

The Habisfern Setting

It has been five years since Queen Behrith received the Kingdom of Weidany from her sister Godrun the Red. Both she and her sister were put on the throne by the Cult of Neya the Oathkeeper, just as all previous Queens before them have been. It was the same cult that, 200 years ago, fortold disaster for the Kingdom if ever a man sat on the throne again. In that time, the royal line of the House of Aethlfryth has remained strong, and the Kingdom has grown in strength and size. The nobility of the other Houses may plot and scheme to weaken the power of the Daughters of Neya and their chosen Queens, but without a disaster to break the popularity of the Queen, they can do little.

When they first came to this land, ten centuries ago, the People of Rorn were fleeing the death of their god. Betrayed by his own brother, the moon god was slain and his killer took his place as first amongst the gods. The Five Kingdoms fell into ruin and despair, and the Wizard King of Bealurwic marched his dark armies across their ruins.

Fleeing destruction, the People of Rorn came to the land named Weidany, where another people already dwelt under the cruel grip of the Druids. So the People liberated, conquered, raped, pillaged and finally built new Kingdoms out of the ashes which they could call their own. Barbarians came, which they fought off. Blood thirsty cults of the Goddess of War arose, which were put down. The Druids tried to reclaim what was once theirs, but they were defeated. For now. All of this is recorded in the history of the People, which is known as the *Habisfern Scrolls*.

But through it all, there lurks one enemy that cannot be defeated. One foe whose breath is felt every Winter from a time which predates the Five Kingdoms and the Old World before that. It is the Northern Enemy, the Ice, and all it seeks is the extinction of all life.

The Lands

The Kingdom of Weidany, also known as the Kingdom of the People of Rorn, is a large fertile region in the northwest of the island called Euressa. It is a large isle, almost 600 leagues from end to end, and most of it is unknown and unexplored as far as the people of the Kingdom are concerned.

The Kingdom considers itself to be the most civilised nation, and views its neighbours as barbarians which need to be tamed. This viewpoint isn't completely wrong, but in reality is overly simplified.

Bryteland

What they know of is their neighbours. Further north and west are the barbarian kingdoms of Bryteland, who send raiding ships down the coast every autumn. They are a proud and warlike country, constantly threatened by the followers of inhuman gods on their own borders.

Bryteland is not a single kingdom, but five, and there is constant friction between them. To them, kin is more important than King, a fact which has made the lands difficult to unify. To fight bravely in battle, to give

generously of your goods and to fulfill your obligations to your kin are the important morals of Brytish society. Most other things are optional.

Cadwold

Until recently, Cadwold was controlled by the Druids, but an invasion by Weidany drove out the Druids and brought the land their under the control of the Kingdom. Since then, Cadwold has rebelled, and is now claiming independence. A war is still being fought over who has control over the country.

Nailand

Nailand is a vast grassland inhabited by a barbarian culture known as the short folk. It stretches east and south of Weidany, and few have much experience of its reaches. Constant border wars are an attempt to tame the barbarians, and to claim more land for the Kingdom.

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Building a Character

Before designing a character for play in the world of *Habisfern*, you will need to decide the type of character you want to play. *Habisfern* consists almost entirely of humans, though there are a number of different cultures to choose from.

Work in Progress

This is undergoing major re-write to bring in line with the no points based system. The old package based system is being ripped out, so some of it may not make sense.

Your choice of profession can range from a vagabond or outlaw to a noble lord or lady, plus bards, religious cultists or other members of society. How you define your character is completely up to you.

Mechanics

Apart from personality and background which are not represented within the rules of the game, a character is described by their *attributes*, *skills* and *advantages*. The latter can only be chosen at character generation, and cannot be gained during play, so they act to differentiate the character throughout their life. Attributes and skills can be improved within play, so their long term usefulness does not need to be considered so much.

Attributes

There are eight primary attributes which are used to define a character (and indeed, every creature within the game). These attributes are: *Strength*, *Health*, *Agility*, *Dexterity*, *Perception*, *Intelligence*, *Empathy* and *Will*.

These attributes default to 3 unless you buy them up (or down) during character generation. They can be improved during the game, though improvement is slow. Each attribute represents the character's natural ability in each area, and can range from 2 to 5 during character generation.

An attribute of 2 indicates that you are significantly worse than the average in that attribute. Conversely, an attribute of 4 represents noticeably above average ability, and 5 exceptional ability.

Strength

With a high strength you are able to carry more, move faster and hit harder than other people. Strength is useful for warriors.

Health

With a high health you are able to continue going for longer, shrug off the effects of poison or fatigue, and stay alive after being badly wounded.

Agility

A high agility allows you to react quicker and move

faster than other people. You are also better at dodging, wrestling and brawling, as well as being a good climber and jumper. Agility is also used when sneaking.

Dexterity

High dexterity provides you with natural ability at filching and lock picking, but also with the use of swords and other melee weapons. Dexterity is useful for both warriors and thieves.

Perception

Perception is a measure of your ability to notice the world around you. A high perception means you are more likely to spot ambushes, notice a pick pocket or find a place to hide.

Intelligence

A high intelligence provides you with wits, memory and reasoning ability. Since you have a better memory, you can make better use of knowledge you have read or been taught. You are quicker at learning, and less likely to be confused by people.

Empathy

A high empathy allows you to understand the emotions and motivations of other people. If you so wish, you may use this to get on with them better. Fast talking, seduction and oratory all use empathy.

Will

A high will enables you to keep control of your mind in times of stress. You are less likely to be tempted or fooled, and are able to keep cool in times of stress.

Skills

Skills represent training and experience. There are eight basic skills (called talents) which every character has, plus a multitude of other skills which characters will not have unless they are bought specifically.

When a skill check is made, you roll your attribute multiplied by your skill, + 1d20. This is compared against a target number, and if you equal or exceed the target, then you succeed. A moderate task is one which a professional would have a good chance of succeeding at, but still find challenging. Such a task has a target of 20.

Steps to Character Generation

Choosing Priorities

The first step in character generation is to choose how to prioritise your character's features. You have five things to decide upon - *Race*, *Status Attributes*, *Experience* and *Advantages*. Each must be given a priority from A to E, with A being the highest (best) priority, and E being the lowest (worst) priority.

Category	A	B	C	D	E
Race	Fey	Half	Human	Human	Human
Status	High	Noble	Free	Free	Serf
Attributes	+6/6	+3/5	+1/4	0/4	0/3

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Category	A	B	C	D	E
Experience	60/6	50/5	40/4	30/4	20/4
Advantages	7	5	3	1	0

Most of the time *Race* can be set to be lowest (E) and *Status* to be second lowest (D), with the other three being arranged as desired.

Race

Most people in the campaign world are humans, born of mortal parents with very little that is strange about them. This doesn't prevent them going off and performing heroic deeds or anything. If you want to be human, then simply put *Race* as priority E.

If you wish to be non-human - a Fey, born of the realms of magic - then you must take *Race* as priority A. This can provide certain benefits, but does mean that you can't choose the best options in other areas.

If you take *Race* as B, then you are half-fey - one of your parents was mortal. You have some of the abilities (and looks) of the Fey, but you are not a pure blood.

Status

Social Status is a measure of where you are in society. Indirectly, it is also a measure of wealth. In *Habisfern*, only the nobility are truly wealthy. Anyone who comes into wealth who is not a noble, will either have their wealth taken away, or be made into a noble.

It is assumed that most PCs will begin the game as a free man, with a priority of D. If you wish to be a low ranking noble, then you need to take this as priority B.

Choose Advantages

Advantages provide your character with an edge over others. Most affect what your character can do what they look like, for example *Large* or *Beautiful*. Since advantages cannot be purchased after character generation, they are a way to make your character unique.

Some advantages affect your character's background, such as providing wealth or powerful friends. There is nothing preventing your character obtaining these during the game, but not by spending points. Likewise, there's nothing preventing your character losing these either once the game begins.

Attributes

Amongst the list of advantages are those which enable you to take above average attributes. If you do not purchase any of these, then all your attributes will default to 3 - the human average.

Attributes can be improved during the game.

Traits

You may also purchase Traits at this point. Each trait is a measure of part of your character's personality, and they can provide bonuses when making certain checks to avoid fear or temptation.

One special trait is *Luck*, which has the most useful benefit of enabling you to re-roll dice and cheat death.

Traits can change during the game.

Skills

Most of your character's skills will be obtained from the package you chose initially. However, you have the option of customising your character by adding further skills. Extra skills can be obtained by starting your character older than the default age (normally 16 for most packages).

Each extra year of age gives you 2 experience points to spend on buying extra skills.

The Finishing Touches

The last part of character generation is to finish off your character's background and personality (most of this may have come out of previous selections), and finally to choose a name for your character.

Examples of names are provided in the *Habisfern Encyclopedia*, though any Saxon (or Saxon sounding) name will do.

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Character Packages

Every character is begun by choosing one of the many character packages available. Each package provides the character with a social class, broad background and a set of skills. The idea of a package is to determine what the character has been doing up until this point. After character generation, the chosen package has no further direct relevance.

Not all packages are equal, especially if the total number of skills provided by each is taken as a guide. Not all skills are equal however, and some of the better packages have restrictions in other ways - the character may have obligations, responsibilities and an image to maintain.

Standard packages are available to pretty much anyone. Also available are packages unique to a particular culture. The GM will determine where in the campaign your characters will be based, and this may restrict which cultures are available to you.

Standard Packages

Most packages assume that character is male. *Habisfern* is a male dominated society, and women are expected to look after the home and raise the children. However, there is a Queen on the throne of Weidany, and one of the most powerful religions is female only, which means things can be different for strong willed women. Most women will not be questioned if they take a stronger role, though it is not the norm, and there will always be some who object.

Most packages also assume that the character is not a landowner, but may be the first child of a landowner or noble. If desired, you may make your character the principle landowner, but this brings with it responsibilities which may restrict what your character can do. Likewise, packages which come with property and responsibilities can be modified the opposite way.

Freemen

Freemen include all those who are not considered nobles, but who are also not indebted to another. Collectively, freemen are known as *ceorls*, though this social rank is subdivided into *gebur* (barely free), *kotsetla* (mostly free) and *geneat* (completely free). Player characters are assumed to be *geneat* unless they choose otherwise. The distinction is mostly one of wealth - *gebur* (and to a lesser extent *kotsetla*) do not own enough land to support themselves and their family, so must work their lord's land to make up the difference. This doesn't leave them much time to do the interesting things player characters tend to want to do.

Here, freemen also includes those outside of the normal social structure - bandits, rogues and others who support themselves via independent means.

Bandit

Human, Age 16

Outlaws, thieves and thugs who make a living stealing from travellers.

Talents: Athletics- 2; Awareness- 3; Brawl- 3; Charm- 2; Guile- 2; Sleight- 2; Stealth- 3; Throw- 2;

Knowledges: Area lore- 4; Speak own- 4;

Combat: Bow- 3; Single weapon- 2; Tactics- 2;

Other: Intimidation- 3; Survival- 2;

Techniques

Ambush[*Stealth*].

Advantages

Good attribute (Agility), Poor attribute (Will).

Background:

You are an outlaw, considered to live outside of the laws of society. You are not constrained by them, but neither are you protected by them. For the most part you survive off the land, hunting and foraging where possible. When the opportunity arises however, you are not above stealing or robbing food and goods from those weaker than yourself.

You are not a warrior, a fact you are well aware of. Your best weapons are surprise and fear, attacking those who are either unable to defend themselves, or when you have a numerical advantage, in the hope that your victims surrender without a fight. You do not seek to fight for what you take, since fighting is risky, and generally not worth it.

Your experiences have taught you a mixture of combat, stealth and wilderness skills, though you are well aware that you do not excel at any. Most people like you live in a band of a dozen or so, though sometimes you work alone. Either way, there is little loyalty between bandits, and groups split up and form into other ones on a regular basis.

Equipment:

Cash: 3d

Standard clothes, Spear, Scramasax, Short bow.

Ceorl

Human, Age 16

Ceorls are freemen, often farmers or craftsmen.

