

# BARBARIANS OF LEMURIA

NAME ALBANA THE SHE-WOLF

HERO ORIGIN PARSOOL

LANGUAGES LEMURIAN, KASHTIAN



## ATTRIBUTES



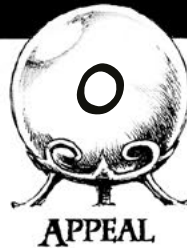
STRENGTH



AGILITY



MIND



APPEAL

## WEAPONS

### DAMAGE

SWORD (FANG) (D6+2)

DAGGER (D6L+2)

( )

( )

## CAREERS

BEGGAR (1)

SLAVE (0)

GLADIATOR (1)

MERCENARY (2)



## ARMOUR & EQUIPMENT

LEATHER ARMOUR (LIGHT) D6-3 [1]

SMALL SHIELD (+1 TO DEFENCE VS 1 ATT/RD)

FETISH COIN PENDANT

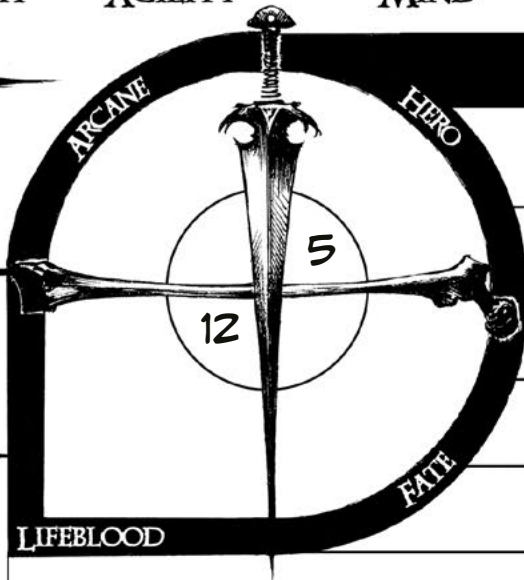
## COMBAT ABILITIES

1  
INITIATIVE  
(+MIND)

2  
MELEE  
(+AGILITY)

0  
RANGED  
(+AGILITY)

1  
DEFENCE



LIFEBLOOD

## BOONS

TRADEMARK WEAPON: ALBANA GETS A BONUS DIE WHEN ATTACKING WITH HER MASTERWORK SWORD FANG.

## FLAWS

## BACKGROUND & NOTES

ALBANA IS A FORMIDABLE WARRIOR, BLONDE AND TALL, WITH A BODY COVERED IN SCARS. A WHITE WOLF'S FACE ADORNS HER SHIELD. SHE WORKS AS A MERCENARY CAPTAIN OR BODYGUARD, DEPENDING ON THE CONTRACT.

AN ORPHAN FROM PARSOOL, SHE GREW UP ALONE ON THE STREETS AFTER THE RUIN AND DEATH OF HER PARENTS, WILD AS AN ALLEY CAT. CAPTURED AS A TEENAGER BY SLAVERS, BUT TOO REBELLIOUS TO MAKE A GOOD SLAVE, SHE WAS SOON SOLD TO THE ARENAS OF MALAKUT. THERE, SHE MADE A NAME FOR HERSELF AS A GLADIATOR THANKS TO HER EXCEPTIONAL PHYSICAL ABILITIES. HOWEVER, AFTER BEING TREATED DISGRACEFULLY BY THE ARENA'S OWNER, SHE RETURNED TO HER SAVAGE WAYS. SHE LED A BLOODY GLADIATORIAL REVOLT AND FLED AT THE HEAD OF A SMALL BAND OF FIGHTERS. TAKING REFUGE NORTH OF THE KASHT SWAMPS AND REFUSING TO LIVE AS A BANDIT, SHE WAS SOON SPOTTED BY PARSOOL'S ARMY, WHO RECRUITED HER AS A MERCENARY.

ALBANA KEEPS AS A PENDANT THE LAST COIN GIVEN TO HER BY AN HONEST PARSOOLISH WHEN SHE WAS BEGGING IN THE STREETS BEFORE HER CAPTURE BY THE SLAVERS.

## RULES SUMMARY

### HERO POINTS (cf.BoL p.58-59)

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Carnage:* You may make another attack immediately following this one;

*Disarm:* You disarm your opponent instead of inflicting damage;

*Knockdown:* Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

*Precision Strike:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT (cf.BoL p.64-65)

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS (cf.BoL p.168)

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME ARAK-AREE THE TALON OF GOD

HERO ORIGIN AXOS MOUNTAINS (WINGED FOLK)

LANGUAGES LEMURIAN, WINDSONG



ADVANCEMENT POINTS



## ATTRIBUTES



## WEAPONS

### DAMAGE

BOW	( D6 )
SWORD	( D6 )
	( )
	( )

## CAREERS

SLAVE (1)

SCHOLAR (0)

WARRIOR (2)

PRIEST (1)



## ARMOUR & EQUIPMENT

HEADBAND WITH SILVER WINGS, SYMBOL OF THE AERIE OF TALONS

COMBAT ABILITIES

1

INITIATIVE (+MIND)

0

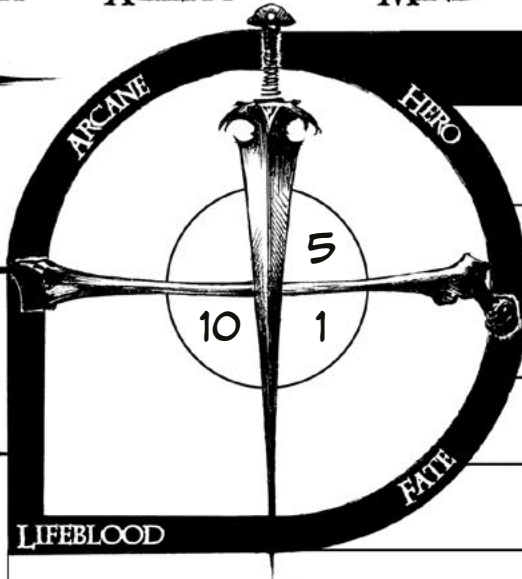
MELEE (+AGILITY)

2

RANGED (+AGILITY)

1

DEFENCE



## BOONS

**WINGED-FOLK AGILITY:** ARAK-AREE HAS ADDED +1 TO HER AGILITY (INCLUDED ABOVE), AND HER MAXIMUM AGILITY IS 6 INSTEAD OF 5.

## FLAWS



## BACKGROUND & NOTES

"NEVER AGAIN" IS THE VOW OF ARAK-AREE.

ARAK-AREE SAW HER PARENTS KILLED BY THE FLATLANDERS. THE WINGLESS RAIDED HER AERIE, KILLING THE ADULTS AND TAKING THE CHILDREN AS SLAVES. SHE WAS SOLD AS A NOVELTY TO A RICH MERCHANT FROM OOMIS WHO GAVE HER TO HIS SPOILED DAUGHTER AS A PET. ARAK-AREE SOON BECAME THE CONSTANT COMPANION - THEN FRIEND - OF THE GIRL. LIFE WAS NEARLY BEARABLE UNTIL SHE REACHED HER TEENS AND THE MERCHANT'S OLDER SON BEGAN SHOWING AN "INTEREST". WANTING TO PROTECT HER FRIEND, THE MERCHANT'S DAUGHTER TRIED TO CONVINCE HER FATHER TO FREE ARAK-AREE. A HAGGLER TO HIS VERY SOUL, HE REFUSED TO GIVE UP SUCH A VALUABLE ACQUISITION. THE GIRL WOULD NOT RELENT AND EVENTUALLY FOUND A WAY TO SMUGGLE ARAK-AREE OUT OF THE CITY.

