic.

Innate Profession: Blacksmith. Begins with Apprentice-LVL expertise.

Innate Inaptitude

-3 to swimming rolls. Sinks in deep water without aid.

-1 Perception and Intuition in wide, flat, or featureless terrain.

-1 to all Ability Rolls when using Spells in arcane Class Trees.

Lifespan: ~350 years (Mortal)

Starting Age: 88 | Retirement Age: 128 (see Time, pg. 4)

Favored Classes

[Avenger](#) (Divine) +4 / Path: Cleric +4 / Branch: Holy +6

[Overseer](#) +5

[Barbarian](#) +5

Favored Companions

1. Mechanical, a Standard-sized constructed companion built in a Common Dwarf's own forge.

Bond in half the time, -25% upkeep.

2. Guardian, a Standard-sized companion that fights alongside its Dwarf owner. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

ARCTIC DWARF - KINBORN OF DWARF (NOT PLAYABLE IN STARTER SET)

Arctic

Arctic Dwarves carved out lives in some of the coldest, least forgiving terrain on the continent, building their halls into glaciers and frozen cliffs where the cold itself becomes a defense against invaders. Generations of exposure have left them nearly impervious to frostbite and biting wind that would cripple softer races.

Outsiders who visit Arctic Dwarf holds come away surprised that the cold never seems to slow them down or wear them out, even in storms that would leave anyone else frostbitten within the hour.

All that cold resistance comes at the other end of the thermometer, Arctic Dwarves wilt fast in heat and humidity, tiring far quicker than other races the moment the temperature climbs.

Race Culture

Arctic Dwarf work is the only tradition built for weather before war, fur and layered hide over glacier-hall steel. Cold kills faster than an enemy at those elevations, and their armament is honest about the order of those threats. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 7 (+2 growth) | Apex Start 3 (+2 growth)

Innate Trait Adjustments

+2 Constitution, +1 Warded | -2 Charisma, -2 Agility, -1 Wit

Starting ATTR Floor

PHY 2, RES 1

Innate Aptitude

Frost-Hardened | immune to frostbite and biting wind; cold and storms never slow an Arctic Dwarf down or wear them out.

Innate Inaptitude

-2 to all rolls made in heat or humidity; an Arctic Dwarf tires far quicker than other races as the temperature climbs.

Lifespan: ~400 years (Mortal)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Favored Classes

[Warrior](#) (Warrior) +4 / Path: Armorer +4 / Branch: Ironclad +6

Favored Companions

1. Draft, a Standard-sized working animal bred to haul loads through ice and frozen cliffs.
Bond in half the time, -25% upkeep.
2. Guardian, a Standard-sized companion that helps an Arctic Dwarf hold their frozen hall.
Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

Dwarf (Ash) (Not Playable in Starter Set)

Ash Dwarves originate from volcanic regions, most notably from the fiery volcanic pits to the ice-capped peaks of Mt. Grayface, and are uniquely adapted to extreme heat, with bodies resistant to scorching temperatures that allow them to navigate harsh environments with ease. Their ashy-colored skin, a result of their working conditions, gives them their name. Ash Dwarves focus on studying stone and harnessing volcanic properties for smelting steel used in martial combat.

Built for fire and forge, Ash Dwarves fare poorly anywhere cold or damp, chill weather stiffens their joints and slows them in a way no amount of stubbornness can shake.

Race Culture

Ash Dwarf armament comes out of volcanic forges and shows it, heat-worked, dark-finished, and heavier than it looks. Their sets are the physical counterpart to Red Dwarf alchemy, the same fire put to labour rather than to study. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 7 (+2 growth) | Apex Start 3 (+2 growth)

Innate Trait Adjustments

+2 Warded, +1 Strength | -2 Agility, -1 Charisma

Starting ATTR Floor

PHY 1, RES 2

Innate Aptitude

Forge-Born | bodies resistant to scorching temperatures; immune to heat-based environmental hazards and +2 to rolls involving smelting or forge work.

Innate Inaptitude

-2 to all rolls made in cold or damp conditions; chill weather stiffens an Ash Dwarf's joints and slows their reactions.

Lifespan: ~300 years (Mortal)

Starting Age: 75 | Retirement Age: 115 (see Time, pg. 4)

Favored Classes

[Warrior](#) (Warrior) +4 / Path: Armorer +4 / Branch: Ironclad +6

Favored Companions

1. Draft, a Standard-sized working animal that hauls ore and stone through the forge halls. Bond in half the time, -25% upkeep.
2. Mechanical, a Standard-sized constructed companion built to withstand an Ash Dwarf's volcanic forges. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

Dwarf (Red) (Not Playable in Starter Set)

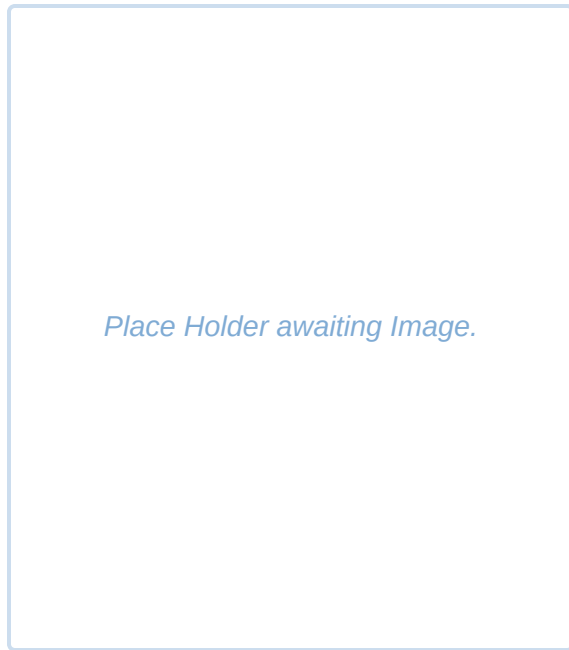
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Red Dwarves emphasize fire magic, alchemy, and jewel crafting, relying less on physical labor compared to their Ash Dwarf cousins. While Ash Dwarves master stone and volcanic forging, Red Dwarves are skilled in manipulating fire and its elements, making them natural Sorcerers and alchemists.

[Continue to full Dwarf \(Red\) Race Card](#)

ELF - FIRSTBORN (PLAYABLE IN STARTER SET)

Elf



Graceful forest dwellers skilled in archery and nature magic, living in harmony with their woodland environment.

FAE DESCENT

Of Fae lineage, the root Elf bloodline, descended from Tenue, through the Veilwood, into Zailister (see Fae, above).

An Elf's body simply isn't built for sustained physical strain, and their easy charm falters fast around Ogres, Trolls, and Gnolls, underground, in the dark and confined, that same grace deserts them entirely.

Race Culture

Common Elf armament is built around the bow, cut to leave the draw clean and the step quiet, with nature magic worked into the material rather than layered on afterward. Nothing about it is designed to hold a line. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 2 (+1 growth) | Apex Start 8 (+1 growth)

Innate Trait Adjustments

+2 Agility, +1 Wit | -2 Strength, -2 Toughness, -1 Constitution

Starting ATTR Floor

INT 1, PHY 2

Innate Aptitude

+2 Intuition (sight or sound, outdoors).

Nature Sense: passively detects health and mood of nearby flora and fauna. Disturbed nature registers immediately, no roll required.

Forest Navigation: cannot become lost in natural environments. Navigation in forests, plains, jungles auto-succeeds.

+2 Knowledge (lore, history, ancient events).

Innate Inaptitude

-1 Endurance rolls in physically demanding situations.

-1 Charisma when interacting with Ogres, Trolls, Gnolls.

-1 to all rolls in caves, mines, or underground environments.

Lifespan: Immortal, begins adventuring later and retires later than most races (see Starting Age and Retirement Age below, and Time, pg. 4)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Favored Classes

[Marksman](#) (Ranger) +4 / Path: Ranger +4 / Branch: Forest Guardian +6

[Druid](#) +5

[Magic User](#) +5

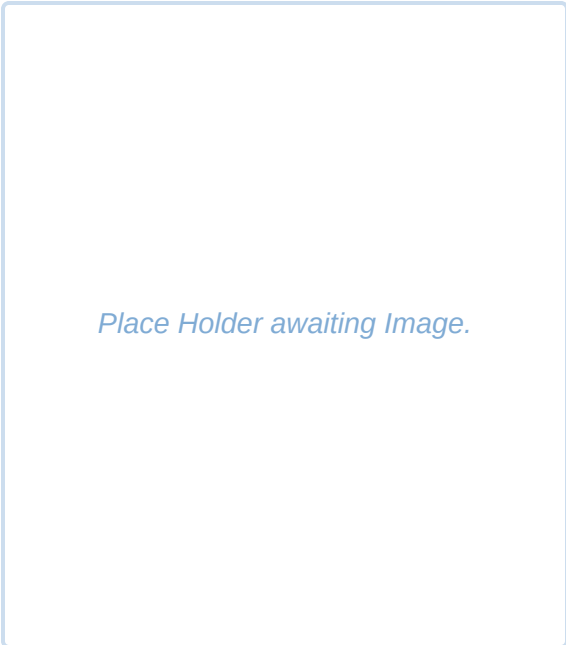
Favored Companions

1. Fellowship, a Standard humanoid companion who travels the woodland paths alongside an Elf. Bond in half the time, -25% upkeep.
2. Pet, a Small songbird suited to an Elf's forest life. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

ARCH ELF - KINBORN OF ELF (NOT PLAYABLE IN STARTER SET)

Arch



Place Holder awaiting Image.

Arch Elves are the eldest Elven line, the ones who made the first crossing out of Tenue and set down the craft and the speech every Elf after them inherited. High Elves are their descendants, and say so.

An Arch Elf speaks the first form of Elven, a register most Elves can follow but few can answer in, and reads work so old that its makers left no other record.

What an Arch Elf will not do is trust anything recent. A method with less than a century behind it is a rumour, not a technique, and they will say so to the face of whoever built it.

FAE DESCENT

Like all Elves, of Fae lineage, descended from Tenue, through the Veilwood, into Zailister (see Fae, above).

Race Culture

Arch Elf work is the pattern every other Elven set descends from, plain by later standards and cut to last centuries rather than to be looked at. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 2 (+1 growth) | Apex Start 9 (+1 growth)

Innate Trait Adjustments

+2 Wit, +1 Piety | -2 Strength, -2 Constitution, -1 Agility

Starting ATTR Floor

INT 2, WIS 1

Innate Aptitude

First Tongue | reads and speaks the oldest form of Elven; +2 to Knowledge rolls made on work, script or magic older than the present age.

Innate Inaptitude

-2 to rolls involving any method, tool or tradition invented within the last century; an Arch Elf treats the recent as unproven.

Lifespan: Immortal, begins adventuring later and retires later than most races (see Starting Age and Retirement Age below, and Time, pg. 4)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Favored Classes

[Magic User](#) (Magic) +4 / Path: Mage +4 / Branch: Chronomancer +6

[Sorcerer](#) +5

Favored Companions

1. Fellowship, a Standard humanoid companion old enough to remember what an Arch Elf remembers. Bond in half the time, -25% upkeep.
2. Pet, a Small companion kept since before the current age. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

Elf (High) (Not Playable in Starter Set)

Place Holder awaiting Image.

Descendants of the Arch Elves, High Elves are versatile spellcasters and ranged combatants with a deep appreciation for knowledge and tradition.

FAE DESCENT

Like all Elves, of Fae lineage, descended from Tenue, through the Veilwood, into Zailister (see Fae, above).

High Elves carry themselves with the unhurried confidence of a people who measure time in centuries rather than years. They are said to never forget a face, a name, or a slight, recalling decades-old detail comes to them as easily as recalling yesterday.

Centuries of memory cut both ways, a High Elf rarely lets go of an old slight, and grudges that should've faded generations ago still color how they treat certain names and bloodlines.

Race Culture

Mithril is High Elf work, and for it Mould, Grade and Type collapse into a single thing that appears at no other Grade. Their other sets, robes and light ceremonial plate, are made to carry knowledge and rank as much as protection. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 2 (+1 growth) | Apex Start 8 (+1 growth)

Innate Trait Adjustments

+2 Agility, +1 Wit | -2 Strength, -2 Constitution, -1 Deceit

Starting ATTR Floor

INT 1, PHY 2

Innate Aptitude

Unfading Memory | never forgets a face, name, or slight; +2 to Knowledge rolls made to recall decades-old detail.

Innate Inaptitude

-2 to social rolls with names or bloodlines tied to an old grudge; a High Elf rarely lets go of a slight, however ancient.

Lifespan: Immortal, begins adventuring later and retires later than most races (see Starting Age and Retirement Age below, and Time, pg. 4)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Favored Classes

[Sorcerer](#) (Magic) +4 / Path: Seer +4 / Branch: Mystic +6

[Bard](#) +5

Favored Companions

1. Fellowship, a Standard humanoid companion who shares a High Elf's long memory and tradition. Bond in half the time, -25% upkeep.
2. Pet, a Small companion kept for centuries of quiet company. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

Drow (Not Playable in Starter Set)

Solitary and feared, Drow wield black magic drawn from the earth itself, associated with death, darkness, and hidden power, known to bring disease and nightmares upon those who cross their path. The Underhold runs beneath Nivis and answers to them. Rarely seen by surface-dwellers without intent, an encounter with a Drow is seldom a fortunate one. Descendants of the formidable, spider-blood infused Ancient Drow, a pact broke away thousands of years ago, shedding that lineage over the millennia and becoming what is known today simply as Drow.

FAE DESCENT

Distantly of Fae lineage, the Ancient Drow they descend from broke from that origin generations ago through the pact that reshaped their bloodline, leaving little of it recognizable today.

Drow are said to see perfectly in total darkness, treating the deepest cave or moonless night as no obstacle at all, light, when it comes, is the only thing that ever truly inconveniences them.

Centuries spent avoiding the surface and its light have left Drow with a reputation that precedes them everywhere they go, most surface-dwellers respond to a Drow with suspicion or open hostility long before they've done anything to earn it.

Race Culture

Drow armament is built to defeat sight and sound before it defeats a blade, matte, jointed, and silent underground. The black magic they work is bound into the material itself as often as cast from it, which is why Drow sets are rarely worn comfortably by anyone else. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 3 (+1 growth) | Apex Start 8 (+1 growth)

Innate Trait Adjustments

+2 Agility, +1 Wit | -2 Strength, -2 Piety, -1 Charisma

Starting ATTR Floor

Intellect (INT) 1, PHY 2

Innate Aptitude

Dark Vision | sees perfectly in total darkness, treating the deepest cave or moonless night as no obstacle at all.

Innate Inaptitude

-2 to all rolls made in direct sunlight; light is the only thing that ever truly inconveniences a Drow.

-2 to social rolls with surface-dwellers who respond to a Drow with suspicion or open hostility on sight.

Lifespan: Immortal, begins adventuring later and retires later than most races (see Starting Age and Retirement Age below, and Time, pg. 4)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Favored Classes

[Warlock](#) (Magic) +4 / Path: Bloodlock +4 / Branch: Vampire +6

[Strategist](#) +5

[Witch](#) +5

Favored Companions

1. Guardian | Mount: Theowarg, a Standard-sized wolf-boar hybrid bred for war, fighting fiercely at a Drow's side and carrying them swiftly through total darkness. Bond in half the time, -25% upkeep.

2. Pet | Nightcrawler, a Small spider-kin companion descended from the Ancient Drow's bloodline, moving silently through the dark alongside its Drow. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

Vila (Not Playable in Starter Set)

Place Holder awaiting Image.

Vila keep to high meadows and the ridges that sit in cloud, and they are most often met dancing, a ring worn into the grass that is still there long after they are not.

A Vila's strength is in her hair. Loose, she rides the wind and shoots from it. Bound, cut or covered, she is as ordinary as anyone standing in a field.

They heal as readily as they kill, and hold to a sworn sisterhood more strictly than most peoples hold to law. A Vila who has sworn to a mortal will cross a war to reach them.

FAE DESCENT

Like all Elves, of Fae lineage, descended from Tenue, through the Veilwood, into Zailister (see Fae, above).

Race Culture

Vila work is made to be worn in wind and never to be worn heavy, layered cloth cut long and a bow that is theirs before it is a weapon. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 3 (+1 growth) | Apex Start 7 (+1 growth)

Innate Trait Adjustments

+3 Agility, +1 Intuition | -2 Strength, -2 Toughness

Starting ATTR Floor

PHY 2, ART 1

Innate Aptitude

Windstep | moves with the wind rather than through it; +2 to rolls made on open high ground and against airborne targets.

Innate Inaptitude

-2 to all rolls while her hair is bound, cut or covered; a Vila carries her strength in it and knows the moment it is taken.

Lifespan: Immortal, begins adventuring later and retires later than most races (see Starting Age and Retirement Age below, and Time, pg. 4)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Favored Classes

[Marksman](#) (Nature) +4 / Path: Bowman +4 / Branch: Archer +6

[Bard](#) +5

Favored Companions

1. Pet, a Small swan or falcon that keeps to a Vila's ridge. Bond in half the time, -25% upkeep.
2. Guardian, a Standard-sized companion that holds the ring while a Vila dances. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

Haugfolk (Not Playable in Starter Set)

Place Holder awaiting Image.

Haugfolk live inside the mounds, and a mound is not a grave to them but an address. Where a farmer sees a hill with old stones in it, a Haugfolk sees the door they were born behind.

They are not seen unless they choose it. A Haugfolk standing still against earth or stone is not hiding, they are simply not available to be looked at.

Time keeps its own pace under a mound. A Haugfolk who spends what feels like an evening at home comes out to find the season changed, and has long since stopped being surprised by it.

FAE DESCENT

Like all Elves, of Fae lineage, descended from Tenue, through the Veilwood, into Zailister (see Fae, above).

Race Culture

Haugfolk work comes out of the mound already old, dark metal and grave-cut stone fitted by people who have never had to hurry. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 4 (+1 growth) | Apex Start 6 (+1 growth)

Innate Trait Adjustments

+2 Toughness, +1 Knowledge | -2 Agility, -2 Charisma

Starting ATTR Floor

FRT 2, VIG 1

Innate Aptitude

Mound-Hidden | cannot be seen while still against earth or stone; +2 to rolls made to go unnoticed underground or against a mound.

Innate Inaptitude

-2 to all rolls made under open sky between midmorning and midafternoon; a Haugfolk is a poor traveller in daylight.

Lifespan: Immortal, begins adventuring later and retires later than most races (see Starting Age and Retirement Age below, and Time, pg. 4)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Favored Classes

[Shaman](#) (Nature) +4 / Path: Medicine Man +4 / Branch: Ancestral +6

[Doom Knight](#) +5

Favored Companions

1. Guardian, a Standard-sized companion that keeps the mound while its people sleep. Bond in half the time, -25% upkeep.

2. Pet, a Small companion at home in the dark under a hill. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

EMBERSCALE - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Emberscale

Cold-blooded reptilian humanoids native to Ignis's ash fields and lava-carved caverns, their scaled hide drinks in heat rather than suffering it. Lean and broad-shouldered, standing a head taller than a Human on average, an Emberscale's scales run in deep ember-red or ash-black, veined with thin seams that glow dull orange when they've basked recently. Their eyes burn a solid, pupil-less amber, and a low ridge of hardened scale runs from brow to the base of a short, blunt tail. They live scattered between the world's wandering fire elementals and golems, and many Emberscale tribes venerate them as kin rather than fear them.

An Emberscale resting near an open flame or lava flow doesn't just tolerate the heat, they draw strength from it, recovering faster than they would anywhere cooler.

That same body turns sluggish fast the moment the temperature drops, an Emberscale caught in snow or deep cold moves and thinks like someone twice their age.

Race Culture

Emberscale hide drinks heat rather than suffering it, so their tradition is the thinnest on Ignis, worked to shed weight and let the scales do the work. What they do build is heat-forged where Primal work is hand-bound, the two traditions have shared the same ash fields for as long as either remembers, and each has taken from the other. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 8 (+5 growth) | Apex Start 2 (+2 growth)

Innate Trait Adjustments

+2 Toughness, +2 Resistance, +1 Constitution | -2 Agility, -1 Wit, -1 Charisma

Starting ATTR Floor

PHY 2, RES 2

Innate Aptitude

Sunbasked | resting within 10 ft. of open flame, lava, or intense heat restores Vitality at double the normal Spirit rate.

+2 to Resistance rolls against fire and heat-based hazards; immune to non-magical fire damage from natural heat sources such as lava or open flame.

Natural claws deal +1 unarmed damage.

Innate Inaptitude

-3 to all rolls in cold or freezing environments; movement speed halved below freezing temperatures unless magically warmed.

-2 to social rolls with races unaccustomed to reptilian features.

Lifespan: ~120 years (Mortal)

Starting Age: 30 | Retirement Age: 70 (see Time, pg. 4)

Favored Classes

[Barbarian](#) ([Warrior](#)) +4 / Path: Cimmerian +4 / Branch: Bloodrager +6

[Shaman](#) +5

Favored Companions

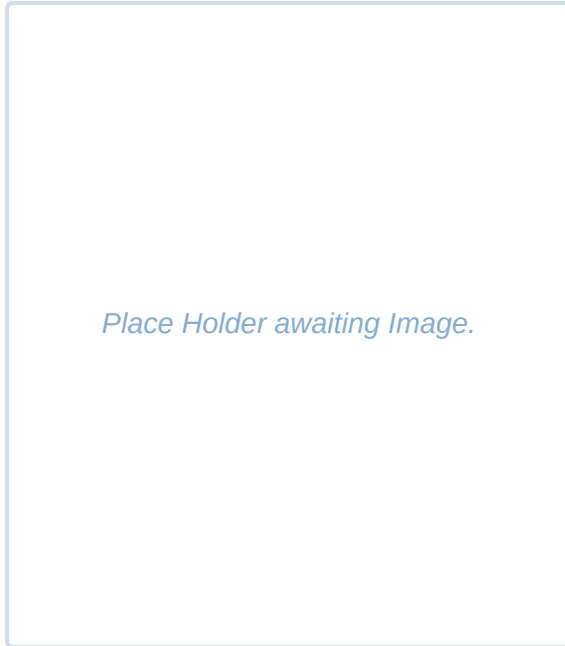
1. Guardian, a Standard-sized companion that helps an Emberscale hold their ground near the flows. Bond in half the time, -25% upkeep.

2. Pet, a Small companion drawn from Ignis's ash fields alongside an Emberscale. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

GNOLL - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Gnoll



Gnolls live and fight as a pack first, individual second, a lone Gnoll is rare, and rarer still is a happy one. Tribal hierarchy is settled through strength and is rarely questioned once decided.

[Continue to full Gnoll Race Card](#)

HUMAN - FIRSTBORN (PLAYABLE IN STARTER SET)

Human

The most versatile of all races, humans are natural communicators, traders, and survivors. Their adaptability has allowed them to establish cultures across every corner of Essentia. Humans carry no separate sub-race, every human shares the same Traits and Stats regardless of upbringing, see Culture, above, for how Omnè, Nordan, and every other human culture differ in practice rather than in body.

No two human settlements look quite alike, and that's the point, whatever the terrain, climate, or culture demands, humans bend to fit it faster than almost any other race, picking up new trades, gods, and customs within a generation or two.

Humans carry no innate edge in any one craft or fighting style, leaning instead on raw adaptability, and a human who goes too long without picking up something new starts to lose standing fast, restlessness being as core to them as versatility.

That versatility is why Humans are the one race Favored across every single Main Class in the book, no other race carries a bonus this wide, reflecting a Human's ability to pick up any calling and hold their own in it.

Human Cultures. The named Human cultures are the **Nordan**, the **Tanu'la**, the **Xo'kajal**, and the **Eldrim**, alongside the Humans raised among the Omnè. More are on the way. A culture is not a kinborn, every Human holds the same base Traits and Stats whichever one raised them. A Human may also be raised into any culture in Essentia, Human or otherwise, through their Background, and any race may be raised into a Human culture the same way (see [Culture](#), above).

Race Culture

Tactical Armor and Tactical Gear are Human work, invented on Zailister and traded everywhere. Modular panels and mounts reconfigured for the job rather than committed at the forge. Humans invented little of it outright, it is dwarven plate cut into panels and Omnè hardware copied badly and then copied well. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 5 (+2 growth) | Apex Start 5 (+2 growth) *(Only race with equal values - baseline for balance)*

Innate Trait Adjustments

+1 Courage, +1 Charisma, +1 Deceit | -1 Toughness, -1 Intuition, -1 Piety

Starting ATTR Floor

ART 1, FRT 1

Innate Aptitude

Begin with 2 additional spoken languages. +2 to all language rolls except Demonic, Draconic, and Ancient Primordial (requires a talent or cultural background to learn).

+2 to social rolls (negotiation, persuasion, de-escalation).

Can learn the first ability in any new Class Tree without seeking a trainer.

Once per session, after a failed non-combat roll, may immediately attempt it again with +2 added to the result.

Innate Profession: Body Artist. Begins with Apprentice-LVL expertise.

Innate Inaptitude

No race-based bonus to any single Profession, Talent Tree, or armament type.

3+ sessions without progressing a Class Tree or Profession: -1 to Prestige rolls until they do.

Lifespan: ~80 years (Mortal)

Starting Age: 20 | Retirement Age: 60 (see Time, pg. 4)

Favored Classes

[Fighter](#) ([Warrior](#)) +4 / Path: Hero +4 / Branch: Combatant +6

[Overseer](#) +5

[Marksman](#) +5

[Doom Knight](#) +5

[Warlock](#) +5

[Shaman](#) +5

[Tyrant](#) +5

Warrior +5

Favored Companions

1. Fellowship, a Standard humanoid companion who travels and trades alongside a Human. Bond in half the time, -25% upkeep.
2. Draft, a Standard-sized working animal suited to a Human's adaptable lifestyle. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

IMPERIAL - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Imperial (Not Playable in Starter Set)

Humans carrying the lineage of one of five ancient bloodlines, chosen at character creation. Imperials bear innate charisma and a body that shifts its own coloring at will, capable of wielding powerful mind-magic. Imperials favor spells over martial combat, their frail build turning them toward the mind rather than the blade, and every bloodline carries this the same way, only the School it's spent on differs. Their bloodline determines their Favored School, granting a bonus to rolls, damage, and resistance involving their aligned School, and a penalty against its opposite where applicable. The main Imperial bloodline favors Psychic, the future-telling School; every other bloodline favors one face of Psionic instead, Telekinesis, Clairvoyance, Metacreativity, and Psychometabolism each a named discipline within it, alongside Psionic itself, unfocused and general.

BLOODLINES

Every Imperial Bloodline is penalised in the Psychic School, the one none of them answers to.

Crimson (Telekinesis | penalty: Psychic), Onyx (Clairvoyance | penalty: Psychic), Violet (Metacreativity | penalty: Psychic), Azure (Psionic | penalty: Psychic), Verdant (Psychometabolism | penalty: Psychic).

All five share the same random gene pool for hair and eye color, ranging across the full spectrum. During the day, lighter bloodlines blend into their surroundings, and during the night, Onyx does the same. Their native planet is Tredeki, where they are the dominant race. Imperials are chaotic neutral by default, though their alignment is shaped by their culture and where on Tredeki they're from.

Imperials can shift the intensity of their natural coloring at will, fading into shadow or blending into a crowd until someone's looking right at them, most outsiders write it off as a trick of the light.

That same shifting unpredictability that lets Imperials blend in works against them just as often, few outsiders fully trust someone whose loyalties and appearance are both known to change at will.

Bloodline	Favored School	Weakness	Favored Class (Tier) / Path / Branch	Averse Class
Crimson	Telekinesis	Psychic	Warlock (Tier) +3 / Path: (TBA) +5 / Branch: (TBA) +7	(Averse Class TBA)
Onyx	Clairvoyance	Psychic	Witch (Tier) +3 / Path: (TBA) +5 / Branch: (TBA) +7	(Averse Class TBA)
Violet	Metacreativity	Psychic	Bard (Tier) +3 / Path: (TBA) +5 / Branch: (TBA) +7	(Averse Class TBA)
Azure	Psionic	Psychic	Sorcerer (Tier) +3 / Path: (TBA) +5 / Branch: (TBA) +7	(Averse Class TBA)
Verdant	Psychometabolism	Psychic	Druid (Tier) +3 / Path: (TBA) +5 / Branch: (TBA) +7	(Averse Class TBA)

Race Culture

Techmat is Imperial work. Frail by build, with no natural protection and an eye for making, the Imperials answered Omnè's manufactured armor with a laminated psi-conductive mat pressed in plies, tuned to carry psionics the way no other TABA does. It is the dominant armament of Tredeki and it stops at Heavy Grade by nature. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 3 (+2 growth) | Apex Start 9 (+2 growth)

Innate Trait Adjustments

+2 Charisma, +1 Wit | -2 Constitution, -2 Toughness, -1 Courage

Starting ATTR Floor

Artistry (ART) 2, Intellect (INT) 1

Innate Aptitude

Chromatic Shift | shifts the intensity of natural coloring at will, fading into shadow or blending into a crowd; +2 to Stealth and Deceit rolls made to avoid notice.

Innate Inaptitude

-2 to social rolls building lasting trust; the same shifting unpredictability that lets an Imperial blend in leaves outsiders unsure their loyalties and appearance won't change too.

Lifespan: Immortal, begins adventuring later and retires later than most races (see Starting Age and Retirement Age below, and Time, pg. 4)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Favored Classes (by Bloodline)

See Imperials Bloodlines table above. Each bloodline favors a specific Class Tree aligned with its Favored School.

Favored Companions

1. Fellowship, a Standard humanoid companion who blends into a crowd alongside an Imperial. Bond in half the time, -25% upkeep.
2. Pet, a Standard-sized companion that shifts its coloring to match an Imperial's surroundings. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

ORCUS - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Orcus

The Orcus dwell deep beneath the heights of the Tantalizing Mountains in the Grimhold region of Nivis, Zailister's largest continent. Subterranean dwellers who long ago retreated from the sun into deep cavern kingdoms, the Orcus trace their name and lineage to old funerary rites and broken oaths, said to be the cursed inheritors of those who swore false vows over the dead. Generations underground have left their skin pale and sunken, and they carry an old, instinctive hatred of bards and everything they stand for. Humans, Elves, and Dwarves call them "Orcus" | a slanderous outsider's term with no root in Orcus history, used to lump them in with savage stock; no Orcus answers to it without taking offense.