Talents: Athletics- 2; Awareness- 2; Brawl- 2; Charm- 2; Guile- 2; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore- 4; Speak own- 4;

Profession: Farming- 4; Other rural- 2; Trade- 2;

Other: Game (any)- 2; Longshaft weapon- 3; Ride- 1; Survival- 1;

Weapon and shield- 3;

Techniques

Shield wall[*Weapon and shield*] (2).

Advantages

Good attribute (Health), Poor attribute (Intelligence).

Background:

You were raised as a farmer in a free household. As a boy you trained with the local militia, in case you were ever called up to fight in the fyrd in defence of your home. However, your desire is to start a household of your own one day, not to find glory in battle.

It is assumed that you are living with your parents, or possibly have just settled down with a wife to start a family. The latter means you have land of your own, but also have responsibilities. As the child of a freeman you could get yourself a better start by proving yourself in some way before you settle down. Maybe you will need to find glory after all.

Equipment:

Cash: 10d

Standard clothes, Spear, Scramasax, Leather armour.

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Cunning folk

Cunning folk are repositories of knowledge about the natural and supernatural world.

Talents: Athletics- 2; Awareness- 3; Brawl- 2; Charm- 3; Guile- 4; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore- 4; Astrology- 2; Faerie lore- 2; First aid- 3; Herb lore- 4; Legend lore- 2; Speak own- 4;

Other: Intimidation- 2; Survival- 2;

Advantages

Good attribute (Intelligence), Poor attribute (Strength), Second sight (5) .

Background:

You are a young woman who has been granted the gift of *sight*, able to see the strangeness of the Other World. Since many consider you to be unlucky, you have been given to the local witch for training in the arts of healing, magic and folk lore. You are supported by the donations of villagers who seek medicine and advice.

The most important thing you have learnt is to always appear to know more than those who come seeking aid. Know what they will ask before they do, but never give more information than you need to.

Free woman

Female Human, Age 16

A free woman, either single or married.

Talents: Athletics- 2; Awareness- 3; Brawl- 2; Charm- 4; Guile- 3; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore- 4; Speak own- 4;

Profession: Administration- 2; Farming- 2; Handicraft- 3; Trade- 3;

Other: Etiquette- 1; First aid- 2; Herb lore- 1;

Advantages

Good attribute (Intelligence), Poor attribute (Strength), Literate (3) .

Background:

You are a free woman who has been brought up with the expectation of being able to manage your, or your husband's, household. You are expected to be able to look after finances and administer the business side of things, whilst still having time to raise children.

Though most women will manage things for their husband, some do set up on their own - at least for a while - even if only to put themselves in a better position when negotiating a marriage.

Equipment:

Cash: 10d

Standard clothes.

Man-at-arms

Human, Age 16

The man-at-arms is a foot soldier in the employ of his lord.

Talents: Athletics- 2; Awareness- 2; Brawl- 3; Charm- 2; Guile- 2; Sleight- 2; Stealth- 2; Throw- 3;

Knowledges: Area lore- 4; Speak Rornic- 4;

Profession: Farming- 2;

Combat: Second melee skill- 3; Tactics- 1; Weapon and shield- 4;

Techniques

Combat reflexes[*Melee*] (2) , Shield wall[*Weapon and shield*] (2) .

Advantages

Good attribute (Strength), Poor attribute (Empathy).

Background:

You are a freeman who has given up a life of farming to spend it instead fighting full time for your lord. You have been provided with basic weapons and armour, and are expected to be available for the defence of your lord's land at any time.

When times are quiet, you may help out in the fields, or even sell your skill at arms to others, though you do not consider yourself a full time mercenary. Working as a caravan guard for local freemen, guard duty and patrol are the most excitement you normally see.

Equipment:

Cash: 5d

Standard clothes, Mail shirt, Broadsword, Spear, Soft leather armour, Metal helm.

Merchant

Human, Age 16

The merchant is a freeman who makes his living moving goods from one place to another.

Talents: Athletics- 2; Awareness- 2; Brawl- 2; Charm- 3; Guile- 4; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore- 4; Speak Own- 4;

Profession: Teamster- 3; Trade- 4;

Other: Administration- 1; Etiquette- 2; Ride- 2; Single weapon- 2;

Advantages

Good attribute (Intelligence), Poor attribute (Agility).

Background:

You are a travelling merchant, making money by moving goods from where they are cheap to where they are expensive. You do not particularly care about the type of goods, only that they bring a profit.

You have a wagon and horse, and though you have some training with a sword, you prefer to hire guards if you think there may be trouble. Your success relies on you having good contacts, and knowing the markets.

Equipment:

Cash: 30d

Good clothes, Wagon, Draft horse, Short sword.

Rogue

Human, Age 16

A conman and thief.

Talents: Athletics- 2; Awareness- 2; Brawl- 2; Charm- 3; Guile- 4; Sleight- 3; Stealth- 3; Throw- 2;

Knowledges: Area lore- 4; Speak Own- 4;

Rogue: Etiquette- 1; Gambling- 4; Streetwise- 3;

Other: Trade- 2;

Techniques

Disguise[*Guile*].

Advantages

Good attribute (Intelligence), Poor attribute (Health).

Background:

You make your living by being smarter than everyone else. Wit and charm are the tools of your trade, cheating people out of their money so that you can live as you please. It's their fault for being stupid enough to believe your lies.

If the opportunity presents itself, then you're not above a bit of burglarly or robbery either. Basically anything which enables you to make a profit and get away before anyone notices without you having to do too much work.

You try to look and act respectable, either posing as a travelling merchant, priest or noble. When the time calls for it however, you can just as easily be a vagabond or simpleton, the sort other people will try to cheat, and in so doing, open themselves up to being cheated themselves.

Equipment:

Cash: 5d

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Good clothes, Set of dice, Knife.

Vagabond

Human, Age 16

A traveller without a proper home.

Talents: Athletics- 2; Awareness- 3; Brawl- 3; Charm- 2; Guile- 3; Sleight- 4; Stealth- 3; Throw- 2;

Knowledges: Area lore- 4; Speak Own- 4;

Rogue: Gambling- 3; Streetwise- 2;

Other: Longshaft weapon- 2; Survival- 3;

Advantages

Good attribute (Perception), Poor attribute (Health).

Background:

Once, either you or your family was considered to be a free farmer, with land and responsibilities. Things became hard however, and you lost everything. Rather than giving up your freedom, you left to wander the land, begging, stealing or even working for food.

Whether you live by crime or not, many other vagabonds do, and so you will be mistrusted and disliked. However, where you can be used as cheap labor, you will be welcomed - at least until the time when you ask for payment.

You are not quite an outlaw, though in practise your position in society is very similar. Few will care if you turn up dead, and nobody will avenge you. You will be treated worse than a slave, but at the end of the day you have your freedom.

Equipment:

Cash: 1d

Poor clothes, Quarterstaff.

Woodsmen

Human, Age 16

A woodsman looks after their lord's hunting lands

Talents: Athletics- 2; Awareness- 2; Brawl- 2; Charm- 2; Guile- 2; Sleight- 2; Stealth- 3; Throw- 2;

Knowledges: Area lore- 4; Speak Own- 4;

Profession: Copicing- 4; Farming- 1; Hunting- 2;

Other: Bow- 4; Single weapon- 2; Survival- 3;

Advantages

Good attribute (Perception), Poor attribute (Empathy).

Background:

You have been appointed to take care of your lord's hunting lands and orchards. It is your job to manage the production of timber, ensure people do not hunt game without permission, and keep a look out for outlaws and banditry.

Many woodsmen will live in the woods, enjoying the solitude and freedom it brings. Because of your skills at woodcraft you may be called in to serve in the fyrd as a scout or skirmisher in times of battle.

Equipment:

Cash: 5d

Standard outdoor clothes, Short bow, Spear, Knife, Trapping gear.

Nobility

The nobility given here are the lowest ranks of those who would consider themselves noble. Nobility does not guarantee wealth, but it does guarantee responsibility - at

least in theory, if not practise. A noble either owns a significant amount of land, or is part of a family that does. That land requires someone to look after it, and if the PC is unable to do so (because troll hunting is considered to be more fun), then they may lose it.

These noble ranks are not hereditary, and if ownership of the land is lost, then so is the title of noble.

Courtier

A typical noble's son who has no wish to take up warfare but seeks a more relaxed life.

Talents: Athletics- 2; Awareness- 2; Brawl- 2; Charm- 3; Guile- 3; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore- 4; Heraldry- 3; Speak own- 4;

Other: Administration- 3; Etiquette- 4; Politics- 4; Ride- 2; Single weapon- 2;

Advantages

Good attribute (Empathy), Poor attribute (Agility), Literate.

Background:

You are a courtier, a noble who spends their time involving themselves in politics, law or running an estate. You have little interest in martial things, preferring to leave that to others. You seek a life of riches and comfort, though that is never guaranteed.

Equipment:

Cash: 15d

Good clothes, Dagger.

Lady

A Lady is the wife or daughter of a nobleman.

Talents: Athletics- 2; Awareness- 3; Brawl- 2; Charm- 4; Guile- 3; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore- 4; Heraldry- 2; Law- 1; Speak own- 4;

Profession: Administration- 3; Handicraft- 3;

Other: Etiquette- 4; Perform- 2; Politics- 2; Ride- 2;

Advantages

Good attribute (Intelligence), Good attribute (Empathy), Poor attribute (Strength), Poor attribute (Agility).

Background:

You are a lady of noble family, either running your own manor or being closely related (daughter, sister or wife) to someone who does. As a woman, even if you are not the lord yourself, you are expected to be able to run his estates when he is away, entertain guests and ensure the smooth running of the household. Most women manage the financial side of the house.

If you are head of the household yourself, then you are not the only woman to take on such a task, though there are few of you. You will be expected to take a husband at some point and provide children, however a competent woman will rarely be pressured into this. Inheritance of land is generally to the most suitable, not to the descendants of the current landowner.

As a noble lady, you have been trained at intrigue and politics, social etiquette, commerce and administration.

Mercenary

A warrior working for money rather than loyalty.

Talents: Athletics- 2; Awareness- 2; Brawl- 4; Charm- 2; Guile- 2; Sleight- 2; Stealth- 2; Throw- 3;

Knowledges: Area lore- 4; Heraldry- 1; Speak own- 4;

Other: Etiquette- 1; Ride- 2; Survival- 2;

Combat: Bow- 2; Great weapon- 2; Longshaft weapon- 2; Single

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weapon- 2; Tactics- 2; Weapon and shield- 4;

Advantages

Good attribute (Dexterity), Poor attribute (Will), Valorous.

Background:

You sell your sword for payment. In good times this may be silver and gold, in bad times it may just be a roof over your head and food in your belly. You may have been the child of a noble who would rather fight for pay than glory, or maybe you were a freeman or vagabound who taught himself to fight, and got a lucky break.

Equipment:

Cash: 5d

Broadsword, Mail hauberk, Soft leather trousers, Soft leather jacket, Metal helm, Riding horse.

Primary weapon, Mail hauberk, Soft leather trousers, Soft leather jacket, Metal helm, Riding horse.

Thegn

Human, Age 21

A ruler of a manorial village.

Talents: Athletics- 2; Awareness- 2; Brawl- 2; Charm- 2; Guile- 2; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore- 4; Law- 2; Speak own- 4;

Profession: Administration- 2; Etiquette- 2; Politics- 2;

Other: Hunting- 2; Ride- 2; Second melee skill- 4; Tactics- 2; Weapon and shield- 4;

Techniques

Combat reflexes[Melee] (2) , Shield wall[Weapon and shield] (2) .

Advantages

Good attribute (Strength), Poor attribute (Perception), Valorous.

Background:

You are the lord of a small village, or at least the son destined to inherit your father's estate. Your status provides you with many benefits, but you are expected to have knowledge of both warcraft and statecraft. By far the majority of thegns are male, but legally there is nothing preventing a woman from taking the title.

As a child of a thegn, you have far more freedom, though less power. As an actual thegn, you have more power, but also greater responsibility, and leaving your estate for great lengths of time may cause it to be taken from you.

Equipment:

Cash: 40d

Broadsword, Mail hauberk, Soft leather trousers, Soft leather jacket, Metal helm, Riding horse.

Warrior

A noble warrior dedicated to the art of war.

