7th Sea Sorcery Handbook

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Key to Sourcebooks:

AH	= Arrow of Heaven
AV	= Avalon
CA	= Castille
CM	= 7th Sea Compendium
CN#	= Crow's Nest (issue #)
CP	= Church of the Prophets
DK	= Die Kreuzritter
FR	= Freiburg (box set)
EN	= Eisen
GM	= GM's Guide
IC	= Invisible College
LF	= Lady's Favor (GM's Screen)
LV	= Los Vagos
MO	= Montaigne
MR	= Montiagne Revolution
NM#	= NOM (issue #)
PG	= Player's Guide
PN	= Pirate Nations
RC	= Knights of the Rose & Cross
RI	= Rilasciare
SD	= Sophia's Daughters
SF	= Scoundrel's Folly
SG	= Swordsman's Guild
US	= Ussura
VK	= Villains Kit
VO	= Vodacce
VV	= Vendel / Vesten
WOB	= Waves of Blood

Overview of Sorcery and Shamanism

Each sorcery or shamanism includes 5 or more knacks. During hero creation, these knacks can only be increased using Sorcery points. During play, they may be increased just like other knacks can.

You start at ***Apprentice*** level. To achieve ***Adept***, you must have rank 4 in at least 4 knacks. To achieve ***Master***, you must have rank 5 in at least 5 knacks.

Knacks are unique per sorcery or shamanism, so if you have more than one sorcery or shamanism with the same knack, those knacks are considered as different knacks for purposes of their rank.

Sorcery (PG 200)

Sorcery is something a character is born with, so it cannot be purchased later. The actual details on the various kinds of sorcery are given in the following pages.

Level of Sorcery	Cost	Description
Full Blooded	40 HP	7 Sorcery Points. Maximum Rank = 5.
Half-Blooded	20 HP	3 Sorcery Points. Maximum Rank = 3.
Twice-Blooded	40 HP	Half-Blooded in two kinds of Sorcery.

Purchasing any kind of sorcery (other than Nacht) gives a ***-5 cost*** on purchasing the ***Noble*** advantage.

Purchasing any kind of sorcery (other than Nacht) gives a ***-5 cost*** on purchasing the ***Loring school***.

You may not purchase additional ranks in Sorcery knacks using HP during hero creation, but you may do so during game play using XP. (CM 7)

The type of sorcery your character can know depends on the nation they are from:

Nation	Sorcery Type	Description
Avalon Insmore Highlands	Glamour *(Legend)* (PG 200)	A magical power that draws on legendary people
Castille	El Fuego Adentro (*Fire*) (CA 98)	Ability to control fire.
Eisen	Zerstorung (*Disintegration*) (RI 79)	Ability to accelerate effects of time.
Kanu (CN0 4)	***None***	
Montaigne	Porte *(Doorway)* (PG 212)	Teleportation magic.
Ussura	Pyeryem *(Shapeshifting)* (PG 214)	Shapeshifing to and from an animal form.
Vendel Vestenmannavnjar	Laerdom*(Rune)* (PG 203)	The use of viking runes to create magical effects.
Vodacce	Sorte *(Fate)* (PG 219)	The ability to change fate.
Die Kreuzritter	Nacht *(Shadow)* (DK 71)	The ability to move in the shadow world. *Characters are not born with this Sorcery.*
Sophia's Daughters	Scrying (Female) (SD 92)	The ability to see other places and times.
	Scrying (Male) (SD 92)	Becoming perfectly physically fit.

Shamanism

A shaman is not a sorcerer, but does have magical powers. You cannot have both a Shaman and Sorcery advantage at the same time.

Nation	Sorcery Type	Cost	Description
Avalon Insmore Highlands	Druid *(Gesa)* (AV 98)	20 HP	The ability to place a Gesa (bonus experience as long as some rule is followed).
Kanu (CN0 4)	Opah (CN0 4)	10 HP	Weapon magic.

Druid (AV 98-101)

Overview

Country	Avalon
Type	Shamanism
Cost	20 HP
Description	Druids are a special order with many secrets. They are de-facto judges in Avalon for civil disputes. Almost all Druids have *Bard*, *Doctor*, and *Hunter* skills. Druids have 5 knacks but which knack is used for rolls isn't under their control. It depends on the time and date! The knacks are: **Spring:** April 1 – June 30. **Summer:** July 1 – September 30. **Autumn:** October 1 – December 30. **Winter:** January 1 – March 31. **Moon:** At nights (if not new moon). No knack is usable on nights of a new moon or on the Prophet's Mass (December 31).

Mastery Levels

Apprentice	Three times per story, you may add your rank in your appropriate knack to another person's roll after they roll. No roll by you is required.
Adept	You may place a Lesser Gesa on someone. You may have no more than three in effect at one time, and no one person can have more than two at one time. To place a Lesser Gesa, say it in front of the person, roll Wits+knack against a TN of 20, and spend drama dice (1 if hard to avoid breaking, 2 if annoying to avoid breaking, 3 if easy to avoid breaking). Once broken, a person cannot get a new Gesa until the next story. A Lesser Gesa restricts the person's actions. As long as they follow the restriction, they get +1 XP at end of each story. For example, "must never remove their boots" or "must never eat alone".
Master	You may place a Greater Gesa on someone. You may have no more than one in effect at a time, and no one person can have more than one at one time. To place a Greater Gesa, say it in front of the person, roll Wits+knack against a TN of 40, and spend 3 drama dice. A Greater Gesa sets conditions under which the person may or may not be killed. For example, "can only be killed by fire" or "can only be killed on a rainy day". See AV 100. When confronted with your weakness, you are in big trouble. - You cannot spend drama dice when threatened by the weakness. - You cannot actively defend when confronted by the weakness. - Dramatic wounds inflicted during this time cannot be healed by any means. - You are killed instead of knocked out when you have dramatic wounds equal to twice your resolve.

El Fuego Adentro (CA 98-101)

Overview

Country	Castille
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	El Fuego Adentro first appeared with one of the senators of the Old Empire in Numa. This sorcery is believed to be extinct. Practitioners were wiped out by the inquisition and secret societies. If any still exist, they probably are in Rancho Gallegos in Castille. When using this sorcery, tiny flames can be seen in the sorcerer's eyes. Sorcerers cannot actually create fire, they can only manipulate it. And fires need a source of fuel unless the Feed knack is used to compensate.

