

PATH: THE KNIGHT

You have fought in the Endless Wars against the Fae for your entire life, and now all of that is finished. You watched the last of the Fae vanish past the Veil, and now you are left hollow. War is all that you have known, and it took everything from you. Ash'olk and her pilgrimage are all that is left, a purpose and a chance to begin something new.

CORE ABILITIES

- [] **Hardy.** *The endurance, and willpower needed to survive both the wilderness and the war.*
- [] **Prepared.** *The knowledge to keep yourself and others alive on your travels.*
- [] **Alert.** *A heightened awareness of danger and unwanted surprises.*
- [] **Athletic.** *The physical ability and stamina required for combat.*

Base Resources: Your Sword, finely forged and enchanted (3 ST), fine steel dagger (2 ST), reliable light banded armor (2 ST), travel supplies, a strong horse, what little remains from your life as a Knight.

BACKGROUNDS

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

- [] **Leader (H♥).** *The authority, confidence, and charisma to lead others into and through Hell.*
- [] **Strategic (D♠, H♥).** *The ability to make a sound plan for victory or survival, on or off the battlefield.*
- [] **Knight. Combat.** *Training in all forms of long and short range warfare.*

Extra Resources: A shield with your former Kingdom's heraldry (+1 Armor), and a donkey with enough resources to comfortably feed and shelter 4 others.

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

- [] **Kill (C♣, H♥).** *Combat. Killing in all forms at all ranges, specializing in breaking morale.*
- [] **Prey.** *The terrifying ability to spot and understand another's weaknesses.*
- [] **Monstrous.** *The will to negate magical fear or control or instantly remove 1 Wound.*

Extra Resources: *The Knife (2 ST), light as a feather and perfectly balanced, 2 bottles of rage.*

MARKSMAN. The discipline, accuracy, and speed to kill a target at range. Sometimes, Victory is carried on the path of one arrow.

- [] **Archer (D♦, S♠).** *Combat. The ability to precisely strike with a bow or crossbow and defend yourself in close combat.*
- [] **Stealth.** *The ability to act and move without being seen.*
- [] **Swift (C♣).** *Fast enough to act first or the raw strength to sprint into position.*

Extra Resources: An elven bow (3 ST), 30 fine steel and Erhwood arrows, 30 arrows built and enchanted to specification, purpose built war quivers.

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

- [] **Stalker (H♥).** *Hiding, evading, and following without being detected, sometimes for extended periods.*
- [] **Skirmisher (S♠).** *Combat. Fast and distracting attacks, from a distance, or up close.*
- [] **Thorn.** *You know how to spot critical weaknesses in the enemy and exploit them with traps, diversions, or a well-placed arrow.*

Extra Resources: A sturdy hunting bow (2 ST), 30 fine arrows, cooking spices, medicinal herbs, 2 healing elixirs.

PATH: THE COVEN

You once hung on the very edge of the Fae's corruption, holding on to your soul only through the strength of your coven. From your shared strength, you all channeled magic – the only tool that could even slow the Fae. The Fae are gone now, but so is your coven, and now your magic must find a new purpose in the hands Ash'olk and her Pilgrims. It is time to return magic back to the world.

CORE ABILITIES

- [] **Secret Knowledge.** *You have survived witnessing and gained wisdom from the Deep Unknown.*
- [] **Intuition.** *A lifetime of unseen threats has given you a more refined sense of unease.*
- [] **Into the Void.** *A lifetime of staring into infinity and madness has hardened you to fear and panic.*
- [] **Magic Sense.** *You can sense the source and know the nature of a magical effect.*

Base Resources: Dwarven sword (2 ST), steel dagger (1 ST), reliable light banded armor (2 ST), travel supplies, a strong horse, what little remains of your life with your old coven.

BACKGROUNDS

□ **WAR.** One of the few coven who actually waded into the bloodbath, you rely on magic as much as you rely on your steel.

- [] **Fighter (C♣).** Combat. *Your technique is not very refined, but it is effective.*
- [] **Enchantment.** Ritual. *Augmenting tools, armor, weapons or yourself via runes or tattoos, with difficulty based on the number and strength of the effects.*
- [] **Athletic.** *The physical ability and stamina required for combat.*

Extra Resources: Enchantment tar and tools, elven enchanted henna and quill.

□ **HEALER.** The few coven left that can still practice healing arts. Many of your peers have been slowly ruined by the backlash from these spells.

- [] **Heal.** Evocation. *You can heal Wounds instantly, but the difficulty is Wounds+1.*
- [] **Healer.** *General medical techniques and herbalism.*
- [] **Bard (H♥).** *A vast well of general knowledge and stories from your travels as a healer, which can help calm the fears of those under your care.*

Extra Resources: A curated assortment of herbs, teeth and finger bones, 2 healing elixirs.

□ **RITUALIST.** The mainstay and backbone of the Ascendant magical arsenal, you and your kind practiced slow but big magics.

- [] **Deep Ritual (C♣, D♦).** Ritual. *Big outcomes, like summoning, weather control, or resurrection. Difficulty is based on the effect and the time for preparation. Failure means you have to start completely over.*
- [] **Mad (H♥).** *You spot the strange more easily, and normal coercion practices are ineffective.*
- [] **Sacrifice.** *Sacrifice something you hold dear (or take 2 Wounds) and make a Sacrifice Check to change the outcome of a Deep Ritual Check to 1.*

Extra Resources: A donkey laden with books, magical tools, and supplies.

□ **META.** A new kind of magic, for a new age, your coven kept the forces of the Ascendancy safe from corruption and magic, with just a thought.

- [] **Sever.** Psychic. *Stopping a spell from being cast by cutting the flow of magical energy.*
- [] **Empathic.** *An innate sense for the motivations of others.*
- [] **Soothsayer.** Psychic. *Learn about the actual motivations and goals of a target, and gain +1 Empathic for a scene. Specifics increase the difficulty of the rite.*

Extra Resources: Magical, enchanted ring, but you have no idea what it actually does.