WITH HER AERIE DESTROYED, ARAK-AREE WAS AT A LOSS. HOWEVER, A FIRE STILL BURNED IN HER HEART. SHE MADE HER WAY TO THE MOUNTAIN-TOP TEMPLE OF KARYZON, "HE OF THE RENDING TALONS" AND DEDICATED HERSELF TO HIM. IT WAS THEN SHE TOOK HER VOW, "NEVER AGAIN." SHE TRAINED IN THE WAYS OF WAR, AND SOON LIKE-MINDED YOUTHS BEGAN TO GATHER AROUND HER. SHE FORMED THE AERIE OF THE TALONS, A SOCIETY OF WARRIORS DEDICATED TO PROTECTING THE WINGED MEN FROM THE DEPREDACTIONS OF THE WINGLESS.

## RULES SUMMARY

### HERO POINTS *(cf.BoL p.58-59)*

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Carnage:* You may make another attack immediately following this one;

*Disarm:* You disarm your opponent instead of inflicting damage;

*Knockdown:* Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

*Precision Strike:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT *(cf.BoL p.64-65)*

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS *(cf.BoL p.168)*

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME ARGOL ARRAN

HERO ORIGIN MALAKUT

LANGUAGES LEMURIAN, MALAKUTIAN, YGDDARI



ADVANCEMENT POINTS



## ATTRIBUTES



## WEAPONS

### DAMAGE

SWORD	( D6+1 )
DAGGER	( D6L+1 )
	( )
	( )

## CAREERS

THIEF (1)

ALCHEMIST (1)

MERCENARY (1)

MINSTREL (1)



## ARMOUR & EQUIPMENT

LEATHER ARMOUR (LIGHT) D6-3 [1]

MASTERWORK THIEVES' TOOLS (SEE P.146)

3 VIALS OF ACID (SEE P. 145)

A STOLEN LUTE WITH A PLEASANT SOUND

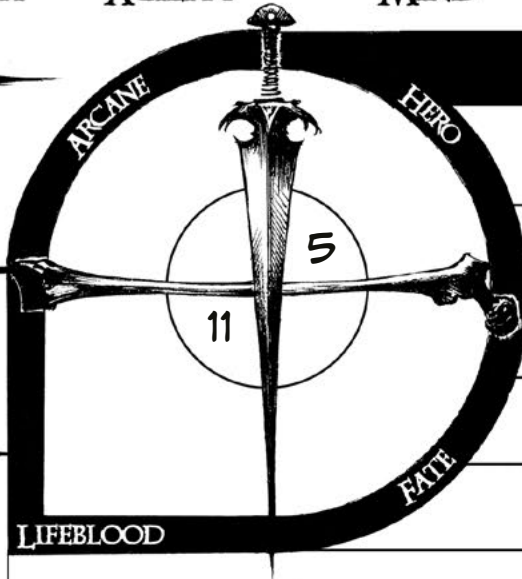
## COMBAT ABILITIES

1  
INITIATIVE  
(+MIND)

1  
MELEE  
(+AGILITY)

1  
RANGED  
(+AGILITY)

1  
DEFENCE



## BOONS

**TOOLS OF THE TRADE:** ARGOL HAS A SET OF FINELY CRAFTED THIEVES' TOOLS. ROLL A BONUS DIE WHENEVER USING THESE.

## FLAWS

## BACKGROUND & NOTES

A FRIEND OF SHARANGARA OF OOMIS, ARGOL CAN TURN HIS HAND TO ALMOST ANYTHING. WHEN THE MAGICIAN OOMATHAX THE QUILL DISCOVERED ARGOL STEALING FROM HIM, HE COULDN'T BRING HIMSELF TO SUMMON THE GUARDS TO TAKE ARGOL TO THE ARENA - THERE WAS SOMETHING ABOUT THIS YOUNG MAN THAT HE SAW IN HIMSELF WHEN HE WAS YOUNGER. OOMATHAX WONDERED WHETHER HE COULD TAKE THIS WAYWARD LAD AND TURN HIM INTO A COMPETENT ALCHEMIST AND MUSICIAN. ARGOL TOOK TO IT LIKE THE PROVERBIAL POAD TO WATER, AND OOMATHAX SCHOOLED HIM IN THE ARTS OF MAKING POTIONS AND POWDERS, AND THOSE OF PLAYING MUSIC.

ONE THING WITH ARGOL - WHILE HE CAN TURN HIS HAND TO ANYTHING, HE ALSO GETS BORED VERY QUICKLY. PRETTY SOON, HE WAS SLIPPING OUT FROM OOMATHAX'S CARE AND HITTING THE ROAD FOR ADVENTURE WITH HIS NEW FOUND SKILLS. YET HE DIDN'T HESITATE TO COME BACK WHEN THE BEAUTIFUL SHARANGARA, THE MAGICIAN'S APPRENTICE, CALLED UPON HIM TO HELP HER AVENGE OOMATHAX'S MURDER AT THE HAND OF A SATARLAN NOBLE. FOR NOW THEY TRAVEL TOGETHER UNTIL IT NO LONGER SUITS THEM TO DO SO.

## RULES SUMMARY

### HERO POINTS (cf.BoL p.58-59)

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

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*Precision Strike:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT (cf.BoL p.64-65)

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS (cf.BoL p.168)

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME BAMBOO

HERO ORIGIN JUNGLES OF QUSH

LANGUAGES LEMURIAN, FESTRELISH



ADVANCEMENT POINTS



## ATTRIBUTES

1  
STRENGTH

2  
AGILITY

1  
MIND

0  
APPEAL

## WEAPONS

### DAMAGE

SPEAR	( D6+1 )
SLING	( D6L )
JAVELIN	( D6L )
	( )

## CAREERS

- BARBARIAN ( 1 )
- HUNTER ( 1 )
- HEALER ( 1 )
- GLADIATOR ( 1 )
- ( )

## ARMOUR & EQUIPMENT

LEATHER ARMOUR (LIGHT) D6-3 [1]  
HEALING HERBS AND A BARK FETISH

COMBAT ABILITIES

1

INITIATIVE (+MIND)

1

MELEE (+AGILITY)

1

RANGED (+AGILITY)

1

DEFENCE

## BOONS

**HEALING TOUCH:** BAMBOO GETS A BONUS DIE WHENEVER SHE HELPS SOMEONE RECOVER FROM INJURY, POISON, ETC.

**TRADEMARK WEAPON:** BAMBOO GETS A BONUS DIE WHEN ATTACKING WITH HER SPEAR MADE OF JALLALLABAR WOOD AND BLUE STEEL.

## FLAWS

**FEAR OF FIRE:** BAMBOO ROLLS A PENALTY DIE WHENEVER SHE ACTS IN THE PRESENCE OF FIRE.

## BACKGROUND & NOTES

WHEN SHE WAS JUST A CHILD, BAMBOO HAD TO FLEE THE JUNGLES OF QUSH WITH HER FAMILY, MEMBERS OF A MINORITY PERSECUTED BY A LOCAL WARLORD. SHE AND HER FAMILY FOUND REFUGE IN THE SWAMPS OF FESTREL BUT, ILL-ADAPTED TO THIS HOSTILE ENVIRONMENT, THEY DIED ONE BY ONE OF HUNGER AND DISEASE. MIRACULOUSLY UNHARMED, BAMBOO WAS RESCUED AND BROUGHT UP BY A SMALL FISHING COMMUNITY, WHERE SHE LIVED OUT A HAPPY YOUTH.