Mastery Levels

Apprentice	Fire and heat-based effects do not harm you or any equipment kept in close contact with you. You can direct the movement of one fire within 10 feet of you. It will ignore winds and can even cross water if Feed is used. The movement rate is 10 feet per round (15 if Adept, 20 if Master). The wind can sometimes move it faster.
Adept	You can grasp fire as if it were a solid object.
Master	You can give flames the semblance of life.

El Fuego Adentro Knacks (Part 1)

Concetrate	For every rank in this you can control an additional fire beyond the first.
Extinguish	You may use an action to reduce a fire by a number of dice equal to your rank in this knack. See GM 200 for fire rules. You can affect 100 square feet of fire per rank in this knack.
Feed	You may keep a fire going by taking 2 times the number of dice of fire you want to prevent being lost in flesh wounds each phase. This damage is reduced by your rank in this knack. A wound check is made at the end of each round for this damage.
Range	You may affect fires up to 40 feet times your rank in this knack away.
Firestarting	You may take 1 flesh wound to light a fire in adverse conditions. How adverse depends on your rank. 1=damp tinder or strong wind, 2= wet tinder or light rain, 3= waterlogged tinder or medium rain, 4= non-combustible tinder or heavy rain, 5= any material or weather conditions.
Flaming Blade	You may place your sword into a fire and pick up the flames. The sword does extra damage equal to your rank in this knack times 1 (Apprentice), 2 (Adept), or 3 (Master).

El Fuego Adentro Knacks (Part 2)

Hurl Fire	*Requires **Adept** status before this knack can be raised to 1 or higher.* You may use an action to reach into a fire and throw a chunk at an opponent. Roll Finesse+this knack to hit with a range of 5+(Brawn*2) yards. Damage if you hit is 3k3 (Adept) or 4k4 (Master). Regardless, you take 2 flesh wounds minus your rank in the Feed knack. This fire dies out and cannot be used to ignite someone or something.
Fireflies	*Requires **Master** status before this knack can be raised to 1 or higher.* You may spend 3 actions to convert 1 die of fire into a 10' by 10' cloud of fireflies, and you take 1 flesh wound (which won't heal until the cloud goes away). You control the cloud and can extinguish it at will. The cloud can move 15 feet or 1 level per phase. Any creature in the cloud takes 1 flesh wound per phase unless wearing heavy clothing or other protection. You can have one cloud for each rank you have in this knack.
Flame Serpent	*Requires **Master** status before this knack can be raised to 1 or higher.* You may spend 5 actions to convert 2 dice of fire into a flame serpent, and you take 3 flesh wounds (which won't heal until the serpent goes away). You control the serpent and can extinguish it at will. It acts as if it had all traits of 3, but it cannot be harmed except by immersion in water. It starts with your rank in this knack in damage dice (for example, 3k3 if your rank is 3), but after each successful hit it loses a damage die. When at zero dice it can still move but does no damage. It may regain dice up to its starting value at the rate of 1 die per round of sitting in a fire. You can have one flame serpent for each rank you have in this knack.
Firebird	*Requires **Master** status before this knack can be raised to 1 or higher.* You may spend 10 actions to convert 4 dice of fire into a firebird with a 40 foot wingspan, and you take 5 flesh wounds (which won't heal until the firebird goes away). You control the firebird and can extinguish it at will. When extinguishing it, you may choose to have it explode as a rank 4 explosion. It acts as if it had all traits of 3, but it cannot be harmed except by immersion in water. It does not attack or deal damage. It can instead travel up to 50 miles times your rank in this knack each day. And it may carry one passenger for each rank you have in this knack.

Glamour (PG 200-203,AV 101-104)

Overview

Country	Avalon
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	Glamour was taught to the Avalons by the Sidhe. If the Graal is lost, Glamour will stop working. You may have only one Legend knack for each trait. Glamour Dice are treated as Drama Dice except they cannot be used for Arcana/Hubris activation and they do not turn into experience if unspent.

Mastery Levels

Apprentice	You may use your Reputation Dice as if they were Glamour Dice. You may use the Apprentice ability of any Legend knacks you know.
Adept	The GM receives your lowest trait fewer drama dice (min=# of players) each story. You may use the Adept ability of any Legend knacks you know.
Master	Your number of drama dice depends on your highest trait (instead of your lowest). You may use the Master ability of any Legend knacks you know.

Brawn Legends

The Horned Hunter (PG 201)	***Apprentice:*** You may spend a Drama Die to add your rank in this to your Brawn for one die roll (not a contested roll, wound check, or damage roll). ***Adept:*** You may spend a Drama Die to add you rank in this to your Brawn for a Wound Check. ***Master:*** You may spend a Drama Die to add your rank in this to your Brawn for a damage roll or contested roll.
Iron Meg (AV 102)	***Apprentice:*** You may spend a Drama Die to heal yourself of 5 flesh wounds for each rank in this knack. ***Adept:*** You may spend a Drama Die to cancel the effects of a poison affecting you. ***Master:*** You may spend a Drama Die to succeed at a wound check (with TN of 100 or less).
Mad Jack O'Bannon (AV 103)	***Apprentice:*** You may spend a Drama Die to disappear behind an object as long as you remain still. You can still be heard and can be seen if you peek around the object to look. ***Adept:*** You may spend a Drama Die to disappear behind one object and reappear behind another that his up to 100 feet away for each rank in this knack. ***Master:*** You may spend 3 Drama Dice when killed. If you do, you return to life at dawn the next morning with –2 Brawn. If your Brawn becomes 0 or less, you stay dead.

Finesse Legends

Anne o' the Wind (AV 101)	***Apprentice:*** You may spend a Drama Die to add 5 times your rank in this to your initiative total for this round. ***Adept:*** You may spend a Drama Die to add you rank in this to your Sprinting knack until the end of the round. ***Master:*** You may spend a Drama Die to allow you to use all your remaining actions in a round immediately. You can do this before phase 1 of the round. If two Glamour mages use this at the same time, the one with the highest initiative total goes first.
Blackcloak (AV 101)	***Apprentice:*** You may spend a Drama Die to hide traces of your passage for the rest of this scene so that others have a –5 to tracking rolls for each rank you have in this knack. ***Adept:*** You may spend a Drama Die to get +10 on a Climbing check for each rank you have in this knack. ***Master:*** You may spend a Drama Die to get +10 on a Lockpicking check for each rank you have in this knack.
Robin Goodfellow (PG 201)	***Apprentice:*** You may spend a Drama Die to lower the effective range of your next bow attack by 5 yards for every rank you have in this knack. ***Adept:*** You may spend a Drama Die to add to your next bow attack an unkept damage die for every rank you have in this knack. ***Master:*** You may spend a Drama Die so that your next bow attack is at +5 to hit for every rank you have in this knack.