Talents: Athletics- 2; Awareness- 2; Brawl- 3; Charm- 2; Guile- 2; Sleight- 2; Stealth- 2; Throw- 4;

Knowledges: Area lore- 4; Heraldry- 2; Speak own- 4;

Other: Ride- 2;

Combat: Second weapon skill- 3; Tactics- 2; Third weapon skill- 2; Weapon and shield- 4;

Techniques

Combat reflexes[Melee] (2) , Shield wall[Weapon and shield] (2) .

Advantages

Good attribute (Strength), Poor attribute (Will), Valorous.

Background:

As a warrior you are of a similar social class as to a *thegn*, however you do not have the burdens of responsibility which come with running a manor. You have dedicated yourself to learning the arts of combat, and serve as a warrior for your lord.

Equipment:

Cash: 10d

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Advantages and Disadvantages

A character may be fleshed out with special abilities known as *advantages*. They may also take *disadvantages* which are detrimental to the character. Only a certain number of points can be spent on advantages, some of which may already have been spent on raising attributes.

A typical character will have 10 points to spend.

It is suggested that a character not have more than 10 points of disadvantages. Disadvantages count as negative points and offset advantages, attributes and skills that have been bought.

Heroic Characters

If the GM wishes, characters may begin with access to a greater or fewer number of advantages than the suggested default. For more heroic characters, it may be desired to start with more advantages for free. These free advantages can be spent without needing to purchase matching disadvantages.

The following table gives some guidelines, showing the number of free advantages, and the maximum number of disadvantages that can be bought. A Hero for example gets 5 free advantages, plus can get another 10 by taking 10 disadvantages.

Commoner. Most people will be fairly average, so will have few advantages or disadvantages.	0/5
Adventurer. The suggested average for PCs, you will be able to choose more options in order to be more interesting, though you don't get any free advantages.	0/10
Hero. As a Hero, you get 5 free advantages to spend. A common use of this is to raise the good attribute you get as part of your package to be exceptional.	5/10
Legend. You can be considerably above average without having to take any disadvantages. It's probably more interesting to take the disadvantages and extra advantages that go with them however in order to be truly exceptional.	10/10

Traits

Traits are a measure of a character's personality or mental well being. They are all considered to be zero unless they are bought with advantages or disadvantages. All traits range in value from zero to five.

Traits may come into play during times of stress, when the actions of a character are dictated by the roll of a die rather than the wishes of the player. The player may wish their character to stand fast against a charging ogre, however a fear check may result in the character turning and running instead.

Traits which help a player keep control of their character in such situations are considered to be advantages. Those which cause the character to act on their instincts instead are considered disadvantages. However, society in Habisfern considers the suppression of emotion to be a bad thing, especially when taken to the extreme. Those that refuse to act through logic rather than out of passion are considered tools of the Ice, which is the enemy of

passion and lust.

Valour and Cowardice

Valour is a measure of how brave and heroic a person is, whilst *Cowardice* represents a fearful, timid person who flees from danger. When a fear, horror or morale check is called for, then *Valour* adds to the character's Will, and *Cowardice* subtracts from it.

A valorous character will gain a reputation of being brave, heroic and possibly foolhardy. A cowardly character will be known to run at the first sign of trouble.

Valour	Attitude
1	You are braver than then average person, and though you won't actively seek out danger, you will take the lead when no-one else is willing.
2	You are used to danger, and though you are still careful you don't often show fear. Only serious danger will make you think twice.
3	You are heedless of danger.

Lust and Chastity

A character with a high *Lust* enjoys, and is tempted by, the pleasures of the flesh. The gods of chaos look on Lust as a good thing, holding it in high regard, for it is the enemy of the Ice. A character *Chastity* has little interest in sexual pleasure, and is able to resist temptation with relative ease.

Those with *Lust* suffer a penalty to their Will when resisting such temptation equal to the level of their trait, and those with *Chastity* gain a bonus to Will.

Ferocity and Restraint

A person with the *Ferocity* trait is easily angered, and prone to use violence to solve problems. Someone who has *Restraint* will tend to ignore insults, and when violence is used it will be in a measured and controlled way.

Indulgence and Temperance

A person with a trait of *Indulgence* enjoys indulging in food and alcohol, often to excess. A person with *Temperance* on the other hand, has little fondness of such things and finds such temptations easy to resist.

Luck and Cursed

Lucky characters have a *Luck* trait which is rarely used for Will checks, however the GM may sometimes make a luck roll for the character or group, in which any Luck traits will play a part.

A *Cursed* character has been abandoned by Fate. Chance will rarely favour the character, and whenever a luck roll is made, then their *Cursed* trait acts as a penalty.

Ego and Submissive

Ego is a measure of a character's sense of personal importance. A character with a high *Ego* is strong willed and difficult to sway with talk or magic. Their trait adds to their Will when resisting both magical and non-magical attempts at persuasion or mind control.

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However, Ego does make a character hard to get on with.

List of Advantages

Common Advantages

Allies (+3):

You are allied with a small group of people who will sometimes aid you when asked. The smaller the group, the more likely they are to aid you. Aid may be in the form of information, or direct physical involvement.

Ambidexterity (+1):

You suffer no penalty for performing actions with your off hand.

Animal empathy (+1):

You have a natural ability to get on well with animals. All animals react well to you, and have their reaction shifted to one better category.

Charisma (+3):

You are good at getting on with people, and gain a +1 bonus to *Empathy* when trying to befriend or persuade a person.

Contacts (+1):

You have friends in powerful places, who may do you favours on occasion. They will rarely intercede directly on your behalf, but they may provide information, or introductions.

Choose a group of people to have the contacts in. It may be the underworld, a noble house, a city, a profession.

Divination (+5):

You have the ability to foretell the future. By comparing the outcome of some random event (often the casting of runes, or the flight of birds), you can determine whether some action will lead to good or ill. A prediction takes about an hour to organise, carry out and interpret.

A basic *Intelligence* check is made. On a roll of 20+, you can have an idea as to whether some adventure is to be good, bad or neutral. On a 30+, you can get a rough feel as to why.

There are a number of skills which allow you to make use of this advantage to a greater degree of accuracy.

Dreaming (+3):

The character has dreams of their future. When a major branch point in the character's life is coming close, the character may start having dreams about it, showing one or more possible futures.

The character has little control over what is dreamt about. The dreams give hints about the future, but the future shown can always be changed, though it may not be clear whether the witnessed future is one which will happen if the character does nothing, or the one that will happen if they try to change things.

Ego (+1, +3, +5):

Some people may consider you arrogant, but you know that it's only because they are jealous of your importance. You have a very strong sense of your own identity, and

sometimes others find it hard to get along with you. This makes it difficult for others to change your mind, either through argument or magic.

You gain an Ego trait equal to +1 (1 point), +2 (3 points) or +3 (5 points), which adds to your will whenever resisting mind affecting magic, or persuasion attempts by others. You may sometimes suffer a penalty to empathy when you need to pretend that someone else is more important than you.

Eidetic memory (+3):

You are very good at remembering things. The target difficulty for trying to remember something you have seen or heard is halved.

Experienced (+3):

You have led an eventful life up until this point, and have more experience than others your age. You may start with an extra 10 experience points which may be spent on *skills* and *techniques*. You may only take this advantage once.

Favoured by Fate (+3):

Cannot take: Unlucky.

Sometimes, when luck seems to turn against you Fate will intervene and possibly save you. Once per game session you may re-roll a single roll that you make. You may take whichever of the results you wish.

Fit (+1):

Cannot take: Unfit.

You have one more fatigue level than you would normally have from your *Health*.

Good looking (+1):

Cannot take: Ugly.

You are exceptionally beautiful, and gain a +1 bonus to your *Empathy* when trying to charm or persuade somebody who may be sexually attracted to you. Being beautiful also makes you easier to recognise.

Graceful (+1):

Cannot take: Clumsy.

You are graceful in your movements. Whenever you are trying to impress people with athletic feats, then upon a success you gain an extra level of success that goes towards making you look good. This covers dancing, gymnastics or even sword play. This has no effect on the practical outcome.

Heavily built (+1):

Prerequisites: Strength 4.

Cannot take: Small.

You are heavily built, being tougher and broader than normal. You get one extra level of *stun*, plus a +1 bonus to *Strength* for purposes of resisting knockdown, or being tripped.

Iron constitution (+1):

You have a particularly hardy constitution, and gain +2 to your *Health* to resist all forms of poison, disease and other forms of illness.

Keen hearing (+1):

Cannot take: Poor hearing.

You have exceptional hearing, and gain a +2 bonus to your *Perception* when making hearing checks. When fighting in

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total darkness in close combat, your *Perception* has a minimum of 1.

Keen vision (+1):

Cannot take: Poor vision, Missing eye.

You have exceptional vision, and gain a +2 bonus to your *Perception* when making vision checks. It does not grant a bonus for ranged attacks.

Large (+1):

Prerequisites: Strength 4.

Cannot take: Small.

You are very large, being both tall and heavily built. You have a bonus of +1 to your *Size* (raising it to 6 for humans), which provides you with an extra level of wounds and stuns. You also have extra reach, and any reach 0 melee attacks are instead considered reach 1. You may not have a *Strength* below 4.

Linguist (+1):

You have knowledge of other languages. You may start with another language at 4. You may take this advantage as many times as you want, each time with a different language.

Literate (+1):

You may read and write any language you begin with. You may take a scribe skill in a language equal to your speak for that language for free. Languages gained during play are not affected. At the GM's option, this may not apply to some languages (especially those which have no known written form).

In a campaign where literacy is common, this advantage is had by everyone for free, unless *illiterate* is taken.

Luck (+1, +3, +5):

You are lucky.

Musical talent (+1):

Cannot take: Can't sing.

You have a natural talent with music, and gain a +2 bonus to *Empathy* or *Intelligence* when playing a musical instrument, or composing for one.

Need little sleep (+1):

Cannot take: Heavy sleeper.

You don't need as much sleep as other people. You recover fatigue twice as quickly when sleeping, and only need 4 hours sleep to count as having a full night's rest.

Night vision (+1):

You have particularly good night vision. Except in total darkness, any penalties to your *Perception* are halved (round down) when either making vision checks, or when your *Perception* is used to cap other attributes.

Owed a favour (+1):

You are owed a favour by a powerful and influential person. They will not be willing to risk their life and reputation for you, but they will provide aid and influence - once.

Reflexes (+1):

You have a +1 bonus to *Agility* for purposes of initiative. See the combat rules for a description of how initiative works.

Reserves of strength (+1):

Cannot take: Poor attribute (Strength).

You may tap into reserves of strength at any time, allowing to to perform feats not normally possible. At any time, you may have +1 or +2 to your *Strength* for a single roll, though you gain one point of fatigue per point of bonus for doing so.

Rich (+5):

Cannot take: Poor, Wealthy, Very rich.

You are rich, to the point that you could comfortably live the rest of your life without needing any income, though you'd probably have to live carefully. You have very good property, excellent clothes and equipment and plenty of savings.

In a modern setting, your total net worth is several tens of millions of pounds, and you will have a reasonable income from investments.

In a low technology setting, you will have a large estate, many servants, horses and fine and exotic equipment and furnishings. You probably support a few warriors as well.

Second sight (+3):

The character can see the Otherworld, or at least those parts of it which are close to the middle world. Spirits, hauntings and echos of the past are more readily visible to characters with *second sight*. However, the power is not controllable, and the character will not always know whether what they see is real, or part of something unreal.

Characters with such abilities were probably marked out from an early age as being *different*, either for good or ill. They will undoubtedly have a reputation of some sort, and will have had greater than normal contact with those also considered strange - wizards and priests.

Sexy (+3):

As well as being *good looking*, the way in which you walk, talk and dress comes across as very sexy to anyone who would be sexually attracted to you. Others will tend to flirt with you given a chance, and you may gain +2 to *Empathy* in such situations.

Valorous (+1, +3, +5):

Cannot take: Cowardice.

You are exceptionally brave and heroic, or possibly just foolhardy. At any rate, you start with the **Valour** trait at a level of 1 (for 1 point), 2 (3 points) or 3 (5 points). This trait adds to your Will when making a fear, horror or morale check. It may also give a bonus when trying to inspire heroism in others.

You may not take the *Cowardice* disadvantage if you have taken *Valorous*.