Humans, both settlers and of Noble forces, have claimed and fortified the land east of the range and work the mountains as miners, making expeditions there extremely dangerous | miners are frequent targets of Orcus ambushes and raids. Because the humans and nobility in the area are heavily fortified, the Orcus spend most of their time deep under the range, surfacing mainly at the northernmost and highest peaks, where the cliffs are battered by the waves of the Umbra Ocean. Deadtooth Pass is the road both sides need and neither holds for long. War has broken out between the Orcus and the human settlers before, and it will again, once both sides have licked their wounds and resupplied.

An Orcus moving through pitch-black tunnels reads the stone the way a sighted creature reads a room, and that same old curse leaves them with an unsettling knack for knowing the moment someone's spoken word becomes a lie | a broken oath rings as loud to an Orcus as a shout in an empty cave.

Drag an Orcus out under open sky for too long and that pale, sunken skin starts working against them fast, while the mere sound of a lute or a bard's voice raised in song is enough to set their temper instantly and dangerously short.

Race Culture

Orcus armament is grave-iron and salvaged human steel, hooded against a sun their skin cannot take and deliberately open at the ear so Stonesense is never sealed away. That opening is the culture's trade-off, and against a bard it costs them dearly. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 7 (+3 growth) | Apex Start 3 (+2 growth)

Innate Trait Adjustments

+2 Strength, +2 Constitution | -2 Charisma, -2 Piety

Starting ATTR Floor

PHY 2

Innate Aptitude

Stonesense | navigate and sense movement through solid rock and tunnels without light; immune to underground darkness penalties.

Oathsense | instinctively senses when a sworn vow or promise has just been broken nearby; +2 to Insight rolls involving lies tied to oaths or promises.

+2 to all rolls made in enclosed, underground, or mining environments.

Innate Inaptitude

Sunlight sensitivity | -2 to all rolls during extended exposure to direct sunlight; Stonesense bonuses do not function outdoors.

Cannot resist provoked aggression toward Bards | must pass a Composure check to avoid attacking a Bard on sight.

-2 to all social rolls with parties aware of the Orcus's cursed lineage.

Lifespan: ~180 years (Mortal)

Starting Age: 45 | Retirement Age: 85 (see Time, pg. 4)

Favored Classes

[Tyrant \(Warrior\)](#) +4 / Path: Berserker +4 / Branch: Fury +6

[Doom Knight](#) +5

[Shaman](#) +5

[Warlock](#) +5

Favored Companions

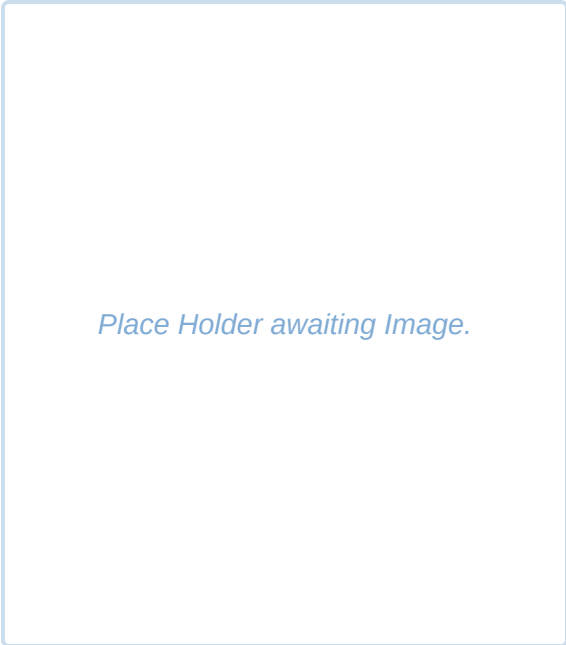
1. Theowarg, a Standard-sized wolf-boar hybrid draft/mount bred for war. Bond in half the time, -25% upkeep.

2. Tunnelmole, a Small burrowing pet that sniffs out ore veins and tunnel collapses before they happen. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

OSSEIN - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Ossein



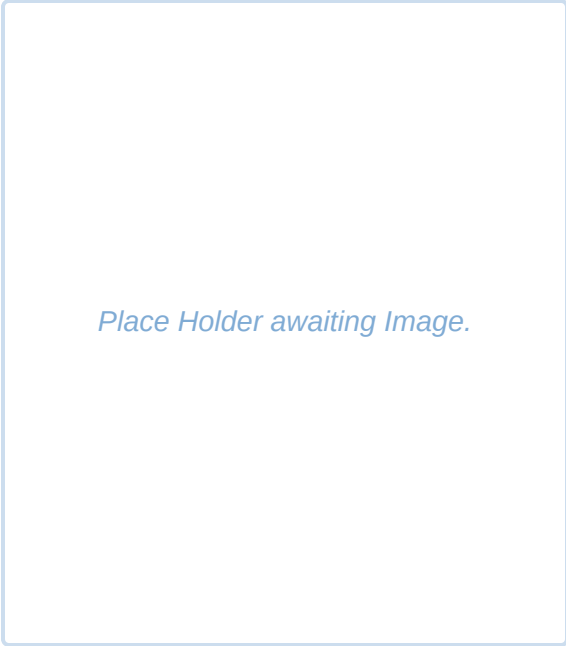
Place Holder awaiting Image.

The Ossein died and kept going, and they will tell you the second part is the only part that matters. Skin still covers them, drawn so tight to the frame that every joint reads through it, but it never rotted and it never sloughed, which is the line they draw between themselves and everything else walking Hexagonum. They are not wraiths. They will correct you on that.

[Continue to full Ossein \(Hexagonum, Standard Size, Undead\) Race Card](#)

PRIMAL - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Primal



Place Holder awaiting Image.

A prehistoric, tribal people who never adopted metal tools or written language, relying instead on stone, bone, and instinct passed down hunter to hunter across generations on Ignis's ash fields. Tall and lean, built with wiry, corded muscle rather than bulk, with nutmeg-toned skin and coarse, ash-grayed hair worn in tight braids or shaved close to keep it out of a fight, a Primal is easy to pick out of a crowd by their tattoos alone, ash-ink worked into deep charcoal-black lines across the arms, chest, and scalp. They live in scattered bands between the wandering fire elementals and golems that call the world home, reading omens in their movements rather than fearing them. Every scar and kill earns a tattoo, worked into the skin with ash-ink and a bone needle, the most sacred marks are placed where the wearer will never see them, on the back of the skull, meant only for whoever stands behind them.

[Continue to full Primal \(Ignis, Standard Size\) Race Card](#)

SKRATH - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Skrath

Wiry, fast-moving reptilian humanoids native to the frontiers of Tredeki, sharing the planet with the Leshy but operating nothing like them. Where the Leshy govern through structure and reverence for the land, the Skrath run in loose packs with no formal hierarchy, leadership is earned in the moment and changes fast. Their defining trait is rapid cellular regeneration, wounds that would sideline most races close on a Skrath within minutes. They live short, violent lives and seem fine with it. The Leshy consider them reckless. The Skrath consider the Leshy insufferably slow.

A Skrath's wounds rarely slow them down for more than a few minutes, and the pack rarely waits around for the slow ones to catch up.

Outside Tredeki, a Skrath's lack of formal rank or title leaves most strangers unsure how to treat them, and a Skrath who tries to claim authority somewhere structured rarely finds anyone willing to recognize it.

Race Culture

Skrath armament is almost nothing, and deliberately. Wounds close on a Skrath within minutes, so weight and coverage cost more than they return, and a pack that does not wait for the slow does not wait for the armored either. Claws serve where a weapon would, and what little they wear is scavenged, rarely matched, and never mended. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Innate Trait Adjustments

+2 Agility, +2 Constitution, +1 Toughness | -2 Knowledge, -2 Charisma, -2 Piety

Starting ATTR Floor

PHY 2

Innate Aptitude

Rapid regeneration, recover 2 Vitality per round in and out of combat.

Natural weapons (claws, bite) deal +2 unarmed damage.

+2 to all tracking, ambush, and close-quarters combat rolls.

Pack instinct, +1 to all rolls when at least two allies are within melee range.

Innate Inaptitude

Cannot hold titles, ranks, or civic roles, no structured authority is recognized.

-3 to all social rolls outside of Tredeki.

Cannot use heavy armor, too restrictive for their movement style.

No affinity for magic study or formal learning.

Lifespan: ~40 years (Mortal)

Starting Age: 10 | Retirement Age: 50 (see Time, pg. 4)

Favored Classes

[Barbarian](#) +5 | Cimmerian +7 | Berserker +9

[Shaman](#) +5

[Marksman](#) +5

Favored Companions

1. Stormstrider, a Goliath-sized giant feathered plains runner, storm-sensing and built for Tredeki's frontiers. Bond in half the time, -25% upkeep.

2. Guardian, a Standard-sized companion that runs with a Skrath's pack. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

Small Size Races

Small races are typically between 3 to 5 feet tall, characterized by their agility, stealth, and dexterity, making them excellent at sneaking and navigating tight spaces.

Base Life: 40 | **Base Mana:** 40 | **Base Stamina:** 24 | **Base Endurance:** 35 | **Base Speed:** 25 ft. | **Base Carry:** 50 lbs | **Size Bonus:** +1 Agility, +1 Defense | **Size Penalty:** -1 Strength, -1 Toughness

Quicker Feet: Small races move at 25 ft. base speed and can change direction at every 5 ft. square without penalty, cutting corners, reversing course mid-stride, and slipping through gaps

in ways larger bodies simply can't follow. When a Small race is on the move, predicting where they're going is half the problem.

Small races have the highest Mana pool of any size tier and are the quickest on their feet thanks to Quicker Feet. Their Stamina is lower than Goliath and Standard, and their Life is the lowest, they are not built for prolonged physical punishment. Each race within this tier has its own innate trait bonuses and penalties, Innate Aptitude and Inaptitude, Favored Class Trees, companion affinities, Profession bonuses, Talent Tree preferences, and lifespan. These stack on top of the size base above.

BROWNLING - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Browning

Charming smallfolk born of Halfling blood and the Brownie Fae race of the wilderness, Brownlings carry slightly pointed ears and an earthy, luminescent complexion that bestows their dual heritage. With deep cultural roots and a gift for artistic expression, they excel in Fae and nature magic, weaving gentle enchantments with ease. Brownlings are also elusive and keen characters making for good rogue and thief roles.

FAE DESCENT

Of Fae lineage through their Brownie Fae parentage, tracing back to Tenue, through the Veilwood, into Zailister, same as Elves (see Fae, above).

Although adventurous, Brownlings are naturally reclusive and like being home, and with a touch of magic, tending a woodland or upkeeping a household comes naturally to them. Masters of craftsmanship, upkeep and stealth, little escapes their notice or their hands.

That homebound streak runs deep, a Brownling pulled too far or too long from their household or woodland grows visibly anxious, and their craftsmanship suffers the longer they're away from a proper hearth.

Race Culture

Brownling work is Fae-touched smallfolk craft, earthy, light and quietly enchanted more often than not. Little of it is made for war, and what is tends to have been a gift rather than a purchase. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 3 (+1 growth) | Apex Start 7 (+1 growth)

Innate Trait Adjustments

+2 Charisma, +1 Knowledge | -2 Strength, -2 Toughness, -1 Intuition

Starting ATTR Floor

Artistry (ART) 2, Wisdom (WIS) 1

Innate Aptitude

Hearthcraft | gentle Fae-touched skill with craftsmanship, upkeep, and stealth; +2 to rolls made tending a woodland or household.

Innate Inaptitude

-2 to all rolls made far or long from home; a Brownling pulled away from their household or woodland grows visibly anxious.

Lifespan: ~150 years (Mortal)

Starting Age: 38 | Retirement Age: 78 (see Time, pg. 4)

Favored Classes

[Bard](#) (Performer) +4 / Path: Strumalong +4 / Branch: Stroller +6

[Marksman](#) +5

Favored Companions

1. Pet, a Tiny woodland companion that keeps close to a Brownling's hearth. Bond in half the time, -25% upkeep.
2. Fellowship, a Small humanoid companion who shares a Brownling's household and craft. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

DREVANE - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Drevane

The original inhabitants of planet Omne Malum, older than any recorded history on the planet and deeply tied to its ecosystem. When Tawdry Dwarf began its long death and the atmosphere of Omnè shifted into something hostile, the Drevane did not build around it. They adapted to it. Over generations their bodies absorbed the pressure, hardened against the toxins, and evolved to thrive in conditions that drove the Omnè settlers into suits. They are watchers and keepers, they remember what Omnè was before Tawdry started dying and they do not share that knowledge freely. They do not oppose the Omnè's construction projects, but they do not help either.

A Drevane doesn't need to roll to catch a shift in pressure or a whiff of corrupted air, they simply notice, no test required, where anyone else might roll and miss it entirely.

A Drevane's hands were never made for circuitry or machinery, and what they know of Omnè's past, they keep close, walk one into a city of steel and glass and watch them grow visibly uneasy, trusting the feel of open ground over anything built.

Race Culture

Drevane armament predates every factory on their own world. As Omnè's original inhabitants they built from the ecosystem they are tied to, fibre, resin and shell, and they were wearing it long before TABA existed. Most Drevane now wear Omnè tech like everyone else, and a Drevane who still works the old organic patterns is making a point

about who was there first. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 1 (+0 growth) | Apex Start 4 (+0 growth)

Innate Trait Adjustments

+2 Constitution, +2 Toughness, +1 Intuition | -2 Charisma, -1 Agility, -1 Knowledge

Starting ATTR Floor

Vigilance (VIG) 1, Physique (PHY) 2

Innate Aptitude

Immune to gas, toxin, and atmospheric hazards native to Omnè.

Thick, hardened skin grants +2 natural Armor Scr. before armor is applied.

+2 to all survival and endurance rolls.

Passive environmental awareness, can detect atmospheric changes, pressure shifts, and incoming hazards before others register them.

Innate Inaptitude

No affinity for technology or engineered solutions. -2 to all technology and crafting rolls.

Do not share knowledge freely, -2 to social rolls involving information exchange with outsiders.

Deeply distrustful of artificial structures, -2 in heavily urban or industrial environments.

Lifespan: ~900 years (Mortal)

Starting Age: 225 | Retirement Age: 265 (see Time, pg. 4)

Favored Classes

[Shaman](#) (Mystic) +4 / Path: Primordial +4 / Branch: Whisperer +6

[Barbarian](#) +5

[Druid](#) +5

Favored Companions

1. Draft, a Standard-sized working animal hardened against Omnè's hostile atmosphere alongside a Drevane. Bond in half the time, -25% upkeep.

2. Guardian, a Standard-sized companion that helps a Drevane keep watch over Omnè's old ecosystem. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

DWARF - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Dwarf

Glimmerstone Dwarves are renowned as Master miners and treasure hunters, with an exceptional talent for uncovering hidden gems and enchanted materials deep within the earth. Their keen senses and innate connection to the mineral veins allow them to detect valuable deposits that others might overlook. They possess an Aptitude called "Mineral Instincts," which enables them to sense the origins and true potential of the materials around them.

Glimmerstone blood runs part dwarf, part Fae, a lineage struck generations back somewhere in the deepest veins they still mine today. That Fae inheritance shows in short, uncanny bursts of speed, a Glimmerstone Dwarf vanishing from one spot for a heartbeat before reappearing already standing in another.

Additionally, they have a skill called "Greed," which involves marking a target so that as it is defeated, it yields increased chances of Rare treasures and enchanted loot. While they excel at hunting for materials, these Dwarves prefer the thrill of discovery over crafting, focusing their skills on unearthing the most valuable resources. This combination of instincts and the active "Greed" effect gives them a significant edge in exploration and resource gathering, helping them uncover the game's most coveted treasures with ease.

That instinct for treasure cuts both ways, a Glimmerstone Dwarf finds it almost physically difficult to walk past unclaimed valuables, even when doing so is clearly the smarter call. Their greed is not subtle, and it does not stop at outsiders, Glimmerstone Dwarves haggle, needle, and undercut one another over a single gem with the same unattractive hunger they'd show a stranger, kinship counts for little once coin or treasure is on the table. What keeps that hunger from costing them everything is the charm to back it up, Glimmerstone Dwarves are natural schmoozers and superb barterers, talking a fair price down to a steal with a smile the other party doesn't realize they should distrust. It helps that they're cute, round faces and bright eyes that put strangers at ease, and that cuteness is deceptive, underneath it Glimmerstone Dwarves are mean, calculating people who've learned to perform charm rather than feel it, all the better to close a deal.

Glimmerstone Dwarves favor light or delicate armor over their kin's heavier plates, trading protection for the speed and reach their treasure-hunting demands. On their feet they wear only cobbles of their own making, wooden shoes carved rather than stitched, shaped with the same sculpting tools they turn to art and ornament. A well-made pair never wears out,

and a Glimmerstone Dwarf takes more pride in their cobblers than in almost anything else they own, save perhaps whatever treasure they haven't found yet.

Race Culture

Glimmerstone Dwarves draw ring and wire finer than any other people, and chain in all its forms is their work. Master miners fund master metallurgy, and what they do not wear they trade, which is why mail is everywhere and plate is not. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 7 (+2 growth) | Apex Start 3 (+2 growth)

Innate Trait Adjustments

+2 Intuition, +3 Deceit, +2 Charisma | -2 Piety, -1 Agility, -1 Defense

Starting ATTR Floor

ART 3, VIG 1

Innate Aptitude

Mineral Instincts | senses the origins and true potential of nearby materials; +2 to rolls made to locate hidden gems or enchanted materials underground.

Greed | marks a defeated target, yielding increased chances of Rare treasure and enchanted loot.

Glimmer Step | Fae-blooded burst of speed, vanishing for a moment before reappearing several feet away at any spot within sight, once per encounter.

Innate Inaptitude

Cannot pass unclaimed valuables without attempting to investigate or claim them, even against better judgment.

Lifespan: ~400 years (Mortal)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Starting Gold: 150 (see Starting Equipment, pg. 2)

Favored Classes

[Strategist](#) (Rogue) +4 / Path: Rogue +4 / Branch: Recon +6

[Magic User](#) +5 | Trickster +7

Favored Companions

1. Pet, a Small companion with a knack for sniffing out hidden gems alongside its Glimmerstone Dwarf owner. Bond in half the time, -25% upkeep.
2. Draft, a Standard-sized working animal that hauls a Glimmerstone Dwarf's mining hauls. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

GNOME - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Gnome

Gnomes treat every locked door, broken machine, or half-finished contraption as a personal challenge, rarely able to walk past one without stopping to tinker. Their burrows honeycomb the Rooted Hollows. Their small, wrinkled faces carry an almost mole-like look, a soft, blunted snout and squinted, light-sensitive eyes suited to long hours spent tinkering underground.

A Gnome can take apart and reassemble most mechanical devices on sight, often improving on the original design without meaning to, though just as often leaving it rigged with an unplanned side effect.

A Gnome can't walk past a broken lock or stalled contraption without stopping to fix it, no matter the timing, and their hands were never built to swing anything heavier than a wrench, subtlety in conversation fares about as well, since they tend to interrupt to explain how something works.

Race Culture

Gnomish armament is a contraption before it is a defence, hinged, catch-fitted and full of ideas that mostly work. No two sets are alike because no Gnome has ever finished improving one. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 2 (+2 growth) | Apex Start 9 (+1 growth)

Innate Trait Adjustments

+3 Wit, +1 Deceit | -5 Strength

Starting ATTR Floor

ART 1, Intellect (INT) 3

Innate Aptitude

Speak with burrowing Flora (such as fungi) and Fauna (such as small burrowing animals). Passive, no roll required for basic communication; complex exchanges may require a Wit check at GM discretion.

Flora and Fauna Handling: naturally adept at caring for, calming, and handling plants and animals. No roll required for non-hostile creatures in calm conditions; reduces handling difficulty for agitated or exotic creatures.

Artist: gifted in all articulate arts, intricate craftsmanship, music, and illusionary expression. +2 to rolls involving fine art, performance, and illusion-based magic or trickery.

Engineering Prowess: +1 to all mechanical interactions, devices, traps, constructs, locks, and engineered systems.

Innate Inaptitude

Compulsive tinkering, cannot leave a broken device, lock, or mechanism alone without attempting to fix it, even mid-mission.

-2 to all Strength-based rolls; cannot wield Standard or larger 2h weapons.

-2 to social rolls requiring patience or subtlety, Gnomes tend to interrupt to explain how something works.

Lifespan: ~400 years (Mortal)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Favored Classes

[Bard](#) (Performer) +4 / Path: Strumalong +4 / Branch: Plucker +6

[Magic User](#) +5

Favored Companions

1. Mechanical, a Small constructed companion a Gnome tinkers with constantly. Bond in half the time, -25% upkeep.

2. Pet, a Tiny burrowing companion drawn to a Gnome's mole-like senses. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

GOBLORC - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Goblorc

Goblorks combine a goblin's quick mind with an orc's brute frame, building war camps that run on cleverness as much as muscle, the smartest goblorc in a camp usually outranks the strongest.

A Goblorc can read a battlefield or a building's layout in moments, instinctively spotting where a trap, ambush, or shortcut would work best, often before they've even finished walking it.

A Goblorc's cleverness rarely earns trust from either side of their bloodline, orcs see them as too small and sly to lead from the front, while goblins see them as too brutish to out-think a real plan, leaving most Goblorks without a clear place in either society's hierarchy.

Race Culture

Goblorc war camps run on cleverness as much as muscle, and their armament shows both, orcish bulk assembled to a goblin's plan. Scavenged, cleverly re-fitted, and better than it has any right to be. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 3 (+1 growth) | Apex Start 7 (+1 growth)

Innate Trait Adjustments

+2 Deceit, +1 Knowledge | -2 Courage, -2 Charisma

Starting ATTR Floor

ART 2, WIS 1

Innate Aptitude

Tactical Eye | reads a battlefield or building's layout in moments, spotting where a trap, ambush, or shortcut would work best; +2 to Tactician-style planning rolls.

Innate Inaptitude

-2 to social rolls with both Goblins and Orcus; a Goblorc's cleverness rarely earns trust from either side of their bloodline.

Lifespan: ~80 years (Mortal)

Starting Age: 20 | Retirement Age: 60 (see Time, pg. 4)

Favored Classes

[Strategist](#) (Rogue) +4 / Path: Rogue +4 / Branch: Assassin +6

[Witch](#) +5

Favored Companions

1. Guardian, a Small companion that fights alongside a Goblorc in the war camp. Bond in half the time, -25% upkeep.
2. Pet, a Tiny companion that helps a Goblorc scout a layout before a raid. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

HALFLING - FIRSTBORN (PLAYABLE IN STARTER SET)

Halfling

Halflings build their lives around comfort, community, and staying just out of the way of bigger trouble, their hidden burrows and villages are easy to walk past without ever noticing they're there.

Halflings seem to have an uncanny knack for things simply working out in their favor, a missed step, a lucky find, a fight avoided by seconds, more often than chance alone would explain.

A Halfling's small frame keeps anything built for bigger hands out of reach, and the same size means they carry less before it starts to weigh them down, trying to command respect from someone twice their height rarely lands the way they'd hoped.

Race Culture

Halflings build for comfort and for staying out of the way, so their armament is light, quiet and easy to live in for a long day. What protection there is has been argued into the design rather than the other way around. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 7 (+1 growth) | Apex Start 2 (+1 growth)

Innate Trait Adjustments

+1 Agility | -2 Strength, -2 Toughness, -1 Intuition

Starting ATTR Floor

Vigilance (VIG) 2, PHY 1

Innate Aptitude

Reroll one failed non-combat roll per session. Result stands. Additional rerolls available through the Luck talent in the Leprechaun Talent Tree.

+2 Stealth (outdoors, rural). Leaves minimal tracks passively.

Locate food and water in the wild. No roll in abundant areas; reduced Perception check in harsh terrain.

+2 Courage (fear, intimidation, panic).

Innate Profession: Tinker. Begins with Apprentice-LVL expertise.

Innate Inaptitude

Cannot use 2h weapons designed for Standard or larger races without specific class abilities.

Carry limit at half standard weight before encumbrance.

-1 Intuition when projecting authority to Standard or larger races who don't know them.

Lifespan: ~130 years (Mortal)

Starting Age: 32 | Retirement Age: 72 (see Time, pg. 4)

Favored Classes

[Strategist](#) (Rogue) +4 / Path: Rogue +4 / Branch: Shroud +6

[Bard](#) +5

Favored Companions

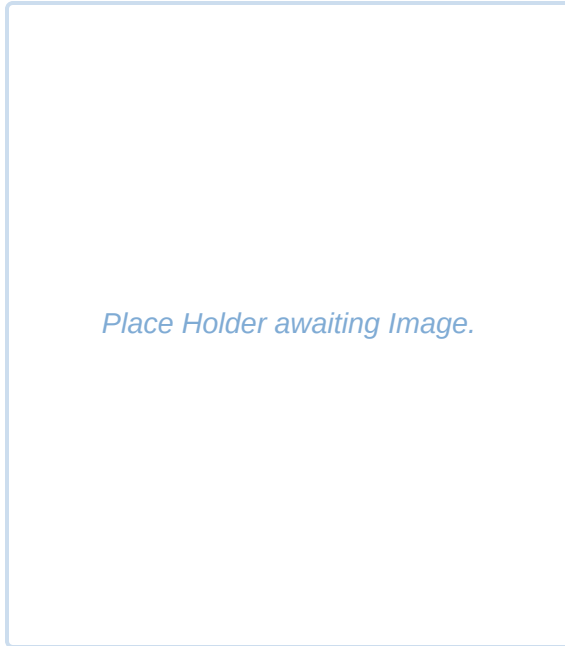
1. Pet, a Tiny companion that finds food and shelter alongside a Halfling. Bond in half the time, -25% upkeep.

2. Fellowship, a Small humanoid companion who shares a Halfling's burrow and community. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

HELF - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Helf



Adaptable hybrids inheriting Traits from both humans and elves, excelling in magic, diplomacy, and versatile pursuits.

FAE DESCENT

Half-Elves carry Fae lineage through their Elf parentage, descended from Tenue, through the Veilwood, into Zailister (see Fae, above).

Growing up reading two cultures at once has left Helf with a sharp read on people generally, they tend to pick up on a stranger's mood and intent within moments of meeting them, faster than most races raised within a single, familiar culture ever learn to.

Belonging fully to neither culture leaves a Helf without a true home in either, they're skilled at reading a room of strangers, but struggle to find one where they're not, on some LVL, still the outsider.

Race Culture

Hybrid gear is Helf work, and the name is not incidental. Two traditions spliced into one kit, elven cut over human hardware or the reverse, made by a people who inherit from both and are fully claimed by neither. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 6 (+1 growth) | Apex Start 2 (+1 growth)

Innate Trait Adjustments

+2 Agility, +1 Wit | -2 Strength, -2 Toughness, -1 Courage

Starting ATTR Floor

INT 1, PHY 2

Innate Aptitude

Dual Reading | reads a stranger's mood and intent within moments of meeting them; +2 to Insight rolls made on first impressions.

Innate Inaptitude

-2 to social rolls seeking full acceptance into either human or elf society; a Helf is skilled at reading a room but always remains, on some LVL, an outsider.

Lifespan: ~300 years (Mortal)

Starting Age: 75 | Retirement Age: 115 (see Time, pg. 4)

Favored Classes

[Strategist](#) (Rogue) +4 / Path: Spellblade +4 / Branch: Shadowblade +6

[Sorcerer](#) +5

Favored Companions

1. Fellowship, a Standard humanoid companion who shares a Helf's footing between two cultures. Bond in half the time, -25% upkeep.
2. Pet, a Small companion that adapts as easily as its Helf owner. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

HOBBLING - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Hobbling

Hobblings carry a hobgoblin's discipline and a halfling's nerve, training from a young age to fight in tight coordination rather than relying on size or strength alone.

A Hobbling moves and strikes with an economy other races spend years drilling for, slipping past a guard's reach and landing a hit in the same motion, then vanishing back out of range before retaliation comes.

Hobblings train constantly for coordinated combat and little else, left without allies to fight alongside, or facing a problem that isn't solved by a fight, a Hobbling is often at a genuine loss.

Race Culture

Hobbling gear is issued rather than chosen, matched across a unit and made to be fought in shoulder to shoulder. Hobgoblin discipline in a halfling frame, and the only smallfolk tradition that looks like an army's. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Innate Trait Adjustments

+2 Agility, +1 Dexterity | -2 Strength, -2 Charisma, -1 Intuition

Starting ATTR Floor

ART 1, PHY 2

Innate Aptitude

Drilled Coordination | strikes and withdraws in a single fluid motion alongside allies; +2 to combat rolls made while fighting in coordination with at least one ally.

Innate Inaptitude

-2 to all rolls made when fighting alone or facing a problem that isn't solved by combat.

Lifespan: ~80 years (Mortal)

Starting Age: 20 | Retirement Age: 60 (see Time, pg. 4)

Favored Classes

[Fighter](#) ([Warrior](#)) +4 / Path: Brawler +4 / Branch: Unarmed +6

Favored Companions

1. Fellowship, a Small humanoid companion who fights in coordination alongside a Hobbling. Bond in half the time, -25% upkeep.
2. Pet, a Tiny companion that keeps a Hobbling steady between fights. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

MICELING - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Miceling

Micelings are natural contortionists, twisting and folding themselves through gaps and crawlspaces no bigger than a fist, spaces built to keep every other race out.

Micelings have sharp senses both above and below ground, rarely losing their way, they have an uncanny knack for finding the way out of a maze, ruin, or collapsed tunnel, and even seem to puzzle out riddles and traps faster than expected (ask the GM for a hint). They have Dark Vision and speak both Common and Burrowing Animal, their native tongue.

Built to fold through gaps no bigger than a fist, Micelings are fragile in the open, a solid hit lands harder on them than it would most other races, and there's nowhere to wedge themselves out of the way in a straight fight.

Race Culture

Micelings need to fold through gaps no bigger than a fist, which rules out almost everything. Their armament is soft-jointed and shed-able, built to be abandoned in a crawlspace and recovered later rather than to be fought in. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 2 (+0 growth) | Apex Start 3 (+0 growth)

Innate Trait Adjustments

+3 Willpower, +2 Dexterity, +1 Wit

Starting ATTR Floor

ART 2, INT 3

Innate Aptitude

Fistgap Squeeze | folds and twists through gaps and crawlspaces no bigger than a fist; +2 to escape and infiltration rolls in tight spaces.

Tunnelwise | rarely loses their way below or above ground; +2 to rolls made finding a path out of a maze, ruin, or collapsed tunnel, and to solving riddles and traps.

Innate Inaptitude

-2 to Toughness-based rolls absorbing a solid hit; a Miceling's small frame takes harder damage than most other races from the same blow.