Resolve Legends

The Green Man (PG 203)	***Apprentice:*** You may spend a Drama Die to give a willing person other than yourself a bonus until the end of the scene. Roll a number of unexploding dice equal toy our rank in this, and keep the highest number. This number is added to all rolls by that person until the end of the scene. No person may be affected by Green Man twice at the same time. You may only affect a number of people equal to your rank in this knack. At the end of the scene, the character suffers one dramatic wound if you rolled 1-5 and two dramatic wounds if you rolled 6-10. ***Adept:*** You may spend a Drama Die to make the next dramatic wound a chosen person receives be healed at the end of the round in which it is received. This may bring the character back from being knocked out. ***Master:*** You may use your Adept ability on another person using one of their Drama Dice instead of yours.
King Robert the Dark (AV 103)	***Apprentice:*** You may spend a Drama Die to add your rank in this to your general's Strategy roll this round. Up to 3 mages can contribute this way to a single roll. ***Adept:*** You may spend a Drama Die to add you rank in this to your personal results roll in mass combat. ***Master:*** You may spend a Drama Die to add twice your rank in Leadership to the next roll of up to 5 people you choose (including yourself). Expires at end of scene.
The Stone Knight (AV 104)	***Apprentice:*** You may spend a Drama Die to let up to your rank in this knack in friends hear your cry for help and know exactly where you are regardless of distance. ***Adept:*** You may spend a Drama Die to ignore a Fear Rating less than or equal to your rank in this knack until end of scene. ***Master:*** You may spend a Drama Die to choose a 10' by 10' area where you cannot be killed or crippled as long as you stay in the area and until one sunrise and one sunset have passed. You still take dramatic wounds during this time and may be crippled or knocked out when this expires.

Panache Legends

Jeremiah Berek (AV 102)	***Apprentice:*** You may spend a Drama Die to add twice your rank in this to any die roll. ***Adept:*** You may spend a Drama Die before you roll so that all dice that explode give you two extra rolls instead of one. ***Master:*** You may spend a Drama Die after failing a roll to try a second time. This can only be done once per roll and does not combine with other re-roll abilities.
St. Rogers (AV 104)	***Apprentice:*** You may spend a Drama Die to add three times your rank in this to a Sailor skill knack die roll. ***Adept:*** You may spend a Drama Die to heal a ship you are touching of one critical hit. ***Master:*** You may spend a Drama Die to become one with a ship whose wheel you are holding (until you let go of the wheel). When rolling for either of you, use the trait that is highest between the two of you. Dramatic wounds you suffer are critical hits on the ship and vice versa. In addition, a Master may once in their lifetime bestow one of the following on one ship: - The abilit y to acquire Reputation and use Reputation Dice. It's number of dice is the sum of the crew's reputation dice divided by 10. - A permanent +2 on any one trait (ignoring all maximums). - The ability for the ship to sail itself. This means it won't go aground or into an obstacle unless specifically directed to do so.
Thomas (PG 203)	***Apprentice:*** You can sense someone with Sorcery within 30 feet of you by a tingling in your left thumb. When someone uses Sorcery on you, you immediately know what is being done. You may use a Drama Die to cancel the effect of a Sorcery on you if your rank in this knack is greater than or equal to their Sorcery knack's rank. ***Adept:*** You may spend a Drama Die to cancel a Sorcery knack being used or that is active within 30 feet of you if your rank in this knack is greater than or equal to their Sorcery knack's rank. For example, you may prevent a Porte mage from escaping, revert an Ussuran shapeshifter to human form, or cancel a fate witch's blessing. ***Master:*** You may spend a Drama Die to prevent magic working within 10 feet of you for a number of rounds equal to your rank in this knack. Any active effects that enter this area are canceled.

Wits Legends

Isaac Snaggs (AV 102)	***Apprentice:*** You may spend a Drama Die to add twice your rank in this to an active defense roll after you see your roll. ***Adept:*** You may spend a Drama Die and one action to catch a missile weapon with a free hand. This is considered a successful active defense. ***Master:*** You may spend a Drama Die and one action to catch a bullet that was fired at you. This is considered a successful active defense.
Jack (PG 201)	***Apprentice:*** You may spend a Drama Die to transform a small object (under 1 cubic foot) into another object until the next dawn, at which time it reverts. If broken in the new form, one of the pieces reverts into an unbroken object and the other pieces disappear. If killed (animal) or eaten (food) in the new form, the object is destroyed permanently. Possible objects include: Knife, Fist-sized hunk of cheese, Bird, Rock (up to 5 objects), Pair of dice, Normal size playing card (up to 5 objects), Coin (up to 5 objects times rank), 20 feet of twine in a ball, Button. ***Adept:*** You may spend a Drama Die to transform yourself with one of these forms until the next dawn. You may spend two Drama Dice to transform another willing person or an animal. You know a number of forms equal to your rank in this. *Child Form* – If not already young, the person or animal achieves the energy and spryness of youth. *Hag Form* – The person appears older and is unrecognizable as himself. Gets –1 unkept die on social interactions. *Noble Form* – The person appears more handsome or beautiful. Gets +1 unkept die on all social rolls. *Ogre Form* – The person appears more intimidating. Gets –1 unkept die on social rolls except intimidation, which gets +2 unkept dice. *Peasant Form* – The person appears much blander. Gets +2 unkept dice on Disguise, Unobtrusive, and Shadowing rolls. ***Master:*** You may spend a month of preparation to enchant a building (up to 4,000 sq ft). When complete, you may choose 3 of the following laws, which work in the building unless otherwise disrupted. You can only have one building so enchanted at a time. - I can't die in my house. - Nobody's magic but mine works in my house. - I always know where everything and everyone is in my house. - No one can enter my house without permission. - Nobody ages in my house. - The pantry in my house always has food and drink in it. - I can instantly rearrange the inside of my house with a thought. - My house cannot be harmed in any way. - The inside of my house is twenty times bigger than the outside. - No one can find the way to my house unless I let them.
King Elilodd (AV 102)	***Apprentice:*** You may spend a Drama Die to add five times your rank in this to a roll on the Repartee system against Sidhe. Only works with positive effects (Charm, etc) against Seelie and with negative effects (Intimidate, etc) against Unseelie. ***Adept:*** You may spend a Drama Die to call on the nearest Seelie for aid. Roll Resolve+(*rank)* against a TN of 30. If successful, a Seelie shows up to help (for a price). On a roll of 10 or less, an Unseelie shows up and demands a much higher price. ***Master:*** You may spend a Drama Die to create a 5 foot radius circle around yourself that the Unseelie cannot enter. Ones inside the circle are cast out when activated. You can maintain this for as long as you are awake and stay in the same spot.