ONE FATEFUL DAY, A SECT OF RED DRUIDS ATTACKED THE SALT-MARSH VILLAGE, BURNING EVERYTHING IN THEIR PATH FOR THE GLORY OF ZAGGATH, THE LORD OF FIRE. ONLY A HANDFUL OF SURVIVORS MANAGED TO ESCAPE INTO THE SWAMPS. WITH HER FIST CLENCHED ON HER SPEAR MADE FROM THE WOOD OF A HUGE QUSH JALLALLABAR, BAMBOO VOWED TO RELENTLESSLY HUNT DOWN AND ELIMINATE THE WORSHIPPERS OF ZAGGATH, WHEREVER THEY MAY BE HIDING.

AFTER MONTHS OF WANDERING, HER ADVENTURES LEAD HER TO OOMIS, WHERE FOR OVER A YEAR SHE BATTLED GLADIATORS AND WILD BEASTS IN THE CITY'S ARENAS, RELENTLESSLY HONING HER COMBAT TECHNIQUES. NOW SHE FEELS READY TO SET OUT ON HER QUEST FOR VENGEANCE.

## RULES SUMMARY

### HERO POINTS (cf.BoL p.58-59)

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Carnage:* You may make another attack immediately following this one;

*Disarm:* You disarm your opponent instead of inflicting damage;

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*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT (cf.BoL p.64-65)

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS (cf.BoL p.168)

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME BRUTOR THE BEHEMATHON

HERO ORIGIN PIRATE ISLES

LANGUAGES LEMURIAN, SEA TONGUE



ADVANCEMENT POINTS  
○



## ATTRIBUTES

3  
STRENGTH

1  
AGILITY

-1  
MIND

1  
APPEAL

## WEAPONS

## DAMAGE

GREAT SWORD (D6H+3)

DAGGER (D6L+3)

BOW (D6+1)

( )

## CAREERS

WORKER (1)

SOLDIER (1)

SLAVE (0)

PIRATE (2)

## ARMOUR & EQUIPMENT

LEATHER ARMOUR (LIGHT) D6-3 [1]

ANDRAK SKIN CAPE; FLASK OF RUM

COMBAT ABILITIES

2

INITIATIVE (+MIND)

2

MELEE (+AGILITY)

0

RANGED (+AGILITY)

0

DEFENCE

## BOONS

**BRAWLER:** BRUTOR IS A FORMIDABLE WRESTLER (HENCE HIS NICKNAME). HE GETS A BONUS DIE WHEN FIGHTING UNARMED.

**CAROUSER:** BRUTOR GETS A BONUS DIE TO MAKE CONTACTS AND GAIN INFOS (OR SERVICES) IN A TAVERN WHEN THE DRINKS FLOW.

## FLAWS

**CAN'T LIE:** BRUTOR'S CODE OF HONOUR CAUSES HIM TO TAKE A PENALTY DIE WHENEVER HE NEEDS TO LIE OR DECEIVE.

## BACKGROUND & NOTES

BRUTOR IS A PIRATE, FORMER DOCKER AND SOLDIER. HE OWES HIS NICKNAME TO HIS COLOSSAL STRENGTH AND UNRIVALLED WRESTLING SKILLS. A BEHEMATHON TATTOO COVERS HIS BACK AND ARMS. BORN IN SATARLA TO AN IMMIGRANT FAMILY, HE HAS THE WHITE HAIR AND GREY EYES OF THE OOMIAN ARISTOCRACY AND NO DOUBT A FEW TRACES OF BLUE GIANT BLOOD. INITIALLY A DOCKER, HE WAS RECRUITED AS A SOLDIER BEFORE BEING SOLD INTO SLAVERY FOR DISOBEYING THE ORDERS OF HIS WEALTHY EMPLOYER. FREED BY PIRATES AFTER A FEW MONTHS CHAINED TO THE THWART OF A GALLEY, BRUTOR RALLIED TO THE CAUSE OF THE BUCCANEERS AND JOINED THE RANKS OF THE PIRATES.

SINCE THEN, HE HAS SPENT A GREAT DEAL OF TIME SAILING THE SOUTHERN SEAS OFF THE PIRATE ISLES. DESPITE HIS LIMITED INTELLECTUAL CAPACITY (OR PERHAPS BECAUSE OF IT, SOME SAY) BRUTOR HAS A STRONG SENSE OF JUSTICE AND FOLLOWS THE PIRATE CODE OF HONOUR TO THE LETTER. HE HATES LIES AND DUPLICITY, AND DESPISES THOSE WHO RESORT TO THEM RATHER THAN TO COURAGE AND STRENGTH. SOME PREFER TO SAY THAT HE IS SO STUPID THAT HE IS INCAPABLE OF BEING CUNNING, BUT THEY DON'T SAY IT TOO LOUDLY WHEN BRUTOR IS AROUND.

## RULES SUMMARY

### HERO POINTS (cf.BoL p.58-59)

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

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**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS (cf.BoL p.168)

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**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME JANDAR JOTH

HERO ORIGIN JUNGLES OF QO

LANGUAGES LEMURIAN, GROOTH, MALAKUTIAN



ADVANCEMENT POINTS  
○



## ATTRIBUTES



STRENGTH



AGILITY



MIND



APPEAL

## WEAPONS

## DAMAGE

DAGGER

( D6L+1 )

SPEAR

( D6+1 )

BOW

( D6 )

( )

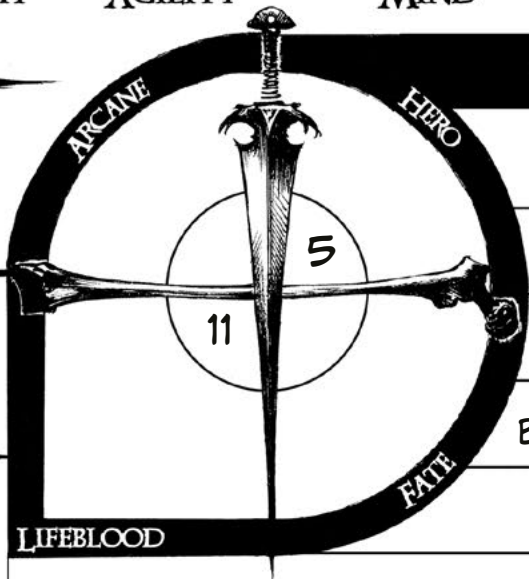
## CAREERS

SLAVE ○

THIEF ○

HUNTER 3

BEASTMASTER 1



LIFEBLOOD

## ARMOUR & EQUIPMENT

NECKLACE MADE OF BRONYX TEETH

DAGGER MADE OF A BRONYX CLAW

## BOONS

**BEAST FRIEND:** JANDAR GETS A BONUS DIE WHEN DEALING WITH ANIMALS OR TRAINING THEM.

**JUNGLE BORN:** WHEN TRACKING CREATURES IN THE JUNGLE, JANDAR GETS A BONUS DIE.

**KEEN SCENT:** JANDAR GETS A BONUS DIE WHENEVER HE MAKES A MIND TASK ROLL TO PERCEIVE SOMETHING USING HIS SENSE OF SMELL.

## FLAWS

**FEELS THE COLD:** JANDAR HAS DIFFICULTY COPING IN VERY COLD CONDITIONS. ROLL A PENALTY DIE FOR ANY TASKS UNDERTAKEN IN A COLD ENVIRONMENT.