-2 to all rolls made in a straight, open fight with nowhere to wedge out of the way.

Lifespan: ~60 years (Mortal)

Starting Age: 15 | Retirement Age: 55 (see Time, pg. 4)

Favored Classes

[Strategist](#) (Rogue) +4 / Path: Rogue +4 / Branch: Shroud +6

[Magic User](#) +5

[Marksman](#) +5

Favored Companions

1. Pet, a Tiny burrowing companion that fits the same fist-sized gaps a Miceling does. Bond in half the time, -25% upkeep.
2. Fellowship, a Small humanoid companion who navigates tunnels and ruins alongside a Miceling. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

NEANDERTHAL - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Neanderthal

Neanderthals are built for endurance over speed, heavy-boned, broad-shouldered, and built to take a hit rather than dodge one. Generations surviving Glaciera's brutal mountain cold left them practical and plainspoken, more interested in what works than what's clever.

Cold that would drop another race in their tracks barely slows a Neanderthal down, and that same hardiness holds against nearly anything else thrown at them, fire, frost, acid, lightning barely faze a Neanderthal where they'd stagger someone else outright.

All that raw endurance comes at the cost of finesse, Neanderthals are slow to pick up anything that calls for precision or subtlety, and a delicate task takes them noticeably longer than it would almost any other race.

Race Culture

Neanderthal work is heavy-boned like its wearers, built to take a hit rather than avoid one, hide and bone over a frame that hardly needs the help. Close cousin to Primal work, and old enough that the resemblance may not be coincidence. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 8 (+2 growth) | Apex Start 3 (+1 growth)

Innate Trait Adjustments

+2 Strength, +2 Toughness, +1 Constitution | -2 Agility, -1 Charisma, -1 Wit

Starting ATTR Floor

PHY 2

Innate Aptitude

Cold-Forged | cold that would drop another race in their tracks barely slows a Neanderthal down; +2 to resist fire, frost, acid, and lightning hazards that would stagger most other races outright.

Innate Inaptitude

-2 to all rolls requiring precision or subtlety; a delicate task takes a Neanderthal noticeably longer than it would almost any other race.

Lifespan: ~60 years (Mortal)

Starting Age: 15 | Retirement Age: 55 (see Time, pg. 4)

Favored Classes

[Barbarian](#) ([Warrior](#)) +4 / Path: Mountaineer +4 / Branch: Predator +6

Warrior +5

Favored Companions

1. Guardian, a Small companion that fights alongside a Neanderthal in Glaciera's cold. Bond in half the time, -25% upkeep.
2. Draft, a Small working animal bred to endure the same mountain cold. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

OMNÈ - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Omnè

The oldest known human development in Essentia, an ancient sub-human civilization that settled on planet Omne Malum, Omnè in short, long before recorded history. Although part Human, the Omnè are a race on their own, they share human blood. So far from Adoria that magic never took root, they built their survival entirely through technology. As the dying star Tawdry Dwarf deteriorates, the conditions it once sustained across planets 8 through 13 have collapsed into hostile atmospheres and environmental decay. On Omnè, this forced the population into sealed pressure suits outside pressurized habitats, and accelerated a desperate technological arms race, including the construction of a synthetic planet and surrounding protection barrier designed to shield Omnè from Tawdry's fall and filter the encroaching gases. It is this slow extinction that drove the Omnè into the invasion of Zailister. See *Tawdry Dwarf & Beyond* for more.

Omnè troubleshooting starts and ends with hard data, faced with a sealed door or a failing system, they'll run a diagnostic before they'd ever think to pray.

Magic simply never took root in an Omnè, not a spark of it, suit or no suit, and step outside a pressurized habitat without that suit sealed and their body starts failing fast; put them anywhere wild and unbuilt and they're badly out of their depth.

Race Culture

The TAA family, TABA, TAW and TAG, is Omnè work and the oldest continuous manufacturing tradition in Essentia. A world that developed without magic had to build every advantage it has, and every other culture has since tried to copy the result. It carries a cost premium wherever it is sold. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Innate Trait Adjustments

+2 Knowledge, +1 Wit | -2 Piety, -1 Strength, -2 Intuition

Starting ATTR Floor

INT 1, WIS 2

Innate Aptitude

+3 to all technology, engineering, and crafting rolls.

Pressure suit grants passive resistance to environmental hazards (gas, toxin, extreme temperature).

+2 to Knowledge-based skill checks.

Innate Inaptitude

Cannot cast magic, no affinity whatsoever. Magic items can still be used.

Pressure suit must be equipped in all non-pressurized environments or Constitution drops by 2 per turn.

-3 to all nature, wilderness, and foraging rolls.

Lifespan: Varies (Mortal or Immortal depending on subtype)

Starting Age and Retirement Age vary by subtype (see Time, pg. 4).

Favored Classes

[Tyrant](#) ([Warrior](#)) +4 / Path: Demolisher +4 / Branch: Rampager +6

[Marksman](#) +5

[Magic User](#) +5

Warrior +5

[Witch](#) +5

Favored Companions

1. Mechanical, a Standard-sized constructed companion built by Omnè engineering. Bond in half the time, -25% upkeep.

2. Fellowship, a Standard humanoid companion who shares a sealed habitat alongside an Omnè. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

PINKLING - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Pinkling

Pinklings are unmistakable for their pink-hued skin and an even harder to mistake reputation, wherever something has gone missing or someone's been fooled, a Pinkling is usually involved, and rarely caught.

A Pinkling can talk their way past nearly anyone once, spinning a lie convincing enough that even a suspicious mark tends to believe it the first time around.

A Pinkling's reputation eventually catches up with them, word travels, and once a town's heard enough stories, even their best lie struggles to land with anyone who's heard the name before.

Race Culture

Pinkling armament is whatever was not being watched closely enough. Rarely matched, frequently someone else's, and worn with a confidence that discourages questions about the provenance. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 7 (+1 growth) | Apex Start 3 (+1 growth)

Innate Trait Adjustments

+2 Deceit, +1 Agility | -1 Strength, -4 Toughness, -3 Piety

Starting ATTR Floor

ART 2, PHY 1

Innate Aptitude

First Mark | talks their way past nearly anyone the first time; +2 to Deceit rolls made spinning a lie on a mark with no prior reputation against them.

Innate Inaptitude

-2 to social rolls in any town or with any mark who has already heard a Pinkling's name; their reputation for trickery follows and undercuts even their best lie.

Lifespan: ~120 years (Mortal)

Starting Age: 30 | Retirement Age: 70 (see Time, pg. 4)

Favored Classes

[Warlock](#) (Magic) +4 / Path: Grimlock +4 / Branch: Changeling +6

Favored Companions

1. Pet, a Tiny companion that slips through town unnoticed alongside a Pinkling. Bond in half the time, -25% upkeep.
2. Fellowship, a Small humanoid companion who helps a Pinkling work a con. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

RATKIN - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Ratkin

Ratkin are good back-stabbers, both literally and figuratively, sneaking past a guard or sneaking into someone's confidence come just as naturally to them, and either one usually ends the same way for whoever let them get close. Dead Man's Wharf and Pirate's Bay run on their trade.

Ratkin see clearly in total darkness and move with practiced ease through sewers, tunnels, and crypts, their senses sharpening underground, making them some of the best dungeon crawlers around. They have Dark Vision and speak both Common and Rodent, their native tongue.

Ratkin earn deep distrust everywhere they go before they've said a word, their reputation for treachery follows them into every new town, and it takes real effort to convince anyone otherwise.

Race Culture

Ratkin gear is built for the approach and the exit, not the middle, soft-soled, low-profile, and shed fast if the exit needs to be faster. A Ratkin in heavy plate has misjudged the job. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 2 (+1 growth) | Apex Start 7 (+1 growth)

Innate Trait Adjustments

+2 Agility, +2 Dexterity, +1 Wit | -3 Willpower, -3 Charisma

Starting ATTR Floor

ART 2, INT 1, PHY 2

Innate Aptitude

Dark Vision | sees clearly in total darkness; moves with practiced ease through sewers, tunnels, and crypts. +2 to Stealth rolls made underground.

+2 to Deceit rolls made sneaking into someone's confidence.

Innate Inaptitude

-2 to all social rolls on first meeting; a Ratkin's reputation for treachery follows them into every new town before they've said a word.

Lifespan: ~50 years (Mortal)

Starting Age: 12 | Retirement Age: 52 (see Time, pg. 4)

Favored Classes

[Witch](#) (Mystic) +4 / Path: BrewMaster +4 / Branch: Shrew +6

[Marksman](#) +5

Favored Companions

1. Pet, a Tiny rodent companion at home in sewers and tunnels alongside Ratkin. Bond in half the time, -25% upkeep.
2. Guardian, a Small companion that watches a Ratkin's back in the dungeon dark. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

SNOW DWARF - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Snow Dwarf

Snow Dwarves carved their halls into the same icy peaks as their Arctic cousins, but lean harder into raw endurance than magic or craft, content to outlast a storm rather than out-think it.

A Snow Dwarf can march or labor through blizzard conditions that would exhaust or injure other races, shrugging off cold and fatigue that should slow them down.

Snow Dwarves lean so hard on raw endurance that magic and fine craft never really took root for them, spellwork and delicate trades come slower and harder to a Snow Dwarf than to nearly any other race.

Race Culture

Snow Dwarves lean on endurance where their Arctic cousins lean on craft, so their armament is plainer, heavier and worn longer between repairs. Function to the point of severity. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 7 (+2 growth) | Apex Start 3 (+2 growth)

Innate Trait Adjustments

+1 Constitution, +1 Resistance (cold), +1 Toughness | -2 Charisma, -2 Agility, -1 Intuition

Starting ATTR Floor

Physique (PHY) 1, RES 1

Innate Aptitude

Endure the Storm | marches or labors through blizzard conditions without exhaustion or injury; +2 to Endurance rolls in extreme cold.

Innate Inaptitude

-2 to all rolls involving spellwork or delicate trades; magic and fine craft come slower and harder to a Snow Dwarf than to nearly any other race.

Lifespan: ~400 years (Mortal)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Favored Classes

[Barbarian](#) +5 | Mountaineer +7 | Amazon +9

[Witch](#) +5

Favored Companions

1. Draft, a Small working animal that hauls supplies through blizzard conditions. Bond in half the time, -25% upkeep.
2. Guardian, a Small companion that helps a Snow Dwarf outlast a storm. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

SYLVAN - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Sylvan

Sylvan Elves live deeper in the wild than their Common Elf kin, rarely settling anywhere long enough to be called a town, their dwellings are little more than the trees and hollows they pass through on a given season.

FAE DESCENT

Like all Elves, of Fae lineage, descended from Tenue, through the Veilwood, into Zailister (see Fae, above).

A Sylvan Elf can hold a quiet conversation with the forest itself, sensing the mood of nearby plants and animals and reading subtle warnings, a storm coming, a predator near, long before anyone else notices.

A Sylvan Elf's whole life is tuned to the wild, open forest, long stretches indoors or in built-up cities leave them restless and noticeably duller in their senses than they are under open sky.

Race Culture

Sylvan Elves live too far out to resupply, so their armament is cured hide worked quiet and repaired from the forest itself. Leather and studded work is theirs, and it travels better than anything a settled people makes. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 2 (+1 growth) | Apex Start 8 (+1 growth)

Innate Trait Adjustments

+3 Agility | -3 Strength, -1 Toughness, -1 Deceit

Starting ATTR Floor

PHY 3

Innate Aptitude

Wildtouch | senses the mood of nearby plants and animals, reading subtle warnings of storms or predators before anyone else notices.

Innate Inaptitude

-2 to all rolls made indoors or in built-up cities; a Sylvan Elf grows restless and noticeably duller in their senses away from open sky.

Lifespan: Immortal, begins adventuring later and retires later than most races (see Starting Age and Retirement Age below, and Time, pg. 4)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Favored Classes

[Druid](#) (Nature) +4 / Path: Hyborian +4 / Branch: Rager +6

[Barbarian](#) +5

[Witch](#) +5

Favored Companions

1. Pet, a Small songbird at home under the open sky a Sylvan Elf needs. Bond in half the time, -25% upkeep.
2. Guardian, a Standard-sized companion that watches over a Sylvan Elf's open forest. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

WOOD ELF - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Wood Elf

Wood Elves keep to the deep canopy and undergrowth, smaller and quieter than their Common Elf kin, content to let a forest hide them rather than relying on open confrontation.

FAE DESCENT

Like all Elves, of Fae lineage, descended from Tenuë, through the Veilwood, into Zailister (see Fae, above).

A Wood Elf moves through dense brush and forest canopy without snagging a branch or breaking a twig, vanishing into foliage that would slow or expose anyone else.

A Wood Elf's whole skillset assumes cover and canopy, caught in open ground or built-up city streets with nowhere to disappear into, they're noticeably less sure-footed and far easier to spot than they're used to.

Race Culture

Wood Elves let the forest do the hiding, so their armament is lighter and quieter even than Sylvan work, mottled to the canopy and made from it. The smallest and least martial of the elven traditions. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 6 (+1 growth) | Apex Start 3 (+1 growth)

Innate Trait Adjustments

+2 Agility, +1 Wit | -2 Strength, -2 Toughness, -1 Constitution

Starting ATTR Floor

INT 1, PHY 2

Innate Aptitude

Canopy Step | moves through dense brush and forest canopy without snagging a branch or breaking a twig; +2 to Stealth rolls made in foliage and undergrowth.

Innate Inaptitude

-2 to all rolls made in open ground or built-up city streets; a Wood Elf's whole skillset assumes cover and canopy that isn't there.

Lifespan: Immortal, begins adventuring later and retires later than most races (see Starting Age and Retirement Age below, and Time, pg. 4)

Starting Age: 100 | Retirement Age: 140 (see Time, pg. 4)

Favored Classes

[Marksman](#) (Ranger) +4 / Path: Ranger +4 / Branch: Wood Warden +6

Favored Companions

1. Pet, a Tiny songbird that nests in the deep canopy alongside a Wood Elf. Bond in half the time, -25% upkeep.
2. Fellowship, a Small humanoid companion who moves through the undergrowth alongside a Wood Elf. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

YAWNIE - FIRSTBORN (NOT PLAYABLE IN STARTER SET)

Yawnie

Yawnies move and speak slowly by nature, but mistaking that for weakness comes at a cost, their patience runs deep, and little seems to rattle or hurry them once they've settled into stillness.

A Yawnie can hold absolute stillness for hours at a stretch, becoming nearly impossible to spot by sight or motion alike as long as they don't choose to move.

A Yawnie simply doesn't have another gear to shift into, no spell, talent, or emergency ever makes them move faster than a walk, and anything that demands a snap decision under pressure tends to catch them flat-footed.

Race Culture

Yawnie work is slow-made and made once, heavy, patient and unhurried in every line, by a people who see no reason to rush a thing that has to last. Little rattles a Yawnie, and their armament is built on the same assumption. See Cultural Armaments, and refer to the Tomes of Essentia for the full history.

Spirit & Apex

Spirit Start 2 (+1 growth) | Apex Start 8 (+1 growth)

Innate Trait Adjustments

+2 Focus | -2 Agility, -2 Strength, -1 Knowledge

Starting ATTR Floor

INT 2

Innate Aptitude

Crawl speed: 5 ft. (flat, ignores standard 1/4x penalty).

Climb speed: 5 ft. (flat, ignores standard 1/2x penalty).

Swing: +10 ft. bonus on top of standard swing speed.

Innate Inaptitude

Cannot Sprint, Run/Dash, or otherwise exceed normal Walk speed under any circumstance, no ability, talent, or magic overrides this cap.

-2 to all rolls requiring urgency or quick reaction under time pressure.

Lifespan: 300+ years (Mortal, slow metabolism)

Starting Age: 75 | Retirement Age: 115 (see Time, pg. 4)

Favored Classes

[Druid](#) (Nature) +4 / Path: Dreamcryer +4 / Branch: Lorekeeper +6

[Marksman](#) +5

Favored Companions

1. Pet, a Tiny companion as unhurried and patient as a Yawnie. Bond in half the time, -25% upkeep.

2. Draft, a Small working animal that matches a Yawnie's slow, steady pace. Bond in half the time, -25% upkeep.

Refer to Specific Companion Cards for default Races they dislike.

Notable Races Not Playable

Essentia is walked by a great deal more than the playable roster. Notable races that are not playable are peoples, war bodies, or powers that hold ground somewhere in the thirteen planets and are closed to Players. A Character is never built from one. They are written here so a GM knows what is out there, and so a Player recognises what has just come over the ridge.

This is a growing list. GMs and future Modules are expected to add to it.

Legion Forms

A people that marshals for war fields a **Legion form**, named by placing its Legion title in front of the race. The titles in use are **Hell**, **Uber**, **Mighty**, **Elite**, **Burrowing**, and **Fiendish**, as in Hell Orcus, Elite Ogres, and Burrowing Gnomes.

A Legion title names the war body a people puts in the field, not a separate people. The race underneath it is unchanged, and no Legion form is playable.

The Wars

The Ends War. Dozens of races met on Zailister, technology against magic, across every continent it could reach.

The Purge. Invaders out of Elè Quint and Omnè came for Zailister's four sovereign territories and were driven back. The Purge Forces still hold their alliances, and the prophecy of the crowns runs the age that followed.

Powers and Hosts

The Omnè Astral Cabal Empire. The arm of Omnè that invaded Corpus Caeleste and took the Caelen by the millions. The Caelen fought back, took Cabal vessels off them, and the Cabal has not forgotten it.

The Omnè war ranks. The Overlord commands, the Dark Warlords carry the legions, the Shadow Knights do the quiet work. None is a race. Each is a station an Omnè is raised to.

The Futurem of Undeximus. A technocratic people of the eleventh planet, allied with the Tredeki and at war with the Omnè. Although part Human, the Futurem are a race on their own, they share human blood.

The Tredeki of Tredeki. The people of the thirteenth planet, masters of the mind and the coldest world's technology. Although part Human, the Tredeki are a race on their own, they share human blood.

Notable Peoples and Things

Drawn from the Tomes, and closed to Players.

- **Forsworn, Nefertari, Legendary Scions.** Mythical and neutral powers of Zailister, standing outside the crowns.
- **Dragons.** Their blood runs in the Drāco Blood. They themselves are not played.
- **Necrotic Wraiths.** Undead of Zailister, counted among the mythical rather than the risen.
- **Vanwa, Darklings.** Neutral peoples of Zailister with no roster entry.
- **Golems and fire elementals.** Native to Glacies et Ignis, wandering its ash fields alongside the Emberscale and the Primal.
- **Ghosts, aberrations, and spiritual entities.** The population of Corpus Caeleste that the Caelen share their world with.
- **The natives of Varanis and Krakus.** The moons of Omnè Malum, holding what ground the Omnè have not built over yet.

Statistics & Formulas Reference

This section provides a quick reference for all essential formulas players and GMs need to manage character statistics and resolve game mechanics. For detailed explanations and worked examples, see the full sections referenced below.

Trait Mechanics

Trait Tier (Secondary Effects, SCR 10+): Effect tier = $\text{floor}(\text{Trait SCR} \div 10)$, tier 0 below score 10. Tier determines Chips regenerated per Turn (Constitution, Willpower, Grit, Vigor) or Ability Cooldown resets per encounter (all other Traits). See Traits (TST), pg. 2.

Combat Mechanics

PROTS (Protection Score): Base Armor Scr. + Defense Trait (martial/Nature attacks) OR Resistance Trait (Spell attacks) + shield Armor Scr. + all modifiers (buffs, debuffs, environmental). These two Traits never both apply to the same attack. See Combat, pg. 5.

Initiative: Base Speed + Agility Trait + Intuition Trait. On a tie, Luck breaks the tie. See Combat, pg. 5.

Critical Hit: Roll result 96-100 deals 2x damage dice + source bonus (Strength for melee, Agility for martial ranged, Acuity for spells). See Combat, pg. 5.

Weapon Damage: $\text{dmg} = \text{xd6} \pm x$, where x = Strength (melee), Agility (ranged), or Acuity (spells), plus all other modifiers. See Combat, pg. 5.

Ability Mechanics

Vitality Cost: Chip Cost = $\text{ceil}(\text{Slot LVL} \div 2)$, minimum 2. Martial costs Stamina, Spell costs Mana. Both also cost at least 1 action. See Card Format Specifications, pg. 5.

Ability Uses Tier: $N = \text{floor}(\text{Max Pool} \div \text{Cost})$. Map N to tier: $N \geq 12$ = Unlimited, N 6-11 = 3/Round, N 4-5 = 2/Round, N 3 = 1/Round, N 2 = 3/Day, N 1 = 2/Day. See Card Format Specifications, pg. 5.

Skills & Crafting

Crafting Check: $\text{d100} + \text{Skill SCR} + \text{Aligned ATTR Modifier}$ vs. DIFS. See Skills (TST), pg. 2.

Difficulty by Rarity: Common DIFS 40-50, Uncommon 55-65, Rare 70-80, Unique+ 85+. See Skills (TST), pg. 2.

Wellness & Vitality

Trait Tier (Health & Wellness): Tier = floor(Health score ÷ 10). Below 75% Wellness, each tier adds 2 days to Wellness tick length (slows decline). At 75%+ Wellness, each tier removes 1 day from tick length, minimum 1 day (accelerates recovery). See Wellness, pg. 2.

Wellness Impact on Apex & Spirit: Apex and Spirit are multiplied by Wellness: Below 75%, multiplier decreases 1% per 1% below 75%. At 75%+, multiplier increases 1% per 1% above 75%. Low Wellness shrinks pools and slows regeneration; high Wellness expands pools and speeds regeneration. See Wellness, pg. 2.

Quick Reference Table: Trait Tier Effects

Trait SCR	Tier	Vitality Chips / Ability Resets
1-4	0	None (not yet active)
5-9	1	1
10-14	2	2
15-19	3	3
20-24	4	4
25-29	5	5
30-34	6	6
35-39	7	7
40	8	8

Reference: This section summarizes essential formulas in one place for quick lookup. Full explanations, worked examples, and GM guidance are available in the main sections referenced above. For formulas and mechanics not covered by players or GMs in active gameplay, see the hidden Formula file (Keep-Formulas-Hidden.html) for complete derivations.

Game Features

Home and Family

Characters can buy plots of land as small as a hut or tent, and build as large as an estate or castle, even a town. Complete "**love quests**" and meet a love interest; a humble peasant or a dominant scantily clad warrior. Raise children and create a family, with the Player role-playing their destinies and fate. Make sure the family is safeguarded and assisted with workloads at home by collecting Companions and making friends with townsfolk. Retire and enjoy the home, continuing to play the Character leisurely, or take over as one of the Character's heirs. A character's home and family begin with their plot of land and partner and builds from there. Will it boast a luxurious wardrobe, an armory, a trophy room, an exquisite aquarium, stables and kennels on a farm with NPC farmhands, or a humble den carved in the face of the earth itself?

Complex Rule Set only.

Encounter Tokens

Encounter Tokens are used to define a fixed or randomly generated number of entries of an Encounter. For instance, there are 5 mob cards and a boss card; each mob card can be a value of $x \geq 1$, either described on the card, directed in the module, or determined by the GM.

Example: The party has entered Queen Goblin's den, and she is accompanied by 1 steward, a jester, 4 goblin guardsmen and 6 scouts. There is only one Mob Card (see SORC Cards below) for each of them (so each has its own stats), but each card has a number of monster Tokens to represent the number of mobs, so there are 6 Tokens on the goblin scout Mob Card. Each time one is defeated, whether it's killed, runs, etc, the Token goes to the boneyard (see below). This same rule applies to anything, for example, the goblin den is also booby trapped x 12, so 12 †Encounter Tokens.

†This is why they're called Encounter Tokens and not just "mob tokens." See Mob, Boss and Mechanical Cards below.

The Boneyard

The boneyard is where passing Companions, broken gear, spent items and other Cards that are incapacitated for an indefinite amount of time go. Once resurrected, repaired or re-stocked respectively, the Cards go back to the table.

Complex Rule Set only.

SORC Cards

Players use a comprehensive Card-based system to track their Abilities, Armaments, Companions and more. Mob Cards are often in groups and the amount of Mobs within any given group is represented by Tokens.

Each Box Set includes the essential SORC Cards for its respective module's LVL or rank, along with information such as stats, lore, and a ref # on each card. The ref # serves two purposes: it references the page in the module book where that card's content appears, and it is used to access the card's digital content online. Every SORC Card ref # follows this format: **mod-ref#pg.12347291**, the black portion is the page number in the module book where that card appears, and the green portion is the card's unique number. When accessing digital content online, only the green number is entered. Basic printable cut outs of SORC Cards are available at our website, along with a PDF lighter version of the game.

†Recipes are needed to craft items, so any item that can be crafted comes with a recipe and each recipe has instructions, life and a material list. Items that cannot be crafted can be discovered in the world. Every SORC Card NEEDED in a module to perform any talent, skill, or Trait comes with a basic Common punch out style SORC Card to ensure a seamless and enjoyable gaming Experience (XP).

Uncommon Cards are included in box sets as well, but Uncommon Cards are more Rare. For example: a Player creates a Cleric that can begin their adventures proficient in all 1h blunt weapons, so the box set would have basic Common weapons, such as: 1h hammer and 1h mace, but a 1h flail, a bit stronger and maybe more exquisite, is less Common (Uncommon). The flail can still be retrieved, but not from every vendor in the game, it would need to be found.

How to Read a Card

Any Ability Card that isn't Unlimited-Use carries a marker printed just above the card, never inside it, showing which limiter applies and how many Ability Reset/Recharge Chips currently sit on it.

- **CD** (Cooldown): the Ability recharges on a timer, once every Turn (6 seconds), a chip is added back until the Card's full Charges total is restored.
- **RECHRG** (Recharge): the Ability recharges on Rest instead of a Turn timer, chips return at the next Short or Long Rest per the Card's own rules.

An Unlimited-Use Card carries neither marker, there's nothing to track.

Why Use SORC Cards?

SORC is a pretty crunchy game with a lot of elements and features, so the Cards make things more manageable. There are also a lot of elements in the game, including abilities, spells, and items available, so instead of flipping through pages, Players and GMs will have their own Cards that work in conjunction and are referenced to books. They are also designed to speed up encounters, ensuring that Players can access essential information at a glance without flipping through rulebooks. Each card includes a ref # for trading digital versions and linking to online resources such as lore, crafting recipes, and supplemental materials. The black portion gives the module book page, and the green portion is entered at the website to access that card's digital content.

Beyond gameplay, cards also enhance the narrative and personalization of the game, and even while not directly in play, they are showcased in the home, including; gardens, trophy rooms, closets and other spaces.

Acquiring SORC Cards

Cards come as default Punch Outs in each adventure module. Each set of Cards in a box set is determined by its module's LVL, for instance; module v. 0.01 is for LVLs 1-5 and includes the basic Common Cards. Each Card is paired to its own Card quest, with some as simple as: "go see town merchant to acquire your equipment..." Lore Cards, which also come in every box set, are paired to special Lore Quests already present in the module, the Card is what guides the party to them (refer to Lore Cards below). GMs can distribute default Cards in any manner they see fit.

Module LVL	Card Rank Included
1-5	Common Cards
5-8	Uncommon Cards
9-14	Rare Cards
14-18	Unique Cards
18-23	Heroic Cards
23-26	Elite Cards
26-29	Legendary Cards
29-30	Divine Cards

The Character must be at the same rank as the Lore Card to use it. See Ranks above. Looking at the table above, each Module only comes with Cards of a rank associated with the module's LVL. This is done with the assumption that Players have already developed a character up to the LVL and rank of their newly purchased module. This will also discourage cheating since there is no other way to acquire default Cards that are packaged onto our box sets.

Each Card rank Rare and above is paired with a quest or other method of obtaining it. Each Card also has its own Code for easy reference to our books and servers, its own lore, and a code.

Armament Cards

Armament Cards cover weapons, ammunition and armor, and work similarly to Armor and Lore Cards in that they are restricted by class. There will be five Punch Out sets for each basic armor and weapon type with beginner sets and Players will evolve their Armaments, even as sets with bonuses, as they enhance their Armaments. This box set heavily prepares 4 Players and a GM for play but up to five or six Players could participate. Each set will come with sheets of punch out SORC Cards. Armaments will each come in sets of 4 in the case that 4 Players choose similar Main Class Trees. This means there will be 4 of the same leather set, 4 of the same plate set, 4 of the same chainmail set and so forth.

Armor Cards

Below are examples of a Common Full Plate Set included in a LVL 1-5 Box Set, followed by a Crimson (Red) Scale Legendary Set included in a LVL 24-28 Box Set as the Rules state.

[Rusty Iron Plate, Common Armor Card \(Ref #ARM001\) →](#)

[Image placeholder: Crimson Plate, Legendary Armor Card, front & back. Pending redesign to match current rules, see Ref #ARM142.]

Weapon Cards

The weapon choices below require class Prerequisites. For instance, a one handed magic dagger can only be used by certain classes, at certain LVLs or their class path, such as; LVL 1 Main Class Tree mage.

Below are the sets of punchout Common Weapon Cards included in this box set.

[Rusty Iron Sword, Common Weapon Card \(Ref #WPN001\) →](#)

[Image placeholder: Voltaic Fang, Legendary Weapon Card, front & back. Pending card art, see Ref #WPN142.]

Lore Cards

Lore Cards come with every box set. The rank of Lore Cards included is dictated by the LVL of the module, for instance, Hold's Keep Valley v. 0.01 is for LVLs between 1 and 5. Lore Cards lead Players to special Lore Quests built into the module, the Card is what guides the party to them, with the highest-rank Cards pointing to the most exclusive and challenging quests in that module.

Reminder: Each module comes with punchout Cards of the rank matched to its LVL (see table above). A LVL 1-5 module includes Common Cards, a LVL 5-10 module includes Uncommon Cards, and so on. Lost Cards can be downloaded for free online using the box set code, or ordered through our catalog for a fee.

As with all SORC Cards, each Lore Card is printed on matte/designed card stock and includes the respective stats and an image of what it represents, along with a ref # that provides access to its digital version. Enter the green portion of the ref # at the website to access digital content. The digital access must be refreshed periodically, Players should keep track of their cards and avoid losing them. Players may trade Cards that are not useful to them, such as plate when

they can only wear leather. This also ensures any new owner of the Card maintains digital access.

†Keep in mind, in SORC characters can choose various classes, so they could acquire the Prerequisite to wear plate armor. Also note characters have a class Ability cap, so there's a fine line between power and diversity.