Laerdom (PG 203-212, VV 97)

Overview

Country	Vestenmannavnjar (Vendel)
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	Laerdom is the ancient study of "true names" of things and concepts. It was taught to the Vesten by the gods at the dawn of time (it is still officially part of the sorceries given to the old empire senators). Followers of Laerdom are called Skjaeren. The various runes (Laerds) are described below. They are forged or written onto items, which are then made part of a ritual to unlock that power. Whenever you fail with a rune, you take 1 kept die in damage for every 5 you missed your TN by (round up). You may only invoke a number of runes per day equal to your *Wits*. You may only control up to your *Brawn* in rune effects (via invoke or inscribe) at one time. To use more requires a raise per excess rune on every action attempted. If you fail this, all the runes fail and burn out (if inscribed), and you take 1 kept die in damage per rune being used at the time. No person or thing may be affected by the same rune more than once at the same time. You may have up to your Brawn in inscribed non-weather runes at one time. If you exceed this, all the inscribed objects' runes burn out and those objects may never be re-inscribed. Weather runes are not counted. You may only "become" one rune, ever. In theory, you can work on every knack. In practice, you need to focus on 4 or 5 of them to achieve Adapt and Master levels. Vendel may not reach Master. Only Vesten may do so.

Mastery Levels

Apprentice	You may invoke a rune. Invoking uses one action and a roll of Resolve+(rune knack) versus the invoke TN. If successful, a dice effect lasts for 1 round plus 1 round per raise. A weather effect covers a square mile and lasts 1 hour (apprentice), 3 miles and lasts 1 day (adept), or 10 miles and lasts 1 week (master). You can cancel a weather effect at any time. You may make runes only in a temporary way, such as on paper, sand, wood, glass, or other such surface.
Adept	You may inscribe a rune. Inscribing uses 5 actions and a roll of Resolve+(rune knack) versus the inscribe TN. If successful, a dice effect lasts for one year, and the effect can be renewed. The effect may be passed to a person who says the object's name (see below) while touching it, at which point the effect lasts for 1 round plus 1 round per raise. A weather effect may be called upon once like an invoke, and is then erased. The invoking person takes 1k1 damage. You may inscribe runes into a permanent (non-living) surface. When doing so, you must name the object and that object will be forever known as that name. Objects previously inscribed already have a name and you have to know it in order to re-inscribe the object. Objects previously inscribed may never have a different rune than their original inscription placed on them.
Master	Your may brand a rune into your skin permanently and become the rune. Becoming uses 10 actions (which cannot happen in combat) and a roll of Resolve+(rune knack) versus the becoming TN. If successful, you gain the effects of the rune permanently to call upon at will. You take 2k2 damage due to the branding. If you fail, you still take damage and must wait a week before trying again. You may inscribe a rune that you have Become. This takes 10 actions and a roll of Resolve+(rune knack) versus the becoming TN. You also take 2k2 wounds. If successful, the rune is permanently on the object. If you fail, the object is ruined. Runes inscribed this way do not count against he number of runes you may have inscribed at one time. They are activated like other inscribed runes and the effect does count as one of the rune affects affecting you. Weather runes cause 2k1 wounds (instead of 1k1). You may only activate such an object once every 10 phases, minus 1 phase for each -5 taken on your inscribe roll.

Laerdom Runes (part 1 of 2)

Bevegelse (Empathy)		Invoke TN=20 Inscribe TN= 30 Become TN=40 *This is the rune of empathy. Union of self with the outside world.* +2 unkept dice to any social interaction.
Ensomhet (Solitude)		Invoke TN=15 Inscribe TN= 25 Become TN=40 *This is the rune of cutting away the past in order to move forward.* +2 unkept dice to Resolve tests.
Fjell (Mountain)		Invoke TN=15 Inscribe TN= 30 Become TN=40 *This is the rune of sacrifice.* You may ignore one dramatic wound for the duration. If you become a rune, you may ignore any one dramatic wound until it is healed.
Fornuft (Gateway)		Invoke TN=20 Inscribe TN= 30 Become TN=40 You may view events at a place you are familiar with (invoke) / have seen for a short while (inscribe) / have been to (become). Duration is 1 round plus 1 round per raise. During this time you close your eyes and cannot speak.
Grenselos (Unbound)		Invoke TN=15 Inscribe TN= 25 Become TN=40 All bindings and shackles fall off you.
Herje (Ruin)		Invoke TN=20 Inscribe TN= 30 Become TN=40 Give a person a penalty of (*your rank*) to their next roll against a TN. This is a one shot effect and not a duration.
Host (Harvest)		Invoke TN=20 Inscribe TN= 30 Become TN=40 You may t ake a –1 rank on a knack for the duration of a story and at the end you get back this rank and 2 XP that can only be spent on raising that knack.
Kjolig (Hatred)		Invoke TN=15 Inscribe TN= 25 Become TN=40 You may descrease the temperature within the area of affect to cause a freezing weather (or something more mild).
Kjott (Flesh)		Invoke TN=15 Inscribe TN= 25 Become TN=40 *This is the rune of self. Know yourself and be honest with yourself.* +2 unkept dice to resist attempts to fool or beguile you through magic or mundane means. Total immunity to the *Varsel (Omen)* rune.
Krieg (Warrior)		Invoke TN=15 Inscribe TN= 25 Become TN=40 +1 unkept die to Attack rolls.
Kyndighet (Skill)		Invoke TN=15 Inscribe TN= 25 Become TN=40 You may re-roll one die during each combat round.
Lidenskap (Passion)		Invoke TN=15 Inscribe TN= 25 Become TN=40 You may increase the temperature within the area of affect to cause a heat wave (or something more mild).
Nod (Intensity)		Invoke TN=15 Inscribe TN= 25 Become TN=40 When acquiring this rune for the first time, choose "weather" or "emotion". This choice cannot change later. You are stuck with the choice forever. *Weather*: Worsens weather in area by one level (storm<-gale<-breeze<-calm). *Emotion*: +2 unkept dice when trying to promote aggressive behavior.
Reise (Journey)		Invoke TN=15 Inscribe TN= 25 Become TN=40 +2 unkept dice to perception tests.
Sinne (Anger)		Invoke TN=15 Inscribe TN= 25 Become TN=40 +2 unkept dice to Brawn skill checks.
Stans (Calm)		Invoke TN=10 Inscribe TN= 20 Become TN=35 When acquiring this rune for the first time, choose "weather" or "emotion". This choice cannot change later. You are stuck with the choice forever. *Weather*: Stills weather in area by one level (storm->gale->breeze->calm). *Emotion*: +2 unkept dice when trying to calm another's mood.
Sterk (Wholeness)		Invoke TN=15 Inscribe TN= 25 Become TN=40 *This is the rune of defense.* +5 to your passive defense TN.