Very rich (+10):

Cannot take: Poor, Wealthy, Rich.

You are very rich, one of the richest people in the land. In a modern setting, you have a net worth in the low billions and probably have many complex business interests, several mansions, yachts and plenty of friends in high places.

Voice (+3):

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You have a clear and pleasant voice, and gain a +1 bonus to *Empathy* when singing, orating or otherwise entertaining with the sound of your voice. This does not stack with *Beautiful*.

Wealthy (+3):

Cannot take: Poor, Rich, Very rich.

You are wealthy, and obviously so. What you own is of good quality, and you have significantly more starting money available to you (about five to ten times). You probably also own good property, and have no debts.

You cannot afford to just go out and buy anything, and you need an income to support your lifestyle. In a modern setting, you have a total worth of around a million pounds (including house, cars and savings). In a medieval setting, you will own a prosperous farm with healthy animals and a few servants and family members who help you manage the farm.

Wyrd (+3):

At birth, an omen was seen, or a prophecy made about the character which will lead them into darkness, and cause pain and suffering for those around the character.

This is an advantage however, since fate will try and ensure that the prophecy does come to pass. It is not guaranteed, but if something should happen to the character that would otherwise cut their life short, fate will try and arrange things otherwise, though often in a way the character would not like.

Common Disadvantages

Bloodlust (-1, -3, -5):

You have an uncontrolled temper. You have a *Ferocity* of +1, +2 or +3 depending on the level of this disadvantage.

Cowardice (-1, -3, -5):

Cannot take: Valorous.

You are a craven coward who runs at the first sign of trouble. You may consider yourself to be pragmatic, though your friends probably think otherwise when you desert them. You have a trait of **Cowardice**, at a level of 1 (for 1 point), 2 (3 points) or 3 (5 points). Whenever you make a fear, horror or morale check, your will is reduced by the level of your trait.

You may not take the *Valorous* advantage if you have taken *Cowardice*.

Criminal (-1, -3):

You have performed criminal acts in the past, and have been caught and punished for it. Depending on the setting, you have a reputation, criminal record or disfigurement resulting from this. People who recognise you for what you are will probably react badly to you.

The lower cost of this disadvantage is for petty crimes, such as small time theft. The higher cost disadvantage may include murder or other crimes.

Dark secret (-1):

You have a secret in your past which would cause serious problems for you if it were found out. It may be a crime that you have committed, or a secret of your ancestry which you do not want others to know. Revealing the

secret to the public would make your life very difficult.

Enemy (-1):

You have made (or inherited) enemies in the past, and they still have a grudge against you. Choose a single group or organisation as a long term enemy. The larger and more powerful the group, the less likely they are to send someone after you.

Favours (-1):

You owe favours to a single person who will call them in at some point. Repaying the favours should not be a great hardship, but will create you an enemy (and maybe give you a bad reputation) if you fail to honour your debt.

Major vow (-3):

Everybody makes a vow of some sort, a few people will take a vow before the gods and dedicate their to keeping to it. You are one of these people. Choose a vow and a god, as well as a reason for having made the vow. If you ever break it, then you will suffer bad luck in your future endeavours (-5 to all luck checks) until you seek amends.

A *major vow* will either affect you much of the time, or is a great inconvenience. A vow to always offer to spare a foe (and to honour it), to never sleep under the same roof twice, to always honour an agreement.

Minor vow (-1):

Everybody makes a vow of some sort, a few people will take a vow before the gods and dedicate their to keeping to it. You are one of these people. Choose a vow and a god, as well as a reason for having made the vow. If you ever break it, then you will suffer bad luck in your future endeavours (-5 to all luck checks) until you seek amends.

A *minor vow* does not come up that often, or is not a great inconvenience (for the player, rather than the character). It includes such things as a vow of chastity, a vow to always share your meal, or never to wear red.

Poor (-3):

Cannot take: Wealthy, Rich, Very rich.

You start the game poor. What you own will be of low quality, worn and probably second hand. You will have little or no spare cash initially, and in a modern setting you will probably be seriously in debt.

Bryteland

Brytish

Berserker (5):

You are a *Berserker*, one of an elite few in Brytish society who has been touched by the madness of the god Voltan. Your life may be short, but many long stories will undoubtedly be told about it. Berserkers are born, not made, so this advantage cannot be taken after character creation.

When in combat, you may choose to go berserk. This is automatic, and no roll is required. Whilst berserk, you may only ever use the aggressive stance, and may only make a single defence. You must also only attack your nearest foe, unless there is a clear route to a hero or leader worthy of your bloodlust.

You gain a bonus to certain rolls and checks equal to your

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Brawl score. What this bonus applies to depends on the total of your Valour and Ferocity traits, plus the lowest of Lust and Gluttony. All bonuses are cumulative.

Total	Bonus to...
3 or less	No bonuses.
4-5	Fear and health checks. Reduce all wound, stun and fatigue penalties by one level.
6-7	Initiative and attack. Reduce penalties by three levels.
8-9	Damage rolls. Ignore all wound, stun and fatigue penalties.
10+	All skill checks. Ignore unconsciousness results.

In order to leave the berserk state, a will check is required (modified by ferocity) at the following difficulties.

Target	Circumstances
10	No one in sight.
15	No enemies.
20	Good reason. The battle is almost over, and there is a very good reason to leave the fight (such as needing to save someone important, or an important mission to accomplish).
25	Moderate reason. Either the battle is almost over or there is a good reason.
30	

Fearless (1):

You are a fearless, descended from the ancient warriors of old. You gain +1 to your Valorous trait (or gain it at 1, if you don't already have it). May not be combined with Cowardice. It stacks with *Valorous*.

Hatred (shapechangers) (-3):

All Brytish have a strong dislike of shapechangers, especially those who follow the Animal Powers. You have a particularly strong hatred which drives them into a fury against their foe.

When knowingly encountering a shapechanger, you must make a trait check against restraint at a target of 20. Failure means your actions are clouded by hate and a desire for violence.

Weidany

Aeddan, Noble House

Death sight (3):

Prerequisites: House of Aeddan.

Those of the House of Aeddan sometimes have the ability to foretell the death of others. It is not always accurate, and can be avoided. When someone is met who is fated to die, then you may get a vision of their fate.

House of Aeddan (1):

You are of the bloodline of the *House of Aeddan*, one of the (minor) noble houses of the Kingdom of Weidany. As such, you can expect to be treated with respect, and to have access to friends and family who are willing to help you out when things get tricky. Of course, they may also call on you for aid when they require it.

The House of Aeddan was once one of the most powerful of the noble houses, but it has since fallen into decline. It is associated with magic and mystery.

Strong at magic (1):

Prerequisites: House of Aeddan.

The House of Aeddan is noted for its members exceptional ability with magic. Those who take this advantage gain +1 to intelligence when trying to learn a new Rune.

Caewlin, Noble House

Blackmail (1):

Prerequisites: House of Caewlin.

You have knowledge of information that another noble would not want to be made public knowledge. This gives the character some leverage when requiring favours.

If the noble is pushed too much however, then they may consider it easier to kill you.

House of Caewlin (3):

The character is a member of the House of Caewlin, one of the most powerful of the noble Houses of the Kingdom.

Master of Intrigue (1):

Prerequisites: House of Caewlin.

The character has been brought up amongst political intrigue of the highest calibre, and such is second nature to them. Gain +1 to empathy or intelligence when performing guile (intrigue) or politics checks.

Proud Parents (1):

Prerequisites: House of Caewlin.

The character's parents have always spoken well of him, to the extent that his reputation (deserved or otherwise) will proceed him. Reactions from other nobles who have heard of him will be of one level better than normal.

Quality equipment (1):

Prerequisites: House of Caewlin.

The character's starting equipment is of high quality. It isn't actually any better in a practical sense, but it looks (and is) more expensive, is well decorated, clean and new. This may give a reaction bonus as others assume the character is more important than they actually are.

Cenic, Noble House

House of Cenic (1):

You belong to the House of Cenic. This is a minor noble house, but nevertheless affords the character some respect and status.

Eanwulf, Noble House

House of Eanwulf (3):

You are a member of the House of Eanwulf, one of the major noble Houses of the Kingdom of Weidany.

Erwin, Noble House

Access to Wealth (1):

Prerequisites: House of Erwin.

The character has access to money beyond what she herself actually owns, probably from generous relations. The character's wealth level is increased by one, though the extra funds have to be asked for.

Aura of Reason (1):

Prerequisites: House of Erwin.

The character comes across as reasonable and balanced. Whenever they are trying to calm a situation or point forward a reasonable point of view, they gain +1 to their empathy.

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House of Erwin (3):

The character is a member of the great noble house of Erwin. The House is rich and powerful, and the character will have some access to this wealth.

Political Sense (1):

Prerequisites: House of Erwin.

The character has been instilled with lots of common sense regarding politics. Any time the player chooses to do something that may be 'disruptive', the GM should warn them and give them a chance to rethink. This House breeds conformity.

Gwern, Noble House

House of Gwern (1):

Character is a member of the House of Gwern.

Hrulgar, Noble House

House of Hrulgar (1):

The character is a member of the House of Hrulgar.

Merin, Noble House

House of Merin (1):

The character is a member of the House of Merin, which is known for its conservative politics. Members of the House try to be friends with everyone.

Oswald, Noble House

House of Oswald (1):

The character is a member of the great noble House of Oswald. The House is known for its skill at magic, but also its love of wealth and comfort.

Strong at magic (1):

Prerequisites: House of Oswald.

The House of Oswald is noted for its members exceptional ability with magic. Those who take this advantage gain +1 to intelligence when trying to learn a new Rune.

Peada, Noble House

House of Peada (1):

The character is a member of the House of Peada. This is a minor House, but the character can still expect to be treated with respect and honour by other nobles in the Kingdom.

Wihthgar, Noble House

House of Wihthgar (1):

The character is a member of the minor noble House of Wihthgar.

Cults

If a character is a member of a cult, they may have access to some techniques. Techniques are purchased like advantages, however they are linked to a skill, and the skill must be at a given level before the technique can be learnt.

Some techniques also have prerequisites in that other techniques must be learnt first.

Cult of Asabeth

Armour of Blood (Cost 4): Religion (Rorn).

Prerequisites: Blessing of Blood.

In her aspect of dread war goddess, Asabeth can be fearsome to behold. When her followers also take on that aspect, then they give up some of their humanity, giving in to their animal side of fury and rage.

When going into battle clad in blood, you gain a bonus to your soak equal to your blood bonus. The first time an enemy strikes you, if they do no damage then they must make a valour check against a target of 20 or be *shaken*.

Berserker (Cost 6): Religion (Rorn).

Prerequisites: Rage of the Goddess.

Priestesses of the cult are feared for their ability to berserk - fly into a rage so great that they are, it is said, able to ignore death itself.

You may add your *Ferocity* and *Valour* traits to your blood bonus. Your blood bonus also adds to damage and attack rolls whilst berserk.

Whilst berserking, you may not retreat from combat and must fight aggressive. After the battle is finished, if there are allies within range who are not also priestesses of Asabeth, then you must make a *Will* check at a target of 10 to not attack them (your *Will* is modified down by your *Ferocity*).

Blessing of Blood (Cost 2): Religion (Rorn).

Prerequisites: Ceremonies of Asabeth.

As a priestess of Asabeth, you gain power from blood. By painting your exposed skin with blood you gain a bonus to initiative, *Health* and morale checks. This bonus applies automatically whilst you are so decorated, and it equal to your *Religion* score.

The ritual takes an hour to perform, and involves prayers to the Goddess, self mutilation in the form of cuts and bleeding, and possibly the sacrifice of an enemy. The culmination of the ritual involves painting your naked body with blood. If the blood of a sacrificed enemy is available, then the bonus is increased by 50%.

Any ritual which has Blessing of Blood as a (direct, or indirect) prerequisite also requires the painting of blood.

Ceremonies of Asabeth (Cost 2): Religion (Rorn).

You have been indoctrinated in the ceremonies and rituals of the Cult of Asabeth. This provides the knowledge required to learn the other techniques of the Cult.

Rage of the Goddess (Cost 4): Religion (Rorn).

Prerequisites: Blessing of Blood.