Lore Cards lead parties to special quests called Lore Quests. Lore Quests are Elite quests already built into the module, the quests and their rewards are there, and the Lore Card is what guides the party to them and triggers the item drop. If a Player gets a Lore Card, they'll be led to the quest and eventually discover the Lore Card that the GM acquired in the box set. Just like the Common punch out Cards that always come as a set in the box, the GM holds onto Lore Cards until the party earns them. The GM will lead the Players to the area of which to achieve the goal.

For example: Rare: Igor's Helm (of STR), Igor the Ogre Chief. The party would need to retrieve the Helm from Igor, an ogre chieftain, buried deep below the snowy forests of Mt. Olympiad. The party is led to a rogue Vanwa camp that blends hidden in nooks between hard to reach tight canyon slots above the mountain's base. The Vanwa are at war with the ogres in the area and the camp is an expedition camp in search of Igor, who is the chieftain of the buried Mountain Ogres.

Lore Quests and Lore Cards are both relevant to the LVL of the module and already built into it, the Card is simply what puts the party on the path to finding them. If the source of the Lore Card's element is gone, e.g. if Igor has already been killed, the party will find the Card in an alternate manner explained in the module or improvised by the GM. The goal is to get the Lore Card to the party but to also make it fun, exciting and challenging.

Example: If Igor is already dead or missing, the GM will begin a new narrative to assist the party in finding the Helm of STR. There is a Lore Quest for every possible Lore Card that may drop. Moving forward, without any spoilers, the Vanwa offer handsome rewards for proof that Igor is dead, and with either thought or combat, the party will have the prize. Lore Cards aren't always dropped, they may be gifted by NPCs, discovered or acquired in other ways.

Upon defeating Igor, the helmet drops. All members that can wear the plate helm would roll for it, and if nobody can, everyone rolls for it. The winner of any members that can wear plate is now empowered by the helm. Players awarded whose characters cannot wear the helm can either trade it online for something they can use, or save it for potential later use.

The maximum rank a character can achieve is limited by their LVL. When designing box sets or awarding Lore Cards, do not include items requiring a rank higher than what the highest LVL in

that set allows:

- Levels 1-5: Maximum Lore Card rank is Common.
- Levels 5-8: Maximum Lore Card rank is Uncommon.
- Levels 9-14: Maximum Lore Card rank is Rare.
- Levels 14-18: Maximum Lore Card rank is Unique.
- Levels 18-23: Maximum Lore Card rank is Heroic.
- Levels 23-26: Maximum Lore Card rank is Elite.
- Levels 26-29: Maximum Lore Card rank is Legendary.
- Levels 29-30: Maximum Lore Card rank is Divine.

Players keep their physical Cards at home at all times. Cards can be traded in two ways: at the table with real-life friends, or online through the Essentia Exchange. The Essentia Exchange has three rooms with different functions: the Trading Post (fixed prices, buy/sell), the Bazaar (player-set prices, buy/sell), and the Black Market (direct hand trades and barter). For instance, if a Paladin receives a leather armor set he cannot use, he can hand the physical Card to another Player at the table, or list it on the Essentia Exchange to sell or swap. Either way, the transfer must be completed through the Exchange to update digital ownership.

When a Card changes hands through the Essentia Exchange, the unique number is regenerated automatically. The previous owner's physical Card now displays the ref # as **mod-ref#pg.123******, the page reference (black) remains valid for finding the card in the module book, but the unique number (green) is masked and expired. The new owner gains full digital access through the Essentia Exchange. The original physical Card becomes a collectible, its digital access is permanently transferred. The new owner does not receive a new physical card; digital ownership is managed entirely through the Essentia Exchange.

Note: SORC is first and foremost a TTRPG played AT the table. Written content, such as Modules, Maps, Cards and other text included in the box set can be obtained digitally using the Box Set Code. A lighter free PDF version of the game is also available, and includes paper versions of cut out Cards, the rules and anything else that allows people to play SORC. Free Players can also join campaign lobbies, but cannot host them as stated in SORC Web. Players that want to avoid online altogether can re-order elements through the catalog included in the box set.

Gear Cards

Gear Cards cover the practical tools of exploration and survival, the Adventuring Gear listed later in this chapter along with tool kits, lanterns, climbing equipment and the like. Unlike Armament Cards they carry no class restriction, any character may hold and use any Gear Card. Unlike Item Cards they are equipment rather than cargo, they do work in the world. Gear carries **Quality and Value**, both set by what it is made of, and carries no Rank, Grade or Condition. The Cost listed for a piece of Gear is its Value, and Quality adjusts it by the same percentages an Armament's does, Poor through Masterful (see Weapon Quality, below). A tool kit grants its [DIFS](#) bonus only while it is the genuine article, a makeshift substitute grants nothing, and Poor Quality is the worst a real kit gets (see Mechanical and TAG Tools, below). Every Gear Card lists a weight that counts toward carry capacity (see Encumbrance, pg. 5). Cheap, mundane Gear stacks the way Items do, a bundle of torches or a coil of rope on a single Card, but a kit does not, each kit is its own Card because each carries its own Quality.

Item Cards

Item Cards can be obtained through different means, such as discovery, purchasing from shop vendors, trading, gifting, and more. Each box set includes a variety of item Cards that are relevant to the module and its designated LVLs. Items like consumables (such as healing pots and materials) and collectables; hobby items, artifacts, Relics, quest items, hunter's skins and meat etc, are represented by individual Cards, and are often stacked. For example, a healing potion Card might contain 10 potions on its description, preventing the need of holding 10 separate Cards. They can be stacked or combined, as long as the Character has the strength or space to manage carrying them. These cards can also be kept in †storage, a character's home, or wherever. The Player holds the Card for their character until it is used, sold, lost or when the campaign, or character, retires.

†Drafts, wagons, hirelings etc. can help here. Items can also be stored in storage, vaults or a character's home.

Item Cards, Special

Special items are Unique and often Rare objects that can influence a character or the game world. These include event tickets, quest items, items that alter a character's appearance or attire, powerful artifacts, scroll Spells, potions that grant buffs, and specialized Armaments. They often carry lore, special effects, or functions that can significantly impact a character's adventures or customization.

Encounter Cards

Encounter Cards cover every being, hazard, phenomenon, or feature the party may face, from monsters and NPCs to traps, environmental conditions, and roaming threats. Each card contains the stats, abilities, and characteristics needed to run that encounter at the table without sending the GM back through the book. Modules are built alongside their Encounter Cards, the module specifies which cards are placed in which areas, and the same card can be reused across multiple locations throughout the campaign. Not every element in a module is card-represented; modules contain full text content, and GMs may also place cards at their own discretion. See the GM's Codex for expanded guidance on card placement and custom encounter design.

There are several types of Encounter Cards, each representing a specific category of encounter.

Encounter Card Drops: All Encounter Cards include drop information, loot, resources, currency, or materials that can be obtained from the encounter. Drop chances and quantities are listed on the card. See the module for specific drop percentages.

Encounter Token Threshold: Every Encounter Card has a Token Threshold printed on the card, the maximum number of Encounter Tokens that can be assigned to it, as defined by the module. For Mob Encounter Cards, tokens represent the number of individual enemies present. For Mechanical Encounter Cards, tokens represent the number of attempts characters have at that mechanism. Once the Threshold is reached, no additional tokens may be added without GM direction.

- **NPC Encounter Cards:** Specifically detail non-Player characters, such as quest givers, faction leaders, vendors, or other story-driven figures. These cards include relevant stats and abilities, helping GMs quickly reference and run interactions or challenges involving NPCs.
- **Boss Encounter Cards:** Represent powerful, unique adversaries that serve as major challenges or story milestones. They include Life, Abilities, Armor, and ATTKs, no Traits or ATTRs, to make these encounters distinct and memorable.
- **Mob Encounter Cards:** Represent either one Mob, or groups of similar enemies encountered together, such as squads of guards or packs of creatures. Each card uses Encounter Tokens to track the number of individual enemies present and manage their status during play.

- **Companion Encounter Cards:** Represent allies, pets, mounts, or hirelings that can accompany and assist Player characters. These cards provide relevant stats and abilities for each companion, making it easy to manage their role in the adventure.
- **Mechanical Encounter Cards:** Represent non-living interactive elements built into the module, traps, locked doors, pressure plates, combination locks, puzzles, and other hazards. These cards are always module-specific; the module assigns each card to its area and defines its Token Threshold. Each token on a Mechanical Encounter Card represents one attempt characters have at that mechanism, when all tokens are spent, the mechanism is permanently resolved and no further attempts may be made. Mechanical Encounter Cards can be reused across multiple areas of the campaign as directed by the module.
- **Biological Encounter Cards:** Cover living flora and fauna, from small critters to giant beanstalks. These cards represent natural entities that may be hazardous or beneficial, depending on their unique properties or effects.
- **Environmental Encounter Cards:** Represent natural features and phenomena such as terrain, weather, earthquakes, or tornadoes. These cards describe environmental effects that influence gameplay based on the setting.

Wandering Encounters: Every module includes a Wandering Encounter pool, a set of Encounter Cards organized by region or zone. The GM rolls D100 once per hour of travel and once per rest watch. If the result meets or exceeds the Wandering Threshold for that zone, as printed in the module, a wandering encounter is triggered. The GM draws from the appropriate regional pool and runs the encounter as directed. Once resolved, the card returns to the pool and may trigger again. Not every zone has a wandering pool, the module specifies which areas are active and which cards belong to each pool. Wandering encounters are at the GM's will; thresholds may be adjusted, triggers skipped, or encounters called outside of the roll as the narrative demands.

Monsters, Animals and Creatures Encounter Card Fields

MAC (Monsters, Animals, Creatures/Critters) Encounter Cards-Mob and Boss cards-contain standardized fields so GMs have all necessary information at the table. Unlike Player Characters, a MAC's Character LVL, Growth (Age), and Rank are all assigned directly by the GM or module author. Character LVL and Growth are separate systems: Character LVL governs Hit and damage calculations, while Growth determines Life. A MAC's Growth may be listed as UKN (Unknown) or Hidden, indicating hand-tuned or undisclosed formula-based stats.

Header Section:

- Card Name (creature type)
- Rank (Common through Divine)
- LVL (1-30, assigned by GM/module)
- Creature Type (Beast, Humanoid, Elemental, Undead, etc.)

Creature Type and world. A Creature Type sorts by form. An Undead carries a body and is native to Hexagonum. An Aberration carries none, and covers wraiths, spirits and ghosts, and is native to Angeligla. A Beast undead carries a living body. Werewolf, vampire and mummy are general terms and appear on the four worlds that have their own Book, Ignis, Zailister, Omnè Malum and Tredeki, see the [Tomes of Essentia](#).

Stats Section:

- Life (scales from Age/Growth)
- Hit Bonus (scales from Rank)
- PROTS (scales from Rank, see Armor Class equivalent)
- Armor Value (if applicable)

Combat:

- Abilities (Primary and Secondary)
- Primary ATTK (name, damage type, hit penalty)
- Secondary ATTKs (if any)
- Special Abilities (with recharge/cooldown info)

Loot/Drops:

- Drop Table (by rank differential)
- Quest Items (guaranteed minimum chance)
- Materials (quality scales with encounter difficulty)
- Currency/Resources (if any)

Tokens:

- Encounter Token Threshold (max number of these creatures that can be present)

Laws of the Land

Essentia is a world governed by laws. Players who break them face consequences, fines, bounties, imprisonment, faction standing loss, or worse, depending on the severity and the jurisdiction. Ignorance of the law is not a defense.

Fighting in Town: Combat within town or city limits is strictly forbidden. Attacking another character, NPC, or creature inside a settlement will draw the attention of town guards and result in immediate consequences. Vendors, traders, and citizens are protected by law, killing a vendor is a serious crime, even if they drop their wares and inventory upon death.

Banditry and Road Crimes: Attacking or stealing from travelers, especially on roads and trade routes, is forbidden and considered banditry. Roads are protected under common law across most factions. Players caught robbing or assaulting travelers face bounties and hostile faction standing.

Consequences: Law enforcement is handled by guards, faction militias, or bounty hunters depending on the region. Crimes are tracked. See the GM's Codex for jurisdiction rules, crime tiers, and consequence tables.

Companion Cards (Encounter)

Companions are; pets, guardians, angelics, fellowships (NPCs), temps (hirelings, summons etc.), drafts, ruminants, and mechanical. Mechanical companions are constructed companions with no biological needs. Subtypes include: Vehicular (remote-controlled or piloted machines that also serve as transport), Droids (autonomous task-built robots), Automatons (mechanical constructs, often arcane-powered), Androids (humanoid machines capable of social interaction), and Drones (small aerial or surveillance units). Mechanical companions follow the same bonding, upkeep, and mood rules as organic companions, but their upkeep consists of maintenance, charging, oil, and repair rather than food and rest. There are no Averse companion types; races have Favored companion categories that bond faster and cost less to maintain. Each Companion has its own Stats listed on their card. Stats can improve as the Companion advances through Performance Tiers, current stats are tracked in the Companion slot on the Character sheet.

Characters have four Companion slots, one of each size: tiny, small, standard, and large/goliath/behemoth. The fourth slot is shared and holds either a Large and a Goliath together, or a single Behemoth alone. A Behemoth fills the slot by itself. Up to five Companions can accompany a character at one time, or four when the fourth slot holds a Behemoth.

Dragons are never Companions. No Dragon of any age, size or lineage may be bonded,

hired, summoned or held in any slot. Lesser draconic creatures are open: drakes, wyverns, wyrmlings of non-Dragon stock, and the like all bond normally at their own size. Tiny Companions are the smallest, typically insects, bugs, or very small creatures. Small Companions are roughly the size of a rodent or small bird. Standard Companions are humanoid-sized up to the size of a large horse or similar creature. Large Companions occupy 2x2 squares. Goliath Companions range from large humanoid-scaled creatures to the scale of a Centyr (4 spaces). Behemoths can reach colossal sizes and are extremely rare. Goliath-sized races can mount Large companions or anything larger (Large, Goliath, Behemoth). These allies support in combat, travel, and exploration, with Unique Abilities, adding depth to gameplay and character interactions. Each Companion Card may or may not be restricted to character class and race. If a Common or Uncommon Companion dies, the Character loses them permanently, they cannot be resurrected and do not go to the boneyard.

See [Companions](#) for the full companion system, Mood, Upkeep, Bonding, Tickets, and more.

Prize Cards

Prize Cards are physical SORC Cards that are not tied to any specific module or LVL. They are among the prizes that can be won through the SORC Web community program using Community PTS, no cash required. Prize Cards may represent any category within the SORC Card system: Armaments, Companions, Special Items, Lore Cards, and more, and can range from Common to Divine in rank. Characters may only use Prize Cards at or equal to their own rank, a Heroic-rank character cannot use a Divine Prize Card in play. Prize Cards are digital-access versions only, no physical box set binding. Their ref # must be refreshed periodically to maintain digital access, enter the green portion at the website. Prize Cards are fully tradable.

Note: Prize Cards are not bound to a box set code and supplement a character's collection. A free PDF version of the game is available for those without a box set.

Companions

The full companion system: what Companions are, how characters acquire and summon them, and the Mood, Upkeep, and Bonding mechanics that govern the relationship once they're in play.

Companion Booklet

Every Companion a character bonds with needs its own sheet, separate from the Companion Card itself. The Card is fixed and never changes, Name, Role, Rank, Primary and Secondary Abilities, and the exact stat values at each Performance Tier. The Companion Booklet is where everything that *can* change lives: current Performance Tier, Mood, upkeep history, gifting, Bond Quest progress, and any modifier from a summoning device, saddle, armor, or active buff that shifts the Card's printed values. One sheet per Companion.

Companion Variants

Companions come in many forms, each with unique roles, restrictions, and relationships. They provide support in combat, travel, and exploration, and many carry their own Backgrounds and mission statements. See descriptions below.

- **Pets (small or tiny):** Rodents, mammals, marsupials, critters and bugs, etc. From most Rare to most Common.
- **Guardians:** Guardians can be hired by just about any character, but hirelings are not cheap, and expect pay per day. Guardians are like larger pets. Characters can mount them and they can fight by their owners' side. If they're not taken care of, they won't respond. Feed them.

- **Angelics (hover):** Small supernatural beings that hover at the Character's shoulder, unnervingly close, as if always watching. Angelics span a wide spectrum from radiant to infernal, each with their own appearance, temperament, and alignment. Examples include Cherubs (small radiant winged figures, warm and protective), Imps (small shadowed creatures, mischievous and dark), Wisps (glowing ethereal spirits, neutral and mysterious), Spectrals (ghostly apparitions, cold and unsettling), and Seraphlets (fierce miniature warrior angels, lawful and intense). Many more exist across Essentia. Alignment of the Angelic typically reflects or complements the alignment of the Character they bond with. Cannot be mounted.
- **Fellowship (NPCs):** Humanoid companions that accompany characters. They provide support and assistance, working closely with their bonded character as they face challenges and explore the game world. Fellowships can also serve as caretakers for other Companions in the Character's absence, managing upkeep, feeding, and daily needs. They may additionally act as a caddy, carrying gear, managing inventory, and keeping the Character organized during travel and downtime.
- **Temps:** Temps include summoned creatures, magic constructs, hirelings, or other temporary allies that assist the party for a limited time. They are versatile resources to support the party's needs during their adventures.
- **Draft:** Working animals and haulers, often used for hauling loads, plowing fields, or carrying supplies. They are the dependable animals that support daily life and labor, commonly kept on farms, homesteads, or in stables within a character's home or community.
- **Ruminants:** Animals like cows, sheep, or geese provide resources such as milk, wool, and eggs. Rumor has it, some geese lay golden eggs. Characters can raise and harvest these resources on their farms or homesteads. When slain, Ruminants drop meat, wool or fur, and skin. They may also drop items they have eaten, see the module for drop chances.
- **Mechanical:** Constructed companions with no biological needs. Subtypes include Vehicular, Droids, Automatons, Androids, and Drones. Upkeep consists of maintenance, charging, oil, and repair rather than food and rest.

Note: Different Companion types are restricted to specific classes, such as Warlocks and rangers respectively using summons and guardians. Scrolls or other magical methods may be used for temps, and hirelings may be rented from various hosts throughout the world. There are also vehicles in SORC, including ships of the sea and air, organic and mechanical, mundane and technologically advanced.

Companion Development Stages

Every Companion comes in three development stages: **Young**, **Adult**, and **Elder**. Each stage represents a different point in the Companion's maturity and development. This applies to all Companions, whether acquired through physical Box Sets or downloadable content. When a Companion is first acquired, its stage is determined by the specific card or ticket. Players receive all three stages as separate cards in a set, representing the same Companion at different points in their life, and select which stage they want to bond with initially.

Stage Characteristics: Each stage carries different stat values, physical appearance, and size category. These differences reflect the Companion's growth and maturation:

- **Young:** The Companion at an early stage of development. Young Companions have lower stat values, a smaller or juvenile appearance, and typically occupy a smaller size category. They are curious, energetic, and still learning. Young Companions require more frequent upkeep and are more responsive to training and bonding in early stages.
- **Adult:** The Companion in full maturity. Adult Companions have moderate to optimal stat values, a fully developed appearance, and their standard size category. Adult Companions represent the baseline performance and are the most common stage characters bond with. They balance capability with upkeep requirements.
- **Elder:** The Companion in advanced age. Elder Companions have higher stat values reflecting years of experience, a mature or weathered appearance, and may occupy a larger or more imposing size category depending on type. Elder Companions have enhanced abilities but require specialized upkeep suited to their age. They carry wisdom and experience that manifest in bonuses and unique behaviors.

Stat Scaling by Stage: Each Companion Card lists stat values for all three stages. Primary and Secondary Ability values scale with stage, as do Life totals and Performance Tier bonuses. The specific stat adjustments are listed on the Companion Card itself, with Young representing a baseline, Adult as the middle tier, and Elder as the peak.

Box Set and Downloadable Content: Physical Box Sets include three versions of each Companion Card (Young, Adult, Elder) as punch-out Cards. Downloadable content companions are acquired the same way through Companion Tickets, which specify the stage. Players can trade tickets before redemption or hold multiple stages of the same Companion without conflict, as each stage is treated as a separate Companion Card for tracking purposes until bonded.

Bonding and Stage Selection: When a character acquires a Companion, they choose which stage to bond with. Once bonded, that Companion remains at its selected stage. Companions

do not automatically advance through stages during play, they remain the stage selected at bonding. A character may own multiple stages of the same Companion type at different slots, bonding with a Young version in one slot and an Adult version in another.

Growth System Integration: A Companion's development stage is separate from the Character's Growth progression. However, as Characters age and advance through Growth milestones, they may choose to retire an older Companion and bond with a younger version of that type, representing passing it down through the character's life, or upgrade to an Elder version for increased capability. This allows Companions to remain mechanically relevant across a character's entire adventuring lifetime.

Companion Role

Each Companion Card lists a Role, the primary function the Companion serves. Role determines what duties the Companion can perform, how they contribute in and out of combat, and what upkeep they require. A Companion may have more than one Role.

- **Guardian:** Combat and protection. Fights alongside the Character, defends the party, and can be mounted. Examples: wolf, warbear, trained cat.
- **Mount:** Travel and transport. Carries the Character and their gear across terrain. Examples: horse, strider, Gryphlet.
- **Ruminant/Resource:** Passive resource production. Produces milk, wool, eggs, and similar outputs daily at Content Mood or above. Examples: moorback goat, sheep, laying hen.
- **Draft/Labor:** Hauling, plowing, and heavy work. Carries loads, pulls wagons, and supports the homestead. Examples: mule, ox, workhorse.
- **Pet:** Bonding and passive benefit. Provides Presence Bonus each year accompanied. Examples: cat, rat, barn owl, tiger.
- **Angelic:** Supernatural presence. Hovers at the Character's shoulder. Provides Presence Bonus and unique Abilities tied to their alignment. Examples: Cherub, Imp, Wisp.
- **Fellowship (NPC):** Humanoid support. Can act as caretaker, caddy, and combat ally. Carries gear, manages inventory, and provides social presence.
- **Temp:** Temporary summoned or hired assistance. Useful for specific tasks or limited encounters. No long-term bonding or Mood system applies.
- **Mechanical:** Constructed task companion. Performs specific functions without biological needs. Examples: Droid (autonomous task-bot), Drone (aerial scout), Automaton (arcane construct), Android (social humanoid machine).

Companion Prerequisites

Characters can only acquire Companions at or below their own rank, a character cannot receive a Companion of higher rank than themselves. This is the primary Prerequisite and is always enforced. Some Companions are additionally restricted by character class, race, or faction standing. A Companion with a faction restriction cannot be acquired or maintained by characters who hold Disliked or Hated standing with that faction.

When a Character receives a Companion Ticket, the ticket displays the Companion type and rank. This information is visible before redemption, allowing the Character to trade the ticket with another Player or turn it in to a keeper for gold before summoning. Once summoned, the Companion is bound to that character.

Race and Companion Affinity: A character's race can influence how quickly Mood develops with certain Companion types. Some pairings are natural, bonding is faster and upkeep lighter. Others are friction-filled and slow. An Angelic that leans radiant, for example, would have a notably difficult time warming to an Orcling character. Affinity and incompatibility are noted on each Companion Card.

Hirelings can come in various forms, including squires, bodyguards, cartographers, experts, and henchmen.

Companion Tickets

Companions are acquired through Companion Tickets, items exclusive to the module in which they are found. A Companion Ticket's rank cannot exceed the rank of the module it dropped in, and cannot exceed the rank of the Character who rolled it. Rank is determined at the point of the drop, at the boss itself, not the keeper. The boss may drop a Companion below its own rank. If the module ranks based on LVL, refer to the Module Rank by LVL table in the previous section. Characters may hold tickets even when their Companion slots are full, they just cannot redeem them until a slot opens.

Complex Rule Set only.



Summoning Companions

Companions can be summoned as long as the Character has an open Companion slot of the appropriate size. Each Companion type has a corresponding summoning device, a whistle, an orb, a token, or a similar item listed on the Companion Card. The summoning device must be in the Character's possession to call the Companion. Companions that are at a safe keep, in the

wild, or roaming freely return when the device is used, provided they are within range (range listed on card). Companions that do not respond to a summoning call within the expected window may have wandered too far, been harmed, or are refusing due to low Mood, the GM determines what has occurred. Behemoths and Goliaths that were released into the wild (see Companion Movement) are automatically summoned when the Character returns to the area and uses their device. Companions cannot be summoned into spaces smaller than their size category allows. A character without a summoning device cannot call their Companion remotely.

Common Companions are easier to acquire, but characters may develop bonds with their Companions, and may want to be careful with their lives, eventually providing them a safe keep, like a home. Common and Uncommon are the Companions that always come in box sets as punch out Cards. Companions of rank Rare and above can be resurrected the same way Characters can (see dying and death below). Until resurrected, passing Companions of Rare rank and above go to the boneyard. Upon resurrection, the Companion's mood resets to Annoyed, the lowest mood tier.

Companion Lifespans: Companion lifespans vary by rank. Common and Uncommon Companions have the shortest natural lifespans and cannot be resurrected upon death. Rare Companions live significantly longer, decades to centuries depending on their type. Epic Companions have extended lifespans measured in centuries. Legendary Companions may live for many centuries. Unique Companions are extraordinarily long-lived. Divine Companions are immortal and do not die of natural causes. Specific lifespans for each Companion are listed on their card.

Companions need rest, care, and proper nourishment. While they can survive without direct care, their performance is influenced by their overall condition. They have three tiers of performance: Basic, which provides standard capabilities; Intermediate (INTRM), offering enhanced Abilities and resilience; and Advanced (ADV), where the Companion reaches peak performance with maximum effectiveness in travel, combat, and support roles. A character's management and care determine which tier they operate in during their adventures.

Companion Names and Nicknames

Every Companion has a generic Name that describes what they are, for example, Moorback Goat. This name is fixed and comes with the Companion Card. Characters may give their Companion a Nickname of their choosing. Common and Uncommon Companions will respond to any nickname given. Companions of Rare rank and above already carry their own name and have their own identity, they may or may not accept a nickname given by the Character. A Companion that does not accept a given nickname will not respond to it. Whether a Companion

accepts a nickname is at GM discretion, including what roll to use and which dice. Fellowships, which are NPCs, always carry a name of their own and follow the same nickname rules, they may accept a nickname but will not respond if they do not. These naming rules do not apply to summons such as whistle-calls, scroll summons, or other temporary conjurations.

Companion Vitality

Companions, Bosses, and Mobs only have Life vitality. They do not have Mana, Stamina, or Endurance and do not expend them. Only Life can be depleted. They also do not have Traits or ATTRs, their Abilities are innate and built into their card, requiring no trait or attribute Prerequisites. What they have is: Life, Abilities, Armor, and ATTKs.

Companion Ability Structure

Each Companion has one **Primary Ability** and one or more **Secondary Abilities**, all listed on their card.

The **Primary Ability** is the Companion's defining power, the single most impactful thing they do. It reflects their core nature: a guardian's devastating charge, a pet's unnerving distraction, a ruminant's moment of surprising defense. Every Companion has exactly one. Its value on the card is what scales with Performance Tier advancement.

Secondary Abilities are additional options available to the Companion in play. A Companion may have one or more depending on rank and type, Common and Uncommon Companions tend to have fewer; higher-rank Companions carry more. Secondary Ability values also improve as the Companion advances through Performance Tiers.

In combat, the Player draws from the full set, Primary and Secondaries together, and selects which to use on their turn. Each Ability on the card has its own defined effect, range, and value. The Companion's hand is fixed, what is on the card is all that is available. This makes each Companion's combat role distinct, deliberate, and worth knowing well. Further information on each Companion's Abilities can be found in the module by referring to the mod-ref# on the card.

Companions fight on their owner's turn, controlled by the Player, but they are not tools. Mood shapes everything. A Companion at high Mood is a willing, capable ally. One at low Mood is slow, reluctant, and unpredictable. At lower Mood tiers, a Companion may hesitate, act slowly, or ignore a command entirely, this is not a malfunction, it is their personality responding to how they have been treated. The Companion acts on the Player's turn or as specified on their card.

Companion Movement, Flight and Glide

Flying Companions have two distinct movement types. Flight is combat movement, measured in ft./turn and subject to the restrictions listed on the Companion Card. Glide is travel movement, used out of combat for long-distance travel, measured in travel time rather than ft./turn. Saddles may affect glide travel duration. Neither flight nor glide can be used in confined spaces unless the Companion Card states otherwise. Rider weight and gear affect travel range and speed during glide.

Behemoths and Goliaths in Confined Areas: Behemoth and Goliath Companions cannot enter areas smaller than their size category. When a character must enter a confined space their Behemoth or Goliath cannot follow, they may release the Companion into the wild temporarily. The Companion will survive on their own while the Character is inside. When the Character returns to the area, the Companion is automatically summoned, but only if the Character has their summoning device. Without the device, the automatic summon does not occur and the Companion may have moved on. The character is at risk of losing the Companion permanently if they return without a summoning device and the Companion cannot be located. The GM determines the outcome.

Mounting

Tiny Companions cannot be mounted by anyone. Small-sized races can mount any size except Tiny. Standard-sized races can mount anything above Small. Goliath-sized races can only mount Goliath or Behemoth Companions, these share the same Companion slot. Certain Companions cannot be mounted regardless of size, Angelics being one example. Whether a specific Companion is mountable is noted on their card.

Mounting a Companion significantly larger than the rider requires a Strength check. The GM sets the difficulty based on the size gap between rider and mount, a Small-sized rider mounting a Goliath-tier Companion will face a substantially harder check than a Standard rider mounting a standard mount. Failing the check means the rider cannot mount that Companion until their Strength improves sufficiently or they receive assistance. Success and failure thresholds are in the GM Codex.

Companion Mood

Companions track Mood, their current emotional and behavioral state. Mood is the primary relationship metric between a Companion and their owner, shaped by upkeep, gifting, care, time, and Experience (XP). It is tracked on the Companion Card and directly influences performance, buffs, and behavior in play.

Complex Rule Set only.



Mood Effects

Mood shapes every aspect of a Companion's behavior in play, combat performance, cooperation, resource output, and the bonuses they pass to their owner. A well-bonded Companion is a meaningful mechanical advantage and a narrative anchor. A neglected one becomes a liability.

Complex Rule Set only.



Mood Decline Resistance

Higher Mood tiers are harder to lose. The number of consecutive days of neglect required to drop one tier increases as Mood climbs. Neglect includes missed feedings, no exercise, no activity, untreated injuries, overwork, or prolonged absence without a caretaker.