Laerdom Runes (part 2 of 2)

Storsaed (Greatness)		Invoke TN=15 Inscribe TN= 25 Become TN=40 *This is the rune of the young, untrained hero.* The number of raises you make when doing this rune should be recorded (to a maximum of your lowest trait). When invoked, you may divide that number of +5 on roll among all present… which are applied to that person's next action roll. If you become a rune, ignore the number of raises. It is always equal to your lowest trait and you can divide them up during each scene as you see fit.
Styrke (Strength)		Invoke TN=15 Inscribe TN= 25 Become TN=40 *This is the rune of strength.* +1 unkept die to all damage rolls.
Tungsinn (Gloom)		Invoke TN=15 Inscribe TN= 25 Become TN=40 +2 unkept dice to an attempt to cause depression or fear in another person.
Uvitenhet (Mystery)		Invoke TN=20 Inscribe TN= 30 Become TN=40 *This is the rune of hiding the truth.* +2 unkept dice to all rolls to deceive someone. Counteracts the *Fornuft (Gateway)* rune within a 50 foot radius.
Varsel (Omen)		Invoke TN=15 Inscribe TN= 25 Become TN=40 Only those you wish to speak to understand you. Others hear a garbled foreign language.
Velstand (Wealth)		Invoke TN=10 Inscribe TN= 20 Become TN=35 When acquiring this rune for the first time, choose "money" or "wisdom". This choice cannot change later. You are stuck with the choice forever. *Money*: All money (other than regular income) you acquire is doubled. *Wisdom*: You may tap into hereditary memory and ask the GM a question, which is answered by a flashback to another Skjaeren of the Wealth rune's experiences.
Villskap (Fury)		Invoke TN=15 Inscribe TN= 25 Become TN=40 You may fire a lightning bolt. Range is 25 yards (apprentice) / 50 yards (adept) / 75 yards (master). Attack roll and damage roll are Mastery level (1=apprentice, 2=adept, 3=master) + *Rank in this rune* keep Mastery level.

Nacht (DK 71,82-84)

Overview

Country	None (Die Kreuzritter)
Type	Shamanism
Cost	25 HP (75 XP)
Description	Only knights of Die Kreuzritter may have this shamanism. Only one knight a year may gain this ability, so it is very rare. Nacht shamanism does not have knacks and has no apprentice, adept, or master ranks. Users of this shamanism may travel from one place to another by stepping through shadows. Knights are sworn to skill any non-knight who witnesses the use of this ability… although some knights have received exemptions with regard to certain trusted individuals.

About the Dark Paths

Entering	To enter the Dark Paths, you need to touch or be partially in a shadow. Touching your own shadow counts. It takes one action to enter. You may bring along up to 20 pounds of equipment. You cannot bring along any living things. Objects connected to you come with you, so this cannot be used to escape bonds. You cannot enter while in complete darkness. There must be some light in order for there to be a shadow.
Leaving	Leaving works just like entering. Touch a shadow and spend an action. If this would place you in a solid object, you appear in the nearest open space. If you leap out of a shadow, you get +5 on your Wits+Ambush roll.

About the Dark Paths

Appearance	The Dark paths are like a shadow of the real world that is in constant twilight. All natural features (hills, etc.) appear as black objects and have a slightly springy surface. These objects cannot be moved, dug into, or otherwise modified. Buildings and living objects (like trees and people) appear, but are shadowy and can be walked through. Water does not appear at all. Thus, entering while in water may place you in the air. And leaving from a place that is underwater in the real world may put you in a position to drown. The sky is translucent white and sometimes shapes are seen pressed against it.
Traveling	Time runs at the normal rate. Walking is the only form of travel available. Characters may travel 50 ft per action.
Shadowburn	*By a strict reading*, characters in the Dark Paths lose 1 Resolve every round and die at -1 Resolve. It takes one full day of rest before you get your Resolve back. *By my rules*, characters make a Brawn check against TN 15 every Brawn minutes. Once they fail this check or the next check after they have made this check Brawn times, they lose 1 Resolve every round (as above). This is the equivalent of the swimming rules for being in freezing choppy water.
Other Dangers	Various monsters and Nights roam the Dark Paths.
Other Rules	Fire does not work in the Dark Paths. Sound does not travel as far and so it is easy to be caught unaware or be unable to communicate with a companion who is not very far away.

Opah (CN0 5-6)

Overview

Country	Kanu
Type	Shamanism
Cost	10 HP
Description	Those with the Opah shamanism are called *Opahkung*. Opah shamanism does not have knacks and has no apprentice, adept, or master ranks. *Lan* represents positive spirits. *Nal* represents negative spirits. All things have either *Lan* or *Nal*. Nothing is neutral. When holding a weapon, the weapon may appear charged with crackling streams of energy that run down the weapon and up the shaman's arms and in the shaman's eyes. This is white if the weapon has *Lan* and black if it has *Nal*.
Lan and Nal	When the shaman uses a weapon in combat, he or she can add positive or negative power to the weapon. This applies only to melee weapons or projectiles (arrows or spears). It does not apply to launchers like a bow or gun. A weapon with positive power is said to have that much *Lan*. A weapon with negative power has that much *Nal*. For example, +5 is 5 *Lan* and -2 is 2 *Nal*. Each weapon begins at +1 (1 *Lan*). A weapon used by the shaman gets +1 for every 5 successful hits on an enemy. The weapon gets -1 for every 5 misses of an enemy. The shaman is expected to track all of their hits and misses. There is no zero. A weapon at +1 that gets -1 results in -1. Similarly, one at -1 that gets +1 results in +1.