**ILLITERATE:** JANDAR CANNOT READ OR WRITE.

COMBAT ABILITIES

○

INITIATIVE  
(+MIND)

○

MELEE  
(+AGILITY)

2

RANGED  
(+AGILITY)

2

DEFENCE

## BACKGROUND & NOTES

SOLD INTO SLAVERY AT AN EARLY AGE, JANDAR EVENTUALLY ESCAPED HIS CRUEL MASTER SOME YEARS LATER, AND BEGAN STEALING FOR SURVIVAL IN THE STREETS OF SATARLA. BUSTED BY THE GUARDS, HE MANAGED TO ESCAPE ONCE MORE AND ENDED UP IN THE DEPTH OF THE JUNGLES OF QO. THIS IS WHERE HE ACTUALLY STARTED TO COME INTO HIS OWN - IT WAS AS IF HE SHOULD ALWAYS HAVE BEEN HERE IN THE JUNGLE. HE FOUND HE HAD A NATURAL AFFINITY FOR THE OUTDOOR LIFE, AND SOON HOOKED UP WITH THE FAMOUS HUNTER BLUNT ORLAQ, WHO TAUGHT HIM THE WAY OF THE PLANTS AND THE BEASTS.

WHEN BLUNT DIED IN THE TERRIFYING JAWS OF A PARTICULARLY WICKED AND CUNNING BRONYX, JANDAR VOWED TO AVENGE HIS FRIEND. HE SET OUT ON THE TRAIL OF THE NIGHTMARE CREATURE AND BEGAN A LONG HUNT IN WHICH HE HAD TO BLEND INTO THE JUNGLE AND BECOME ONE WITH ITS INHABITANTS IN ORDER TO DEFEAT THE SABRE-CLAWED KILLER. AFTER A HARD-FOUGHT VICTORY, JANDAR MADE HIMSELF A NECKLACE FROM THE BEAST'S FANGS AND A DAGGER FROM ONE OF ITS SHARP CLAWS.

SINCE THEN, JANDAR HAS PROWLED THE JUNGLE AND ITS BORDERLANDS, OCCASIONALLY AGREEING TO ACT AS A SCOUT FOR TYRUS' SOLDIERS OR MALAKUTIAN EXPLORERS.

## RULES SUMMARY

### HERO POINTS (cf.BoL p.58-59)

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Carnage:* You may make another attack immediately following this one;

*Disarm:* You disarm your opponent instead of inflicting damage;

*Knockdown:* Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

*Precision Strike:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT (cf.BoL p.64-65)

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS (cf.BoL p.168)

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME KEMPO

HERO ORIGIN KHANSAN

LANGUAGES LEMURIAN, PINXI



ADVANCEMENT POINTS  
○



## ATTRIBUTES

1  
STRENGTH

2  
AGILITY

1  
MIND

0  
APPEAL

## WEAPONS

### DAMAGE

DAGGERS (2)	(D6L+1*)
	(*D6L IF THROWN)
	( )
	( )

## CAREERS

- MERCHANT ○
- SERVANT 1
- ACROBAT 2
- THIEF 1
- 

## ARMOUR & EQUIPMENT

- LEATHER ARMOUR (LIGHT) D6-3 [1]
- VARIOUS TALISMANS AND LUCKY CHARMS
- 
- 
- 

## COMBAT ABILITIES

- 1 INITIATIVE (+MIND)
- 1 MELEE (+AGILITY)
- 0 RANGED (+AGILITY)
- 2 DEFENCE

## BOONS

**BORN ATHLETE:** KEMPO GETS A BONUS DIE WHEN DOING ATHLETIC ACTIVITIES SUCH AS CLIMBING, LEAPING, SPRINTING, SWIMMING, ETC.

**MARKED BY THE GODS:** KEMPO GAINS AN EXTRA HERO POINT (INCLUDED ABOVE).

## FLAWS

**GULLIBLE:** KEMPO IS VERY SUPERSTITIOUS AND GULLIBLE. HE GETS A PENALTY DIE WHENEVER ATTEMPTING TO UNCOVER ANY TYPE OF LIE OR FABLE.

## BACKGROUND & NOTES

THE SON OF KHANSAN MERCHANTS, KEMPO WAS DESTINED TO TAKE OVER THE FAMILY BUSINESS, BUT HE DREAMED OF A LESS WELL-ORDERED LIFE. AS A CHILD, HE WAS DAZZLED BY A TROUPE OF ACROBATS AND DECIDED TO FLEE HIS FAMILY TO JOIN THEM. HIRED AS A SERVANT, HE QUICKLY LEARNED THE CRAFT OF ACROBATICS, FOR WHICH HE PROVED TO BE INCREDIBLY TALENTED. HE ALSO LEARNT TO DO SOME LESS HONEST THINGS, AS THE ACROBATS ORGANISED ROBBERIES IN THE TOWNS WHERE THEY PERFORMED. WHEN PIANDRA, THE GODDESS OF LUCK, FINALLY ABANDONED THEM, THE WHOLE TROUPE WAS ARRESTED EXCEPT FOR KEMPO, WHO MANAGED TO ESCAPE. SINCE THEN, HE HAS GONE HIS OWN WAY, IN SEARCH OF ADVENTURE AND FORTUNE.

KEMPO IS A SHORT YOUNG MAN WHOSE FRAIL FIGURE CONCEALS A LEAN, ATHLETIC PHYSIQUE, WITH UNKEMPT BLACK HAIR AND THE SMALL SLANTING EYES TYPICAL OF KHANSAN NATIVES. UNFORTUNATELY, HE HAS A RATHER UNATTRACTIVE FACE, WHICH IS OFFSET BY HIS WARM SMILE AND JOVIAL TEMPERAMENT. FAITHFUL IN FRIENDSHIP (THOUGH NOT ALWAYS VERY BRAVE), KEMPO CAN BE EXTREMELY GULLIBLE, AS SHOWN BY THE MANY TRINKETS AND TALISMANS HE WEARS ALL OVER HIS BODY, SUPPOSEDLY TO PROTECT HIM FROM BAD LUCK, GHOSTS AND DEMONS.

## RULES SUMMARY

### HERO POINTS (cf.BoL p.58-59)

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Carnage:* You may make another attack immediately following this one;

*Disarm:* You disarm your opponent instead of inflicting damage;

*Knockdown:* Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

*Precision Strike:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT (cf.BoL p.64-65)

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS (cf.BoL p.168)

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME KRONGAR THE MIGHTY

HERO ORIGIN VALGARD

LANGUAGES LEMURIAN, VALGARDISH

ADVANCEMENT POINTS



## ATTRIBUTES



STRENGTH



AGILITY



MIND



APPEAL

## WEAPONS

DAMAGE

VALGARDIAN BLADE (D6H+3)

SPEAR (D6+3)

DAGGER (D6L+3)

( )

## CAREERS

BARBARIAN (2)

THIEF (1)

SOLDIER (1)

GLADIATOR (0)



## ARMOUR & EQUIPMENT

LIGHT ARMOUR D6-3 [1]

COMBAT ABILITIES

1

INITIATIVE (+MIND)

2

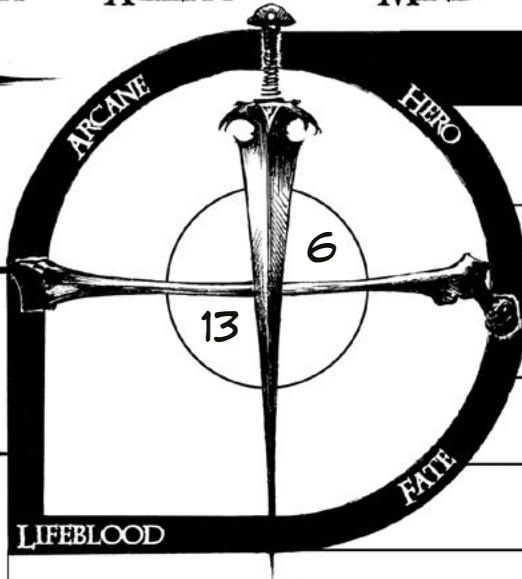
MELEE (+AGILITY)

0

RANGED (+AGILITY)

1

DEFENCE



LIFEBLOOD

## BOONS

**MARKED BY THE GODS:** THE GODS FAVOR KRONGAR. HE HAS AN EXTRA HERO POINT (INCLUDED ABOVE).

**TRADEMARK WEAPON:** KRONGAR IS SKILLED IN THE BROADSWORD OF THE VALGARDIAN WARRIORS AND GETS A BONUS DIE WHENEVER HE FIGHTS WITH A GENUINE VALGARDIAN BLADE.