Complex Rule Set only.



Bond Quests

Companions of Rare rank and above with Bond Quest eligibility (noted on their card) unlock a Bond Quest once their Mood reaches Tranquil. Bond Quests are module-driven, they are embedded in the module and tied to the specific Companion. The GM may create or alter Bond Quests for their campaign if they choose. Through a Bond Quest, the Companion's history, nature, and story unfold as the relationship deepens. Completing a Bond Quest is the only path to Exalted. Common and Uncommon Companions have no Bond Quest and cannot reach Exalted.

Complex Rule Set only.

Upkeep

Companions require daily upkeep to maintain and improve Mood. Upkeep applies to all Companions as a group, they are managed as one unit, not individually. Upkeep needs vary by Companion type and are listed on each Companion Card. Companions in their Favored environment are self-sufficient, no upkeep is required while they remain in that environment. General upkeep categories include:

Complex Rule Set only.



Caretakers

When a character leaves a Companion at their safe keep, one or more caretakers are required to maintain upkeep. Caretakers can be family members, hirelings, or assigned NPCs. Caretaker quality determines how well upkeep is managed, a negligent or unskilled caretaker may let Mood slip even under otherwise stable conditions. The GM determines caretaker effectiveness based on who is assigned and how well they are supported.

Complex Rule Set only.



Gifting

Gifting is about discovery. No guide will say what a Companion wants, that is learned through time spent together. What they accept with enthusiasm, what they ignore, and what they refuse tells a character something about them. Give too much of one thing and they tire of it. Pay attention, and the bond deepens. Ignore it, and gifts become noise.

Complex Rule Set only.



Ruminant Resource Production

Ruminants produce resources daily, milk, wool, eggs, and similar outputs, but only once their Mood reaches Content or above. They will not produce until they like their owner. The quality of resources scales with Mood: higher Mood yields higher quality output, affecting the value and effectiveness of crafted goods derived from them. Quantity and quality thresholds are listed on each Ruminant's Companion Card. Ruminants kept at a safe keep with a caretaker produce resources automatically each day provided their Mood is Content or above. When slain, Ruminants drop meat, hide or wool, and any items they may have consumed, drop chances are listed in the module.

Complex Rule Set only.

Companion Ailments

A Companion Ailment is a temporary debuff the GM applies quietly after specific events, an injury not fully healed, an unsettling encounter, time in a hostile environment, or circumstances

the Character may not fully understand. Think of it like a cold: the Companion is simply off for a bit, a little slower, a little less accurate, a little more cautious than usual. The Player notices the difference but may not know why. Ailments are not tied to Mood directly, but Mood influences how quickly they resolve: higher Mood helps them clear sooner, while declining Mood may let them linger. Ailments resolve on their own over time. The GM tracks them and determines when they lift, no action is required from the Player unless the GM indicates otherwise.

Complex Rule Set only.

Performance Tiers

Each Companion operates at one of three Performance Tiers, Basic, Intermediate (INTRM), or Advanced (ADV). As they advance, their stats improve. Current stats are recorded in the Companion slot on the Character sheet and updated each time a tier is reached. Tier progression is determined by sustained Mood LVL and consistent upkeep over time, held at Comfortable or above long enough, a Companion naturally advances. Neglect pushes them back toward Basic. The GM tracks tier progression.

Complex Rule Set only.



Companion Aging

Each Companion race has its own natural lifespan, noted on their Companion Card. It is rare to acquire a Companion with a shorter lifespan than the Character's own, and many higher-rank Companions are immortal by nature. Aging is handled narratively rather than mechanically. The GM may introduce aging elements through roleplay, story events, or Bond Quests at their discretion.

Complex Rule Set only.



Accompanying

At every long rest, the Character decides which Companions accompany them. This decision determines which Companions are active, present, and counted toward all Mood, upkeep, environment, and presence bonus rules. Companions not chosen to accompany are left behind, at a safe keep with a caretaker, or released into appropriate care. The term "accompany" applies universally across all companion rules.

The Presence Bonus (see below) is lost if a Companion goes unaccompanied for more than 2 consecutive months. It rebuilds at the same rate, +1 to the associated Trait per year accompanied, once the Companion accompanies again.

Companion Presence Bonus

Each Companion grants +1 to a specific Trait per year they accompany the Character. The Trait is unique to each Companion type and listed on their Companion Card. Not all Companions of the same category grant the same Trait, refer to the card. Examples:

Complex Rule Set only.



Companion Environments

Each Companion Card lists Favored and Disliked environments. These reflect where the Companion thrives and where they struggle.

Complex Rule Set only.



Companion Equipment and Gear

Companions can be equipped with gear appropriate to their type and size, harnesses, armor (barding), saddles, signal whistles, and more. All equipped gear is recorded in the Companion slot on the Character sheet alongside current stats and nickname. Armor for Companions provides PROTS bonuses and varies by type: scale barding, hide wraps, plate barding, chain mail coverings, and more. Saddles improve rider comfort and stability, but custom or travel saddles increase travel duration. Signal whistles can be used to call a Companion home from a distance. Equipment for Companions is not included on the Companion Card by default, enter the green portion of the card's ref # at the website for available equipment and digital content.

Safe Keeps and Home Duties

Characters can provide their Companions with a safe keep at their home or property. Safe keep types vary by Companion: stables for mounts and drafts, kennels for pets and guardians, aviaries for flying Companions, enclosures for large or exotic creatures, and pens or pastures for ruminants and draft animals. Companions kept at home can be assigned duties during downtime, including guard duty, draft labor, ruminant resource production (milk, wool, eggs,

etc.), and other roles suited to their type. Duties are determined by Companion type and the Character's property setup.

A safe keep requires a keeper, a hired or assigned caretaker responsible for the Companions left behind. Without a keeper, Companions cannot simply be released or abandoned. If left without care and no way to leave, they will die. If left able to wander but without care, they will leave, and what becomes of them is unknown. Characters who abandon Companions without proper arrangements face consequences: damaged standing with factions and higher powers who care for the Companions' welfare, and potential Exposed titles issued by the GM.

Abandonment may also affect your alignment depending on your ideological stance toward such cruelty. See Titles under Prestige. Failing to arrange a keeper means the Companion holds its slot, it is not free, and no new Companion can fill that slot until the situation is resolved.

Ruminants and other farm animals kept on a plot are vulnerable to predators, wolves, large birds of prey, and other wildlife may hunt them during the Character's absence. Guardians assigned to the plot actively protect it and its animals from predators and other threats.

Loot and Discovery

How Items and Materials actually reach a character's hands, whether earned through combat, found through exploration, or granted by the story.

Drops, Loot and Discovery

Items obtained through loot, discovery, and crafting are determined by dice rolls, universally D100. Their rank, and in many cases condition and quality, all determining value, are tied to thresholds set by their respective sources' Ranks.

Items acquired through other means, such as purchasing from vendors, trading, questing, and gifting, are usually obtained as written in the module, or often at the discretion of the GM.

The higher the rank, the more extraordinary the circumstances required to obtain it, not just the roll, but the encounter itself.

For example: Asmodeus' "Crown of Darkness" is a Divine item that not only has an extremely rare chance of dropping, but it's rare to even face †Asmodeus, let alone earn the chance of rolling for his loot.

†Asmodeus, as all higher powers may not be killed, but Players can still earn loot from these encounters, only available through special Divine Lore Quests.

There are examples of Rank mentioned throughout this book, but Rank is covered more extensively in the GM's Codex.

Item Ranks & Drop Rates

Rank	Default Drop Chance
Common	Most entities, rank-dependent (see below)
Uncommon	~10%
Rare	~7%
Unique	~6%
Heroic	~5%
Elite	~4%
Legendary	~3%
Divine	~0.01%

Most entities will drop Common as long as a character's rank and LVL is reasonably close to the target's. As a character increases in rank, the odds of items dropping will decrease. Quest items will always have a chance to drop, but other items will drop less frequently. Materials dropped by lower LVL targets will drop at the same rate, but more commonly at Poor quality, refer to the Rank Differential Loot Scaling table below.

Rank Differential, Loot Scaling

Rank Gap	Effect
Within 1 rank	Full drop rates apply
2 ranks above target	Common item drops reduced by 50%; materials drop at Poor quality
3 ranks above target	Common items no longer drop; quest items retain their chance; materials drop at Poor quality
4+ ranks above target	No item drops; materials only, at Poor quality; quest items still have a minimum chance

LVL acts as a secondary modifier within the same rank, if a character is 5 or more LVLs above a same-rank target, apply the next tier down. Quest items always retain at least a minimum drop chance regardless of rank gap, as defined on the card or in the module.

Loot rank is determined by the Creature's Rank. Each Creature will carry items of its own rank and all ranks below it, but the likelihood of obtaining loot decreases as the Creature's rank

increases. If the Creature's LVL and rank are significantly below the attacker's, it will likely drop nothing unless part of a quest.

Equipment & Items

A character owns and carries two separate categories: **Armaments** for combat, and **Gear & Items** for everything else. Each splits into five variants based on where its power comes from.

Armaments

Armaments are weapons, ammunition and armor, what a character equips for combat. All of it runs on the same core mechanics: Rank, Grade, Quality, Condition, and Materials. Each Armament exists in one of five variants: **Telluric**, **TAA**, **Chthonic**, **Oxidize**, or **Malign**.

Armaments can be customized or enhanced via techniques like reforging, upgrading, socketing, enchanting, and infusing. These modifications involve skilled craftsmen and carry risks, such as potential breakage or failure, but allow for powerful and personalized Armaments. *Armament Cards*.

Armor Threshold: A Main Class Tier's Armor Threshold is the heaviest Grade supported by all of the main class Paths, since no heavier Grade works for all Paths without penalty. Characters using Tier Abilities can wear heavier armor, but will incur Armament Penalties for exceeding that Threshold. Each Path and Branch has its own Threshold that may advance from its precedent Tier. Each class states its own Tier Threshold on its class card.

Weapon Proficiency for Tiers: Weapon Proficiency for Main Class Tiers is determined at the Tier. The determining factors include Variants, Types, Hands, Distances, and Styles. These base Tier Proficiencies vary between Paths and Branches. Each Tier lists its own restrictions on its class card.

Armament Variants

An Armament is one of five variants, and a Variant says where a thing's working power comes from. Each variant is associated with the people who created and champion it.

1. **Telluric**, Zailians
2. **TAA**, Omnè
3. **Chthonic**, Primal
4. **Oxidize**, Omnè (Astral) / Caelent†
5. **Malign**, Ossein

†**Oxidize Origin:** The Omnè Astral Cabal created Oxidize Attachments for the grafts it made during experiments on the Caelen. The Cabal ceased production after the Caelen took their revenge and escaped. The Caelen have crafted their own Oxidize Attachments ever since.

Variant	Armaments
Telluric Earthborn, of the worlds themselves, craft forged, sewn or carved from what a planet gives rather than drawing a charge or holding an element. Carries more Enhancement methods than any other Variant and is the only one that spans both Martial and Spell Armaments, Enchanting a piece is what turns Tactical into Magic	Tactical Weapons, Tactical Ammunition, Tactical Armor
TAA Engineered with advanced technology, usually out of the further planets. Encompasses TAW (Technologically Advanced Weapons) and TABA (Technologically Advanced Body Armor)	TAA: — TAW (Technologically Advanced Weapons and Ammunition) — TABA (Technologically Advanced Body Armor)
Chthonic Elemental substance held around the thing itself, answering to no sun	Chthonic Weapons, Chthonic Ammunition, Chthonic Armor
Oxidize Joined to the bearer via Attachment and drawing on the body that carries it, neither worn nor held. It borrows from Telluric, Advanced and Malign alike, the broadest of the five and the strongest at none	Oxidize Attachments (Weapons, Ammunition, Plating)
Malign Telluric craft with a curse worked into it at the forge, never after, and never lifted out	Malign Weapons, Malign Ammunition, Malign Armor

Scrip and the Assayer

Scrip. A Scrip is a claim on an Armament rather than the Armament itself. It carries the Rank and the part, and nothing else.

Given: the part is one of Weapon, Armor Core, Helmet, Gloves/Bracers, Boots, or Accessory.

Face of the Card: **Scrip <Rank> - <Armament> - bring to an Assayer.** Example: *Scrip Divine - Asmodeus Head Piece - bring to an Assayer.*

A Scrip cannot be equipped, Enhanced, or Salvaged. Enhancements, Sockets, Inscriptions and Sentimental Value do not survive the piece. Which Characters receive drops as Scrip is stated on their race Card.

Assayer. An NPC-only vendor who takes a Scrip and makes the Armament to order at the Scrip's Rank, in any Variant, Grade, Style or Mould the holder can use, with Quality and Condition rolled fresh. A Weapon Scrip may be taken as an axe. An Armor Core Scrip may be taken as cloth. An Assayer works every Variant and turns none away.

Trading a Scrip. An unredeemed Scrip may be traded or sold to another Character, sold to an Assayer for Gold, or gifted as a Contribution to earn Standing (see Contribution, Neglect & the Mark, Appendix). Once redeemed, the Armament is Bound to the Character who turned the Scrip in.

One object can come in all five Variants. A Thief's Kit is Mechanical as lockpicks and a tension wrench, Advanced as a Thief's Kit Advanced with its signal-spoofing bypass, and Chthonic as a build whose working part is the element itself, the same kit in three Variants (see Mechanical and TAG Tools, below). The sentimental system is Telluric only (see Sentimental Value, below).

Spells are their own category, outside Armaments and Gear. Magic reaches Armaments as an Armament Type, either built into a piece as with Magic Armor and Caster Weapons, or added later through Enhancements such as Enchanting, Inscribing and Socketing (see Enhancing and Modification Armaments, below).

Armament Drops: When an armament is destroyed, it drops materials from its recipe at random. Drop amounts and chances vary, see the module for percentages. Sundering an armament yields a higher drop chance than ordinary Salvage, but never recovers a recipe in full; see Sundering, below.

Armament Rank. Materials carry no Rank. A crafted Armament takes the Rank of the recipe it was crafted from, and a looted or discovered one takes the Rank it was found at (see [Loot and Discovery](#), above). Nothing moves an Armament's Rank afterward, and every Enhancement works within the Rank the piece already holds.

Technologically Advanced Armaments (TAA)

Technologically Advanced Armaments (TAA) cover Technologically Advanced Weapons (TAW), weapons and ammunition, and Technologically Advanced Body Armor (TABA). TAA encompasses Armaments only. Gear and Items engineered with advanced technology are Technologically Advanced Gear (TAG) instead, a separate category under Technologically Advanced Equipment (TA-Equip.), see Mechanical and TAG Tools below. TAA were first engineered by races native to planets Corpus Caeleste, Undeximus, Omne Malum, and Tredeki; Zailister natives have since inherited the ability to manufacture TAA as well. TAA are built from specialized materials exclusive to those planets, Starsteel, Quantum Alloy, and advanced

Synthetic Fibers among them, in grades including Composite, Dense, and Heavy, each offering a different balance of protection and mobility, and often integrate energy systems, adaptive shielding, and modular enhancements. Highly sought after and requiring specialized training to use, TAA carry no restriction based on race or culture, only rarity varies by location.

Armor

Protection and defensive gear covering the full range of armor types, grades, materials, conditions, and quality adjustments that affect character survivability and combat mechanics.

Armor Base Value

The following base prices apply to Common rank full armor sets. Rank multipliers and quality adjustments are applied on top of the base price. Base price is determined by Armor Mould only, grade and material do not affect the base price formula. Common rank armaments cannot be crafted from rare or exotic materials (e.g. a Common fur armor cannot use whale fur, material rarity must match rank). This keeps base prices consistent across rank tiers. Composite armor price varies significantly by material, Dragon Scale, Starmetal, and Adamantium all differ in cost, covered in the GM's Codex. Technologically Advanced Body Armor (TABA) cost 10% more than their standard Mould equivalent (e.g. TABA Heavy Plate: $1,200 + 120 = 1,320$ Gold).

Armor Grade	Mould	Material	Base Price (Common, Full Set)	TABA, Technologically Advanced Body Armor (+10%)
Delicate	Robes	Silk	5 Gold	6 Gold
Half Light	Mithril Weave	Mithril	8 Gold	9 Gold
Light	Leather	Hide	10 Gold	11 Gold
Half Medium	Reinforced Studded	Hide	35 Gold	39 Gold
Medium	Chainmail	Steel	60 Gold	66 Gold
Half Heavy	Reinforced Half-Plate	Hardened Steel	600 Gold	660 Gold
Heavy	Plate	Steel	1,200 Gold	1,320 Gold
Half Dense	Reinforced Plate	Refined Steel	1,600 Gold	1,760 Gold
Dense	Plate	Osmium	2,000 Gold	2,200 Gold
Half Composite	Rnacd. Plt.	Dragon Scale fragments	2,500 Gold	2,750 Gold
Composite	Exosuits	Dragon Scale	3,000+ Gold (varies by material)	3,300+ Gold
Rank		Price Multiplier		
Common		x1 (base)		
Uncommon		x3		
Rare		x8		
Unique		x15		
Heroic		x25		
Elite		x200		
Legendary		x1,000		
Divine		Not for sale		

Cultural Price Modifiers

Base price is set by Armor Mould alone, but a Mould's culture of origin adjusts what it actually sells for. The modifier below is applied to the base price before rank and quality multipliers. A culture's own markets do not charge its own modifier, an Ignis smith sells Primal at base to another Ignis native; the modifier is what the rest of Essentia pays.

Complex Rule Set only.



Armor Quality

Armor quality is rolled on receipt using d100, assigned by the GM, or determined by the item's source. Higher quality generally provides better protection and potential for enhancements.

Complex Rule Set only.



Armor Condition

Armor condition is rolled on receipt and can degrade during play. Broken armor requires a blacksmith to restore, see Armament Repair below. Three conditions apply:

Complex Rule Set only.



Armor Grades & Materials

Armor is categorized into six main areas: condition, quality, rank (all mentioned above), grades, materials, and Armor Moulds. These factors collectively determine its default weight, armor score, and overall characteristics.

The armor grade defines the overall strength and durability of the armor. It indicates how well-protected the wearer is and influences its weight and mobility. The materials used to craft armor influence its strength, weight, flexibility, and magical properties. Ranging from mythical metals to natural fibers, each material offers unique advantages suited for different warriors, environments, and combat styles.

Material Compatibility: Each armor grade is associated with specific materials suitable for its design, strength, and purpose. Materials are restricted to particular armor grades, and cannot be used interchangeably across all grades. This ensures consistency in armor crafting and maintains the distinctiveness of each grade's characteristics. Mithril is the clearest example: it is

Half Light Grade, and Half Light in turn is defined by Mithril, Mould and Grade are one and the same for it, it does not appear at any other Grade.

Armor splits the same two ways weapons do, and they are not the same thing:

Recipe Manufacturing: A full armor set's crafting recipe lists every component that goes into it, the Cuirass, pauldrons, greaves, boots, gloves, plus secondary materials like leather straps, mesh lining, padding, and buckles. Each component can be crafted from its own material, at its own Grade, and the recipe's full material list is what determines crafting cost, weight, and what a Blacksmith or other crafter actually needs on hand to build it.

The Main Piece: Separate from the recipe, the armor's Grade, Armor Score (Armor Scr.), and Armor Grade Threshold standing are set **ONLY** by the material of its **Cuirass**, the main structural piece covering the torso. Every other component in the recipe (straps, lining, padding, buckles) can be a different, usually lesser Grade without changing the armor's Grade, Armor Scr., or Threshold at all, those parts exist in the recipe, but they don't count toward what the armor IS.

Example: A cuirass's recipe calls for Heavy Grade (Steel) plate over leather straps and cloth lining. The recipe needs all three to build and price it, but for Armor Scr., Armor Grade Threshold, and Set purposes, this is a Heavy Grade armor, full stop, the straps and lining never enter that math.

The table below covers **Tactical** Armor Type specifically, ordinary craft rather than magic, technology, or elemental substance. See Magic Armor, Technologically Advanced Body Armor (TABAs), and Chthonic Armor below for the Materials and Armor Moulds unique to those three Types.

The Armor Mould describes its style and pattern, including design elements like plate, beaded, stitched, scale, or studded configurations. These structural choices affect both the appearance and functional properties of the armor.

Characters' movement is affected by their armor grade and condition. Movement penalties and bonuses are measured in squares (sq.), each square equals 5 ft. Base character speed is measured in feet (ft.); divide by 5 to get squares for tile movement. Each armor grade carries a specific movement penalty in sq. (see Armor Grades table in the Combat section). Additional penalties from armor condition and bonuses from buffs, gear, or abilities stack accordingly.

For example, a Character with a base speed of 30 ft. (6 sq.) wearing full plate armor (-5 sq.) moves 1 sq. (5 ft.) per turn. If the armor is broken, an additional -1 sq. is added for a total of -6 sq. Conversely, movement bonuses (e.g., +2 sq.) are added separately and can offset or negate penalties if specified.

All penalties and bonuses stack unless explicitly stated otherwise. Maximum Armor Score (Armor Scr.) for each armor type is set by its Common base Armor Scr. plus any rank-tier bonuses, see the Common Base Armor Scr. table and rank bonus list above. Enhancements such as magic bonuses (+2 to Armor Scr.) do not affect movement penalties, as they are considered magical effects, not weight or bulk.

While characters can still move with penalties or bonuses, if their armor or gear is broken or heavily encumbered, they may be able to move but cannot fight effectively or at all, depending on severity. Heavy encumbrance that exceeds the Character's capacity results in total incapacitation, meaning they cannot move or fight at all until their load is reduced. Additionally, damage to gear, such as broken weapons or armor, can severely impair combat. For example, a broken armament prevents a character from fighting, regardless of their movement ability.

Cloth armor's default Armor Scr. is 10, but it can be enhanced to improve its Armor Scr. without incurring movement penalties. Cloth is often used as under armor or for concealment, and such items (faulds, gambesons) may also be enhanced within their respective caps.

Grade	Description	Materials	Moulds
Composite	The most legendary and powerful armor in existence. Composite weight varies by material, lighter exotic materials such as Dragon Scale weigh significantly less than denser composites like Adamantium or Titanium. This row covers Composite's Tactical materials, see Magic Armor below for its Magic-Type Composite materials.	Dragon Scale, Adamantium, Vibranium, Titanium	Plate, Chainmail, Scale, Studded, Exosuits
Half Composite	A cross between Composite and Dense, carrying some of Composite's legendary properties without its full weight or cost.	Dragon Scale fragments, partial Adamantium, partial Vibranium	Reinforced Exosuits, Rnfc. Plt.
Dense	Heavy-duty armor designed for maximum protection in the most dangerous environments.	Osmium, Iridium, Platinum, Tungsten, Ruthenium	Heavy types: Plate, Exosuits, Reinforced Chainmail
Half Dense	A cross between Dense and Heavy, more protection than Heavy without the full bulk of Dense.	Refined Steel, Chromium alloy, partial Osmium, partial Tungsten	Reinforced Plate (Rnfc. Plt.), Reinforced Chain
Heavy	Bulky, high-coverage armor suited for front-line combat and extreme threats.	Chromium, Steel, Inconel (nickel based), Hadfield (magnesium based)	Plate, Scale, Chainmail, Hvy. Techmat, Tactical Armor
Half Heavy	A cross between Heavy and Medium, extra coverage over Medium without the full bulk of Heavy.	Hardened Steel, Bronze alloy, partial Iron, reinforced Bone Plate	Reinforced Half-Plate, Heavy Brigandine, Reinforced Lamellar
Medium	Balanced armor trading some mobility for real protection, the standard front-line coverage for a character not fully committed to either speed or bulk.	Steel, Bronze, Iron, Hardened Leather, Bone Plate	Chainmail, Scale, Half-Plate, Med. Techmat, Brigandine, Lamellar

Grade	Description	Materials	Moulds
Half Medium	A cross between Medium and Light, more coverage than Light without giving up all of its mobility, favored by characters who need to stay light on their feet but can't afford to go without real protection.	Reinforced Leather, Hide, Light Chain, Bone	Reinforced Studded, Partial Chain, Light Brigandine, Hybrid Gear
Light	Flexible and agile armor ideal for stealth, reconnaissance, and quick movement.	Hide, Bone, Wood	Leather, Fur, Studded, Chain, Lt. Techmat, Hybrid Light Gear, Stealth Armor, Tactical Gear
Half Light	A cross between Light and Delicate, defined chiefly by Mithril, its signature Mould and Grade both at once, tougher than Delicate without giving up Delicate's near-weightlessness.	Mithril	Mithril Weave, Reinforced Robes, Light Ceremonial Plate
Delicate	Lightweight and finely crafted armor for ceremonial, stealth, or concealment purposes.	Hemp, Silk, Cloth, Nylon	Robes, Ceremonial Attire, Stealth Suits, Lightweight Body Armor

Cultural Armaments

▼ In development, read before using at the table

This section is new and still settling. The cultural attributions below, which people invented which Mould and who borrowed from whom, are working history rather than settled canon, and some may move. The Cultural Price Modifiers table carries placeholder values (x, y and z) that are not yet real numbers and must not be used to price anything. Everything here is safe to read for flavour and unsafe to build a character or a shop around until this notice comes down. Full histories live in the [Tomes of Essentia](#). Priced examples of Cultural Armaments already appear under Starting Equipment on pg. 2, the Ashhide Wrap and Obsidian War Club of Ignis, the TABA Light Suit and TAW Sidearm of Omnè, and the Warscar Plate, Resonance Buckler and Crystal-Edged Blade of Tredeki. For details on cultural armor Moulds and more, refer to [Playable Races](#), where each race carries its own Cultural Armament briefing.

Armor and weapons are cultural before they are anything else, and the oldest of them are older than the borders they now cross. A cultural Mould is not a separate system, it still carries a Grade, a Material and a Type like any other armament, it simply came from somewhere.

Cultures below are playable races only. Where a people's craft is drawn from a world rather than a race, the playable race of that world is the one that carries it.

None of it developed in isolation. Trade, war, and salvage have moved patterns between peoples for as long as there have been peoples, and most of what follows shows another culture's fingerprints somewhere in it.

- **Human**, *Tactical Armor* (Heavy) and *Tactical Gear* (Tact. Gear, Light), with Tactical weapons to match. Modular panels and mounts reconfigured for the job rather than committed at the forge. The youngest of the cultural traditions and the most widely traded, Zailister being the hub it is. Humans invented little of it outright, Tactical is openly borrowed, dwarven plate cut into panels and Omnè mounting hardware copied badly and then copied well.
- **Omnè**, the TAA family: *Technologically Advanced Body Armor (TABA)* and *Technologically Advanced Weapons (TAW)*. Manufactured tech from a world that developed without magic and had to build every advantage instead. The oldest continuous manufacturing tradition in Essentia, and the one every other culture has tried to copy. Carries a cost premium everywhere it is sold.
- **Imperials**, *Techmat* in three weights, Lt., Med. and Hvy., and Techmat-hafted weapons. Rooted in Tredeki, where the laminated psi-conductive mat was first pressed, and pressed by the Imperials, the human-resembling people of that world and innate masters of psionic ability. Industrial work, doctrine behind it, and tuned to carry psionics the way no other Technologically Advanced Body Armor (TABA) is. Tredeki tech answering Omnè tech, and it shows.
- **Orcus**, *Orcus Armor*, grave-iron and salvage, and heavy tunnel-fighting arms. Hooded against a sun their skin cannot take and deliberately open at the ear so Stonesense is never sealed away. The salvaged steel in it is human, taken off the miners fortified east of the Tantalizing Mountains, so Orcus work carries dwarven and human plate patterns inside a wholly Orcus silhouette.
- **Primal**, *Primal Armor*, bone, stone and hide worked by hand, and the blunt weapons that go with it. The oldest tradition here by a long way and the least changed, built to absorb impact rather than turn an edge. Where every other culture borrowed, Ignis stayed put, and the rest of Essentia has borrowed from *it*, most Half Medium and Half Heavy work anywhere descends from Primal bone-and-hide layering.

These are summaries only. For the full histories, regional variants, and the long argument over who copied whom, refer to the Tomes of Essentia.

Reinforced Plate, abbreviated **Rnfcd. Plt.** on Cards and in the tables above, is the Half Dense and Half Composite standard, a Plate Mould carried past what its Material would normally hold. Both spellings refer to the same Mould.

Magic Armor

Magic Armor's protective quality comes from an inherent magical nature rather than craft alone. It still runs the full Grade ladder, and most Grades pair a mundane-sounding base with a warded or runed treatment, except Half Light, which is Mithril alone, Mould, Grade, and Type are one and the same for it (see Half Light above).

Grade	Materials	Moulds
Composite	Eldritch Obsidian, Celestial Bronze, Starmetal	Enchanted Plate, Ritual Robes, Astral Exosuits
Half Composite	Starmetal alloy, Celestial Bronze alloy	Astral Half-Plate, Ritual Half-Robes
Dense	Wardsteel, Runed Osmium	Runed Plate, Warded Exosuit
Half Dense	Wardsteel-Osmium blend	Runed Half-Plate
Heavy	Runed Plate Steel, Warded Iron	Runed Plate, Sigil-Battle Armor
Half Heavy	Warded Steel-Iron blend	Sigil Half-Plate
Medium	Runed Chainmail, Sigil-Forged Iron	Runed Chain, Sigil Scale
Half Medium	Sigil-Stitched Hide, Warded Chain-Leather	Warded Half-Chain
Light	Enchanted Leather, Runed Hide	Runed Studded, Enchanted Chain
Half Light	Mithril (see Half Light, above, Mould and Grade are one and the same for it)	Mithril Weave
Delicate	Spellsilk, Warded Linen	Warded Robes, Spellweave Vestments

Armor Grade Vulnerabilities & Resistances

Vulnerabilities and resistances directly adjust a character's Armor Scr. for that attack type. Vulnerability: Subtract the penalty from Armor Scr. Resistance: Add the bonus to Armor Scr. Complex Rule Set only.



Armor Spell Power Modifiers

Armor grade affects a character's ability to cast Spells effectively. Heavier armor interferes with spellcasting, while lighter armor enhances it. These modifiers apply to all Spell attack rolls and damage calculations.

Complex Rule Set only.



Special Armor

Past the standard Armor Grades above sits a smaller category of individually named, Path- or Branch-exclusive Armor pieces, rare crossover gear that doesn't fit neatly into the standard Armor Cards (see Special Weapons, below, for the equivalent on the weapon side). No Special Armor piece is ever available at the Tier LVL, each is tied to a specific Path or Branch and everything that pick requires. See [Special Armor](#) for the full, still-growing list.