Abilities

Any Lan or Nal	A sorcerer (but not a shaman) struck by the weapon may not use any sorcerous knacks for one phase per *Lan* or *Nal*. If the sorcerer is hit again during this period, restart this clock (it isn't cumulative). An item with a Laerdom rune that is struck is affected as if it were a sorcerer and becomes deactivated.
Each 20 Lan	+1 to hit (max bonus of your Resolve).
Each 20 Nal	-1 to hit (max penalty of your Resolve).
Each 50 Lan or each 50 Nal	+5 to TN to break the weapon. +1 resistance to sorcery. When holding the weapon, you may spend a drama die to resist a sorcerous knack being used on you. The sorcerous knack must be less than or equal to your resistance level.
Each 100 Lan	You begin each story with an additional drama die. This die is only usable when holding the weapon. You cannot more than double your number of drama dice.
Each 100 Nal	The GM begins each story with an additional drama die. This cannot more than double the GM's number of drama dice.

Porte (PG 212-214,MO 78)

Overview

Country	Montaigne
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	Porte first appeared with one of the senators of the Old Empire in Numa. Porte sorcerers can open up rips in the fabric of the universe and reach or walk through. These rips appear to bleed, and some say you can hear crying as if something was in pain.

Mastery Levels

Apprentice	You may open a small (fist-sized) doorway.
Adept	You may open a doorway large enough for man-sized objects, including yourself.
Master	You may open a doorway for larger objects, up to a number of persons equal to your Resolve.

Porte Knacks

Attunement	You can tell what direction an object you blooded is from you. Range depends on rank: 1= 10 feet, 2= 100 feet, 3= 1 mile, 4= 5 miles, 5= 10 miles.
Blooding	You can use 10 actions to mark an object with Resolve+Blooding using a TN of 20. Each +5 on the TN you make on this roll gives you a +5 on later rolls to open portals to that object. You may have up to 3 (if apprentice) / 6 (if adept) / 9 (if master) objects blooded at one time. You can drop an object from this list at any time. Also, a person may wash off the blood.
Bring	You can use 1 action to open a doorway and a second action to reach in and bring a blooded object to you. Roll Resolve+Bring with a TN of 20. You can Bring an item that is in a locked box with no sign of entry. If you Bring an item that is underwater, it shows up wet but you don't feel water and no water rushes through. You may also use this knack to hand off an object to another Porte sorcerer. Use 1 action to alert the other sorcerer and a second to hand it off. The other sorcerer uses an action to open their portal and a second action to bring the object through. TN depends on closeness of bloodlines: twins= 5, father/mother/son/daughter= 10, brother/sister= 15, aunt/uncle/nephew/neice= 20, first cousin=25, other related and any non-related= 30. (MO 78)
Catch (MO 78)	You may use this knack as an active defense against firearms and other projectiles. A small portal is opened and the bullet or projectile is lost. You get a +5 on rolls against slower projectiles such as arrows and thrown objects.
Pocket	You can use an action to put an object into or bring an object out of a hidden "pocket" in the air. This pocket may hold any non-living objects which hold their shape (no liquids without containers) massing up to 10 pounds times your rank in this knack. There is a small chance that the objects may disappear, so it is not totally safe. Also, if you exceed the weight limit, all objects are lost.
Walk	You can use 2 actions (+1 per extra person) to open a doorway and 5 actions (+2 per extra person) to move through to a blooded object. Roll Resolve+Walk with a TN of 20. Every person coming with you raises the TN by 10. For every time you raise the TN by 10, you can lower the walking time by 1 action. At Journeyman level, you may use this knack while falling to Walk to an object. The TN depends on how many levels the fall is: 1= TN 30, 2= TN 25, 3= TN 20, 4= TN 15, 5= TN 10, 6+=TN 5. (MO 78) If the object being Walked to isn't in a large enough space for you to appear, you are lost unless you choose a different object to Walk to. Note that you must be at Adept level to open a large enough doorway for yourself and at Master level to open one for others to come with you. In the "walkway" between doorways, if someone opens their eyes they may be lost forever. Occasionally something tries to make you open your eyes. Roll Resolve with a TN of 10 to keep your eyes shut. Any person moving through a doorway suffers 1k1 rounds with a –2 unkept dice on all actions as a form of "portal sickness". Someone with Porte sorcery suffers for their Resolve fewer rounds.

Pyeryem (PG 214-219)

Overview

Country	Ussura
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	Pyeryem is a form of mystic art granted to the Ussurans by a relationship with Matushka (mother Ussura). To gain use of an animal's form, the sorcerer bargains with one of the animals. The animal gives over access to the form in exchange for living as long as the sorcerer (plus possible other costs). If you roll less than ½ the required TN on any form change, you cannot try to transform again until the next dawn.

Pyeryem Knacks

Animal Form	Each animal form is considered a separate knack. You can get as many animals as you want, but focusing on 3 of them is important for advancing to become an Adept or Master. Roll Resolve+Animal Form to change into an animal. The TN changes by animal type and you can only do animal forms you have "learned". When in animal form you may use your Animal Form knack as your attack knack and do 0k1 damage.
Man	Roll Resolve+Man to change back to human form with a TN of 15.
Speak	Within Ussura you can speak to all animals regardless of this rank. Outside Ussura, roll Resolve+Speak against a TN determined by the GM. This TN will be higher the further you are from Ussura and the more domesticated the animal is.