When you are in battle and adorned with blood, the strength of your goddess fills you with bloodthirsty glee. All penalties due to wounds, stuns and fatigue are reduced by double your blood bonus when in battle. Automatic.

Sisters in Arms (Cost 6): Religion (Rorn).

Prerequisites: Blessing of Blood.

When two or more priestesses who know this ritual are fighting side by side, then any of them can give a bonus equal to their weapon skill to one other. Who the bonus is given to is decided at the beginning of the round, but usage is otherwise automatic. The bonus adds to attack and defence.

Bards

Song of Battle (Cost 2): Perform.

A song of passion and battle, which inspires comrades to greater glory. As long as you are singing, all allies within *Stamina* x 10m of you gain a bonus equal to your *Perform* score to their initiative and morale checks. All penalties

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due to wounds, stuns and fatigues are reduced by an equal amount.

Song of Dread (Cost 2): Perform.

A song which inspires fear in the enemy, giving a penalty to their initiative and morale checks equal to your *Perform* as long as they are within *Stamina* x 10m of you.

Can be combined with *Song of Battle* in order to give bonuses to your allies at the same time.

Song of Fury (Cost 4): Perform.

Prerequisites: Song of Battle.

As *Song of War*, plus those affected gain a bonus to their attack or damage rolls (chosen by the Bard at the start of the song) equal to the Bard's *Perform* score.

Song of Love (Cost 4): Perform.

Prerequisites: Song of Sleep.

You can make somebody fall in love with you through your music. The song must be targetted at a single person, who must be able to hear it clearly. The target gets a *Will* check against your *Empathy* in order to resist. It takes about five minutes, and lasts until they sleep.

Song of Sleep (Cost 2): Perform.

Your music or singing is able to put people to sleep. Every minute a person who is not physically active hears your song, they must make a *Will* check against your *Empathy*. Failure puts them into a light sleep.

Song of Terror (Cost 4): Perform.

Prerequisites: Song of Dread.

With this song you can instill fear and terror in your enemies. Forces a morale check to be made when the song is first used in a battle. Automatically combines with *Song of Dread*.

Cult of the Black Raven

Ceremonies of Thot (Cost 2): Religion (Rorn).

Covers the rituals and ceremonies involved in the worship of Thot.

Flight of the Raven (Cost 6): Religion (Rorn).

Prerequisites: Ceremonies of Thot.

When travelling on foot over large distances, a Black Raven may increase their travel speed by 10% per point of their Religion skill.

Hidden Memory (Cost 4): Religion (Rorn).

Prerequisites: Ceremonies of Thot.

Messages taken under oath of secrecy can only be revealed to the designated person. The *Raven* uses a form of self-hypnosis to commit the message to memory, and then hide it from their conscious thoughts. When the specified conditions are met, the message will come to mind, and will be remembered perfectly.

Signs of the Raven (Cost 2): Religion (Rorn).

Prerequisites: Ceremonies of Thot.

Ravens have many secret ways in which they may identify and communicate with each other. Some involve markings or the special arrangement of objects, others coded words and phrases within normal conversation. Scratches may be made on a door, flasks may be arranged in a particular order, or words within speech may be stressed in a particular way.

Typically, it is *moderate* difficulty to communicate a simple concept such as danger, safety or cache. It is a similar difficulty for another Raven to notice the information and understand it. It is also possible for a non-Raven to notice the information, even if they don't understand it. The difficulty is twice the difficulty for a Raven to notice and understand.

Cult of the Dawn

Blessing of Conception (Cost 2): Religion (Rornic).

Prerequisites: Ceremonies of Estror.

A blessing which may be asked for by a woman in order to increase or reduce the chance of conception during intercourse. The blessing is bestowed during the new moon, and lasts until the next new moon.

Caring hands (Cost 2): Religion (Rornic).

Prerequisites: Ceremonies of Estror.

When making a first aid roll, get a bonus equal to religion score if prayers are said to Estror over the wounds and they are cleansed with holy water.

Ceremonies of Estror (Cost 2): Religion (Rornic).

You have been initiated into the Cult of Estror, and may learn the techniques of the cult.

Cult of Gitriw

Binding of truth (Cost 6): Religion (Rornic).

Prerequisites: Truth sense.

A ceremony to Gitriw is performed, and all those who swear on the priest's holy staff are less geased to tell the truth.

Any who so swears to tell the truth, for the duration of the ceremony, suffers a penalty to all attempts to mislead equal to the religion score of the priest. Further, if they attempt to tell a direct lie, then they gain a trait of Cursed +1 (or loose a level of Luck, if they have that trait).

Ceremonies of Estror (Cost 2): Religion (Rornic).

A blessing which may be asked for by a woman in order to increase or reduce the chance of conception during intercourse. The blessing is bestowed during the new moon, and lasts until the next new moon.

Oath of truth (Cost 2): Religion (Rornic).

Prerequisites: Ceremonies of Gitriw.

This ritual is a two edged sword, for it both gives power to those who invoke it and has power over them as well. When used, prayers are said in honour of Gitriw, and all involved wash their hands and faces in pure rain water.

All who take part in the ritual must know it, so it only works on Priests of Gitriw. Once bound by the ritual, all participants know whether they each speak the truth. All members suffer a penalty when trying to deceive, and a bonus to detect the same. This bonus is equal to the total religion score of all members of the ritual.

Sight of Gitriw (Cost 8): Religion (Rornic).

Prerequisites: Binding of truth.

As *Binding of truth*, but the priest also has a vision which points towards the truth, and gives some indication of how, and why, the target is lying.

Trial of Combat (Cost 4): Religion (Rornic).

Prerequisites: Oath of Truth.

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Trial by combat is reserved for the nobility, others must find a different path. The ritual is performed on two warriors who fight to the death, the winner was in the right.

Both warriors must accept the performance of ritual. The one which is seen to be in the right according to the Laws of Haltan gains a bonus to initiative, attack, defence and damage equal to the religion score of the priest presiding over the combat.

Truth sense (Cost 4): Religion (Rornic).

Prerequisites: Oath of truth.

A Priest of Gitriw is trained to recognise the unconscious actions of someone who is lying. They get a bonus to all attempts to detect lies equal to their religion score.

Sisterhood of Jorda

Augury (Cost 4): Religion (Brytish).

Prerequisites: Ceremonies of Jorda.

You may try to divine the future to gain an idea of whether an action will bring ill or fortune.

Call upon the mother (Cost 4): Religion (Brytish).

Prerequisites: Ceremonies of Jorda.

Your goddess has much love for living things and may grant you knowledge of ways to prevent the death of others. By dedicating yourself to the saving of one individual, by tending their wounds and beseeching the goddess to help them, you may grant them a bonus to rolls to stay alive equal to your Religion score.

Ceremonies of Jorda (Cost 2): Religion (Brytish).

Gives knowledge of the basic ceremonies used during worship of the goddess.

Cult of the Law Maker

Blessing of War (Cost 6): Religion (Haltan).

Prerequisites: Warrior's Blessing.

Activated and used similarly to *Warrior's Blessing*, as well as those advantages this ritual gives a bonus to all attack and defence rolls made by the priest and his comrades equal to the priest's religion score.

Ceremonies of Haltan (Cost 2): Religion (Rornic).

Teaches the basic ceremonies, rituals and beliefs of the Cult of Haltan the Law Maker. This is required before any priest of Haltan will teach you further knowledges of the cult.

Hand of Fate (Cost 8): Religion (Haltan).

Prerequisites: Lord of Justice.

Get an idea of what the right thing to do is. This ritual takes eight hours to perform.

Lord of Authority (Cost 2): Religion (Rornic).

Prerequisites: Ceremonies of Haltan.

Haltan is the god of Law and Authority, and those who know his ways can project that authority themselves. An automatic bonus is gained to all leadership and intimidation rolls equal to your religion score.

Lord of Justice (Cost 4): Religion (Haltan).

Prerequisites: Lord of Authority.

Trial by combat is reserved for the nobility, others must find a different path. The ritual is performed on two warriors who fight to the death, the winner was in the right.

Both warriors must accept the performance of ritual. The

one which is seen to be in the right according to the Laws of Haltan gains a bonus to initiative, attack, defence and damage for the duration of the duel. You may fight in the duel if you wish.

Warrior's Blessing (Cost 4): Religion (Haltan).

Prerequisites: Aura of Authority.

The priest and up to one comrade per point of *religion* gains a bonus to all bravery and restraint checks equal to the *religion* score of the priest, and an equal bonus to initiative, for the duration of the battle.

Prayers must be said before battle is joined, which takes about five minutes.

Daughters of Neya

Aura of Authority (Cost 4): Religion (Neya).

Neya represents Authority, and those who know this ritual gain an automatic bonus to all leadership and intimidation rolls equal to their religion score.

Ceremonies of Neya (Cost 2): Religion (Rornic).

You have been initiated into the Cult of Neya, and may learn the techniques of the cult.

Shields of Neya

Aura of Authority (Cost 4): Religion (Neya).

Neya represents Authority, and those who know this ritual gain an automatic bonus to all leadership and intimidation rolls equal to their religion score.

Ceremonies of Neya (Cost 2): Religion (Rornic).

You have been initiated into the Cult of Neya, and may learn the techniques of the cult.

Oath of Neya (Cost 4): Religion (Neya).

This ceremony is used when several people wish to swear a binding oath. A number of people equal to the religion score of the priestess may be involved in the oath swearing. Its power lasts up to one year per point of skill.

If any who swear the oath breaks it, then they may not use Luck, and have a penalty to any Luck rolls equal to the religion score of the priestess, until amends have been made to the satisfaction of all concerned.

Such oaths are often sworn as part of political or business agreements.

Sisters in Arms (Cost 4): Religion (Neya).

When two or more priestesses who know this ritual are fighting side by side, then any of them can give a bonus equal to their weapon skill to one other. Who the bonus is given to is decided at the beginning of the round, but usage is otherwise automatic.

Cult of Tharos

Awareness of others (Cost 4): Gebetan.

Prerequisites: Know the target.

You have an awareness of the world around you, and reactions which enable you to react without thinking. The base chance to hit you is increased by your skill unless you are unconscious or unable to move. This bonus is gained even if you are unaware of the attack.

Awareness of self (Cost 4): Religion (Tharos).

Prerequisites: Ceremonies of Tharos.

You have +1 to *Agility* for purposes of initiative.

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Beyond Limits (Cost 8): Religion (Tharos).

Prerequisites: Mind over body.

Those with an understanding of Gebetan know how to push their body beyond its normal limits. At the start of any round, the character can choose to use this technique (which is otherwise automatic), gaining a +1 bonus to strength, agility and dexterity for all actions that round.

At the end of the round, one level of fatigue is gained.

Ceremonies of Tharos (Cost 2): Religion (Tharos).

You know the rituals and secrets of the Cult of Tharos.

Know the target (Cost 2): Gebetan.

Prerequisites: Ceremonies of Tharos.

You know how to strike causing maximum pain and damage. You may add your *Gebetan* skill to your damage roll.

Mind over body (Cost 6): Religion (Tharos).

Prerequisites: Awareness of self.

Your training and meditation has enabled you to block out pain and exhaustion. Penalties from stuns, wounds and fatigue are halved (round down).

Skills

Skills by Groups

The following lists all the skills according to various groups. Skills which belong to more than one group are listed multiple times. When designing a character that you want to be good at some type of thing, these groupings can give an idea about which skills to buy.

Artistic

Artist - Painting and drawing.
Calligraphy - Writing beautifully.
Dance (Athletics) - Dancing with skill and grace.
Musician - Playing musical instruments.
Perform (Charm) - Oratory, singing and poetry.

Combat

Bow - Using all sorts of bows, except crossbows.
Brawl(*) - Punching, kicking, wrestling and dodging.
Chain weapon (Melee weapon) - Using chains, nunchuk or similar weapons.
Melee - Using a melee weapon in combat.
Melee weapon (Brawl) - Using a sword, club or spear.
Tactics - Knowledge of combat tactics.
Throw(*) - Using thrown weapons, and catching things.

Craft

Architecture(K) - How to design buildings.
Cooking - Preparing meals.
Handicraft - Skill at various village crafts.
Scrounging - Finding and fixing scrap.

