

# PATH: THE MERCENARY

It's a new world, with new conflicts. The Old Alliances have been fraying for centuries, and the new Kings are antsy to make *their* mark. You are part of a class of warriors growing from this reckless ambition: Kingless, bannerless, and willing to spill blood for any Noble with enough guilders.

## TRAITS

- Deadly (S♠).** *You strike true, even in the chaos of flame and war.*
- Unflinching (H♥).** *You have the stony presence that comes from seeing true horror.*
- Ready (D♦).** *Constant vigilance and preparation for danger.*
- Driven (C♣).** *An unrelenting will to win, despite the odds.*

**Base Resources:** Your Sword, finely forged and enchanted (+1); fine steel dagger (+1H♥/+1D♦); reliable light banded armor (+1S♠/+1C♣); travel supplies; a strong horse; an *indulgent* vice (rest; draw 2; uses:□□).

## BACKGROUNDS + ABILITIES

○ **COMMANDER.** You led others into war, convincing so many to bravely walk into certain death, with you squarely leading the charge.

- [ ] **Leader.** *The authority, confidence, and charisma to lead others into and through Hell.*
- [ ] **Foresight.** *Through luck or planning, you seem to always seem to have what you need to turn the tide.*
- [ ] **Knight.** *Combat (Strategic). Fighting to gain tactical advantage over glory and blood.*

**Extra Resources:** A shield with your former Kingdom's heraldry (+1S♠/+2H♥); a donkey with extra supplies and enhanced provisions (rest; draw 2; uses:□□).

○ **MARAUDER.** An endless desire for *battle* drives every corner of your being. You may be kind, you may be vile, but in the end you are *violent*.

- [ ] **Kill.** *Combat (Fury). Killing at close range, specializing in breaking morale.*
- [ ] **Prey.** *The terrifying ability to spot and understand another's weaknesses.*
- [ ] **Monstrous.** *You live in fury, and you know no fear nor pain. Psychic. heal (e: self only). No time for healers, your wounds must tend to themselves.*

**Extra Resources:** A weapon of brutality and speed (+3★); something that induces *rage* (+2; uses:□□).

○ **ASSASSIN.** The discipline, precision, and speed to kill a target quickly, and with little notice. Sometimes, Victory can be won in a single blow.

- [ ] **Assassinate.** *Combat (Precision). Careful and precise strikes designed for maximum effect.*
- [ ] **Ghost.** *The focus, agility, and skill to reach a target without alarm, and escape before you are captured. Evocation: sometimes you have to use magic to evade the Court Seers.*
- [ ] **Poisoner.** *The ability to make poisons and anti-medicines of all kinds.*

**Extra Resources:** A lethal masterwork bow (+1★); a sharp dagger (+2S♠/+1★); a potent poison (+2★; uses:□□).

○ **SCOUT.** You have saved countless lives by finding *dangers* before they became *disasters*.

- [ ] **Stalker.** *Hiding, evading, and following without being detected, sometimes for extended periods.*
- [ ] **Skirmisher.** *Combat (Ambush). Fast close range attacks that distract and divert.*
- [ ] **Thorn.** *Spot critical weaknesses and exploit them with traps or diversions.*

**Extra Resources:** A sturdy hunting bow (+1D♦); purpose built arrows (+2; uses:□□□); poisons and thorns (+2; uses:□□□).

## HUMAN

**Common everywhere.** Humans are numerous and prolific. You see humans and orcs everywhere you travel and (almost) everyone knows *Northword*, so asking for an inn is never a problem.

**Social Dominance. Every Kingdom in the world (except the Silohain) bases their services, weapons, and tools around human needs,** and the *human*-origin language of *Northword* is spoken, though not always perfectly, in nearly every corner of the world.

## ORC

**Common everywhere.** Orcs are numerous and prolific. You see orcs and humans everywhere you go and *almost* everyone speaks *Northword*, so asking for directions is never a problem.

**Ordhaudden Grit.** Your ancestors thrived in the harsh extremes of the Eastern Expanse so you can **better endure cold and heat** than most (besides *goblins* and *golems*).

**Common Services. Humans have nearly the same anatomy as orcs,** so there is never any problem with using all of the human-oriented services everywhere in the world, including *healing* services.

## DWARF

**Rare, but unremarkable.** Your kin have spread throughout the world from the Essian range, and while your numbers are small, Essian caravans being led by dwarves or saurians are common.

**Short.** You are a **little over four feet tall**.

**Muscular.** You are *all* muscle, so you are **as strong**, and **as heavy, as an average human**, but with a much *lower* center of gravity.

## SAURIAN

**Rare, but unremarkable.** Your kin have emerged from the relative safety of the Essian lowlands, and while your numbers are limited, Essian caravans being led by saurians or dwarves are common.

**Cold Blooded. You require less food to survive** (preferring one *large* daily meal), but it is **difficult to naturally regulate your body temperature**, so sudden temperature changes can be *harmful*.

**Brumation.** You are able to enter into a *deep slumber* where you require **no food or water**, but you **cannot recover cards**, and after *five days* you have to **make a Check every day** to stay *healthy*.

## ELF

**Very rare, and highly regarded.** Elves have been the guiding light for the world for the last *four* millennia, but their influence is starting to wane. You are one of the few elves who have left the sacred lands of the *Sil'o Hanir*, trying to discover what it means to be an elf in a new world.

**Magical Senses.** You are naturally attuned to magic and are able to **naturally sense magical energies**, perceiving magic in a way similar to a sense of *smell*.

**Slow Aging. You are going to live a long time** (500-800 years or *longer*), because **your aging is about five times slower than a human**, so it took *decades* to mature, and your experience with time is *skewed*.