Mastery Levels

Apprentice	You may transform fully into animal form. In that form you may speak with other animals (using the Speak knack) and with humans with Pyeryem (but not with other humans). To transform takes 1 action and 1 Drama Die. Roll against the form's TN. Use the Man knack to transform back to human form. This transformation does not cost a Drama Die.
Adept	You may partially transform, using 1 action and 1 Drama Die to take on one "boon". Only the part of the body associated with that boon transforms. Roll against the form's TN. You may do multiple partial transformation, but each body part may only be affected once, and you may have only one such boon per animal form. The Man knack is used to transform back, undoing any or all partial transformations by your choice.
Master	You may gain any or all "boons" for a given animal form by using 1 action and 1 Drama Die. Roll against the animal form's TN. This does not involve any physical transformation. You can cancel this at will (you do not need to use the Man knack). The effect ends at the next dawn if not cancelled before then.

Animal Forms (Part 1 of 2)

Animal Form	TN	Boons
Asprey (US90)	20	+10 to passive defense TN & -1 Brawn Bite (Attack 0k2 using your Animal Form knack) Flight & No Grasping Limbs Speed (+1 unkept action die each round)
Boar (US90)	15	+1 Brawn Gore (Attack 0k3 using Animal Form knack) Speed & No Grasping Limbs (+1 unkept action die each round)
Boca (US90)	10	+10 to passive defense TN & -1 Brawn Leaping (+3 unkept dice on Leaping rolls) & No Fine Manipulation (Lose highest die on rolls requiring manual action)
Cat	15	+1 Finesse & -2 Brawn (minimum 1) Climb (+3 unkept dice on Clumbing rolls) Falling (+1 rank in Break Fall knack) Keen Hearing (+3 unkept dice on perception rolls involving hearing) Night Vision (Can see in near total darkness. –1 unkept die while in bright light.) No Grasping Limbs & Silence (+3 unkept dice on Stealth rolls)
Drachen (US90)	45	+3 Brawn Armor (+10 to passive defense TN) Bite (Attack 0k3 using your Animal Form knack) Claw (Attack 0k2 using your Animal Form knack)
Duck (US90)	15	Flight & No Grasping Limbs Hold Breath (As if +3 Resolve (CM7) for purposes of drowning rules) Swimming (Movement is unimpeded while swimming)
Firebird (US90)	30	+10 to passive defense TN Flight & No Fine Manipulation (Lose highest die on rolls requiring manual action) Bite (Attack 0k3 using your Animal Form knack)
Fish (US90)	10	Breathe Water (The drowning rules apply to you in air instead of in water) Swimming (Movement is unimpeded while swimming) & No Grasping Limbs
Frog (US90)	15	Hold Breath (As if +3 Resolve (CM7) for purposes of drowning rules) Leaping (+3 unkept dice on Leaping rolls) Swimming (Movement is unimpeded while swimming) & No Fine Manipulation (Lose highest die on rolls for manual actions)
Goat (US91)	10	+2 Brawn & No Grasping Limbs Gore (Attack 0k2 using Animal Form knack)
Goshawk	15	-2 Brawn (minimum 1) & Speed (+1 unkept action die each round) Claws (Attack 0k2 using your Animal Form knack) Flight & No Fine Manipulation (Can fly. Lose highest die on rolls requiring manual action.) Keen Sight (+3 unkept dice on perception rolls involving sight)
Hinde (US91)	35	+3 Finesse & No Grasping Limbs +10 to passive defense TN Gore (Attack 0k2 using Animal Form knack) Leaping (+3 unkept dice on Leaping rolls) Speed (+1 unkept action die each round)
Horse (US91)	15	+2 Brawn & No Grasping Limbs +5 to passive defense T N Speed (+1 unkept action die each round)
Kodiak Bear	35	+3 Brawn & -2 Finesse (minimum 1) Bite (Attack 0k2 using your Animal Form knack) Claws & No Fine Manipulation (Attack 0k3 using Animal Form. Lose highest die on rolls for manual actions.) Keen Smell (+3 unkept dice on perception rolls involving smell) Swimming (Movement is unimpeded while swimming) Warmth (Extreme cold does not bother you. Extreme heat bothers your at double the effect.)
Monkey (US91)	20	+1 Finesse Climb (+3 unkept dice on Clumbing rolls) Falling (+1 rank in Break Fall knack)
Mouse	15	+10 to passive defense TN & -3 Brawn (minimum 1) Keen Hearing (+3 unkept dice on perception rolls involving hearing) Keen Smell (+3 unkept dice on perception rolls involving smell) Night Vision (Can see in near total darkness. –1 unkept die while in bright light.) No Fine Manipulation (Lose highest die on rolls requiring manual action) Silence (+3 unkept dice on Stealth rolls)
Otter	15	-1 Brawn (minimum 1) & Swimming (Movement is unimpeded while swimming) Hold Breath (As if +3 Resolve (CM7) for purposes of drowning rules) Keen Smell (+3 unkept dice on perception rolls involving smell)

Animal Forms (Part 2 of 2)

Animal Form	TN	Boons
Owl	10	-1 Brawn (minimum 1) -1 Finesse (minimum 1) Flight & No Fine Manipulation (Can fly. Lose highest die on rolls requiring manual action.) Night Vision (Can see in near total darkness. –1 unkept die while in bright light.) Silence (+3 unkept dice on Stealth rolls)
Rabbit	15	+5 to passive defense TN & -2 Brawn (minimum 1) Burrow (You can dig at 2*Finesse inches per round) Keen Hearing (+3 unkept dice on perception rolls involving hearing) Keen Sight (+3 unkept dice on perception rolls involving sight) Leaping (+3 unkept dice on Leaping rolls) Speed & No Grasping Limbs (+1 unkept action die each round)
Raven (US91)	15	+5 to passive defense TN Flight & No Fine Manipulation (Lose highest die on rolls requiring manual action)
Red Fox	15	+5 to passive defense TN & -1 Brawn (minimum 1) Howl (Can communicate with other animals and Pyeryem humans over distances of up to 5 miles) Keen Smell (+3 unkept dice on perception rolls involving smell) Leaping (+3 unkept dice on Leaping rolls) Silence & No Grasping Limbs (+3 unkept dice on Stealth rolls)
Reindeer (US91)	10	+1 Finesse & No Grasping Limbs Gore (Attack 0k2 using Animal Form knack) Warmth (Extreme cold does not bother you. Extreme heat bothers your at double the effect.)
Snake (US92)	20	+1 Finesse Bite (Attack 0k2 using Animal Form knack) & Poor Hearing (-2 unkept dice on perception rolls involving hearing). Burrow (You can dig at 2*Finesse inches per round) Climb (+3 unkept dice on Clumbing rolls) Silence (+3 unkept dice on Stealth rolls) Speed (+1 unkept action die each round) & No Grasping Limbs
Snow Leopard	35	+2 Brawn Claws & No Grasping Limbs (Attack 0k2 using Animal Form) Climb (+3 unkept dice on Clumbing rolls) Keen Smell (+3 unkept dice on perception rolls involving smell) Leaping (+3 unkept dice on Leaping rolls) Poor Sight (-2 unkept dice on perception rolls involving sight) Speed (+1 unkept action die each round) Warmth (Extreme cold does not bother you. Extreme heat bothers your at double the effect.)
Songbird (US92)	15	+2 Finesse +10 to passive defense TN & -3 Brawn Flight & No Fine Manipulation (Lose highest die on rolls requiring manual action)
Turtle (US92)	15	+10 to passive defense TN & -1 Finesse Hold Breath (As if +3 Resolve (CM7) for purposes of drowning rules) Swimming (Movement is unimpeded while swimming) & No Grasping Limbs
Wolf	25	+1 Brawn & No Grasping Limbs Bite (Attack 0k2 using your Animal Form knack) Howl (Can communicate with other animals and Pyeryem humans over distances of up to 5 miles) Keen Hearing (+3 unkept dice on perception rolls involving hearing) Keen Smell (+3 unkept dice on perception rolls involving smell) Silence (+3 unkept dice on Stealth rolls)