Complex Rule Set only.

Technologically Advanced Body Armor (TABA)

Technologically Advanced Body Armor (TABA) uses materials exclusive to the last six planets. Although very little is known about the last, thirteenth planet, Tredeki. TAA is lighter than standard armor of the same grade, providing lower movement penalties, some grades grant movement bonuses (see TAA Stats table below). However, TAA is **vulnerable to melee attacks and Technologically Advanced Weapons (TAW) ranged attacks**, its advanced materials are not designed to withstand direct physical strikes or energy-based projectiles. Melee and TAW ranged attackers gain a +5% bonus to their base hit rate against TAA regardless of grade, Standard ranged attacks (bows, crossbows, slug launchers) do not gain this bonus. TAA is best suited for ranged and tech-based combat roles. TAA can be modified with a wide variety of gadgets, including thrusters, grappling hooks, cloaking modules, shield emitters, and more, making it highly adaptable for specialized roles. See the GM's Codex for available modifications and compatibility by grade.

TABA Grade	Base Armor Scr.	Vulnerable To	Resistant To	Movement (sq.)	Weight
Delicate	10	Melee, TAW Range (+5% hit)	Standard Range (+2 Armor Scr.)	+2 sq.	2 lbs
Half Light	18	Melee, TAW Range (+5% hit)	Standard Range (+2 Armor Scr.)	+2 sq.	4 lbs
Light	25	Melee, TAW Range (+5% hit)	Standard Range (+2 Armor Scr.)	+2 sq.	7 lbs
Half Medium	30	Melee, TAW Range (+5% hit)	Standard Range (+2 Armor Scr.)	+1 sq.	9 lbs
Medium	35	Melee, TAW Range (+5% hit)	Standard Range (+2 Armor Scr.)	0 sq.	12 lbs
Half Heavy	40	Melee, TAW Range (+5% hit)	Standard Range (+3 Armor Scr.)	-1 sq.	16 lbs
Heavy	45	Melee, TAW Range (+5% hit)	Standard Range (+3 Armor Scr.)	-2 sq.	20 lbs
Half Dense	48	Melee, TAW Range (+5% hit)	Standard Range (+3 Armor Scr.)	-3 sq.	24 lbs
Dense	50	Melee, TAW Range (+5% hit)	Standard Range (+3 Armor Scr.)	-3 sq.	28 lbs
Half Composite	53	Melee, TAW Range (+5% hit)	Standard Range (+4 Armor Scr.)	-2 sq.	23 lbs
Composite	55	Melee, TAW Range (+5% hit)	Standard Range (+4 Armor Scr.)	-1 sq.	18 lbs

Note: TABA movement values replace standard armor movement penalties for the equivalent grade. Gadget modifications (thrusters, grappling hooks, etc.) may further alter movement. All movement values are in squares (sq.), each square equals 5 ft. Divide base speed by 5 to get squares.

Excerpt from Into the Uncharted Worlds of Essentia: The Tredeki are humanoid creatures that actually resemble humans, but due to the nature of their planet's environment, have different features. They seem to be more Technologically advanced than their neighbors, the Omne, however are populated by theologian beliefs and are innate masters of psionic abilities.

Grade	TABA Variants
Composite	Phalanx Mantle (Ceramite-Polymer), Sentinel Plate (Titanium Mesh), Vanguard Array (Carbide Laminate), Spectre Harness (Polyflex Laminate)
Half Composite	Aegis Halfshell (Lesser Ceramite-Polymer), Vanguard Half-Array (Carbide-Osmium Blend)
Dense	Obelisk Shell (Tungsten Matrix), Titan Ward (Osmium Plate), Gravitas Cloak (Dense Nanoalloy), Bulwark Vest (Plasteel Core)
Half Dense	Obelisk Halfshell (Lesser Tungsten Matrix), Bulwark Half-Vest (Plasteel-Chromium Blend)
Heavy	Ironclad Harness (Titan Alloy), Juggernaut Plate (Boron Carbide), Bastion Array (Ballistic Composite), Thunderbound Vest (Impact Gel Layer)
Half Heavy	Ironclad Half-Harness (Lesser Titan Alloy), Bastion Half-Array (Ballistic-Steel Blend)
Medium	Citadel Mesh (Nano-Chain), Sentinel Link (Microfiber Chain), Bastion Weave (Ballistic Chain), Ironveil Array (Reactive Chain)
Half Medium	Citadel Half-Mesh (Nano-Chain/Leather Blend), Ironveil Half-Array (Reactive Chain/Hide Blend)
Light	Shadowstep Garb (Nano-Fiber), Wisp Array (Light Alloy Mesh), Quickstride Mesh (Polyflex Laminate), Swiftguard Vest (Microfiber Mesh)
Half Light	Shadowstep Half-Garb (Nano-Fiber/Mithril Blend), Wisp Half-Array (Light Alloy/Mithril Mesh)
Delicate	Whispercloak (Silicar Thread), Seeker Array (Flexweave), Mirage Harness (Reactive Polymer), Tasker Mesh (Microfiber Mesh)
General / Advanced	Arcguard Shell (Nano-Carbon), Radiant Mantle (Photon Mesh), Pulse Array (Smart Polymer), Flux Harness (Morphic Gel)

TAA (Technologically Advanced Armaments) including Technologically Advanced Weapons (TAW) and Technologically Advanced Body Armor (TABA) are first engineered on advanced planets (Corpus Caeleste, Undeximus, Omne Malum, Tredeki). Zailister natives have since inherited the ability to manufacture TAA. There are no item restrictions based on race or culture, only rarity varies by location.

Primal Armor

Ignis, closer to Adoria's warmth than to Tawdry Dwarf's fading light, produces no tech and little magic-forged steel, its craft is bone, stone, hide, and raw brute force. Ignis is barbaric even by the standards of Zailister's own medieval worlds, a people further from civilization, brutal and unrefined, and their gear reflects it, functional, unadorned, and effective. Primal Armor is smash-protecting, built to absorb impact rather than deflect an edge.

Grade	Primal Variants
Heavy	Skullcrusher Maul (Bound Skull-and-Femur), Ravager's Yoke (Lashed Bone Plate), Warhide Cuirass (Boiled Beast-Hide over Bone)
Half Heavy	Bonecage Half-Plate (Lashed Rib and Hide), Tuskguard Half-Vest (Bound Tusk Plating)
Medium	Gorehide Wrap (Layered Beast-Hide), Ashbone Harness (Charred Bone and Sinew), Clanhide Mail (Knotted Hide Rings)
Half Medium	Ashbone Half-Wrap (Charred Bone/Hide Blend), Clanhide Half-Mail (Loose-Knotted Hide Rings)
Light	Huntskin Garb (Cured Hide), Fangstitch Vest (Beast-Fang Trim), Wanderer's Wrap (Woven Hide and Sinew)
Delicate	Ashcloth Wrap (Rough-Spun Hide Cloth), Bonecharm Sash (Knotted Sinew and Teeth)

Orcus Armor

The Orcus dwell beneath the Tantalizing Mountains in the Grimhold region of Nivis, and their armor is made for the dark and for the ambush. Generations underground gave them pale, sunken skin that turns against them under open sky, so every Orcus Mould carries a hood, a veil, or a deep gorget cut to keep the sun off. What they cannot mine themselves they take, and Grimhold work is full of salvaged human steel beaten flat over grave-iron, a people who trace their lineage to broken oaths sworn over the dead have no scruples about wearing what they take off a miner.

Orcus armor is deliberately open at the ear. An Orcus reads stone the way a sighted creature reads a room, and no Orcus smith will seal that sense away behind a helm. It is the culture's great trade-off, Orcus Moulds leave the head vulnerable to sound, and against a bard, the one thing an Orcus already hates most, that opening costs them dearly.

Grade	Orcus Variants
Dense	Deepstone Plate (Osmium and Cavern Stone), Grimhold Warplate (Grave-Iron over Osmium Seam)
Half Dense	Rnfd. Grimhold Plt. (Osmium-Seamed Grave-Iron)
Heavy	Grimhold Plate (Grave-Iron Plate), Oathbreaker's Cuirass (Salvaged Steel over Bone)
Half Heavy	Cairn Half-Plate (Stone-Set Grave-Iron), Tunnelwarden's Yoke (Salvaged Plate and Hide)
Medium	Deepmail (Grave-Iron Rings), Cairn Harness (Bound Stone Plate and Hide)
Half Medium	Gravemesh Half-Wrap (Salvaged Ring and Hide)
Light	Shroudhide Wrap (Boiled Cave-Beast Hide), Ambusher's Veil (Sooted Hide and Ring)
Delicate	Mourner's Shroud (Grave-Linen), Oathcloth Sash (Knotted Sinew)

Cultural traits. Every Orcus Mould is built sun-shielded and silent, no ring or plate is left loose enough to sound in a tunnel. Orcus armor never impedes Stonesense, and it is always open at the ear, which is where its weakness lives.

Techmat

Techmat is the cultural armor of the **Imperials**, and it is Technologically Advanced Body Armor (TABAs), those are not competing labels. Its roots are on **Tredeki**, where the mat was first pressed, and the Imperials, the human-resembling and innately psionic people of that world, are the ones who press it. The Tredeki are more technologically advanced than their Omnè neighbors and are innate masters of psionic ability, and their armor reflects both. Where Omnè plates and Ignis binds, the Tredeki *lamine*, pressing a synthetic mat in layers until it holds. Each weight is the same mat at a greater number of plies.

Techmat exists in exactly three weights, **Lt. Techmat**, **Med. Techmat** and **Hvy. Techmat**, sitting at Light, Medium and Heavy Grade respectively. There is no Half-grade Techmat and no Dense or Composite Techmat, the lamination cannot be stacked past Heavy without the plies delaminating under their own weight. A Tredeki who wants protection beyond Hvy. Techmat wears something that is not Techmat.

Mould	Grade	Advantage	Disadvantage
Lt. Techmat	Light	Psi-conductive, the wearer's own psionic abilities cost less to hold. Lightest ply, keeps TABA's movement bonus.	Thinnest lamination, takes the full TABA melee and Technologically Advanced Weapons (TAW) penalty with the least material to absorb it.
Med. Techmat	Medium	Balanced ply. Psi-conductive, and the mat dampens incoming psionic effects as readily as it carries the wearer's own.	Requires periodic recalibration like Technologically Advanced Gear (TAG), an uncalibrated set loses its psionic properties entirely and is simply armor.
Hvy. Techmat	Heavy	Densest ply Techmat can hold. Strongest psionic dampening of the three.	The plies fight the wearer, Hvy. Techmat cannot benefit from TABA's movement bonus, and it is the Grade ceiling for the Mould.

Cultural traits. All Techmat is Technologically Advanced Body Armor (TABA) and carries TAA's stats, vulnerabilities and the +10% cost premium (see Technologically Advanced Body Armor (TABA), above). What is distinctly Tredeki is the psionic behavior of the mat, which no other TAA has, and the hard ceiling at Heavy.

Chthonic Armor

Chthonic Armor is a barrier style of protection, elemental substance given form and held in shape around the wearer rather than plating worn over the body. It has no conventional Materials the way Tactical or Magic armor does, its elemental source doubles as its Armor Mould. Six elemental sources cover the type: Flame, Lightning, Water, Wind, Plasma, and raw Energy Waves. Chthonic Armor still scales through the same Grade ladder as any other armor, Delicate through Composite, a Grade describes how much of that element is held and how densely, not what it's made of.

Element	Moulds
Flame	Flame Barrier, Cinder Shroud, Ember Ward
Lightning	Lightning Ward, Storm Veil, Voltaic Shell
Water	Aqueous Shell, Tidal Barrier, Torrent Ward
Wind	Wind Veil, Gale Shroud, Cyclone Ward
Plasma	Plasma Shroud, Ion Barrier, Fusion Ward
Energy Waves	Wave Field, Resonance Barrier, Pulse Shroud

Chthonic Armor is never Technologically Advanced Body Armor (TABAs), no factory manufactures it, and never Tactical, it cannot be forged or sewn. Whether a given Chthonic Armor piece counts as Magic instead of its own Type is a GM call per Module, some elemental barriers are cast and sustained through Magic, others are innate to a creature or character's own nature and count as Chthonic alone.

Set Bonus

A set is built from five parts:

Part	Covers
Armor Core	Pauldrons, cuirass and greaves. These are never separated.
Helmet	—
Gloves/Bracers	Bracers allow Parry, Gloves do not (see Defense Roll, pg. 5).
Boots	—
Accessories	See Accessories, below.

The Armor Core carries the set's base bonus. Each further part adds its own bonus on top. Set bonuses are favorably more powerful than typical enhancements.

Complex Rule Set only.



Weapons

Offensive gear covering melee, ranged, and caster weapons with detailed mechanics for grades, materials, conditions, quality, and damage interactions with armor types.

Cultural Weapons

▼ In development, read before using at the table

Cultural attribution on the weapon side is newer than on the armor side and is still settling. Treat what follows as working history rather than settled canon.

Weapons are cultural in exactly the way armor is, and they follow the same Taxonomy: a weapon has a Grade set by its Material, a Mould, and a Type (Tactical, Magic, TAW or Chthonic). A weapon's Grade for damage and prerequisites is set only by the material of the part that strikes, a head, a blade, a tip or a point, so a Dense Grade head on a Half Medium haft is a Dense Grade weapon. Every people worked what their world gave them and then traded, raided

and copied, which is why an Obsidian War Club and a Pulse Blade can end up on the same table.

Priced examples already appear under Starting Equipment on pg. 2, the Obsidian War Club and Ember-Fang Spear of Ignis, the TAW Sidearm of Omnè, and the Crystal-Edged Blade of Tredeki. **For the cultural weapon traditions of each people, refer to Playable Races, where every race carries its own Cultural Armaments briefing covering both its armor and its arms.** Full histories live in the Tomes of Essentia.

Weapon Grade & Materials

Category	Weapons
Tactical Melee	1h Hammer (main), 2h Hammer, 1h Short Staff (may dual-wield), 2h Quarterstaff, 2h Long Staff, 1h Bō, 1h Jō, 1h Mace, 2h Mace
Tactical Range	1h Short Bow, 2h Heavy Crossbow, 2h Slug Launcher
Caster Weapons	2h Stave, 1h Magic Scepter, 1h Orb, 1h Tome, 1h Magic Dagger
TAW Melee	1h Plasma Knife, 1h Shock Baton, 1h Nano-Edge Sword, 2h Nano-Edge, 1h Pulse Blade, 2h Pulse Blade
TAW Range	1h Laser Pistol, 1h Plasma Thrower, 1h Throwing Grenade (smoke, gas, blinder, sticky plas, explosive), 1h Shock Dart, 2h Plasma Cannon, 2h Railgun, 1h Pistol, Clip, 1h Pistol, Revolver, 1h Mini Sprayer, 2h Shotgun, 2h Assault Rifle, 2h Sniper, 2h Chain Gun
Chthonic Melee	1h Flame Brand, 2h Flame Brand, 1h Chthonic Dagger, 1h Lightning Lash, 1h Tide Edge, 1h Gale Talon, 1h Plasma Fang, 2h Wave Maul
Chthonic Range	1h Ember Sling, 2h Storm Caster, 1h Tide Lance, 1h Chthonic Bow, 2h Gale Bow, 1h Plasma Spitter, 2h Waveform Cannon

Common rank weapon attack values are calibrated so that a baseline attacker (no character modifiers) hits each armor grade at the rates listed in the Base Hit Rate table in the Combat section. All weapon types share the same base hit rates, advantages and disadvantages between weapon types come from armor Vulnerabilities and Resistances, not from the base rate. A blunt weapon benefits from chain's vulnerability to blunt; a piercing weapon benefits from leather's vulnerability to pierce. These interactions are listed in the Armor Grades table.

Type and Ability Gating: A weapon's Type gates which Class Abilities may be readied with it, and that gate is the main work the four Types do. A **Martial** Ability requires a Tactical weapon, and a **Spell** Ability requires a Magic weapon. TAW and Chthonic sit outside this rule entirely:

neither answers the Martial or the Spell requirement, and neither takes a Blessing. A TAW piece may be **Modified** but never **Enchanted**, there being no magic in it to enchant.

Alignment Requirement: TAW and Chthonic Armaments and Equipment require an **Ambivalent** alignment to carry and use. Neither family answers the Martial or the Spell gate on Class Abilities, neither takes a Blessing, and a wielder of either draws no Higher Power Benefit toward Class development (see [Higher Power](#), pg. 2). The refusal belongs to the Higher Power rather than to the one carrying the weapon: a Power sanctions nothing drawn from outside its own universal elements, and both of these are drawn from outside them. Ambivalence is what lets a Character carry them without standing in that contradiction.

Cultural Bonuses: TAW and Chthonic are Cultural Armaments like any other, and the rule is the same as for every Culture: a Character native to one gets its bonuses when using its Armaments, the six Tawdry Dwarf-lit worlds with TAW and Ignis with Chthonic. Both are rare outside their culture's reach and common within it (see [Cultural Armaments](#), pg. 2).

Devotion: Each keeps its own practice in place of a Higher Power. The races native to Ignis have only Adoria to pray to, the inner sun being the one power near enough to answer. The worlds out near Tawdry Dwarf do not pray to the Goddess at all; they meditate, and give respect to everything that still provides sustainable life in their part of the universe, which with Tawdry dying is growing thin.

Weapons use the same eleven Grades and the same four Types (Tactical, Magic, TAW, Chthonic) as armor, and draw from the same Materials lists above, Steel and Iron for Medium, Osmium and Tungsten for Dense, Mithril for Half Light, and so on. This covers two separate things, and they are not the same:

Recipe Manufacturing: A weapon's full crafting recipe lists every component that goes into building it, head, haft, grip, guard, fletching, whatever the weapon has. Each component can be crafted from its own material, at its own Grade, and the recipe's full material list is what determines crafting cost, weight, and what a Blacksmith or other crafter actually needs on hand to build it.

The Damage-Dealing Part: Separate from the recipe, a weapon's Grade for damage, DMG Mods, and Weapon Prerequisite purposes is set **ONLY** by whatever material makes up the part that actually strikes the target, a hammer's head, a sword's blade, a spear's tip, an arrow's point. Every other component in the recipe (Grip, Haft, Hilt, fletching) can be a different, usually lesser Grade without changing the weapon's Grade, DMG Mods row, or Weapon Prerequisite standing at all, those parts exist in the recipe, but they don't count toward what the weapon IS.

Example: A war hammer's recipe calls for a Dense Grade (Osmium) head and a Half Medium Grade (reinforced leather-wrapped wood) haft. The recipe needs both materials to build it and prices/weights accordingly, but for damage, DMG Mods, and Weapon/Hand Proficiency purposes, this is a Dense Grade weapon, full stop, the haft never enters that math.

Tactical and Magic Weapons

Tactical is the oldest of the four and the only one every people on every world can make. It is ordinary craft, forged, sewn, carved or knapped, and it asks nothing of a sun. **Primal** peoples hold the longest unbroken line of it, bone, stone and hide worked by hand, changed less in an age than any other tradition has changed in a generation. **Humans** built the modular pattern that most of Essentia now copies, panels and mounts reconfigured for the job instead of committed at the forge, which is why a Human kit turns up on worlds Humans never settled. **Orcus** smiths work grave-iron and salvage into tunnel-fighting arms, hooded against a sun their skin cannot take and left open at the ear so Stonesense is never blinded. **Dwarves** hold the mountain-hall standard for Steel and Iron, **Ogres** the two-handed weight nobody else can carry well, and **Elves** the bow. Tactical is full strength on Adoria-lit and Tawdry Dwarf-lit worlds alike and falls off only out past the thirteen, where ordinary steel finally meets conditions ordinary craft was never asked about.

Magic answers to Adoria. Her light carries sorcery as well as warmth, so an Enchanted weapon and a caster's implement both do their best work on the eight inner worlds, Ignis through Zailister, and both weaken the further out they are carried. **Elves** keep the deepest tradition of it, nature magic and the Enchanting of ordinary arms, and **Halflings** the luckiest, small charms worked into everyday things. Zailister sits at the balance point, the one world equally at home with a Stave and a rifle. On the six Tawdry Dwarf-lit worlds magic still works and is simply weaker, never absent, and past the thirteen it is weaker still. A caster who travels outward learns to carry steel.

Chthonic Weapons

Chthonic Armaments cover Chthonic Weapons, Chthonic ammunition and Chthonic Armor, the same three an Armament is anywhere else. Gear and Items with Chthonic properties are Chthonic Gear and Chthonic Items instead, a separate category, the way TAG is to TAA.

Chthonic Weapons are worked from ore and gem taken out of Ignis. Ignis is the nearest of the thirteen to Adoria and receives more of her magic than any other world. More arrives than anything living or made there can take up, and rather than let the surplus drift off into open space the world pulls it in and keeps it. What it keeps goes into the ground, into the veins, and a

vein that has taken it becomes magic itself. The ore that runs in that vein is magic because the vein is, and the same holds for a pocket and the gem grown in it. A Chthonic Armament is that ore or that gem, worked into a weapon or a piece of armor.

Every world takes Adoria's magic and every world can harness it. What Ignis has is surplus. Elsewhere there is none, so nothing collects; the magic is used and that is the end of it. Ignis is the only world where it stays in the rock, which is why it is the only world Chthonic comes out of.

Because what it carries is Adoria's own magic, a Chthonic Armament is strongest where her light is strongest. It takes the Bonus on Adoria-lit worlds and the Penalty on Tawdry Dwarf-lit worlds and beyond, the same as Magic does (see Tech and Magic Across Essentia, below).

Ignis is where Chthonic is focused and where it is made, the way Omnè is for the TAA family. It is available on every planet all the same, through global trade, exactly as TAG is. Primal peoples took to it first and hardest, having always worked with what a place gives rather than against it, and Orcus tunnel-smiths adapted it underground where a held flame is light and weapon at once.

Slope Mod does not touch a Chthonic Weapon (see Slope Conditions, Combat, pg. 5).

What does the harm is the energy, not the weapon carrying it, and energy is not a mass for gravity to pull on. High Ground and Low Ground change nothing about its range or its damage. It is the same reason it takes no planetary Bonus or Penalty, its source is the universe and not the place the wielder happens to stand.

Biotics

Chthonic Armaments are enhanced through **Biotics** rather than through Modification or Enchantment, the element around the weapon being grown and trained rather than machined or spelled. Biotics is the Chthonic family's own path, and neither Tactical, Magic nor TAW uses it.

Full Biotics rules are still being written.

Technologically Advanced Weapons (TAW)

Technologically Advanced Weapons (TAW) covers the Tactical Melee and Range categories' tech-advanced counterparts (see the table above), manufactured tech in the same TAA family as Technologically Advanced Body Armor (TABAs), and carries a +10% cost premium over its standard equivalent (see Weapon Base Value, below). TAW's damage modifiers against each Armor Type and MAC Type are their own row, separate from Tactical, Magic, and Chthonic (see Weapon Type DMG Mods, below). Melee and TAW ranged attackers also gain a flat hit-rate bonus against TABAs specifically (see Technologically Advanced Body Armor (TABAs), above).

TAW is the work of the four Tawdry Dwarf-lit worlds, Corpus Caeleste, Undeximus, Omnè and Tredeki, where Adoria's light never reached far enough to seed magic and every advantage had to be built instead. Omnè gave the TAA family its shape, body armor, weapons and gear as one engineered set. Tredeki pressed the first Techmat and the Imperials carry it still. Zailister, the most balanced of the thirteen, learned the manufacture later and now builds it too, the one Adoria-lit world that does. Nothing about it is gated by race or by blood, only by where a thing can be made and who will sell it.

Air is what a TAW Range weapon fights. A beam scatters in dense air and a round is dragged by it, so a TAW Range weapon does its best work where the air is thin and its worst where the air is heavy. Height is the nearest source of thin air, which is why a TAW line will bleed to take a ridge: from above, the beam holds its line and the weapon reaches further than its card says. From the floor of a valley, shooting up through the thickest air on the field, it decays early and gives out short. This is the same rule as the planetary one, read at the scale of a hillside instead of a world, and it is why **High Ground and Low Ground shift a TAW Range weapon's range bands** (see Slope Conditions, Combat, pg. 5).

At the scale of a world the same physics runs harder. On a thin-aired, low-gravity world out past the thirteen, a TAW Range weapon is a monster at any elevation, nothing in the air to scatter what it throws. On a heavy world under a thick atmosphere it is choked, and a Tactical bow in the same hands will out-reach it.

Element Vector

Every TAW Armament and every piece of TAW Equipment is fed by an **Element Vector**, the channel carrying charge or propellant from the source to the working end of the piece. The Vector is what a TAW piece runs on, standing in the same place for TAW that the held element does for a Chthonic Armament. TAW Charged pieces draw a light or plasma Vector; TAW Ballistic pieces draw a propellant Vector, nuclear pulse propulsion or an electrothermal-chemical charge. A spent Vector leaves the piece inert until it is replaced or recharged. A Vector may be Modified, never Enchanted, and no Blessing takes on one.

Vector Grades, capacities, recharge times and costs are still being set.

Weapon Base Value

The following base prices apply to Common rank weapons. Rank multipliers and quality adjustments are applied on top of the base price. Common rank weapons cannot be crafted from rare or exotic materials, material rarity must match rank. TAW weapons cost 10% more than their standard equivalent. Higher ranks use the same rank multiplier table as armor.

Weapon Type	Base Price (Common)	TAW (+10%)
1h Melee	15 Gold	17 Gold
2h Melee	25 Gold	28 Gold
1h Range (e.g. Short Bow)	10 Gold	11 Gold
2h Range (e.g. Heavy Crossbow)	30 Gold	33 Gold
Caster (Stave, Scepter, Orb, Tome, Dagger)	20 Gold	22 Gold

Weapon Quality

Weapon quality is rolled on receipt using d100, assigned by the GM, or determined by the item's source. Quality affects value only, it does not change damage or combat stats.

Weapon Quality	Roll d100	Value Change
Poor	1-7	-5%
Good	8-30	0% (no adjustment, value stays as Base × Rank)
Extravagant	31-60	+3%
Exquisite	61-80	+4%
Masterful	81-100	+5%

Value = Base Price × Rank Multiplier. When quality is not Good (0%), apply the percentage adjustment to that result. Good quality leaves the value unchanged. Example: 2h Melee (25 Gold) at Heroic rank (x25) = 625 Gold. At Masterful quality: 625 + 5% = 656.25 Gold. At Good quality: 625 Gold (no adjustment).

Example Character Sheet: See *Kaida*, a Growth 8, LVL 30, Legend-rank Drāco Blood (Red) Barbarian, as a fully completed character profile with all fields filled in. [View Kaida's Character Sheet →](#)

Weapon Condition

Weapon condition is rolled on receipt and can degrade during play. Broken weapons require a blacksmith to restore, see Armament Repair below. Three conditions apply:

Condition	Roll d100	Damage Effect	Notes
Excellent	81-100	Full damage, no penalties	No restrictions
Fair (Damaged)	11-80	-Xd4 damage by rank (see below)	No restrictions
Broken	1-10	Cannot be used in combat	No enhancement bonuses apply; adds 2 lbs. per rank (warped/collapsed shape)

Rank Tier	Fair Damage Penalty	Example Rolls
Common / Uncommon	Roll 1d4; penalty = $-(4 - \text{roll})$	Roll 1: -3 Roll 2: -2 Roll 3: -1 Roll 4: 0
Rare / Unique	Roll 2d4; penalty = $-(8 - \text{sum of rolls})$	Roll 2-8: -6 to 0
Heroic / Elite	Roll 3d4; penalty = $-(12 - \text{sum of rolls})$	Roll 3-12: -9 to 0
Legendary / Divine	Roll 4d4; penalty = $-(16 - \text{sum of rolls})$	Roll 4-16: -12 to 0

Fair (Damaged) Damage Penalty Clarification: When a Fair (Damaged) weapon hits in combat, roll the indicated number of d4s and calculate the damage reduction using the formula shown. For example, with a Common-rank weapon, if you roll a 3 on the d4, the damage reduction is $-(4-3) = -1$, meaning the weapon does 1 less damage than its normal roll. If you roll a 4, the damage reduction is $-(4-4) = 0$, meaning the Fair (Damaged) condition incurs no penalty on that particular hit.

Condition in Play: All armament condition, weapons and armor alike, degrades by the same rule. If a character is taking damage during an encounter, it is presumed their weapons were being used defensively or offensively. Condition is resolved at the end of each encounter: if the Character was incapacitated (reached 0 Life) at any point, all carried armaments drop one condition tier. If the Character was killed, all carried armaments drop one additional tier. Condition does not regenerate when Life does, armaments remain at their degraded condition until maintained at a blacksmith. Armaments cannot be repaired mid-session.

Weapons Carried

Characters may have up to 3 weapons **readied** at any time, drawn (Main Hand / Off Hand) or sheathed for quick access. Only readied weapons can activate weapon-specific abilities, so weapon sets should be readied that adhere to a character's Ability choices matching Main Class Tree, path and later branch. Additional weapons may be packed, stored in a backpack, on

certain Companion types, such as draft/pack animals, or in a wagon used for transport, sale, or trade. Packed weapons cannot be drawn or used in combat. All carried weapons (readied + packed) count toward the Character's total carry weight; exceeding 50% of capacity triggers Burdened/Encumbered penalties (see Encumbrance, pg. 5). Swapping the Armament Set: Characters set their full Armament Set at the start of each long rest (8 hours). Mid-adventure, characters may drop or pick up weapons from their packed inventory, but cannot ready them for combat use until the next long rest.

Throwing Weapons and Ammunition

Ammo (arrows, bolts, slugs, etc.) and throwing weapon sets are always tracked as a bundle regardless of count, from a single remaining arrow to a full quiver of 50. Bundle size is noted on the card. The maintenance fee for any ammo bundle is **Bundle Value × 0.05** per long rest. If ammo was expended during the day, the replacement cost is the same rate, replacement is the repair in this case. Bundle count resets at every long rest, representing restocking and upkeep. Ammo maintenance is always owed regardless of whether ammo was expended, as bundles require general upkeep. Characters may carry additional ammo bundles beyond their Armament Set by storing extras with henchmen, draft animals, or guardian mounts.

Throwing Weapons (throwing daggers, sudikons, throwing axes) do not occupy a readied weapon slot and are not part of a character's Armament Set. The number a character may carry is limited only by carry weight capacity and having the appropriate storage on hand, such as quivers, sheaths, holsters, boot straps, or belt straps, container type and count must be noted on the Character sheet. Throwing weapons may be retrieved after an encounter and count toward carry weight and maintenance fees. They are repaired as any other armament when their condition degrades.