Criminal

Burglary - Breaking and entering.
Forgery - Forging credentials.
Gambling (Guile) - Skill at playing card and dice games.
Intimidation (Guile) - Scare someone into doing what you want.
Sleight(*) - Sleight of hand.
Stealth(*) - Hiding and moving quietly.
Streetwise (Guile) - Dealing with the criminal underworld.
Torture - Making people talk.

Investigation

Intimidation (Guile) - Scare someone into doing what you want.
Streetwise (Guile) - Dealing with the criminal underworld.
Torture - Making people talk.

Occult

Alchemy(K) - Knowledge of chemicals and magic.
Astrology(K) - Knowledge of the heavens.
Herb lore(K) - Knowledge of herbs and poisons.
Occult lore(K) - Knowledge of stories and legends.

Outdoor

Falconry - Training, caring and hunting with birds.
Farming - Growing and harvesting of crops.
Hunting - Training, caring and hunting with dogs.
Mining - Working in and locating mines.
Ostling - Training of horses.
Skiing (Athletics) - Using skies.
Survival - Living in the wilderness.

Rural

Animal husbandry(K) (First aid) - Healing for animals.
Farming - Growing and harvesting of crops.

Ride - Riding horses.

Social

Charm(*) - Being nice to people.
Current affairs(K) - Current affairs.
Etiquette(K) (Charm) - How to behave in polite company.
Gambling (Guile) - Skill at playing card and dice games.
Game - Skill at a board game.
Guile(*) - Using and recognising deceit.
Intimidation (Guile) - Scare someone into doing what you want.
Lip reading - Understanding speech by reading lips.
Perform (Charm) - Oratory, singing and poetry.
Politics (Guile) - Intrigue and the knowledge of politics.
Sport - Skill at a particular sport.
Teach - The ability to teach people.
Trade (Guile) - Bartering and other merchant skills.

Talents

Athletics(*) - Jumping, climbing and running.
Awareness(*) - General ability to notice things.
Brawl(*) - Punching, kicking, wrestling and dodging.
Charm(*) - Being nice to people.
Guile(*) - Using and recognising deceit.
Sleight(*) - Sleight of hand.
Stealth(*) - Hiding and moving quietly.
Throw(*) - Using thrown weapons, and catching things.

Skill Descriptions

Administration

BUSINESS.

The skill of managing an organisation, from dealing with people, basic finance, reception type duties and so on and so forth. You also know how to best short cut administration enforced by others, cutting through bureaucracy in the shortest possible times.

Alchemy (Knowledge)

OCCULT.

Alchemy is the lore of non-living substances and how they interact. It may be used to identify substances, gives some knowledge of poisons, and provides a means to manufacture some simple effects - coloured smoke, invisible ink, bangs and the like.

After the *Enlightenment*, it is for all practical purposes superseded by *Chemistry*.

Animal husbandry (Knowledge)

RURAL.

Defaults to: First aid

Looking after animals, especially on a farm. May be used to tend to sick or injured animals, in which case it may default to *first aid*.

Anthropology (Knowledge)

ACADEMIC.

This is the study of humans, including their origins, cultural and physical attributes, history and environment.

Archaeology (Knowledge)

ACADEMIC.

This skill is mostly about digging up the ruins of ancient civilisations, and covers the practical skills needed to find, recognise and preserve items, as well as basic management - social, equipment and legal. It does also include knowledge of how to identify and date ruins, as well as general knowledge of specific civilisations. However, detailed knowledge of ancient history requires the *History*

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skill.

Architecture (Knowledge)

CRAFT.

The skill and knowledge required to design buildings, from simple houses up to huge cathedrals. Larger constructs may require knowledge of techniques in order to stand much chance of success. Some knowledge of *Law* may be needed to get all the planning regulations correct.

Area lore (Knowledge)

ACADEMIC.

Knowledge of a given area, including geographical and political knowledge. The *Area lore* skill is used when checking to see if a character has heard of a person, place or organisation. Area lore is nearly always based on intelligence.

There is an area lore skill for each area, normally an area the size of a country, with the same culture. An area lore skill can give knowledge of surrounding areas, though such knowledge will be prejudiced by the beliefs of the original area the skill is for.

Example difficulties

10 - Knowledge that everyone knows, such as who the ruler is to the names of major cities.

Artist

ARTISTIC.

The ability to draw or paint competently. Used with dexterity, or with intelligence to try and accurately draw some scene from memory.

Astrology (Knowledge)

LORE, OCCULT.

Knowledge of the heavens, and how they affect the day to day life of mortals. This skill provides knowledge of the names of the stars and constellations, dates of the zodiacal calendar and what effect they have on those born under a sign. It may also be used to provide a detailed history/prediction for a person given knowledge of the circumstances of their birth.

In the real world, *Astrology* provides no useful information, though can provide a bonus when performing a *reading* on a person. Make an *intelligence x Astrology* check against the *intelligence x Science* of the target. If you succeed, you can add one fifth your roll as a bonus to the reading attempt.

Example difficulties

10 - Make a vague prediction which is compatible with Astrological thinking.

20 - Make a detailed horoscope which is reasonably self consistent and fits within Astrological thinking.

30 - Make an impressively detailed horoscope which will look good to other Astrologers.

Astronomy (Knowledge)

ACADEMIC.

This is concerned with the study of stars and planets, their motions, positions and general behaviour. It does not provide full detail on their formation and physical makeup (that is left to *Astrophysics*).

Athletics (Talent)

TALENTS.

Techniques: *Running, Sprinting, Sure footed, Climbing, Acrobatic talent, Contra gravity, Zero gravity, Swimming, Underwater swimming.*

This is a broad skill covering all forms of athletics, gymnastics and acrobatics. It is split into the following tasks.

Running

Running represents a light jog which you can keep up for many minutes without too much difficulty. When running, you move a number of metres each round equal to your *move* score. A point of fatigue is gained every *health x athletics* minutes you are running.

Sprinting

Sprinting represents an all out sprint, moving as quickly as you can. You cannot do anything else whilst sprinting, and most people can only sprint for a few rounds before becoming exhausted.

When sprinting, you may move a distance in metres equal to *move x 2 + athletics* each round, and gain a point of fatigue each round.

Jumping

Jumping represents both long jumps and high jumps.

Climbing

Climbing things.

Example difficulties

10 - Jumping onto a table

20 - Jumping over a table

Awareness (Talent)

TALENTS.

Techniques: *Blind fighting, Light Sleeper.*

This skill is used by the character when there is a chance of noticing something which isn't obvious, such as someone trying to sneak around, people moving at a distance, or looking for a secret door. If the character is asleep, then any awareness rolls are quartered. If the character is only dozing (or day dreaming), then rolls are halved.

Example difficulties

perception x stealth - See a hidden person

agility x stealth - Hear a sneaking person

10 - Hear people talking through a door

20 - Hear people talking through a wall

10 - Hear someone walking on gravel

15 - Hear someone walking on leaves

20 - Hear someone walking on grass

1/10m - See someone with casual glance

1/25m - See someone with careful look

x2 range - Vision during dusk

x4 range - Vision under moonlight

x10 range - Vision under starlight

Biology (Knowledge)

ACADEMIC, SCIENCE.

Defaults to: Science

Requires: Science-2

Biology is a particular branch of *Science*, and covers the study of living things. It is closely related to *Chemistry*.

Botany (Knowledge)

ACADEMIC.

Defaults to: Biology

This is the study of plants.

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Bow

COMBAT, MISSILE.

The knowledge of how to use a bow such as a short bow, long bow or composite bow. For long bows, for every full four points of skill, the effective strength of the character is increased by one for purposes of determining the *pull* of the bow that they can draw.

This skill can be used with crossbows, though reload times are doubled, and attacks fumble on a 1-3.

Brawl (Talent)

TALENTS, COMBAT, MELEE.

Techniques: *Close combat, Disabling hold, Disabling attack, Dirty fighting, Brute force, Unarmed combat, Out of reach, Hard to kill, Ignore pain, Tough, Combat reflexes, Reflex dodge, Opportunity attack, Improved damage, Multiple attacks.*

A general purpose combat skill covering dodging, punching and wrestling. This is covered in more detail in the combat section. It allows the use of small weapons such as knives and daggers, as well as improvised weapons such as stones, bottles, sticks and chairs.

A character may always use the *brawl* skill to dodge even if they are using a weapon, but they don't get any bonuses from the weapon if they do so.

Burglary

CRIMINAL.

You have experience in the various tasks involved in breaking into buildings. Opening basic locks, forcing doors and windows, and knowledge about how buildings are generally designed come under this skill.

Example difficulties

- 10 - Very simple and basic lock.
- 20 - Typical key based lock.
- 30 - Good key based lock, typical combination safe.
- 40 - Excellent key based lock, good combination safe.
- 50 - Excellent combination safe.
- 10 - Most low tech unsecured doors and windows.
- 20 - Good quality mid-tech doors and windows.

Calligraphy

ARTISTIC.

The skill of writing in a way that produces a work of art, as well as a record of knowledge.

Chain weapon

COMBAT, ARMED MELEE.

Defaults to: Melee weapon

Using flexible chain melee weapons.

Charm (Talent)

TALENTS, SOCIAL.

Techniques: *Seduction, Carousing.*

A high *charm* allows you to appear friendly and sociable. It is nearly always based on *empathy*, and allows you to make a good impression and gain people's interest and trust.

Charm can be used to improve a second social skill test (such as *guile, trade* or *perform*). Make a charm check against the of the target to gain a +3 bonus for each level of success.

Carousing

Used at parties and similar social gatherings. Can be used to find out information, flirt or try and talk to

someone who might be otherwise difficult to talk to (such as a duke surround by hangers-on and aids who won't let anyone else near him). Generally not resisted.

Chatter

Mindless chatter to try and draw information out of someone, or to simply distract them. Generally not resisted, unless the target is being deliberately close mouthed about a subject.

Seduction

Can try to seduce a person. Add appearance to *empathy* for purposes of seduction attempts, and resisted with the target's *will*.

Persuade

If trying to change someone's mind by emotional arguments, resisted with the target's *will*.

Example difficulties

- 10 - Not make a fool of yourself.
- 20 - Give a good impression.
- 30 - Be very likeable and understanding.
- 40 - Win friends and influence people easily.

Example difficulties (Carousing)

- 10 - Survive a party.
- 20 - Make a good impression. Get to talk to someone important.
- 30 - Make a very good impression. People will remember the character favourably. Get to talk to someone important who doesn't want to talk to you.
- 40 - Most popular person at the party.

Example difficulties (Seduction)

- 10 - Bad circumstances. Target of attempt is busy doing other things, such as working or is tired.
- 20 - Inappropriate circumstances. Target is on guard, or doing something else important.
- 30 - Highly inappropriate circumstances.

Chemistry (Knowledge)

ACADEMIC.

Defaults to: Science

Requires: Science-2

Chemistry is a particular branch of *Science*, which is concerned with the study of chemicals and elements.

Cooking

CRAFT.

The preparing, preserving and cooking of food. Includes some knowledge of herbs.

Cryptography (Knowledge)

ACADEMIC, SCIENCE.

Requires: Mathematics-2

Using and designing cyphers.

Current affairs (Knowledge)

BUSINESS, SOCIAL.

Techniques: *Seduction, Carousing.*

Represents uptodate knowledge of what is going on in your society. This is a skill which is constantly changing, so if you loose contact with society, then you will be at a large disadvantage when you return. It also covers knowing how to get information and how to interpret it, so becoming uptodate again is relatively quick for you.

Dance

ARTISTIC.

Defaults to: Athletics

Techniques: *Courtly dancing, Folk dancing, Sensual*

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dancing.

With *Dance* you are able to impress people with your graceful dances. It allows you to know the common types of dances, as well as the ability to actually dance. With sufficient skill, you will be able to improvise new dances, and work with a partner to complement their improvisations.

The skill covers all forms of dancing, though you can buy techniques which provide bonuses in specialisations.

Example difficulties

0 - You are clumsy and obviously unskilled. You will give a poor impression to anyone who is watching.

10 - Nothing special, but you don't make any big mistakes (though lots of little ones). People won't pay to watch you dance.

20 - You dance with competence and some degree of grace. Your dancing will please most people.

