

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 toughness needed to survive both the wilderness and the war.*
- [] **Prepared.** *The knowledge to keep yourself and others alive on your travels.*
- [] **Stoic.** *An unbreakable calm and steadiness that comes from seeing true horror.*
- [] **Ready.** *A heightened awareness of danger and unwanted surprises.*

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.** *The authority, confidence, and charisma to lead others into and through Hell.*
- [] **Strategic.** *The ability to make a sound plan for victory or survival, on or off the battlefield.*
- [] **Knight.** Combat (Careful). *Training in general 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.** 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. Evocation: if you only have 1 Hit, you can heal it instantly with a Check.*

Extra Resources: The Knife (3 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.** Combat (Precision). *Precision strikes at long distances.*
- [] **Evade.** *You know how to disappear after you strike. Evocation: you can cause others to suddenly lose sight of you, even if you are in the open (though this increases the difficulty).*
- [] **Swift.** *Fast enough to act first or the raw speed 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.** *Hiding, evading, and following without being detected, sometimes for extended periods.*
- [] **Skirmisher.** Combat (Ambush). *Fast close range attacks that distract and divert.*
- [] **Thorn.** *You know how to spot critical weaknesses in the enemy's camp or formation and exploit them with traps or diversions.*

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 covenant. 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 covenant, 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

- [] **Into the Void.** *A lifetime of staring into infinity and madness has hardened you to fear and panic.*
- [] **Secret Knowledge.** *You have survived witnessing and gained wisdom from the Deep Unknown.*
- [] **Stoic.** *An unbreakable calm and steadiness that comes from seeing true horror.*
- [] **Intuition.** *A lifetime of unseen threats has given you a more refined sense of unease.*

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 covenant.

BACKGROUNDS

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

- [] **Fighter.** Combat (Dirty). *Your technique is not very refined, but it is effective.*
- [] **Enchantment.** *The art of etching and recognizing enchantment runes.* Ritual. *Place an enchantment on an object or yourself via runes or tattoos, with difficulty based on the strength of the effect.*
- [] **Athletic.** *The physical ability and stamina required for combat.*

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

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

- [] **Healer.** *General medical techniques and herbalism.* Evocation. *You can heal 1 Hit instantly, but the difficulty is Hits+1.*
- [] **Gatherer.** *You are skilled at foraging for food, medicines, and spell components, in all environments.*
- [] **Bard.** *A vast well of general knowledge and stories from your travels as a healer.*

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.** *You know the secret workings of the most powerful spells ever created.* Ritual. *Big outcomes, like summoning, weather control, or resurrection. Difficulty is based on the effect and how much time you have to prepare. A Stalemate (0) outcome, or worse, always becomes a Dismal (-2) outcome.*
- [] **Mad.** *You spot the strange more easily, and normal coercion practices are ineffective.*
- [] **Sacrifice.** *Sacrifice something you hold dear (or take 1 Hit) and make a Sacrifice Check to change the outcome of a Deep Ritual Check to a Messy (1) outcome.*

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

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

- [] **Meta.** *You can sense the source and nature of a spell.* Psychic. *Stop a spell by disrupting its energy.*
- [] **Aura.** *Reading the psychic aura of a person.* Psychic. *Get specific details of a target's state by reading their aura.*
- [] **Oracle.** *You can feel when a big shift is about to happen.* Psychic. *Avoid impending danger on a Check.*

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