Characters must be proficient through an appropriate class (such as Fighter or Marksman) to use throwing weapons efficiently. Out-of-class characters may attempt to use them but do so with combat penalties.

Projectile Grade

Projectiles cover ammunition and throwing weapons both, everything that leaves the hand or the launcher, and what modifies one against the base rules is its **Projectile Grade**. Grade is the material of the part that strikes, the head, the tip or the point, the same way a weapon's Grade is read, so a shaft of ordinary wood under an Adamantium head is an Adamantium projectile (see Weapon Grade & Materials, above). A Projectile carries a Grade in place of a Rank, and its own Card carries its damage, its bundle size and its cost (see Armament Cards, above).

Slope Mod belongs to whatever launches the projectile, the arm, the bow or the barrel, and is read off the launcher's own rules (see Slope Conditions, Combat, pg. 5).

Variant	Projectile Grade
Telluric	Wooden, Bone , Stone, Obsidian — knapped and carved heads, the oldest projectiles on any world and the only ones every people can make
	Steel / Iron , Bronze, Hardened Steel, Chromium — the forged standard, what most bundles are built from
	Silver, Mithril , Refined Steel — light metals, worked for the cut rather than the weight
	Tungsten, Osmium, Iridium, Platinum, Ruthenium, Titanium, Vibranium, Adamantium , Dragon Scale — the dense and the legendary, heads that punish the drawing arm as much as the target
Magic	Orichalcum , Aetherium, Pyronium, Wardsteel, Sigil-Forged Iron, Celestial Bronze, Starmetal, Eldritch Obsidian — heads that carry the working rather than merely the edge
Technologically Advanced	Starsteel, Quantum Alloy, Quantite, Stingers, Cryo-Exotic Alloy, Dark Matter Infused Ore, Nano-Infused Crystal, Voidstone — engineered heads, usually out of the further planets
Chthonic	Plasma Crystal, Laser Crystal, Photon Core, Energy Conduit — the working part is the element held around the head, not the head

Every material above is drawn from Earth Elements, Metals, Sci-Tech Elements and Armor Grades & Materials, later in this chapter and in the Valuables section, where each carries its own value, harvesting technique and properties. A projectile's Grade prices and weighs against those same entries.

Weapon Type Damage Modifiers

These flat damage modifiers apply when a weapon hits its target. Positive values add to total damage dealt; negative values reduce it. These modifiers stack with rank, Trait bonuses, and enhancements. Refer to the GM Codex or specific Module for all instances.

Slashing, Blunt, Piercing, Chop, Flexible, Grab, Chain, and Range rows below cover the **Tactical** Type of each Style (see Weapon Type vs. Weapon Style, Appendix), a hammer or a bow uses its own row. Any **Magic**-Type weapon, regardless of Style, a Stave, an enchanted blade, an orb, uses the Magic row instead. **TAW** and **Chthonic** are separate rows, TAW is manufactured tech, Chthonic is a physical weapon surrounded by energy, plasma, flame, lightning, and the like. **Grab** weapons don't roll for standard attack damage at all, their modifier

below applies to a Grapple or Grab check instead (see Grapple and Grab, Basic Rules pg. 5). **Chain** is the one Style forged into more than one shape, a Chain weapon uses whichever row its specific form calls for, Flexible for a chain-whip, Slashing for a chain-sword, or Blunt for a chain-and-weight flail mounted on a pole, stated on that weapon's own Card.

vs. Armor Mould

Weapon Type/Style	Cloth	Leather	Chain	Plate	Dense	Composite
Slashing	+4	+2	-2	-3	-4	-4
Chop	+3	+1	+1	+2	0	-1
Blunt	-2	0	+3	+5	+4	+3
Piercing	+2	+3	-2	0	-2	-2
Flexible	+3	+2	-1	-3	-4	-3
Grab	+2	+1	0	-2	-3	-2
Range	+4	-2	0	-4	-5	-5
Magic	+2	0	+2	+5	+6	+4
TAW	+3	+2	+2	+2	+2	-3
Chthonic	+3	+2	+2	+1	0	-2
Oxidize	+2	+2	+2	+2	+1	0

vs. Monsters, Animals and Creatures Types

Weapon Type/Style	Beast	Undead	Construct	Aberration
Slashing	+3	-2	-4	-4
Chop	+2	+1	0	-4
Blunt	+1	+4	+4	-4
Piercing	+2	-2	-3	-4
Flexible	+2	0	-2	-4
Grab	+1	+2	0	-4
Range	+2	0	-2	-4
Magic	0	+4	+3	+6
TAW	+1	+2	+6	+1
Chthonic	+1	+4	+3	+5
Oxidize	+2	+2	+3	+1

Refer to the GM Codex or specific Module for all instances.

Stave vs. Staff

These are two separate weapon families, not two spellings of the same thing. A **Staff** is Tactical, part of the same weapon family as the Quarterstaff, Bō, Jō, Long Staff, and Short Staff (see Weapon Cards, above), a plain length of wood or metal, no Type restriction beyond Tactical. A **Stave** is the dedicated caster implement, Magic by its own nature the same way an orb or wand is (see Weapon Type vs. Weapon Style, Appendix), never Tactical, and the one that can carry a Crown (see Special Weapons, below). Wielding a Staff never satisfies a Stave requirement, and wielding a Stave never satisfies a Staff requirement, even though both are, at a glance, a long stick.

Special Weapons

Past the standard Weapon Cards above sits a smaller category of individually named, Path- or Branch-exclusive weapons, rare crossover pieces like a Stave-family martial weapon fitted with a magic Crown, a curved polearm built around one, or a Witch's dagger doing double duty as both blade and spell focus (see Basic Rules pg. 3). No Special Weapon is ever available at the Tier LVL, each is tied to a specific Path or Branch and everything that pick requires. See [Special](#)

[Weapons](#) for the full, still-growing list, including the Mythical Weapons and Cultural Weapons sections, both stubs awaiting future content.

Primal Weapons & Accessories

Ignis's Primal Weapons run almost entirely Blunt, clobbering and bone-crushing pieces built the same functional, unadorned way as Primal Armor (see Primal Armor, above): Bonecrusher Club, Ravager's Femur-Maul, Skullsplitter Hammer, Tuskhead Warclub, all Blunt, 1h or 2h, Melee, bone, stone, or hardened wood construction. Primal Accessories: Fang Necklace, Boneknot Bracer, Trophy Belt, Ashclan Warpaint Kit, mostly flavor and minor Trait bonuses rather than heavy Enhancements, see the GM Codex for specifics.

Bound and Unbound Armaments

Status	How Acquired	Notes
Unbound	Drop, Auction	Can be traded within the party at home. Becomes Bound if equipped or enhanced (Common through Unique). Digitally traded cards reset to base LVL, the new owner must go through the process to restore them.
Attuned	Heroic and above	Not Bound until Attuned. Cannot be enhanced until Attuned. Becomes Bound upon Attunement, cannot be traded once Bound. Attunement automatically unattunes from original bearer. Attunement becomes more difficult the higher the rank.
Bound	Crafted, Quest, Vendor	Cannot be traded. Bound to the Character permanently.

Note: Bound cards may not be traded under any circumstances. Items attuned to Bosses exist only once per campaign, they are unique and cannot be duplicated. Parties may run multiple campaigns, but not with the same character. Players may encounter the same items in online lobbies, this is expected, as identical armaments can be obtained from different realms.

As covered in Weapons Carried (above), armaments found during an adventure may not be worn or drawn until the next day when characters set their armament choices, but may be carried within encumbrance limits. See Companions for carrying options.

Armament Repair

Broken armaments cannot be repaired mid-adventure and must be held until the party reaches a blacksmith. The cost to repair a Broken armament equals its value at Excellent condition. After

repair, condition is re-rolled (d100), the armament may return only to Fair. Armaments received at Broken condition, whether from a drop, purchase, or gift, cannot be repaired beyond Fair, even with a Guardsmith Scroll. Repair cost also factors in location and isolation; a blacksmith in a remote settlement charges more than one in a major city.

Blacksmiths sell **Guardsmith Scrolls**, which guarantee the repaired armament returns to Excellent condition and increase the chance of successful Enhancements. Guardsmith Scrolls require Merchant Standing with the blacksmith and are not cheap, cost scales with Standing LVL. See the GM Codex for Guardsmith Scroll pricing and Standing requirements.

If an armament is already Broken when the Character is incapacitated or killed, it is Destroyed and cannot be recovered. Only Excellent armaments can be Sundered by an Armorer (see Sundering in Enhancements below).

Sentimental Value

Sentimental value applies to armaments (weapons and armor), accessories, charms, rings, amulets, cloaks, symbols (holy, unholy, or any other class-specific implement), and any other item readied or worn on the person. A character may have at most one sentimental item accruing per type at a time, one weapon, one piece of armor, one accessory, and one symbol, never two of the same type building at once. Readying a second item of a type that already has one accruing does not begin a new bond, the Character may still carry or wear it, but its own sentimental process cannot start until the first is enhanced past the standard process (see Rank Progression) or its bond otherwise ends. A sentimental item carries a personal bond between the Character and the piece. Unlike living companions, an armament or accessory does not return that bond (or does it?), yet the bond forms all the same. Characters who carry or wear the same piece through years of struggle, loss, and victory develop a deep, almost protective attachment to it. The item becomes an extension of themselves, not just a tool or covering. This emotional tie, whether the Character acknowledges it or not, shapes how they perform with it.

Physically, the Character grows intimately familiar with the item over time, the exact weight of a blade in the hand, its grip worn to the shape of their fingers, the way it bites and carries through a target, how armor settles on the shoulders after years of wear, the feel of a ring never removed, such as a soul mate's wedding ring. This familiarity sharpens performance in ways no training or upgrade can fully replicate.

For each Character LVL (LVL) the Character has kept a sentimental weapon readied without removing, it accrues damage along three separate lines, one per stage of class development. Each line tracks independently, displays separately on the Character sheet, and reflects how the Character's identity has shaped the way they use that weapon. The damage type for each line is

determined by the Character's class, path, and branch respectively, see the Sentimental Damage Type table on the class entries (pg. 3) and on pg. 6.

- **Class line:** +1 [class type] DMG per LVL, accruing from LVL 1
- **Path line:** +1 [path type] DMG per LVL, accruing from when the path is chosen
- **Branch line:** +1 [branch type] DMG per LVL, accruing from when the branch is chosen

All three lines stack with each other. A character who has not yet chosen a path or branch does not accrue those respective lines. Armor accrues +1 Armor Score per LVL rather than damage. Accessories accrue +1 per LVL to a Trait determined by the accessory's primary function, confirmed when the item first enters the sentimental process and recorded on the Character sheet. The class/path/branch damage typing applies to weapons only. Accessory Trait accrual guide: offensive accessories (those that boost hit, damage, or attack output) accrue Strength or Agility; defensive accessories (those that boost protection, resistance, or Armor Scr.) accrue Toughness; presence and social accessories accrue Charisma; magical and casting accessories accrue Piety or Wit; mobility accessories accrue Agility; utility accessories accrue the Trait most applicable to their stated effect. The GM confirms the applicable Trait at the time the bond begins.

Example: A Barbarian (Mountaineer path, Amazon branch) who chose their path at LVL 4 and branch at LVL 15, now at LVL 20, carries: +20 Physical DMG (class), +17 Piercing DMG (path, from LVL 4), +5 Slashing DMG (branch, from LVL 15).

Requirement: The item must remain readied or worn on the Character without removing. If the item is taken off or put away, the sentimental value locks permanently at its current LVL. This does not mean the Character no longer loves the item, only that they have grown accustomed to its absence, or chosen a more powerful piece over it. The bond remains, but it no longer grows.

Lost Items: The GM can assist with helping characters retrieve lost sentimental items. If found, as long as the Character readies or wears it immediately at the beginning of the next adventuring day (see rules on readying), the sentimental process is not interrupted.

Gifted by the Adored, Family, or a Companion: Any item gifted by a character the Player holds an Adored standing with, by a family member, or by a bonded Companion, begins the sentimental process at +1 rather than +0 on its primary growth line, the class damage line for a weapon, Armor Score for armor, or the primary Trait accrual for an accessory or symbol. Family and Companion gifts qualify regardless of any formal Standing, the bond itself is what counts. This means that line accrues from +1 at LVL 1 and will always sit one point higher than it would on a standard sentimental item, the peak remains one above normal. For a weapon, the path

and branch lines still accrue normally from their respective starting points, only the class line gets the head start.

Rank Progression (Weapons): A sentimental weapon gains one rank every 5 Levels it remains readied on the Character's person. Once it reaches Rare, it becomes eligible for enhancement. Rank is tracked on the Character sheet and armament card. This rank progression is a product of the bond between character and item, it is not an enhancement in the conventional sense and bypasses the standard Bound and Attuned rules that apply to enhanced armaments (see Bound and Unbound Armaments). A sentimental weapon that gains rank through this bond does not require Attunement and does not become Bound unless the Character chooses to enhance it through standard means, at which point those rules apply normally.

Trait Growth: Every 5 Levels the item remains readied or worn without removing, it grants +1 to a specific Trait tied to the item type, weapons grant +1 Courage, armor grants +1 Toughness, accessories grant +1 Charisma, and symbols grant +1 Piety. These bonuses are cumulative and stack with all sentimental damage progression.

Traditional Armaments only. Nothing technologically advanced can become sentimental, so no Technologically Advanced Weapons (TAW), no Technologically Advanced Body Armor (TAB) and no Technologically Advanced Gear (TAG), and neither can a Chthonic Weapon, Chthonic Armor or Chthonic Gear. A sentimental bond is built on a thing being the same thing year after year, and neither a manufactured item nor an energy-held one is. Tactical and Magic Armaments, accessories, charms, rings, amulets, cloaks and symbols are what the system is for.

Sentimental items are noted on the Character sheet. Refer to the GM Codex or specific Module for all instances.

Accessories

Accessories are items worn or held in the offhand slot that provide utility, passive bonuses, or special effects. These include rings, amulets, bracelets, cloaks, and other wearable items that enhance a character's abilities or provide protection without taking up primary weapon or armor slots.

Attire

Attire encompasses clothing and wearable garments that characters don for protection, style, or cultural significance. From simple traveling clothes to formal regalia, attire covers all non-combat clothing worn by characters in their daily lives and adventures.

Adventuring Gear

The everyday practical tools covered under Gear above, cheap, mundane items every character carries alongside their armaments. Weight is listed for encumbrance purposes, see Encumbrance, pg. 5.

Item	Cost	Weight	Notes
Backpack	2 Gold	5 lbs	Standard carrying capacity
Bedroll	1 Gold	7 lbs	
Belt Pouch	5 Silver	1 lb	
Blanket	5 Silver	3 lbs	
Candle	1 Copper	Negligible	Burns 1 hour; dim light
Chalk (1 piece)	1 Copper	Negligible	
Crowbar	2 Gold	5 lbs	
Fishing Tackle	1 Gold	4 lbs	
Flask or Tankard	2 Copper	1 lb	
Grappling Hook	2 Gold	4 lbs	
Hammer, Small	1 Gold	3 lbs	
Lantern	5 Gold	2 lbs	Bright light 30 ft.; burns 1 Oil Flask per 6 hours
Manacles	2 Gold	6 lbs	
Mirror, Steel	5 Gold	0.5 lb	
Oil Flask	1 Silver	1 lb	Fuels a lantern for 6 hours
Piton	5 Copper	0.25 lb	
Rations (1 day)	5 Silver	2 lbs	
Rope, Hempen (50 ft.)	1 Gold	10 lbs	
Rope, Silk (50 ft.)	10 Gold	5 lbs	
Sack	1 Silver	0.5 lb	
Sewing Needle	5 Copper	Negligible	
Shovel	2 Gold	5 lbs	
Signal Whistle	5 Copper	Negligible	
Tent, 2-person	2 Gold	20 lbs	
Tinderbox	5 Silver	1 lb	
Torch	1 Copper	1 lb	Bright light 20 ft.; burns 1 hour
Waterskin	2 Silver	5 lbs (full)	

Item	Cost	Weight	Notes
Whetstone	1 Silver	1 lb	

Gear & Items

Gear & Items covers everything carried that is not an Armament. Gear includes the practical tools of exploration and survival: backpacks, rope, bedrolls, tool kits, lanterns. Items cover everyday objects with cultural or narrative significance, such as holy water or heirlooms, alongside raw components like metals or herbs used for crafting and repairs. Like Armaments, both exist in five variants: **Telluric**, **TA-Equip.**, **Chthonic**, **Oxidize**, or **Malign**. Gear carries Quality and Value. Items are covered under Item Cards.

Carrying capacity is determined by the Strength Trait, with encumbrance affecting movement and combat Ability. Exceeding capacity leads to incapacitation, while being within limits may still impose Penalties. For detailed information on currency systems used by each planet and region, refer to the Tomes of Essentia.

Gear & Item Variants

Gear and Items also come in five variants, paralleling the Armament categories.

1. **Telluric**, Zailians
2. **TA-Equip.**, Omnè
3. **Chthonic**, Primal
4. **Oxidize**, Omnè (Astral) / Caelent†
5. **Malign**, Ossein

Variant	Gear & Items
Telluric Earthborn, of the worlds themselves, craft forged, sewn or carved from what a planet gives rather than drawing a charge or holding an element	Mechanical Gear, ordinary Items
TA-Equip. Engineered with advanced technology, usually out of the further planets. Encompasses TAG (Technologically Advanced Gear) and Items	TA-Equip.: — TAG (Technologically Advanced Gear) — Items
Chthonic Elemental substance held around the thing itself, answering to no sun	Chthonic Gear, Chthonic Items
Oxidize Joined to the bearer via Attachment and drawing on the body that carries it, neither worn nor held. It borrows from Telluric, Advanced and Malign alike, the broadest of the five and the strongest at none	Oxidize Gear, Oxidize Items
Malign Telluric craft with a curse worked into it at the forge, never after, and never lifted out	Malign Gear, Malign Items

Mechanical and TAG Tools

Tool kits come in three builds, Mechanical, TAG (Technologically Advanced Gear) and Chthonic, and they do not fail the same way. Both grant a bonus to the DIFS check they're built for (Trap Tech, Lockpicking, and similar Talent/Skill checks) only while the kit is the genuine article, a makeshift substitute grants no bonus (see Makeshift and Professional Tools, pg. 2). A Poor kit still works, it simply works worse.

Mechanical: Traditional tools, like a Thief's Kit's lockpicks and tension wrench, need routine physical maintenance, oiling, sharpening, replacing worn parts, to keep working at their best. A Mechanical kit never simply stops working outright, a rusted lockpick still turns a lock, just worse.

Technologically Advanced Gear (TAG) is the Gear and Items engineered with advanced technology, usually out of the further planets. TAG covers far more than tool kits, though tool kits are where a party meets it most.

TAG: Advanced kits, like a Thief's Kit, Advanced (Omnè import)'s signal-spoofing lock bypass tool, grant a stronger bonus than their Mechanical equivalent while fully operational, but carry disadvantages Mechanical tools don't. TAG runs on a Charge Cell (see Omnè, The Circuit Exchange, below) and stops granting any bonus at all the moment its charge runs out, no partial function, unlike a worn-down Mechanical tool. TAG also needs periodic calibration, separate

from charging, an uncalibrated TAG tool functions at Mechanical-tier bonus only until recalibrated, and calibration typically requires a Tinker or Engineer's workshop (at the GM's discretion), not simple field maintenance.

Chthonic: Kits whose working part is energy held around ordinary tools, an Ember Lantern for light and heat, a Tide Flask, a Gale Bellows, a Wave Lens. They take no Charge Cell and never run flat, drawing on the elemental energy around them instead, and they do not wear the way a Mechanical kit does because the tool underneath is doing less of the work. What they will not do is hold still, a Chthonic kit is a poor choice for fine, quiet work where a steady mechanical hand is wanted.

Talent Tree Kits and Backpacks

Every Talent Tree carries one piece of Gear of its own, either a **Kit** or a **Backpack**, never both, and which one it is follows from the work the tree does. A **Kit** is a set of specialised tools for close work, done on an object, a body or a page, so it requires an **Artistry** score Prerequisite, the hand, the eye and the craft. A **Backpack** is a rig for carrying a trade out into country, so it requires a **Physique** score Prerequisite, the back and the wind to keep it moving. Each one's Prerequisite score is listed on its own Card and differs from tree to tree.

A Kit or a Backpack carries **Quality and Value** like any other piece of Gear, both set by what it is built from, and a Poor Quality Kit still works, it simply works worse. What sets these apart is the Prerequisite above, which no other Gear carries.

Talent Tree	Gear	Prerequisite
Actuary	Actuary's Kit	Artistry
Anchor	Anchor's Kit	Artistry
Artificer	Artificer's Kit	Artistry
Astrologist	Astrologist's Kit	Artistry
Automationist	Automationist's Kit	Artistry
Bounty Hunter	Bounty Hunter's Backpack	Physique
Brewmaster	Brewmaster's Kit	Artistry
Bushcrafter	Bushcrafter's Backpack	Physique
Cartographer	Cartographer's Kit	Artistry
Crypt Raider	Crypt Raider's Backpack	Physique
Excavator	Excavator's Backpack	Physique
Field Medic	Field Medic's Backpack	Physique
Geomancer	Geomancer's Kit	Artistry
Hauler	Hauler's Backpack	Physique
Hermitmancer	Hermitmancer's Kit	Artistry
Hunter	Hunter's Backpack	Physique
Leprechaun	Leprechaun's Kit	Artistry
Lorekeeper	Lorekeeper's Kit	Artistry
Olympiad	Olympiad's Backpack	Physique
Patriarch	Patriarch's Backpack	Physique
Performer	Performer's Kit	Artistry
Quartermaster	Quartermaster's Kit	Artistry
Scout	Scout's Backpack	Physique
Tactician	Tactician's Kit	Artistry
Thief	Thief's Kit	Artistry
Traveler	Traveler's Backpack	Physique
Treasure Hunter	Treasure Hunter's Backpack	Physique

Talent Tree	Gear	Prerequisite
Tribalist	Tribalist's Backpack	Physique
Urbanite	Urbanite's Kit	Artistry
Vivisectionist	Vivisectionist's Kit	Artistry
Voyager	Voyager's Backpack	Physique

A character who has not opened a tree may still carry its Kit or Backpack, it simply grants nothing, the same as a makeshift substitute. Advanced and Chthonic builds of any Kit or Backpack follow Mechanical and TAG Tools, above.

Planetary Markets

Not every world shops the same way. Ignis and most other planets mint and trade in standard coinage, but Futurem, Omnè, and Tredeki run on laser-secured credit systems and treat coins as worthless (see Currency System above), anything bought there is priced in Credits, not Gold, and the two are not interchangeable at any vendor. What's for sale also shifts with the world, a volcanic forge-world stocks heat-worked goods a crystal-scarred battlefield world never would, and vice versa. Characters whose Background originates from one of these worlds may begin play with items from that world's table as their starting equipment, at the GM's discretion, the same way a character's Background can grant them access to Omnè's TAA (Technologically Advanced Weapons and Body Armor) (see Alignment, pg. 2). Characters whose race originates from Ignis, Omnè, or Tredeki (see Playable Races, pg. 2) may draw their entire starting equipment loadout from that world's table below instead of Zailister's, at the GM's discretion.

Tech and Magic Across Essentia

Essentia is lit by two suns (see the Prologue and *Into the Uncharted Worlds of Essentia*). Adoria, the inner sun, emits magic along with her light, sorcery and steel thrive on the planets closest to her, Ignis through Zailister among them. Tawdry Dwarf, Adoria's dying twin, sustains the four outer, technologically advanced planets (Corpus Caeleste, Undeximus, Omnè, and Tredeki) on her fading light alone, magic never took root there, and technology filled the gap instead.

This split powers a reciprocal Penalty between TAA (Technologically Advanced Weapons and Body Armor) and magic, on top of the gravity and atmosphere range penalty already covered under Technologically Advanced Weapons (TAW) Range (Basic Rules pg. 5):

- **Technologically Advanced Weapons (TAW) and Technologically Advanced Body Armor (TABA)** function at full strength on their native Tawdry Dwarf-lit worlds (Corpus Caeleste, Undeximus, Omnè, Tredeki), the baseline for both, no Bonus or Penalty. Venture beyond Tawdry Dwarf itself, into the uncharted worlds past Essentia's known thirteen planets, and TAW gains **+2 Hit and +2 Damage** while TABA gains **+2 Armor Scr.**, technology's edge sharpening the further it gets from Adoria's magic entirely. On any of the first nine, Adoria-lit worlds, including Zailister, the most balanced of the thirteen planets between sorcery and technology, TAW instead suffers **-2 Hit and -2 Damage** and TABA instead suffers **-2 Armor Scr.**
- **Magic and Spells** function at full strength on Adoria-lit worlds. On Tawdry Dwarf-lit worlds and beyond Tawdry Dwarf alike, magic still works but suffers **-2 to Spell Hit and potency**, weaker there, never absent.
- **Tactical weapons and armor** (mechanical, non-magic, non-TAW, non-TABA gear, ordinary steel and craft) function at full strength on both Adoria-lit and Tawdry Dwarf-lit worlds, untouched by either sun. Further out than Tawdry Dwarf, in the uncharted worlds past Essentia's known thirteen planets, Tactical weapons and armor instead suffer **-2 Hit and -2 Damage** (weapons) or **-2 Armor Scr.** (armor), only the sharpest technology holds up out there.

Chthonic Weapons, Chthonic Armor and Chthonic Gear are the exception to all of the above, drawing on the elemental energy of the universe rather than on either sun, and take no Bonus or Penalty on any world (see Chthonic Armaments, above). These Penalties and Bonuses stack with any others already listed on a weapon, armor, or Spell card, and apply regardless of which world a character's race or background originates from, it's the world the Character is standing on, not the world they're from, that decides which sun is powering (or starving) their gear.

Zailister, The Free Market

Zailister is the starting world, diverse, free, and the universe's reserve currency hub, and its markets reflect that. Standard coinage only, but goods from every world pass through, including imported Omnè tech sold at a premium far from home. Below are early examples of the Standard and Advanced Kit split noted above, using Thief and Hacker as the first two Talent Trees itemized.

Item	Cost	Notes
Thief's Kit, Traditional	10 Gold	Lockpicks, tension wrench, wax impression block, muffled leather wraps
Thief's Kit, Advanced (Omnè import)	140 Gold	Signal-spoofing lock bypass tool, keycard data-skimmer
Hacker's Kit, Traditional	12 Gold	Rune-scraping tools, ward-reading lens, counter-sigil chalk, manipulates wards and sigil-locks in place of digital systems
Hacker's Kit, Advanced (Omnè import)	160 Gold	Decryption rig and data pad
Low-Tier Personal Communicator (Omnè import)	90 Gold	Static-choked and short-range this far from Omnè's networks, the cheapest, worst model still worth carrying

Ignis, The Ashfield Camp

Ignis (Glacies et Ignis) is an elemental world of extreme heat, home to wandering fire elementals and golems as much as the primal, tribal peoples who settle its ash fields between them. Nothing sold here is refined, it is chipped, tanned, bound, and carved by hand, with ritual standing in for the forges and tools other worlds rely on. Priced in standard coinage. The peoples of Ignis do not trust technology. Nothing of the Technologically Advanced Armaments (TAA) family is stocked or traded here.

Item	Cost	Notes
Obsidian War Club (1H Melee)	12 Gold	Chipped volcanic glass studs
Ember-Fang Spear (2H Melee)	16 Gold	Fire-hardened shaft, obsidian-flake head
Ashhide Wrap (Light Armor)	14 Gold	Soot-cured tanned hide
Bone Talisman of the Ember Kin	5 Gold	Ritual charm, chanted over to ward off scorching wind
Cinder-Bound Torchstone	6 Gold	A stone ritually bound to hold a living ember; relit by chant, not flint
Slag-Bone Pick	5 Gold	Mining tool; tip carved from a fossilized elemental's remains
Cinder Hound Bone Whistle	6 Gold	Calls a trained cinder hound, sold separately as a Companion
Ash-Cured Waterskin	4 Silver	Hide skin treated in ash-lye against the heat
Cooling Root Poultice	3 Silver	Chewed root paste; soothes burns
Soot-Woven Face Wrap	2 Silver	Plain cloth wrap; keeps ash from the lungs
Obsidian Grinding Stone	2 Silver	Sharpens blades on volcanic glass grit
Fire-Struck Kindling Bundle	3 Copper	Ordinary tinder; no ritual needed
Pyronium Ingot	150-300 Gold	See Earth Elements, Metals, pg. 4, for standard rates

Omnè, The Circuit Exchange

Omnè is the most technologically advanced of the planets, an older human world that developed without relying on magic. Its markets deal exclusively in TAA (Technologically Advanced Weapons and Body Armor) and synthetic goods, and coins are not accepted here, only Credits.

Item	Cost	Notes
TAW Sidearm, Common	180 Credits	
TAW Rifle, Common	340 Credits	
TABA Light Suit	260 Credits	
Micro-Drone Scout	220 Credits	Palm-sized; scouts ahead and relays a live view
Grav-Stabilizer Boots	150 Credits	Softens falls, steadies footing
Signal Beacon	75 Credits	Transmits a distress or extraction call
Atmospheric Filter Mask	90 Credits	Required for extended off-world travel
Insulated Tool Kit	60 Credits	For Tinker profession
Data Slate	55 Credits	Records and stores notes digitally
Photon Torch	40 Credits	Handheld, rechargeable light source
Nanoweave Bandage	25 Credits	Self-sealing medical wrap
Charge Cell	20 Credits	Powers TAW and Electric-type Non-Organics

Tredeki, Fracture Row

Tredeki is a crystal-scarred world shaped by generations of conflict, its ground littered with old battlefields and growing crystal formations. Its markets cater to mercenaries and scavengers alike. Coins are not accepted here, only Credits.

Item	Cost	Notes
Warscar Plate (Medium Armor)	260 Credits	Forged from salvaged battlefield metal
Crystal-Edged Blade (1H Melee)	200 Credits	
Resonance Buckler	175 Credits	Small shield; hums when struck by magic
Crystal Growth Kit	90 Credits	Seeds and slowly grows a weapon-grade shard over several days
Fracture Charge	45 Credits	Thrown; shatters into crystal shrapnel on impact
Chasm-Fiber Rope	35 Credits	Crystal-woven; resists cutting
War Ledger	30 Credits	Records kills, bounties, and campaign history; used by mercenaries
Scarfield Poncho	20 Credits	Worn by scavengers picking through old battlefields
Trench Rations	15 Credits	Preserved, long-lasting battlefield food
Bonecrystal Whetstone	15 Credits	Sharpens blades using ground battlefield crystal

Enhancing and Modification Armaments

There are several methods of Enhancements and each uses a different process to apply. For instance, salvaging or sundering plate armor uses different techniques that require skills of a blacksmith, while unweaving or burning cloth requires the skills of a stitcher.