30 - Very good dancing, which will impress most people. You get a +1 bonus to the reaction level of people who saw you dance.

40 - An excellent performance which will impress pretty much everyone. You can a +2 bonus to the reaction level of those around you. Probably a level of skill better than most people have seen.

50 - An outstanding performance of skill and grace. You gain a +2 reaction bonus, or +3 if asking someone to share a dance with you.

Ecology (Knowledge)

ACADEMIC, SCIENCE.

Defaults to: Botany, Zoology

Requires: Biology-2, Zoology-2

This is knowledge of ecosystems, of the relationships between plants and animals living together in balance.

Etiquette (Knowledge)

SOCIAL.

Defaults to: Charm

Techniques: *Seduction, Carousing, Fashion, High fashion, Scandalous fashion, Hidden insult, Flirt.*

Etiquette is a knowledge of good manners and social behaviour. It is of much greater use amongst the higher classes than amongst the peasantry, where no-one really cares which fork they use to eat their meal with, as long as a meal is there to be eaten.

It may be used to know how to address someone of rank, how to flirt with a noble Lady without offending her, or how to behave at a joust or banquet. It is normally based on intelligence, but may use *empathy* (especially for courtly flirting or flattery).

Flirt

Flirt with a lady or gentleman in a polite and possibly discreet way.

Falconry

OUTDOOR, ANIMAL.

The skill of training, caring for and hunting with falcons and similar birds of prey.

Farming

OUTDOOR, RURAL.

The planting, caring for and harvesting of crops, the care and feeding of animals such as cows, sheep and chickens. The majority of people in rural areas will of course be farmers and will have this skill to some level.

First aid

ACADEMIC.

Provides care and treatment of wounds to stop bleeding and prevent infection. Once a wound has been

successfully first aided, it may begin healing naturally. First aid checks are generally made with intelligence. First aid can also be used to treat stuns.

To treat a character's wounds, the base difficulty is 10. This is modified upwards by the total of the character's stun and wound penalties (a fatally wounded character (-15) would be difficulty 25 to treat). Success means that the wounds will begin healing naturally. If the roll was made by 10 or more, then one level of wound is also healed.

Stuns are a base difficulty of zero to first aid, again modified by total stun and wound penalties. Success heals one stun, and each 10 over that heals another level of stuns. Stuns do not need to be treated before they begin healing.

Forgery

CRIMINAL.

The skill of forging identity cards and the like. You know how to obtain the materials necessary for creating forgeries, can detect a forged document or card, and can create them yourself as long as you have the necessary information. Some forms of forgery will require modifying database records, which will require *Computer operation* and similar skills which *Forgery* does not provide, however it will let you know what databases need to be changed.

Gambling

SOCIAL, CRIMINAL.

Defaults to: Guile

Techniques: *Seduction, Carousing.*

This is the skill of playing games of chance, such as card games or dice games. This is a generic skill, based around being able to spot patterns, work out probabilities, bluff, cheat and basic gaming tactics.

A high skill represents a good, broad, knowledge of all such games, and so a greater chance of knowing how to play any given game, or at least knowing enough about a similar game in order to be able to play well.

Game

SOCIAL.

Techniques: *Seduction, Carousing.*

Knowledge of, and skill at playing a game such as chess or Hnefatafl. A skill is required for each game played, though similar games may allow half skill. This is based on intelligence.

The simplest way to find the winner for a game, is for both opponents to roll their skill, and the highest roll wins. If it is desired to play out the game in more detail, then proceed as follows.

Each opponent makes a skill check each turn of the game. If one exceeds the other by five or more, then they gain an advantage. Each advantage gained gives +3 to the skill check next turn. On gaining the fourth advantage, the player is considered the winner. If the player with the advantage loses a turn, then they lose a level of advantage.

Example difficulties

10 - Knowing the rules to a game

20 - Playing a game reasonably well

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Guile (Talent)

TALENTS, SOCIAL.

Techniques: *Seduction, Carousing, Disguise, Cold reading.*

Guile allows a character to use and understand social methods of deception, through lying, body language and actions. A character can lie by making an opposed *will x guile* against the target's *empathy x guile*. Success means that the target is fooled, though the attempt may be modified by circumstances based on how probably the lie is.

Will is generally used when trying to hide a character's own emotions, *empathy* to understand another's and *intelligence* to think quickly when inventing a believable story.

Disguise

The character can disguise either themselves or another person by using *guile*. Make an intelligenceguile check.

Fast talk

When trying to invent a plausible story quickly, then an *intelligence x guile* check can often be called for, against the same for the target. If the target finds the story plausible, then opposed *empathy* and will checks may still be necessary in order to hide the lie.

Taunt

Make someone mad. Opposed with *will*.

Handicraft

CRAFT.

The making of baskets, embroidery and other similar village hand crafts not covered by other professional skills. It is generally seen as the province of women.

Heraldry (Knowledge)

LORE, LEGAL.

Knowledge of heraldic arms, flags and other symbols. A person skilled in heraldry can recognise nobles, understand and describe the code of heraldic arms, and make guesses as to who someone is allied with based on their coat of arms. Based on intelligence.

Area lore may be substituted, though all rolls are halved and it can only be used for recognition.

Example difficulties

10 - Recognise a major personality based on their arms, such as a principle member of the royal family, or a major duke or earl. Recognise that someone belongs to a major noble house.

20 - Recognise a very important person, such as a duke or earl, or a secondary member of the royal family.

30 - Recognise an important land owner, such as a powerful baron.

40 - Recognise a baron or other low ranking land owner.

50 - Recognise someone really obscure.

Herb lore (Knowledge)

LORE, OCCULT, HOUSEHOLD.

Knowledge of herbs and their properties. Can be used to recognise, collect and prepare herbs and plants for use in remedies, poisons and potions. Based on intelligence.

History (Knowledge)

ACADEMIC.

The study of historical events. As standard, it gives a knowledge of a broad range of recorded history without specialisation in any one area. Most people will know more

about their own culture than others, so there's a +10 or +20 increase to the difficulty to know the history of cultures outside your own (note that some historical events, such as who built the pyramids, is popular knowledge even in non-Middle Eastern cultures).

There are many techniques which allow you to specialise in a period or culture. These are 4 points each.

Hunting

OUTDOOR, ANIMAL.

The skill of training, caring for and hunting with hounds. If trained dogs are available, can be used instead of survival to track or hunt game.

Intimidation

SOCIAL, CRIMINAL, INVESTIGATION.

Defaults to: Guile

Techniques: *Seduction, Carousing.*

Being able to scare people, either with threats of simple physical violence, or by more subtle means. Can either be based on *Strength* or *Empathy*. When making an intimidation check, make an opposed roll against the target's *Will* (modified by any traits). Each level of success will shift the target's level of cooperation up by a category.

Modifiers to the target difficulty are given below. The level of apparent threat that you represent needs to be relative to any other threats that the target needs to consider. For example, you may have a hot poker, but the mob may apply a hot poker to him, and his entire family, if he betrays them.

Example difficulties

+30 - The target doesn't consider you any sort of threat.

+10 - The target considers you a minor threat.

-10 - The target considers you a reasonable threat.

-30 - The target considers you a serious threat.

Law (Knowledge)

ACADEMIC, BUSINESS.

Knowledge of the legal system, including how it works, what the laws are, and how to bend or avoid them.

Legend lore (Knowledge)

LORE.

Knowledge of legends and stories of heroes, places and artifacts. This skill provides knowledge of the stories about these subjects. Whether the stories are real or not will depend on the setting.

Lip reading

SOCIAL.

Techniques: *Seduction, Carousing.*

The skill of reading lips. Each 10 rolled gives an equivalent point of language skill. There may be penalties for distance, or partial visibility.

Marketing

BUSINESS.

Techniques: *Propaganda.*

Marketing, advertising and public relations skills.

Mathematics (Knowledge)

ACADEMIC, SCIENCE.

Mathematics is the knowledge of advanced mathematics. Simple arithmetic is considered to be basic intelligence. Mathematics covers geometry, algebra, set theory,

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probability and other branches of mathematics. Most children with a Western education will have some knowledge of Mathematics after leaving school, though it's likely to be only a couple of points.

Medicine (Knowledge)

ACADEMIC.

Requires: First aid-2, Biology-2

The skill of diagnosing illnesses, and knowing what to do to cure an illness. Provides knowledge of the currently available drugs and how best to make use of them. Whilst first aid is focused on basic wounds (mostly cuts and bruises) and tends to be quite simple in its solutions, medicine provides a wide range of knowledge about how the body works, what drugs are available, and how best to diagnose illness and injuries.

If suitable drugs are available, then *Medicine* can be used in place of *First aid* to help someone recover from wounds. Before the weekly check, one *stun* is always recovered. A bonus is gained equal to the *Medicine* skill for each TL beyond 6 when the healing roll is made.

Melee

COMBAT, MELEE, ARMED MELEE.

Techniques: *Combat reflexes, Reflex dodge, Opportunity attack, Improved damage, Multiple attacks.*

This is the skill of fighting with melee weapon. It can be used with pretty much any standard weapon type, including blades, spears, shields and clubs. Particularly exotic weapons may require *Techniques* to be able to use them effectively.

Melee weapon

COMBAT, ARMED MELEE.

Defaults to: Brawl

The skill of using a simple melee weapon, such as blades, spears and clubs. This skill covers all such weapons, as their use with a shield or a second parrying weapon. Exotic weapons, such as chain weapons, aren't covered since they are used in a completely different way. Small weapons such as knives however are used with the *Brawl* skill.

Melee weapon is used with *Dexterity*.

Mining

OUTDOOR.

Covers being able to locate new mines, and to construct and work them safely.

Musician

ARTISTIC.

The skill of playing musical instruments, whether they are a drum, a flute or a harp.

Example difficulties

15 - Play without sending people running for cover

20 - Play in tune with others

30 - Play very well

Occult lore (Knowledge)

LORE, OCCULT.

Knowledge of how to summon and deal with demons and other supernatural entities such as ghosts and angels. In the real world, such knowledge doesn't provide any special powers or abilities apart from possibly the ability to con people out of their money., though in a horror or

fantasy setting where such creatures are real, it may be of far greater use.

Ostling

OUTDOOR, ANIMAL.

The care and training of horses.

Paleontology (Knowledge)

ACADEMIC, SCIENCE.

A science which investigates ancient life. It includes the finding, examination and care of fossils, knowledge of ancient lifeforms.

Parachuting

MILITARY, SPORT.

Defaults to: Athletics

You have experience with free-falling and parachuting. It is *very easy* to land safely under ideal conditions.

Perform

SOCIAL, ARTISTIC.

Defaults to: Charm

Techniques: *Seduction, Carousing, Passionate speaker, Poet.*

A skill which covers many forms of social skills, including oratory, poetry and singing. It may be used to rouse a crowd, invent some poetry on the spot, or remember a poem or song well enough to recite or sing it.

The mood of the audience can be affected with either song, poetry or oratory. The performer matches their skill roll against the will of the audience. If the audience can be treated as a *crowd*, take the average will and roll once for the whole audience (a vocal few will tend to lead the silent majority). Success by the performer will mean the crowd listens to what the performer says, and will think about it, though their opinion isn't shifted greatly. For each full 10 the performer beats the will of the crowd, the crowd's mood is shifted one category.

When singing or reciting poetry, the mood of the audience can be shifted, sometimes considerably. This can be done subtly, though it takes an evening of performance to carry it out.

A more direct way to sway an audience is through oratory. This is quicker and more direct than by choice of song, but is also pretty blatant.

Example difficulties

10 - Sing without inflicting pain on listeners. Less than this may get the character forcibly removed from the stage.

20 - Sing well enough to impress the audience, though not in a way that will be particularly remembered.

30 - Sing very well. The singer will be well received, and probably kept around for more of the same. The mood of the audience can be shifted subtly.

40 - The singer will be spoken of for months to come, and people will be most eager to please. The mood of the audience can be shifted noticeably.

50 - All others will be compared (probably unfavourably) to the singer, who will be heralded as a master of their art. The singer pretty much has control over the mood of the audience.

Physics (Knowledge)

ACADEMIC.