## FLAWS

**DISTRUST OF SORCERY:** KRONGAR WILL NOT USE SORCEROUS POWERS OR ITEMS. WHEN DEALING WITH WIZARDS AND ALCHEMISTS, HE ROLLS A PENALTY DIE.

## BACKGROUND & NOTES

KRONGAR IS A POWERFULLY-BUILT BARBARIAN FROM THE NORTHERN LANDS OF VALGARD. WHEN OUTLAWS MASSACRED HIS FAMILY THREE YEARS AGO, KRONGAR SET OUT WITH JUST HIS FATHER'S BLADE IN HIS FIST, TRACKED DOWN AND SLEW THE OUTLAWS ONE BY ONE. IN THOSE THREE YEARS, KRONGAR HEADED SOUTH THROUGH THE AXOS MOUNTAINS (WHERE HE HAD A MINOR DISAGREEMENT WITH A SNOW WORM OVER WHICH OF THEM WOULD BE SHELTERING IN THE CAVE), AND MET AND BEFRIENDED THE WIZARD JESHAREK, DESPITE KRONGAR'S DISTRUST OF MAGIC.

HE LATER HEADED DOWN TO TYRUS WHERE HE STOPPED AND BECAME A THIEF FOR A WHILE, AND ON TO SATARLA WHERE HE JOINED THE CITY GUARD. AFTER A RUN-IN WITH SOME OF HIS OFFICERS - WHOM KRONGAR SLEW IN A SLIGHTLY ONE-SIDED FIGHT (THERE WERE ONLY THREE OF THEM), HE WAS THROWN INTO THE ARENA TO FIGHT FOR HIS LIFE. THERE, HE EARNED THE TITLE OF CHAMPION THANKS TO HIS MARTIAL PROWESS, AND WAS EVENTUALLY LIBERATED BY AN ARISTOCRAT OF THE CITY, WHO OFFERED TO SHELTER HIM FOR A WHILE. KRONGAR THEN DISCOVERED THAT THE NOBLEMAN WAS ACTUALLY A NECROMANCER IN DISGUISE, AND MANAGED TO ESCAPE BEING SACRIFICED IN THE NICK OF TIME. AFTER SLAYING THE SORCERER, KRONGAR HAD TO FLEE THE CITY, AND IS NOW WANDERING ONCE MORE IN THE WILDERNESS.

## RULES SUMMARY

### HERO POINTS (cf.BoL p.58-59)

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Carnage:* You may make another attack immediately following this one;

*Disarm:* You disarm your opponent instead of inflicting damage;

*Knockdown:* Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

*Precision Strike:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT (cf.BoL p.64-65)

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS (cf.BoL p.168)

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME LIKKA THE GIANTESS

HERO ORIGIN PLAINS OF KLAAR (BLUE GIANT)

LANGUAGES LEMURIAN, GIANTISH



ADVANCEMENT POINT



## ATTRIBUTES



STRENGTH



AGILITY



MIND



APPEAL

## WEAPONS

## DAMAGE

GIANT MACE (D6H+2)

DAGGER (D6L+2)

( )

( )

## CAREERS

BEASTMASTER (1)

BARBARIAN (1)

TRADER (0)

SHAMAN (2)



## ARMOUR & EQUIPMENT

BANTH HIDE ARMOUR (LIGHT) D6-3 [1]

SACRED CRYSTAL PENDANT

COMBAT ABILITIES

1

INITIATIVE (+MIND)

2

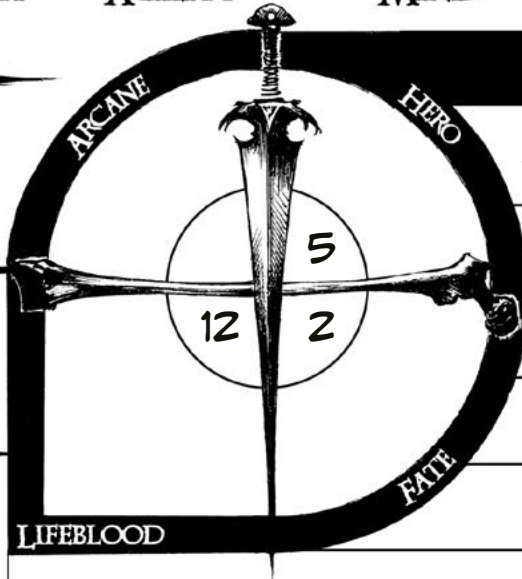
MELEE (+AGILITY)

0

RANGED (+AGILITY)

1

DEFENCE



LIFEBLOOD

## BOONS

**GIANT STRENGTH:** LIKKA HAS ADDED +1 TO HER STRENGTH (INCLUDED ABOVE), AND HER MAXIMUM STRENGTH IS 6 INSTEAD OF 5.

**RESISTANT TO SORCERY:** IF A SPELL IS CAST AT LIKKA, SHE ROLLS A D6. ON A ROLL OF 6, THE SPELL HAS NO EFFECT ON HER.

## FLAWS

**DISTINCTIVE APPEARANCE:** THE BUILD AND PRESENCE OF LIKKA PREVENT HER FROM BLENDING INTO THE CROWD. SHE GETS A PENALTY DIE WHENEVER SHE TRIES TO DISGUISE HERSELF OR MAINTAIN A LOW PROFILE.

## BACKGROUND & NOTES

LIKKA IS A BLUE GIANT, A WOMAN 7'3" IN HEIGHT, MARKED BY QUATHOOMAR FROM HER EARLIEST CHILDHOOD: HER BLUISH SKIN HAS STRANGE QUARTZ EXCRESCENCES THAT SPARKLE ON HER CHEEKBONES, FOREHEAD AND SHOULDERS. RAISED AMONG A TRIBE OF GIANTS ON THE PLAINS OF KLAAR, SHE SPENT HER CHILDHOOD HUNTING, TRADING AND BREEDING BANTH, LULLED BY THE TALES OF SHAMANS AND ELDERS. THE WISE MEN WERE ALREADY PREDICTING A TURBULENT FUTURE FOR LIKKA. BUT ONE FINE DAY, AS SHE GREW TO ADULTHOOD AND ACCOMPANIED HER NOMADIC TRIBE ALONG THE HYDRAL CHASM TOWARDS AXOS, A TERRIBLE POISONOUS PESTILENCE EMERGED FROM THE DEPTHS. DEMONIC CREATURES ROSE FROM THE MEPHITIC MISTS AND MANY GIANTS PERISHED IN THEIR UNEXPECTED ATTACK. LIKKA, ARMED WITH A LONG BANTH FEMUR, RESISTED THE DEMONS' SPELLS AND SMASHED THEIR SKULLS.