Enhancing Armaments is done in many ways, including:

- **Blessing:** A Church sanctifies a piece in exchange for Contribution rather than crafting it (see [Religion](#), pg. 3).
- **Combining:** Merges two Armaments of the same Mould into one, keeping the better of each part. No materials drop.
- **Enchanting:** Lays magic onto a finished piece as a layer over the craft.
- **Inscribing:** Marks the piece with script or colour that carries an effect of its own.
- **Modifying:** Fits a made part to a piece, and is the only path a TAW Armament has.
- **Nesting:** Lines the inside of a piece with a second material.

- **Reforging:** Rebuilds a broken piece from its own materials and brings it back out of the boneyard.
- **Resonating:** Tunes a piece to one Armament Type so it answers to that Type more strongly.
- **Socketing:** Sets a Jewel, Rune or like piece into a slot cut for it.
- **Sundering:** Consumes a Chthonic piece for its new enhanced version, with a chance to drop materials.
- **Upgrading:** Raises a piece a step at a time, and every step raises the chance of breaking it.

If armor is broken during enhancements, most of the materials drop and it can be reforged. Some easier than others so be careful, otherwise the Armor Card goes to the boneyard until it's reforged. All enhancements are lost upon armor breaking and the chance of it breaking increases with every enhancement.

For example, if a weapon has been upgraded to +3, the chance of upgrading it to +4 is lower than it was to reach +3. If the armor breaks while attempting a +4 upgrade, it is destroyed and sent to the boneyard, and most of its materials are harvested. The amount of mats harvested is random.

When the armor breaks, it loses all of its previous enhancements, such as socketed gems, upgrades and nested fur, and all the materials used to enhance it, such as the gem socketed, vanishes as well. The broken armor stays in the boneyard until all the necessary materials to reforge it have been gathered.

Sundering: Only [Chthonic](#) can be Sundered. It is an Armorer skill performed on an Excellent condition Armament, the piece is required and is consumed, and it returns the recipe one step back down: what was worked into bars returns as ore, what was worked into rings returns as ore, and so on to the raw material the recipe began from. Only materials the new piece did not call for may drop.

What a Sunder returns. Roll one **Divine Roll** (d100 + d100, 2 to 200) for each line of the recipe. Never more than half of what that line called for comes back, rounded down, and the roll decides how much of that half is recovered:

Recovered = (Divine Roll – Value Mod) ÷ 200 × (recipe quantity ÷ 2), rounded down, minimum 0.

Value Mod by the material's Value: Common 0, Uncommon 20, Rare 40, Unique 60, Heroic 80, Elite 100, Legendary 130, Divine 160.

Note, why the drops run thin. How rare a material is to recover is set by its Value, not by the Armament. A cheap material comes back nearly every time and a Legendary or Divine one almost never does. Only half of a raw material can ever drop, so 20 iron bars return 0 to 10 iron ore and never more. A line calling for exactly one returns nothing, ever, because half of one rounded down is none.

Salvage does exactly what a Sunder does and costs less, and it is not an upgrade. It is what a Character does to a piece they have replaced, breaking it down for its materials alone. [Telluric](#) and [TAW](#) Armaments may be Salvaged. It runs on the same half cap and the same Value Mods.

Divine Armaments have their Enhancements baked in. Nothing further may be added to one, by any Enhancement or Modification.

Note, why Divine is closed. A Chthonic Armament can never be improved, because Sunder returns only part of a recipe and never the single-unit component a high-rank piece turns on. If a Telluric piece could still be Enhanced at Divine, it would climb past Chthonic at the ceiling and Chthonic would have no answer. Closing Divine to every family stops all three at the same place.

Note: Refer to each module's ref # (displayed on cards) for further details on salvage and sunder drops, their percentages, enhancement information, and lore.

These techniques can only be done by craftsmen trained in Professions aligned with these skills. For instance, Upgrading requires a Blacksmith Proficient in the Upgrading process of the Armament. Crafting requires a recipe (and the proficiency in the respective Profession), the materials and at least a makeshift workshop.

Weapon Mods

Weapon Mods are special upgrades that can be added to a character's weapons by NPCs or Players with the right professions (like blacksmiths, alchemists, or engineers). Each mod gives a weapon an added effect, such as poison, extra impact, shock, or better aim. Only Rare weapons and above may be upgraded. The effect can happen once per the Weapon's Rank beginning at Rare, so a Rare could grant the Mod's effect once per round. Seek out specialists, or learn the techniques directly, to modify weapons and gain an edge in combat.

Weapon Mod Scaling: Whenever a weapon mod refers to x (for example, "+x d6 damage" or "x times per round"), use the weapon's rank to determine x. This value applies to both the maximum number of times a mod can trigger each round and any scaling for damage or effects. Refer to the table below:

Weapon Rank	x Value (per round & scaling)	Example Damage (+x d6)
Rare	1	+1d6
Unique	2	+2d6
Heroic	3	+3d6
Elite	4	+4d6
Legendary	5	+5d6
Divine	6	+6d6

Reagents (1h blade and piercing)

- **What it does:** Adds a groove or reservoir to a blade or piercing weapon, letting it hold and deliver liquid reagents (poison, acid, disease, etc.) on hit.
- **How to get it:** Modified by a blacksmith, alchemist, or specialist NPC in towns or shady markets.
- **Effect:** When loaded with a reagent, deals +1d4 damage of the reagent's type (poison, acid, etc.) on a successful hit. Each application lasts 3 attacks before needing to be reapplied.
- **How to use:** Applying a reagent takes ½ turn in combat, or can be done outside of combat before the first attack.

Weighted Head (1h blunt)

- **What it does:** Adds a dense metal cap or spikes to a mace or club, increasing impact and chance to stun.
- **How to get it:** Installed by a blacksmith or weapon crafter in town.
- **Effect:** Deals +1d4 bludgeoning damage on hit. On a natural attack roll of 19-20, the target must make a Grit check or be stunned for 1 round.

Shock Coil Adapter (2h melee)

- **What it does:** A modular adapter affixed to the pommel (bottom) of a two-handed weapon. When the wielder successfully parries an attack, the adapter delivers a powerful shock to the attacker.
- **How to get it:** Crafted and installed by an engineer or tinkerer in a workshop or guild, requiring specialized tools and materials.
- **Effect:** When the wielder successfully parries an attack (see trait Defense) the attacker takes +xd6 shock damage; where x is the weapon's rank (see table below). Rolling a natural 1 (or as per GM rules), the attacker is also stunned for x rounds. The adapter can only trigger once per rank per round.

Reminder: Only Rare weapons and above are qualified for Mods. This means a Rare weapon would have one Shock per round, while a Unique (the next rank up) weapon could have two shocks per round, and a Divine could have 6 (Divine always gets the effect on a miss).

Weapon Rank	Shock Damage (per parry)	Max Shocks / Round	Stun Duration (on crit fail)
Rare	1d6	1	1 round
Unique	2d6	2	2 rounds
Heroic	3d6	3	3 rounds
Elite	4d6	4	4 rounds
Legendary	5d6	5	5 rounds
Divine	6d6 (<i>also triggers on miss</i>)	6	6 rounds

Reagent Ammo (1h ranged)

- **What it does:** Allows arrows or bullets to be dipped into reagents for extra effects.
- **How to get it:** Modified by an alchemist or fletcher (arrow maker).
- **Effect:** When loaded with a reagent, attacks deal +1d4 damage of the reagent's type (poison, acid, etc.) on a successful hit. Each application lasts for 3 shots before needing to be reapplied.
- **How to use:** Applying a reagent to ammo takes ½ turn in combat, or can be done outside of combat before the first shot.

Scope (2h ranged)

- **What it does:** Adds a lens or tube to a bow or rifle for improved aim.
- **How to get it:** Installed by a glassworker or engineer at a city shop.
- **Effect:** Gain advantage (or +2 bonus, depending on the system) on ranged attack rolls made at long range.

Refinement and Mining (Armorer Tree) Rules

Rule: When a character mines ore, they roll a d100 and add their **Mining Bonus** (if they've learned the Mining Skill under the Armorer Profession Tree). The total determines the **refinement yield percentage** based on the table below. The **value of the raw ore** is a fixed base amount specific to each ore type per ounce, multiplied by the weight in ounces and the yield percentage to determine the **final value** of the ore.

The final ore value = Raw ore base value per ounce × Weight in ounces × Refinement yield percentage

This process models the quality and efficiency of extraction, with higher rolls indicating better yields.

Refinement Yield Table

Roll Range (d100 + Bonus)	Purity Percentage	Description
1 - 50	20%	Low purity, rough or unrefined gemstone
51 - 70	50%	Moderate purity, semi-refined gemstone
71 - 85	70%	Good purity, refined gemstone
86 - 99	85%	Very high purity, near-flawless gemstone
100	100%	Flawless or divine-quality gemstone

Raw Ore Base Values (per ounce)

Ore Type	Base Value per Ounce (Gold)
Pyronium	1
Quantite	2
Iridium	1
Orichalcum	2
Aetherium	3
Mithril	2
Dragon Scale	4
Vibranium	5
Eldritch Obsidian	3
Celestial Bronze	4
Starmetal	4
Titanium	4
Osmium	6
Tungsten	4
Ruthenium	4
Chromium	4
Steel	2
Inconel	4
Magnesium (Hadfield)	4

Valuables

Valuables encompass high-value items including gems, stones, and precious materials regardless of their category. This section covers Earth Elements and Gems that hold significant monetary or intrinsic worth.

Earth Elements and Gems

Gem Purity and Quality

Gems can vary in purity and quality, which affects their value and magical potency. The purity percentage indicates how refined or flawless the gem is, influencing its base value and enchantment capabilities. Higher purity gems are more valuable and more effective in magical applications.

Gem Purity Roll Bonus

When mining or crafting gems, a character rolls a d100 and adds their **Mining Bonus** to determine the final quality and value of the gem. The total roll, combined with the gem's inherent purity percentage, influences the final worth and effectiveness of the gemstone. A higher roll plus bonus results in a better-quality gem, which can lead to higher value or more potent enchantments.

Roll Range (d100 + Bonus)	Purity Percentage	Description
1 - 50	20%	Low purity, rough or unrefined gemstone
51 - 70	50%	Moderate purity, semi-refined gemstone
71 - 85	70%	Good purity, refined gemstone
86 - 99	85%	Very high purity, near-flawless gemstone
100	100%	Flawless or divine-quality gemstone

Gem Base Value per Carat

The base value of a gem depends on its quality, size, and rarity. The value per carat is used to calculate the total worth based on the gem's weight. Higher quality gems or those with higher purity typically fetch higher prices. These base prices serve as a starting point for valuing gemstones in trade, crafting, or enchantment purposes.

Gem	Base Price (Gold)
Diamond	100
Sapphire	50
Ruby	60
Emerald	50
Topaz	30
Amethyst	35
Obsidian	10
Garnet	25
Citrine	20
Nyxium	150
Infernium	150
Aetherstone	200
Moonstone	150

Earth Elements, Metals

Metals are foundational materials throughout Essentia, valued for strength, versatility, and magical conductivity.

Metal	Harvesting Technique	Value	Power	Drop on Failed Modification
Pyronium	Extracted from magma flows	150-300 Gold/ingot	Fire-resistant; ideal for heat-resistant weapons and armor	Pyronium scrap
Quantite	Harvested from interstellar dust fields	300-600 Gold/ingot	Extremely valuable; used in advanced crafting and technology	Quantite scrap
Lead Alloy	Standard smelting	1-5 Gold/ingot	Blocks magical detection; used in anti-magic containers	,
Iridium	Found in meteorite fragments	150-250 Gold/ingot	Resists magical and elemental damage; used in legendary items	,
Orichalcum	Smelted from rare enchanted ore	250-400 Gold/ingot	Greatly boosts enchantments and elemental affinity	,
Aetherium	Synthesized in magical laboratories	400-800 Gold/ingot	Source of immense energy; powers world-altering devices	,

Fuel Elements

Raw and refined materials that power Non-Organic beings, vehicles, and machinery, mined, distilled, or charged depending on the source.

Material	Harvesting Technique	Value	Power	Drop on Failed Modification
Coal	Mined from underground seams	1-3 Gold/lb.	Burns to power steam engines and basic mechanical vehicles	Coal dust
Natural Gas	Vented from underground pockets, refined and pressurized	5-10 Gold/canister	Powers gas lanterns, engines, and pressure-driven tools	Gas residue
Galvanic Cell	Assembled from conductive metals and acid	10-20 Gold/cell	Stores and discharges electric current; powers Droids, Robots, and electric vehicles	Galvanic scrap

Photon Core, Quantum Alloy, and Aetherium (Sci-Tech Elements and Earth Elements, Metals) also serve as power sources for Photon, Quantum, and Magic-powered Non-Organics, respectively.

Organic Elements

Harvested from creatures, essential for rituals, enchantments, and alchemy. The following elements have spell, potion, and/or scroll versions. When these materials are used to cast, Mana is not consumed.

Hybrid Abilities always consume a reagent when used. Which specific reagent is required is not set by Class or Path - it's set by the individual Hybrid Ability itself, as stated on that Ability's Card, the same reagent for that Ability no matter who's using it.

Reagent / Organic Element	Value	Notes
Bone Dust	1 - 3 Gold /gm.	Common reagent, used in necromancy and curses.
Bat Wings	5 - 10 Gold /gm.	Rare, used for flight, invisibility, and rituals.
Elderwood Ash	2 - 4 Gold /gm.	Moderate rarity, channels ancestral energies.
Fairy Wings	5 - 10 Gold /gm.	Delicate, used in enchantments and illusions.
Reptilian Tail	3 - 6 Gold /gm.	Used for regeneration potions or curses.
Beast Blood	4 - 8 Gold /gm.	Enhances strength and resilience.
Star Crystals	10 - 20 Gold /gm.	Used to invoke divine or celestial effects.
Moonflower Petals	5 - 10 Gold /gm.	Harvested at night, used in invisibility potions.
Luckstone	3 - 7 Gold /gm.	Gives +1 to +3 chance, used in luck-based rituals.
Blessed Alloy	50 - 100 Gold /gm.	Rare, used in high-LVL crafting.
Alicorn Dust	50+ Gold /gm.	From shedded unicorns' Alicorns, extremely rare.
Dragon Ichor	100+ Gold /oz.	From dragon-type creatures, effects depend on dragon type, extremely rare.
Dragon Heartstring	150+ Gold /strand.	Drawn from a slain dragon's heart, extremely rare, favored as a Stave crown core for raw power.
Phoenix Feather	200+ Gold /feather.	Shed by a living phoenix, exceedingly rare, favored as a Stave crown core for versatility.
Unicorn Hair	75+ Gold /strand.	Drawn from a unicorn's mane or tail without harm to the creature, rare, favored as a Stave crown core for consistency.
MAC Waste	Varies by MAC /gm.	Dropped by any slain MAC as loot, waste and fluids used as a reagent for certain Spells and as a crafting material for professions such as Apothecary.

Stave Crowns

A Crown is the fitted core or headpiece set into a caster's Stave (or, for a Path that draws on a wand-equivalent instead, that implement's own core), the part that actually channels its bearer's power. Not every class or Path that wields a Stave-family implement is built around a Crown, some carve or bind their power into the implement itself instead, with no separate core to set. Where a Crown applies, its allowed core material is restricted by class:

- **Sorcerer** (Conjurer, Seer, Wizard): Crystal or Gemstone, or Dragon Heartstring, Phoenix Feather, or Unicorn Hair (see Organic Elements, above).
- **Witch** (Lunar's Walking Stick, BrewMaster's Stirring Stave, and a Norwitch's dagger doubling as its Spell focus): Wood, Ivory, Bone, or certain other reagents at GM discretion, never Crystal or Gemstone. A dagger-set Crown channels at reduced strength (+1 and +1) next to a full Stave or wand's Crown (+2 and +2).
- **Shaman**: no Crown. A Shaman's Totem draws its power from what it's carved from and ritually bound to, not a mounted core, see each Path's named Totem items above for its equivalent bonus.

A Crown's material determines the flavor of its bonus, not just its existence, a raw-power core like Dragon Heartstring favors damage output, a versatile core like Phoenix Feather favors utility and adaptability, a consistent core like Unicorn Hair favors reliability and reduced variance. The named Stave items already listed per class above (Stormwood Stave, Riftcaller Stave, Cauldronbrew Stave, and similar) are examples of an already-Crowned Stave; a character can commission a custom Crown for a plain Stave from an Enchanter or Apothecary instead, GM's discretion on price and effect, using this section's material restrictions as the baseline.

Sci-Tech Elements

Advanced sci-tech materials mined, synthesized, or infused through high-energy and arcane processes. Form the building blocks of data chips, starship components, energy sources, and high-tech weaponry.

Material	Harvesting Technique	Value	Power	Drop on Failed Modification
Plasma Crystal	Extracted from stellar plasma fields	50 Gold/core	High-energy plasma source for starship engines and plasma weaponry	Plasma shard
Laser Crystal	Mined from asteroid belts; refined with high-energy alchemy	30 Gold/crystal	Focuses and amplifies laser beams for weapons or cutting tools	Laser shard
Quantum Alloy	High-energy alchemical synthesis of rare space minerals	75 Gold/batch	Crafts advanced circuit boards, processors, and energy conduits	Quantum alloy scrap
Photon Core	Photonic energy condensates with rare crystalline materials	40 Gold/core	Energy source for photon-based weapons and propulsion systems	Photon shard
Dark Matter Infused Ore	Collected from cosmic dark matter reservoirs via ancient alchemy	100 Gold/infusion	Reinforces armor and weapons; grants dark energy amplification	Dark matter fragment
Cryo-Exotic Alloy	Smelted from space metals infused with cryogenic magic	35 Gold/ingot	Crafts heat- and cold-resistant plasma weapons and armor	Cryo alloy scrap
Starsteel	Forged from space minerals fused with cosmic energy	45 Gold/ingot	Lightweight, ultra-strong material for starship hulls, weapons, and armor	Starsteel fragment
Synthetic Fiber	Nano-engineered polymers infused with magic for durability	10 Gold/roll	Used in flexible stealth suits, armor, and high-tech gear	Synthetic fiber shard
Energy Conduit	Conductive crystalline materials infused with plasma and arcane energy	25 Gold/unit	Facilitates high-capacity energy transfer in ships and weapons	Conduit fragment
Nano-Infused Crystal	Crystals infused with nano-machines and arcane energy	60 Gold/crystal	Creates self-repairing technology or enhanced energy storage	Nano crystal shard
Voidstone	Mined from shadowed cosmic	80 Gold/stone	Manipulates space, teleportation, or shadow energy	Void shard

Material	Harvesting Technique	Value	Power	Drop on Failed Modification
	voids; infused with dark magic			
Stingers	Found on Futurem, Omne, and Tredeki	,	Shimmering metallic purple hue; lattice structure makes it incredibly strong yet lightweight. Essential for advanced technology and spacecraft construction.	,

Prism Elements

Captured when a creature is slain by an attack, spell, or effect linked to the Soul Prism, or when a soul-binding ritual is completed. Used in advanced rituals and enchanted crafting.

Prism	Harvesting Technique	Value	Power
Light Prism	Forged from pure light-infused minerals	60 Gold/prism	Focuses and refracts pure light or magical energies. Illuminates dark areas; may project illusions.
Ethereal Prism	Made from rare spirit shards found in the spirit realm	200 Gold/shard	Captures or interacts with spiritual entities; used in communication with spirits or teleportation.
Void Prism	Crafted from shadow-infused obsidian and voidstone	300 Gold/prism	Manipulates void or null energies; used for banishment or containment of evil entities.
Elemental Prism	Made with materials representing fire, water, earth, and air	100 Gold/prism	Capable of creating gentle elemental activity.

Special Items

Special Items are unique objects of singular importance, including quest items, trophies, and treasures earned through significant events or achievements. These items hold narrative weight and may have mechanical effects tied to their story or origin. Quest items are essential to specific storylines and objectives, while trophies commemorate victories and accomplishments. Special Items are tracked separately on character sheets and in campaign records.

Currency

Currency is the standard medium of exchange used throughout Essentia for buying, selling, and valuing equipment and items. The primary currency system consists of three denominations: Gold, Silver, and Copper, with fixed conversion rates between them. All prices for equipment, items, materials, and services are listed in these denominations. Zailister holds the role of the primary global reserve currency issuer, its position anchored by its great abundance in Gold, making Zailister Gold the backbone of inter-planetary trade and commerce.

Currency	Symbol	Conversion Rate	Common Use
Gold	Au	1 Gold = 10 Silver	Major purchases, high-value items, and wealth storage
Silver	Ag	1 Silver = 10 Copper	Equipment purchases, lodging, and everyday transactions
Copper	Cu	Base unit	Common goods, supplies, and minor purchases

Exchange Rate Summary: 1 Gold = 10 Silver = 100 Copper. Characters track their wealth on their Character sheet under Currency, with values shown in Gold, Silver, and Copper. When making purchases, prices are converted as needed based on available funds.

Regional Currency Systems

While the Gold, Silver, and Copper standard forms the basis of most commerce, certain regions operate under alternative currency systems due to geographic or political factors.

Ignis: Excluded from the global reserve currency system, Ignis operates independently through a trade-based economy. Ignis relies on direct trade of its magical emitting resources and very rare gems, making these materials as valuable as currency itself. Transactions in Ignis often involve bartering these resources rather than using standard Gold denominations.

Planets Further Out: These planets are excluded from the global reserve and operate under a credit system focused on digital transactions. Currency in these realms takes the form of credit cards, digital devices such as smart phones and data pads, and check writing. These financial services are backed by taxes collected from their respective residents and a secured reserve often collected through raiding other planets, including Zailister. This system creates a more technologically advanced but politically volatile economic structure.

Tredeki: Operates within a cooperative economic framework based on mutual trade networks and economic cooperation. Rather than relying on commodity backing or centralized authority, Tredeki's currency value is maintained through strong trade partnerships and the collective

benefit of inter-planetary commerce. The currency is backed by the strength of these trade networks and the commitment of its trading partners to maintain economic stability through cooperative agreements. This system prioritizes mutual prosperity and shared economic interests over individual resource dominance or military power.

Trials of Combat Currency

The Trials of Combat are competitions where adventurers face battles and challenges to earn points and rewards. Led by Field Marshalls, participants can earn Honor, Valor, and Auctorati PTS, which are spent on gear, potions, and knowledge. The trials include arenas, coliseums, and strategic objectives, emphasizing skill and teamwork for powerful rewards and reputation.

Currency	Earned In	Spent On
Trial Coins	Combat trials	Trial vendor items only; not used in general transactions
Honor PTS	Proving Grounds	Exclusive gear sets and enhancements for trial challenges
Valor PTS	Arena	Formidable weaponry, protective gear, and combat consumables
Auctorati PTS	Coliseum	Dangerous armament sets, ancient potions, scrolls of forgotten knowledge

Active Conditions

Active Conditions represent temporary effects, afflictions, or altered states that impact a character during combat and adventure. These conditions modify a character's abilities, restrictions, or status, and are tracked with a duration represented in turns or rounds. Each condition has specific mechanical effects that persist until the condition is removed or its duration expires.

Common Active Conditions include Poisoned, Blinded, Prone, Frightened, Bleeding, Frozen, Stunned, Silenced, Restrained, Charmed, Burning, and Cursed. Each of these conditions applies unique penalties or effects to combat interactions and character capabilities. Conditions can be applied through enemy abilities, environmental hazards, spells, or other game mechanics.

Characters track the duration of each Active Condition in duration boxes on their character sheet. When a condition's duration reaches zero, the condition is removed and the character returns to normal status. GMs may allow conditions to be cured through special abilities, items, or roleplay, depending on the campaign and the specific condition.

Mapping

Module based adventures are unique campaigns where the worlds of SORC change at a party's hands and desires. Continue campaigns that ended with periodic expansions.

This map system is designed to allow parties near one another to communicate with each other as long as they've uploaded their location(s) to our servers, and have an available means to reach one another. One way, for instance, would be a soldier class's Nature Ability for "call to arms," a Warrior's "regroup" Nature Ability or a scout's, from the vocational tree Scout's Nature Ability, "call forth," which isn't as powerful as "call to arms," by default but serves a similar purpose. Players of other parties will have to accept the attempt to call them, as GMs communicate with one another.

Various sizes and designs of graph paper will be used to coordinate movement, combat and traveling. See the three sections on combat, movement and traveling below for more on this.

Reading the Map

The universe, Essentia. Maps are designed to display key areas that Players will step into during their adventures in this geological order from largest to smallest: Planet, Continent, Region, Territory, Area and Space.

Scale	Example	Description
Planet	Zailister	Large, round celestial bodies that orbit a star, shine by reflecting light, and have cleared their orbital path of other debris.
Continent	Nivis	Sovereign masses of land that contain all the following below.
Region	Shadowfen	Large areas that divide continents.
Territory	The Pearl Coast	Large areas of regions, such as settlements and even metropoli.
Area	Ase's Crypt (pyramid)	Places within a character's view.
Space	The elevator	Structures and small areas within the Character's reach.

Time

Essentia measures its years in [Eons of Adoria \(EA\)](#), the current year is [10,023 EA](#). Below that, the calendar runs on a simpler, table-friendly structure.

The Calendar

1 Eon of Adoria (1 EA) is 360 days, divided into 12 months of 30 days each. Turns and Rounds (see Turns, Rounds and Time, pg. 5) measure combat within a single day; the calendar measures everything beyond it, travel, downtime, seasons, and a character's life itself. This calendar is Zailister's own, every world of Essentia keeps its own seasons, and a planet's climate and light cycle (see each world's entry under Planetary Markets and Into the Uncharted Worlds of Essentia) do not necessarily follow Zailister's 4-season, 12-month pattern at all.

Zailister divides its year into 4 seasons of 3 months each, and marks the turning point of each with a festival, 8 in total spaced 45 days apart: Emberturn opens the year at the winter solstice, followed by Firstlight, Bloomrise (spring equinox), Sunwake, Highsun (summer solstice), Goldfall, Duskbalance (autumn equinox), and The Umbral Vigil, which closes the cycle back toward Emberturn (see Festivals & Seasonal Events, Zail pg. 1). These festivals are cultural observances, not the basis of the calendar itself, the day/month/year count above holds regardless of what is or isn't being celebrated.

Mortality, Immortality, and Retirement

Time is what eventually catches up with every character. Mortal races age against their natural lifespan (see each race's Lifespan tag); Immortal races don't, but every character still retires. Starting Age scales with a race's natural maturity, a quarter of their natural lifespan, or an effective 400 years for Immortal races, while the adventuring window itself stays the same 40 years for every race, so Retirement Age is simply Starting Age plus 40 (see each race's entry, pg. 2, and Retirement under Leveling and Advancement, pg. 2). Players choose their character's actual Starting Age from a short range at creation rather than a single fixed number, see Age under Character Creation, pg. 2. A character's Rank at that moment decides what's left behind: reach Legend and the world remembers the Character in monuments, statues, and songs; retire below it and the recognition is quieter. See Legacy under Prestige, pg. 2, for how this same legend-building plays out in Prestige while a character is still active.

Aura: Presence and Life Stage

Aura is a Character's physical presence. It is what other people sense of them in a room, before a word is spoken and before a name is given. Aura stands apart from Prestige and is not fed by it. It reads through five channels:

- **Sight:** how they look and how they carry it. Bearing, condition, the state of what they wear, and whatever the eye lands on first.
- **Smell:** what they carry on them. Incense, blood, smoke, rot, clean linen, sweat, the road.
- **Sound:** voice, breath, and the noise they make simply existing. Armor that rattles, a joint that clicks, a step that makes no sound at all.
- **Touch:** what contact with them is like. Cold, feverish, calloused, dry, slick, slimy.
- **Gut:** the one with no organ behind it. What people feel standing near them and cannot account for, the reason a room quiets or a dog will not settle.

A Character cannot have multiple Auras; they have one Aura that evolves as they age and their life circumstances change. Aura can move a Character's Reputation on its own. A man who smells of rot and draws flies is spoken of that way wherever he goes, and a pauper who carries himself like a king is spoken of that way too.

Aura has seven stages, moving as a Character ages and their circumstances shift. The stages are:

- **Stage 1 (Untested):** [stub - describe appearance and presence of early-career character]
- **Stage 2 (Marked):** [stub - describe appearance after first trials and standing]
- **Stage 3 (Seasoned):** [stub - describe appearance of experienced character]
- **Stage 4 (Renowned):** [stub - describe appearance of legendary-known character]
- **Stage 5 (Ascendant):** [stub - describe appearance of peak-power character]
- **Stage 6 (Fading):** [stub - describe appearance of aging or broken character]
- **Stage 7 (Transcendent/Hollow):** [stub - describe appearance of retired or spiritually transformed character]

What moves a Character between Aura stages is not settled yet. Wellness and Growth are the obvious candidates and neither is decided. **Content TBA.**

Aura influences first impressions and roleplay tone. NPCs and factions react to a Character's Aura before learning their name or deeds. An Aura at Stage 4 (Renowned) may

open doors, grant hospitality, or inspire fear, depending on what built that Aura. An Aura at Stage 6 (Fading) may inspire pity, distrust, or curiosity about what broke them. Aura does not mechanically govern Standing or Title effects, but shapes how those effects are perceived and roleplayed.

Aura is its own line. Two characters at the same Standing tier may have vastly different Auras based on age, Wellness, Rank, and journey. A young Respected character radiates promise; an aging Respected character radiates hard-won wisdom. Aura encompasses the sum of a character's life path, making it a rich atmospheric tool for GMs and players to explore roleplay and consequence.

Appendix

Sentimental Damage Type Table

Each class has a defined damage type for the class line, each path has a damage type for the path line, and each branch has a damage type for the branch line. All three lines accrue independently, see Sentimental Value above for the full accrual rules. The complete table is listed on each class's entry (pg. 3). A consolidated version is provided here for reference.

Full Sentimental DMG type data for all 18 classes, their paths, and branches is listed on the individual class entries on pg. 3. This appendix will be expanded with consolidated tables as class development progresses.