Defaults to: Science

Requires: Science-2, Mathematics-2

Physics is a particular branch of *Science*, concerned with forces and motion, energy and matter at the smallest

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scales. Particular branches of physics are treated as *techniques* - not knowing the technique doubles the difficulty.

Politics (Knowledge)

ACADEMIC, BUSINESS.

Knowledge of political systems and how to take advantage of them. It may provide some knowledge of the current political groups of your culture, but this is really covered by *Current affairs*, and any knowledge provided by *Politics* will be more long term and theoretical.

Politics

SOCIAL.

Defaults to: Guile

Techniques: *Seduction, Carousing.*

The skill of dealing with the intrigues of a political arena. With it, it is possible to find out relationships within the arena, and to obtain information from people, or even to spread information without it being obvious that the plotter is trying to spread information.

Note that politics is as much knowledge of the local political situation as it is the ability to 'play' it. Knowledge of who the powerful people are, and what their strengths, weaknesses and allegiances are is gained with this skill.

Example difficulties

10 -

Religion (Knowledge)

ACADEMIC.

Knowledge of the traditions, ceremonies, laws, gods, priests and mythology of a given religion. More broad or narrow the skill is depends very much on the culture and the level of knowledge required. In a monotheistic culture, especially where knowledge of other religions is discouraged (e.g. Medieval Europe), each religion will have its own skill, and this will give little knowledge of the others.

In a pantheistic culture, one skill can give knowledge of all the gods and cults, though only on a general level. Single skills will exist for each individual cult, which will also give knowledge of other cults, though that knowledge may be coloured by prejudice.

Where a religion actually grants supernatural abilities to its cult members or priests, these may be represented as *techniques* based on the cult's specific skill.

Research

ACADEMIC.

Defaults to: Any Academic skill

The skill of being able to find information in books, on a computer system, or in any other knowledge source which doesn't require interaction with people (beyond standard dealing with librarians etc).

Ride

RURAL.

The ability to ride, normally a horse. A different skill is needed for different types of animals (horses and ponies would be the same skill, a Griffin another skill). As well as enabling you to remain mounted, it grants a bonus to combat skills when mounted if the relevant techniques are known.

Science (Knowledge)

ACADEMIC, SCIENCE.

Science covers basic scientific knowledge, logical reasoning and baloney detection. Most Western schools will teach *science* to some degree. The skill provides basic knowledge of the various sciences, an understanding of the philosophy of science, and the ability to tell the difference between a scientific theory and dodgy pseudo-science.

All scientists will have *Science* to a greater or lesser degree, as will those in science based professions such as engineering or mathematics.

Scrounging

CRAFT.

Being able to turn useless scrap into something useful. Used with intelligence. Covers finding, planning and building, though skills such as *carpentry* or *blacksmith* may be needed as well.

Skiing

SPORT, OUTDOOR.

Defaults to: Athletics

The skill of skiing. Includes practical experience, as well as knowledge of identifying poor conditions. The examples given below show the difficulty to ski down a run of particular difficulty. Success means you did it without falling over or getting stuck.

Example difficulties

10 - *Green run (easy slopes).*

15 - *Blue run (intermediate slopes).*

20 - *Red run (difficult slopes).*

25 - *Black run (most difficult slopes).*

Sleight (Talent)

TALENTS, CRIMINAL.

Techniques: *Juggling, Pick pocket.*

Sleight of hand, from filching items on a market stall, to picking someone's pockets. Can also be used for anything which requires a great deal of fine dexterity.

Speak language (Language)

LANGUAGE.

The ability to speak a language. Every character starts with a score of 4 in speaking their own language. This skill is rarely rolled, but instead gives an indication of the character's grasp of a language.

Sport

SOCIAL, SPORT.

Techniques: *Seduction, Carousing.*

Knowledge of, and skill at, playing a particular sport such as Cricket, Football or Squash. There is one version of this skill for each different sport. If you wish, you may take a generic *Sport* skill, which all others default to (i.e., you always halve your roll when trying something in a particular sport).

Example difficulties

10 - *Knowing the rules to a game*

20 - *Playing a game reasonably well*

Stealth (Talent)

TALENTS, CRIMINAL.

Techniques: *Ambush, Combat ambush, Sudden death, Silent running.*

Moving quietly, hiding, and generally not being seen or heard. Based on agility for moving quietly, or perception

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for finding somewhere to hide.

Strategy

MILITARY.

Unlike *Tactics*, which is concerned with small scale skirmishes, military strategy provides knowledge and experience of running a war, including making most effective use of troops, logistics and knowledge of large scale tactics.

Streetwise

CRIMINAL, INVESTIGATION.

Defaults to: Guile

Techniques: *Shadowing*.

Streetwise is similar to *Politics*, though is more suited to life amongst the criminal classes. With it, comes knowledge of how to survive on the street, how to gain the trust of those who live on the wrong side of the law, as well as how to find them in the first place.

Surgery

ACADEMIC.

Defaults to: Medicine

Requires: Medicine-4

This is a particular specialisation of medicine, focused on cutting people open and fixing their insides. It is considered to be quite a difficult skill, and failure can often be fatal for the patient.

If a person is wounded, and you have suitable medical equipment available to perform surgery, then a *dexterity x Surgery* check equal to 10 + half the wound penalty may be made. Success both stabilises the wounds and heals one wound level. It takes one hour per level of wound, and can not be performed again unless the patient receives new wound injuries. *Surgery* may be performed on a patient that has already recovered a wound from a *First aid* check.

Failure results in one further wound be gained. If this takes the patient beyond *fatal*, then they die. A fumble also results in the immediate death of the patient.

If you are performing *surgery* in the field without use of suitable equipment, then this counts as *First aid*, and uses that skill.

Survival

OUTDOOR, MILITARY.

Techniques: *Direction sense, Hiking, Arctic survival, Desert survival, Jungle survival.*

With this skill, you are capable of surviving on many different types of terrain by foraging and hunting. There is a single skill, which covers all terrain types, though a number of techniques are needed to survive in harsh environments without penalty. *Survival* also covers tracking, finding shelter and travelling safely and quickly.

On coastal lands (where it is possible to fish), plains, woodlands and low mountain regions, the basic skill will suffice. In desert, arctic or jungle environments, then a technique is required. High mountains may count as arctic, swamps may count as coastal or jungle, depending on the exact environment.

Foraging

When foraging for food, it takes four hours for each

roll. Each five over the difficulty allows enough food to be found for another two people. If more food is found than is needed, then the forager has the option of stopping early as soon as enough food has been found. Assume that food is found at a consistent rate through the time period.

Hunting

Similar to foraging, it takes four hours for each attempt to hunt game. Success indicates that suitable game has been found, and relevant combat skills are required to actually kill the animal. In this case, game is large game animals, such as deer.

Navigation

Anyone with any survival skill can navigate by use of the sun and stars. This is unaffected by the terrain type and difficulty of surviving in that terrain. When attempting to navigate, use the character's highest survival skill.

Tracking

Survival can be used to track others by their footprints and other signs. It is possible to estimate the type of animal, their number and how long it has been since the tracks were made. Of course, it can be used to track people as well.

Example difficulties

10 - Base difficulty for woodland, plains or coastal regions.

20 - Base difficulty for mountain, swamp or jungle.

30 - Base difficulty for desert or arctic regions.

+0 - Find a suitable shelter

+0 - Forage for food for one person

-10 - Good conditions

+10 - Poor conditions

+20 - Very poor conditions (e.g. winter)

15 - Accurately determine direction, time of day or night according to the position of sun, moon or stars.

Tactics

COMBAT, MILITARY.

Techniques: *Surprise attack, Tactical move.*

Tactics, strategy and leadership when planning and fighting a battle involving small groups. It can be used to choose a suitable site for battle, to determine weaknesses in the enemy's strategy and defences, and to plan the logistics of travel and supply.

Teach

SOCIAL, ACADEMIC.

Techniques: *Seduction, Carousing.*

The ability to teach another person, and train them in the use of a skill. See the Campaign section for details on training.

Theology (Knowledge)

ACADEMIC.

Defaults to: Religion

The theory of religion, used by people who want to understand the why and how of religious beliefs. In many cultures doing this too critically can lead to charges of heresy, thought good use of this skill will enable the character to argue effectively and *safely* with others.

Throw (Talent)

TALENTS, COMBAT, MISSILE.

This is the ranged attack equivalent of the brawl skill, and is used for throwing rocks, spears, knives, axes etc at distance targets. The talent is perception based. For

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hurled improvised weapons, short range is considered to be four times strength, medium twice this, and long range twice medium.

This skill can also be used to catch items. When trying to catch an item, throw is dexterity based.

Torture

CRIMINAL, INVESTIGATION, MILITARY.

This is the art of applying pain to someone in order to get them to cooperate.

Trade

SOCIAL, BUSINESS.

Defaults to: Guile

Techniques: *Seduction, Carousing.*

Covers a multitude of skills involved with trading, including bartering, and having some clue as to the value of goods.

Vetinary (Knowledge)

ACADEMIC, ANIMAL.

Defaults to: First aid

First aid for animals. The *first aid* skill may be substituted, though it takes twice as long, and no wounds and no more than one stun can be healed immediately, regardless of the roll.

Zoology (Knowledge)

ACADEMIC.

Defaults to: Biology

This is the study of animals.

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Luck

Habisfern is a world where fate and destiny are seen to be a very real part of everyday life. For some people, Fate will guide them towards their goal, for others, Fate may try to drag them down to their doom. In *Habisfern*, whether Fate has an interest in a character is represented by the *Luck* and *Cursed* traits.

The GM may at certain points in an adventure call for a Luck check. Some checks can be determined to see how many guards are on duty, if a window has been left open etc. If the character succeeds, then things work out in the character's favour.

Chance	Circumstance
5	Likely. Event is very likely to happen unless the character is particularly unlucky.
10	Evens.
15	Unlikely.
20	Improbable.

Using Luck

Luck may also be used to cheat death. At any point, a character with at least one point of *Luck* may spend it, losing it permanently, in order to remain alive after a death result.

Instead of being dead, the character is left in a state of being stable but fatally wounded. It cannot be relied upon entirely - being only wounded after falling into a pit of lava still leaves you in a pit of lava.

Experience Progression

The principle way for a character to improve their skills and attributes in Yags is through training and study. Since how this is done is described in the *Campaign* article, it is not discussed here. However, *Habisfern* also allows characters to gain experience from performing heroic deeds. Depending on how often a character has an *adventure*, such experience may be quicker or slower than training.

Normally, a character is assumed to gain about 2 points of experience per average game session. This normally assumes an evening of play. A particularly intensive session would warrant 3 points, a light session only 1.

If individual characters or players stood out during the session, then a bonus point may also be gained.

Experience may be spent in the following ways.

1. Any skill which currently has a score of 3 or less may have one experience point placed on it.
2. One skill of four or higher, or a single attribute, or a single trait may have one experience point placed on it. Only one of these options may be chosen for a single session.
3. Any number of points may be placed into any number of techniques, as long as the prerequisites for the technique have been met.

The GM may wish to enforce players only spending experience on skills that have actually been used during the session.

Improving Skills

Skills can be raised with experience, at a cost equal to the level the skill is being raised to. Knowledge skills always require some source of knowledge available if it is to be raised.

A technique cannot be used until the full cost of the technique has been paid for.

Improving Attributes

Attributes can be raised with experience, at a cost equal to three times the level the character is raising the attribute to. So an attribute of three will cost 12 points to raise it to 4.

Advantages

It is not possible to buy new advantages after character generation. It may be possible to gain an advantage (or something similar to it) in play, but it does not need to be paid for.

Similarly, disadvantages cannot, or do not need to be, paid off. If the character starts with an Enemy, and manages to remove the Enemy in game, then they are no longer have an enemy. There is no requirement that they pick up a new enemy (though they may if there is an in-game reason to do so), or have to take a new disadvantage to replace the old

one.

Traits

Traits may be raised (or reduced) during the game, as long as the GM is happy that the character is being played in a way that corresponds to the direction the trait is going. A character with a trait of Valorous, who is being played as a coward, cannot have their Valorous trait increased. A character with Cowardice who was being played as a coward, but who showed signs that they were trying not to be a coward, could buy off their Cowardice trait however.

It costs 10 experience points to change a Trait by one level.