SINCE THAT DAY, THE BLUE GIANT SAGES HAVE KNOWN THAT LIKKA IS THE CHOSEN ONE OF QUATHOOMAR. SENT TO THE SHAMANS TO UNDERGO A LONG INITIATION, LIKKA DISCOVERED THAT NOT ALL THE SORCERER-KINGS PERISHED IN THE BATTLE OF THE HYDRAL CHASM. IF ANY HAVE RETURNED TO LEMURIA, LIKKA WILL FIND THEM AND IT WILL BE HER DUTY TO SMASH THEIR SKULLS TOO.

## RULES SUMMARY

### HERO POINTS (cf.BoL p.58-59)

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Carnage:* You may make another attack immediately following this one;

*Disarm:* You disarm your opponent instead of inflicting damage;

*Knockdown:* Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

*Precision Strike:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT (cf.BoL p.64-65)

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS (cf.BoL p.168)

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME MOLINA GOTH

HERO ORIGIN PARSOOL

LANGUAGES LEMURIAN, SEA TONGUE



ADVANCEMENT POINTS  
○



## ATTRIBUTES

1  
STRENGTH

2/1  
AGILITY

0  
MIND

1  
APPEAL

## WEAPONS

### DAMAGE

SWORD	( D6+1 )
DAGGER	( D6L+1 )
	( )
	( )

## CAREERS

FARMER ○

MERCHANT 1

PIRATE 1

THIEF 2

○

## ARMOUR & EQUIPMENT

MEDIUM ARMOUR D6-2 [2] (-1 TO AGILITY)

MOLINA OWNS LANDS AROUND PARSOOL, A HOUSE IN THE CITY, AND A GALLEY IN THE PORT

COMBAT ABILITIES

1  
INITIATIVE  
(+MIND)

2  
MELEE  
(+AGILITY)

0  
RANGED  
(+AGILITY)

1  
DEFENCE

## BOONS

**GREAT WEALTH:** MOLINA IS INCREDIBLY WEALTHY. HE GETS A BONUS DIE ON ANY ATTEMPT TO OBTAIN ANY GOODS, SERVICES OR ITEMS WHILST IN PARSOOL.

## FLAWS

## BACKGROUND & NOTES

MOLINA GOTH STARTED OUT AS AN HONEST BUT POOR FARMER - THEN BECAME DISHONEST, AND IS NOW RICH. DISCOVERING THAT HIS HEART WAS SIMPLY NOT IN FARMING WHEN HE INHERITED HIS FATHER'S LANDS, MOLINA SOLD UP AND MOVED INTO THE CITY. IN PARSOOL, MOLINA LIVED THE HIGH LIFE FOR A WHILE UNTIL HIS MONEY RAN OUT. HE THEN REALISED THAT HE COULD MAKE MONEY MORE EASILY BY TAKING IT FROM OTHER PEOPLE RATHER THAN WORKING TILL HE DROPPED, LIKE HIS FATHER HAD DONE. MOLINA THEN FELL FOUL OF THE CITY GUARD.

FLEEING THE CITY BY SHIP, HE ENDED UP - AFTER A SERIES OF ESCAPADES - IN THE PIRATE ISLES. HERE HE QUICKLY REACHED THE POSITION OF SECOND MATE TO THE OLD ROGUE, BALLIK BORAM. LATER, FOR THE REWARD MONEY, HE DOUBLE-CROSSED HIS SHIPMATES, LEADING THEM INTO A TRAP WHERE THEY WERE DESTROYED BY THREE PARSOOL WAR GALLEYS. BALLIK BORAM ESCAPED THOUGH, AND WON'T FORGET THIS TREACHERY...

## RULES SUMMARY

### HERO POINTS (cf.BoL p.58-59)

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Carnage:* You may make another attack immediately following this one;

*Disarm:* You disarm your opponent instead of inflicting damage;

*Knockdown:* Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

*Precision Strike:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT (cf.BoL p.64-65)

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS (cf.BoL p.168)

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME PELLEM PHARN

HERO ORIGIN URCEB

LANGUAGES LEMURIAN, KASHTIAN



ADVANCEMENT POINTS  
○



## ATTRIBUTES

1  
STRENGTH

2/0  
AGILITY

0  
MIND

1  
APPEAL

## WEAPONS

### DAMAGE

MACE	( D6+1 )
DAGGER	( D6L+1 )
	(     )
	(     )

## CAREERS

NOBLE ( 1 )

SLAVE ( 0 )

SOLDIER ( 1 )

GLADIATOR ( 2 )

○

## ARMOUR & EQUIPMENT

HEAVY ARMOUR D6-1 [3] (-2 TO AGILITY)

HELMET +1 PROTECTION (-1 TO INITIATIVE)

COMBAT ABILITIES

1/0

INITIATIVE  
(+MIND)

2

MELEE  
(+AGILITY)

1

RANGED  
(+AGILITY)

0

DEFENCE

## BOONS

**ARTISTIC:** WHILST HE WAS A MEMBER OF THE ROYAL PALACE, PELLEM LEARNED TO APPRECIATE THE FINER SIDE OF LIFE. HE GETS A BONUS DIE WHEN APPRAISING OR CREATING ITEMS OF ART.

**TRADEMARK WEAPON:** WHEN FIGHTING WITH HIS SPECIALLY CRAFTED MACE, PELLEM GETS A BONUS DIE.

## FLAWS

**HUNTED BY THE WITCH QUEEN:** THERE IS A CHANCE THAT AGENTS OF THE WITCH QUEEN WILL TURN UP WHENEVER PELLEM VENTURES INTO ANY CITY (ROLL OF 1 ON A D6).

## BACKGROUND & NOTES

PELLEM WAS ONCE A RICH LORD OF URCEB, WHO RAN AFOUL OF AN AGENT OF THE WITCH QUEEN NAMED UTHOR KAHO. MANIPULATION OF THE URCEB ROYAL COURT (AND CERTAIN LESS THAN HONEST MERCHANTS) HAS CAUSED HIM TO FALL ON HARD TIMES BECAUSE OF MASSIVE DEBTS. HE WAS SOLD INTO SLAVERY BUT MANAGED TO PROVE HIS WORTH TO HIS NEW MASTER AS A WARRIOR, AND FOUGHT FOR SEVERAL YEARS IN THE ARENA. WHEN HE HAD EARNED ENOUGH TO BUY HIMSELF OUT OF SLAVERY, HE TRACKED DOWN AND SLEW UTHOR KAHO, THE AGENT THAT HAD CAUSED HIS DOWNFALL.

THE WITCH QUEEN'S AGENTS NOW HUNT PELLEM PHARN. THEIR INSTRUCTIONS ARE TO CAPTURE HIM ALIVE FOR A SPECIAL SACRIFICE TO THE WITCH QUEEN'S DARK AND BLAZING MASTER.