## GOBLIN

**Extremely rare, and unusual.** Goblins have remained relatively hidden and isolated, but as the world grows, your communities have been forced to adapt. Many consider you “half-elves”, which helps, but you have many more lessons in finding out how your kin fit in this world.

**Small.** You are a little over four feet tall, and much *lighter and weaker than the average human*.

**Stubborn Survivors.** You can survive on *minuscule amounts of food and water in very extreme temperature ranges*.

**Extreme Immunities.** You can get sick from disease, and poison, but only *very old* Goblins (300 years or more) **actually die from these causes**. You also **recover extremely quickly** from the effects of these hazards.

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## FAEKIND

**Extremely rare, and significant.** It’s a brutally glorious and paralyzingly lovely world, and you have an unyielding affection for this terrifying existence, even if it’s always *exhausting*. It’s hard for you to find anyone else that relates to you, since faekin are rarer than *elves* or *goblins*, but lucky for you, you always seem to find *friends*.

**Fae Touched.** You have a unique and *beautiful physical* mutation from your Fae ancestry that makes you *clearly* stand apart from others, but it is sometimes *inconvenient*. **What is your unique mutation?**

**Presence.** 4,000 years ago the Fae nearly *destroyed* the world, but the original ancestral faekind *saved* it, so reactions to you are mixed: *fear, reverence, awe, curiosity*.

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## GOLEM

**Extremely rare, and memorable.** You were born from run-away magic and rich clay. Some of your kin still serve as tools, but that magic seeped deep into the earth and you rose from the soil, fully formed and *independent*. Like all other Gods-Touched beings you make the most of *this* life, because even *clay* eventually turns to *dust*.

**Of the Earth.** You *do not have to eat, sleep, or breath, and extreme heat, and cold has no effect on you*. You also *do not feel pain*, so while you can suffer *harm*, you experience it as *structural failure* or *emotional numbness*. You can never be knocked *unconscious*.

**Made of Clay.** You are very *durable* and can *stop one* (1) *Harm*. However **clay does not heal naturally**, and you *need to have magically attuned clay and healing rites to recover any Hits*. Unfortunately, outside of *major* cities, it is *hard* to find this kind of clay.

# PATH: THE ROAD MAGE

The era of *magic* is *waning*. *The Wake of the Fae* is *receding*, and the *old* magics are *harder and harder* to cast. The Kingdoms hold fast to the old ways and hoard their magic, as the world turns to *other* forms of power: *chemistry, physics, metallurgy*, and their cousins. However, *waning* does not mean *dead*, and there’s still gilders to be made as a road mage who is ready to *adapt*.

## TRAITS

**Focused (S♠).** *Patience, care, and accuracy.*

**Intuition (H♥).** *Sometimes you just have to have faith in the universe.*

**Practiced (D♦).** *Solid, grounded, experience.*

**Steady (C♣).** *Staying centered in the storm of a chaotic universe.*

**Base Resources:** Short sword (+1D♦); dagger; reliable leather armor (+1C♣); travel supplies; a strong horse; an exotic delight (rest; draw 2; uses:□□).

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## BACKGROUNDS + ABILITIES

○ **WAR.** You stride into the bloodbath, relying on magic as much as you rely on your steel.

[ ] **Fighter.** *Combat (Dirty).* *Your technique is not very refined, but it is effective.*

[ ] **Runes.** *Ritual:* *place a temporary magical enhancement on an object or living body.*

[ ] **Sturdy.** *Enough physical ability and stamina to keep up with the Knights.*

**Extra Resources:** A weapon you’ve enchanted (+1); prepared runes (+2; uses:□□□); enchanted etching tool (+1★; uses:□□□).

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○ **HEALER.** The coveted and lucrative practice of magical *healing*, though you have a firm understanding of the *actual* physiology.

[ ] **Healer.** *Heal (Short).* *with non-magical means.* *Evocation:* *heal (∞) with magic.*

[ ] **Gatherer.** *You are skilled at foraging for food, herbs, and rites material, in all environments.*

[ ] **Bard.** *A vast well of general knowledge and stories from your travels as a healer.*

**Extra Resources:** Assortment of herbs (+1; uses:□□□); dried organ meat (+1★; uses:□□).

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○ **GREATER RITUALIST.** Most of your peers are at temples or universities, and are rarely wandering these roads. “Too bad for them”, you say.

[ ] **Deep Ritual.** *You know the secret workings of the most powerful rites ever created, which always take either a great deal of time or an enormous sacrifice.* *Ritual:* *and you are brave enough to cast them.*

[ ] **Mad.** *You spot the strange more easily, and normal practices of social manipulation are less effective.*

[ ] **Terrifying.** *You’ve seen the edges of reality and can still speak.* *Mortal terror is an illusion, which rarely affects you, but sometimes the words and visions you describe can push people into stunned terror.*

**Extra Resources:** A donkey laden with books (+2D♦/+1H♥); and a bags of *junk* (+1; uses:□□□□).

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○ **INTUITIONIST.** A new kind of magic, for a new age, based on just your *intuition* and triggered by a single, sharp, *thought*.

[ ] **Meta.** *Psychic:* *disrupt or manipulate the effects of a spell.*

[ ] **Psychometry.** *Psychic:* *read the historical impressions of an object. Only the strongest impressions can be read, and sometimes nothing remains.*

[ ] **Oracle.** *Psychic.* *You can reach into the future and prepare. The difficulty is based on the complexity of what you are focusing on, and each success is added to an Oracle Thread.*

**Extra Resources:** Magical, enchanted ring, but you have no idea what it actually does (+3; uses:□); small, familiar, bones (+2★; uses:□□).