## RULES SUMMARY

### HERO POINTS *(cf.BoL p.58-59)*

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Carnage:* You may make another attack immediately following this one;

*Disarm:* You disarm your opponent instead of inflicting damage;

*Knockdown:* Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

*Precision Strike:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT *(cf.BoL p.64-65)*

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS *(cf.BoL p.168)*

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME RORK KOZAAR

HERO ORIGIN PLAINS OF KLAAR (BLUE GIANT)

LANGUAGES LEMURIAN, GIANTISH, AXIAN, WINDSONG, SEA TONGUE, YGDDARI

ADVANCEMENT POINTS



## ATTRIBUTES



STRENGTH



AGILITY



MIND



APPEAL

## WEAPONS

### DAMAGE

GIANT SWORD (D6H+4)

KNIFE (D6L+4)

( )

( )

## CAREERS

BARBARIAN (1)

NOBLE (0)

HUNTER (0)

MERCHANT (3)

## ARMOUR & EQUIPMENT

THICK SKIN +1 PROTECTION

BANTH HIDE ARMOUR (LIGHT) D6-3 [1]

## COMBAT ABILITIES

1

INITIATIVE (+MIND)

3

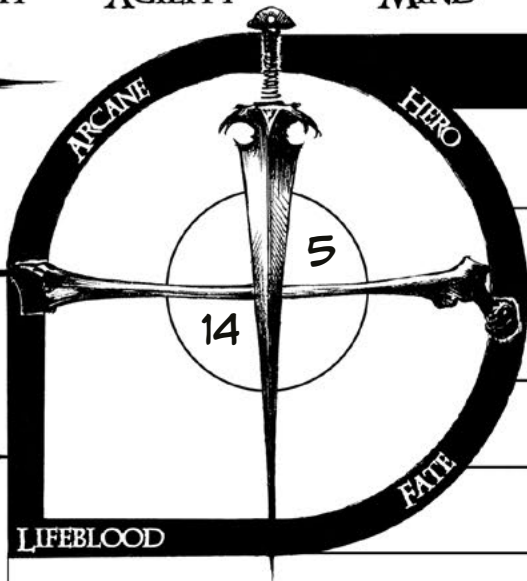
MELEE (+AGILITY)

0

RANGED (+AGILITY)

0

DEFENCE



## BOONS

**GIANT STRENGTH:** RORK HAS ADDED +1 TO HIS STRENGTH (INCLUDED ABOVE), AND HIS MAXIMUM STRENGTH IS 6 INSTEAD OF 5.

**STRENGTH FEAT:** RORK GETS A BONUS DIE WHEN BREAKING, LIFTING, PULLING OR PUSHING THINGS.

**THICK SKIN:** RORK HAS A PARTICULARLY LEATHERY SKIN, WHICH GIVES HIM 1 EXTRA POINT OF PROTECTION.

## FLAWS

**ALL THUMBS:** RORK'S CHUNKY FINGERS ARE NOT GREAT AT FINE MANIPULATION. HE GETS A PENALTY DIE WHEN PICKING LOCKS, FIRING A BOW OR CROSSBOW, OR WHEN DOING FINE WORK.

**LUMBERING:** RORK IS NOT NIMBLE ON HIS FEET. HE GETS A PENALTY DIE WHEN BALANCE IS IMPORTANT.

## BACKGROUND & NOTES

RORK IS MASSIVE, EVEN FOR A BLUE GIANT. HE IS THE SECOND SON OF TARZ KOZAAR, THE CHIEF OF THE KOZAAR TRIBE. A BETTER MERCHANT THAN A HUNTER THANKS TO HIS INCREDIBLE TALENT FOR SPEAKING ALL KIND OF FOREIGN LANGUAGES AND KEEN SENSE OF DIPLOMACY (AND ALSO DUE TO HIS CLUMSINESS WITH THE BOW, SOME MAY ADD) RORK FREQUENTLY VISITED OOMIS, WHERE HE MET WITH THE BRIGHT SHARANGARA AND HER FAMILY.

WHEN RORK LATER HEARD OF SHARANGARA'S DISAGREEMENT WITH THE NOBLE KALL KOLTIS OF SATARLA, HE CAME TO LEND A MASSIVE HAND. KALL HAD BEEN IMPOLITE TOWARDS RORK ON SEVERAL OCCASIONS TOO, AND HE SOON DISCOVERED THAT AN ANGRY BLUE GIANT - EVEN ONE DISPLAYING DIPLOMATIC SKILLS - IS AS UNSTOPPABLE AS AN EARTHQUAKE. NOW UNFORTUNATELY, THE LOCAL MERCHANTS AND ARISTOCRATS HAVE BECOME WARY OF RORK, SO HE HAS DECIDED THAT IT MIGHT BE A GOOD TIME TO TRAVEL A LITTLE FURTHER, AND DISCOVER NEW LANDS.

## RULES SUMMARY

### HERO POINTS *(cf.BoL p.58-59)*

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Carnage:* You may make another attack immediately following this one;

*Disarm:* You disarm your opponent instead of inflicting damage;

*Knockdown:* Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

*Precision Strike:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT *(cf.BoL p.64-65)*

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS *(cf.BoL p.168)*

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME SHARANGARA OF OOMIS

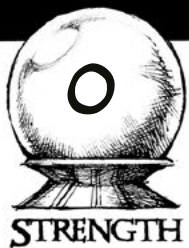
HERO ORIGIN OOMIS

LANGUAGES LEMURIAN, GIANTISH, BESHAARI, SORCERIC

ADVANCEMENT POINTS



## ATTRIBUTES



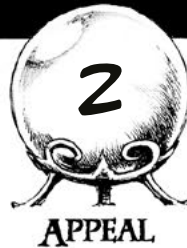
STRENGTH



AGILITY



MIND



APPEAL

## WEAPONS

### DAMAGE

BOW

( D6 )

DAGGER

( D6L )

( )

( )

## CAREERS

MERCHANT



SCRIBE



MAGICIAN



PHYSICIAN



## ARMOUR & EQUIPMENT

SURGICAL AND CALLIGRAPHY TOOLS; GRIMOIRE

AND CEREMONIAL DAGGER; BLUE GIANT JEWELRY.

COMBAT ABILITIES

0

INITIATIVE  
(+MIND)

-1

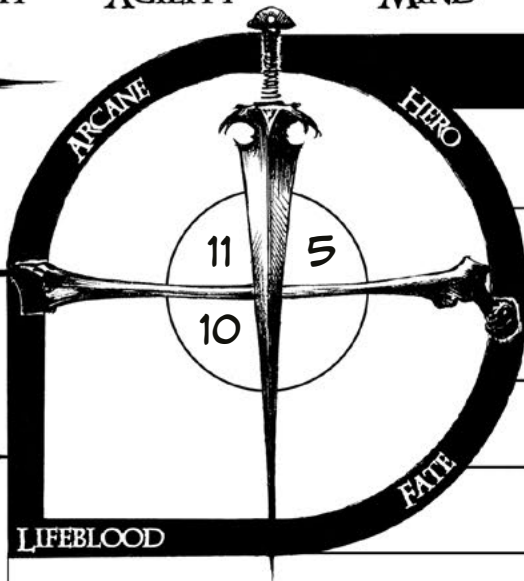
MELEE  
(+AGILITY)

2

RANGED  
(+AGILITY)

3

DEFENCE



LIFEBLOOD

## BOONS

**GIANT FRIEND:** SHARANGARA GETS ON PARTICULARLY WELL WITH BLUE GIANTS. SHE GETS A BONUS DIE WHEN DEALING WITH BLUE GIANTS.

## FLAWS

## BACKGROUND & NOTES

SHARANGARA OF OOMIS IS AN ATTRACTIVE WOMAN, WELL VERSED IN LORE AND SEEKING EVEN GREATER KNOWLEDGE. SHARANGARA WAS BORN TO A MINOR MERCHANT FAMILY, AND REGULARLY MET WITH SOME OF THE BLUE GIANT MERCHANTS TO TRADE FOR THE RARE HIDES AND IVORIES THAT THE BLUE NOMADS ARE KNOWN FOR. LATER, SHARANGARA MET THE MAGICIAN OOMATHAX THE QUILL, AND PERSUADED HIM TO TEACH HER SOME OF HIS SECRET ARTS. SHE WAS A NATURALLY-GIFTED MAGICIAN AND LEARNED QUICKLY. BUT HER BEAUTY CAUSED TROUBLE.

KALL KOLTIS, A NOBLE OF SATARLA ON A VISIT TO OOMIS, BECAME BESOTTED WITH HER, AND INSISTED ON EMPLOYING HER IN HIS HOUSEHOLD. SHE REFUSED, SO IN HIS ANGER HE SLEW HER MENTOR OOMATHAX - WHO HAD RUSHED TO HER AID - AND BURNED DOWN HIS HOME. FLEEING, SHE HOOKED UP WITH ARGOL ARRAN, WHOM SHE HAD KNOWN FROM HIS TIME UNDER OOMATHAX'S WING. TOGETHER THEY MADE A PACT TO RETURN AND AVENGE HIS DEATH. WITH THE HELP OF THE COLOSSUS RORK KOZAAR THE BLUE GIANT, THIS THEY DID A WHILE LATER BEFORE KALL KOLTIS COULD RETURN TO SATARLA. BUT OF COURSE, A SATARLAN NOBLE HAS MANY CONNECTIONS AND A POWERFUL FAMILY, SO NOW SHARANGARA AND ARGOL HAVE TO KEEP A LOW PROFILE.

## RULES SUMMARY

### HERO POINTS (cf.BoL p.58-59)

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

**Shake off wounds:** Using your next action to rest, you recover d6H *lifeblood*.

**Splintered Shield, Shattered Sword:** You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

**Mighty Success:** In combat, choose one of the following options:

*Bloody Slash/Crushing Blow:* Add +6 to the damage caused;

*Carnage:* You may make another attack immediately following this one;

*Disarm:* You disarm your opponent instead of inflicting damage;

*Knockdown:* Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

*Precision Strike:* Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

*Rabble Slayer:* If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

**Legendary Success:** In combat, choose any two of the options of a Mighty Success.

**Decide with GM:** Any other situational advantage that your GM can be convinced to allow.

### COMBAT (cf.BoL p.64-65)

**Two-Weapon Fighting:** Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

**Defensive Stance:** -1 to your Attack Roll, but +1 to your *defence*.

**Full Defence:** You don't get to attack in the round, but get +2 to your *defence*.

**Offensive Stance:** +1 to your Attack Roll, but -1 to your *defence*.

**All-Out Attack:** +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

**Bypass Armour:** Negative modifier to Attack Roll equal to the static armour rating. The armour protection doesn't apply to the damage of the attack.

### SPENDING ADVANCEMENT POINTS (cf.BoL p.168)

**Improve Attributes:** Current value + new value (from -1 to 0: 2 AP).

**Train Combat Abilities:** New value +1 (from -1 to 0: 1 AP).

**Develop Careers:** AP cost equal to the new rank (or new career at rank 0: 1 AP).

**Buy boons and buy off flaws:** 2 AP.

**Gain Followers:** Ask the GM.



# BARBARIANS OF LEMURIA

NAME TORCOL THE BOUNTIFUL

HERO ORIGIN LYSOR

LANGUAGES LEMURIAN, SORCERIC



ADVANCEMENT POINTS  
○



## ATTRIBUTES



STRENGTH



AGILITY



MIND



APPEAL

## WEAPONS

## DAMAGE

CUTLASS

(D6+2)

HAMMER

(D6+2)

( )

( )

## CAREERS

BLACKSMITH

2

SCRIBE

0

ALCHEMIST

1

BEGGAR

1

○

## ARMOUR & EQUIPMENT

ROPE; DICE; 3 VIALS OF ACID (CF. P.145)

## COMBAT ABILITIES

1

INITIATIVE  
(+MIND)

2

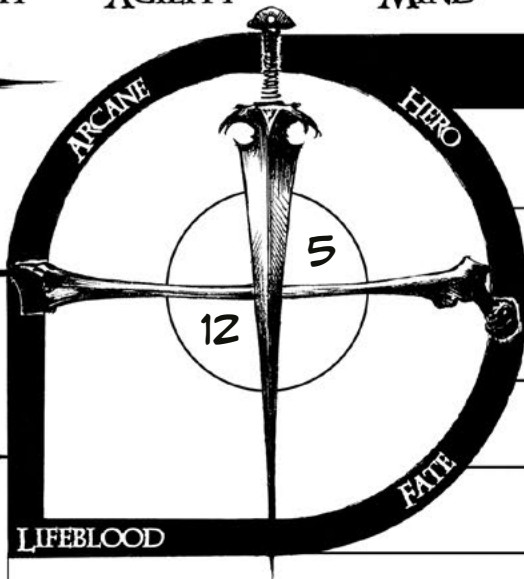
MELEE  
(+AGILITY)

0

RANGED  
(+AGILITY)

1

DEFENCE



## BOONS

**POISON RESISTANT:** TORCOL GETS A BONUS DIE WHEN TRYING TO RESIST THE EFFECTS OF DRUGS, VENOMS, TOXINS OR EVEN ALCOHOL.

**SILVER TONGUE:** TORCOL IS VERY PERSUASIVE AND CAN MAKE ANY LIE SOUND PLAUSIBLE. HE GETS A BONUS DIE WHENEVER TRYING TO LIE, CON, FAST-TALK OR OTHERWISE DECEIVE SOMEONE.

## FLAWS

**GREED:** TORCOL HAS EXPERIENCED SUCH MISERY THAT HE JUST CAN'T PASS UP AN OPPORTUNITY TO MAKE MONEY. HE RECEIVES A PENALTY DIE EVERY TIME HE IS TEMPTED BY AN OFFER OF CASH.

## BACKGROUND & NOTES

TORCOL, THE SON OF A BLACKSMITH, HAD A MISERABLE CHILDHOOD, PUNCTUATED BY THE WHIPPINGS OF A VIOLENT FATHER EMBITTERED BY A POORLY DONE JOB FOR WHICH HE HAD LITTLE TALENT. SO THIS YOUNG BOY DID EVERYTHING HE COULD TO ESCAPE HIS DESTINY: TO TAKE OVER THE OLD FAMILY FORGE AND MARRY YOUNG LILI, THE WOODCUTTER'S CROSS-EYED DAUGHTER. IN SECRET, TORCOL LEARNED TO READ, AND ONE SUMMER EVENING HE FLED TO LYSOR TO BECOME A SCRIBE IN THE SERVICE OF A RICH APOTHECARY.

AT FIRST A SIMPLE CLERK CONFINED TO MAKING INVENTORIES AND WRITING PRESCRIPTIONS, HE GRADUALLY DISCOVERED THE SECRETS OF ALCHEMY. PUT TO THE TEST BY HIS EMPLOYER, HE PROVED TO BE VERY GIFTED, AND HIS OINTMENTS SOON MADE THE APOTHECARY'S SHOP FAMOUS AND BROUGHT HIM LONG-COVETED WEALTH. UNTIL THE DAY WHEN, IN AN EXCESS OF CONFIDENCE, HE MISTAKENLY POISONED A POWERFUL LYSOR NOBLEMAN, AND EVERYTHING WENT TO HELL. HE WAS RUTHLESSLY DISMISSED BY HIS MASTER AND HIS FORTUNE WAS SEIZED TO COMPENSATE THE POOR WIDOW AND CLEAR THE APOTHECARY'S NAME. TORCOL NOW WANDERS THE UNDERBELLY OF LYSOR IN SEARCH OF A NEW LIFE.

## RULES SUMMARY

### HERO POINTS (cf.BoL p.58-59)

**A twist of Fate:** Add one element to a scene.

**Defy Death:** *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

**Luck of the Gods:** Roll the dice again for a failed Task Roll.

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