Scrying (Female) (SD 92-100)

Overview

Country	Sophia's Daughters
Type	Sorcery
Cost	40 HP for Full-Blooded. *(Half-blooded is not a valid choice.)*
Description	Some daughters of Sophia are born with this sorcery. It can skip generations. This sorcery involves water magic and the seeing of distant places and times. While this sorcery is almost always on women, a small number of men have had it as well.

Mastery Levels

Apprentice	You can sense whether someone is good (hero) or evil (villain). You can breathe water (but not other liquids). You gain the *Appearance(Above Average)* advantage, or get a -5 HP cost on an *Appearance* advantage.
Adept	Your Scry ability improves. You may travel to/from Bryn Bresail through special pools. To do so, make a Wits+Scry roll with TN 20. You get -10 on your roll for every person you try to bring with you. These people suffer 1d10 - their Resolve rounds of disorientation (they get -10 on all rolls).
Master	Your Scry ability improves.

Scrying (Female) Knacks

False Potion	To make a potion that appears in all ways like the real one but without the effect, use the average of this knack and the appropriate potion knack to determine your effective rank for the roll. For example, if False Potion is 3 and your potion knack is 1, then roll as if your knack were 2. The false potion still uses the same ingredients.
Scry	Using a pool of fresh water, you may see and hear what is going on at another place (or time). To do this, spend a drama die and roll against against a TN of 20. Instead of using a trait, your mastery level (apprentice=1, adept=2, master=3) is used for the base. For example, an adept with Scry of 3 would make a roll of 5k2. Others within sight and hearing of the pool may also see and hear the events. This takes several minutes to do, and if interrupted you take a -10 on your roll. When peering into the future, things look blurry. An apprentice can only look in the present and only at people, places, and things they are familiar with. Something they have seen only once results in a -5 on the roll. An adept can see into the past up to their birth and into the future up to one year. They get a -1 on their roll for every 2 years into the past or every week into the future. A master can see without limits into the past and future and suffers only a -1 for every 5 years. The GM may spend a drama die to replace a vision with something else.
Potion	There is no single potion knack. Each potion is a separate knack. You may have ranks in as many potions as desired, but only the 3 highest count toward achieving Adept and Master status, so focusing on 3 potions can be beneficial. Brewing a potion requires a roll of Wits+Knack against the potion's TN. Each ingredient that you skip gives you a -10 on your roll. It takes 30 minutes to brew a potion. Each brewing attempt produces your mastery level in doses (apprentice=1, adept=2, master=3). Elixirs and philters are ingested. Fumes and vapors are inhaled. Balms, dusts, oils, and powders are applied with contact. You can chance the kind of a potion by taking a -5 on your roll. Potion effects last for one Act. A person may only be affected by their Brawn in potions at a single time. If an additional potion is applied, the oldest one still affecting them is cancelled. Also, a person may not be affected by more than one kind of potion (philter, oil, balm, etc.). If a new kind is applied, all those of a different kind are cancelled. Potions that modify traits and knacks cannot raise one above 7 or lower them below 0. The maximum effective change is equal to your mastery level (apprentice=1, adept=2, master=3). You take a -5 on your roll for each point greater than 1 of change.

Potions (Part 1 of 2)

Potion	TN	Ingredients	Effects
Antidote Philter	20	A spider	Nullify the effects of one poison.
Cooling Balm	15	Fresh leaf from an oak tree	Makes the person immune to damage from hot weather. ???
Dust of Irritation	15	A pinch of pepper	The person has fits of itching and sneezing. This gives them a -5 on all rolls.
Dust of Petrification	40	A stone from a riverbed	The person takes on a stone-like appearance. They gain +3k0 on Wound Checks and gets +2 on all Action Dice (maximum 10).
Elixir of Eagle's Flight	30	Two feathers from an eagle	The person may fly. This does not increase their base speed.
Elixir of Good Fortune	30	A foot of a rabbit	The person gains a number of luck dice equal to the brewer's mastery level (apprentice=1, adept=2, master=3). Luck dice work like drama dice for modifying a roll (but not for other drama dice functions).
Elixir of Tongues	25		You can understand and speak any language. This does not include reading and writing.
Elixir of Velme	15	A feather from a songbird	The person will feel lustful. Seduction and Charm attempts on the person get a +5.
Elixir of Warmth	20	A pinch of white ash from a fire no more than a day old	Makes the person immune to damage from cold weather. ???
Fumes of Slumber	20	A pinch of sand	The person makes a contested roll of their Resolve against the brewer's Wits+this knack.. If the person loses, they sleep until the potion wears off.
Gilead's Whisper (Elixir)	25	A glove of white silk	Disguises all signs of sorcery (but not shamanism) the person may have. The effect is cancelled if sorcery is used.
Glasswater (Balm)	30	A snake's shed skin	The person may reshape their appearance to take on a new look. This does not change size or clothing. It may lessen the effects of *Appearance* of *Unnerving Countenance* advantages.
Healing Balm	25	A scab from your body	Heals all flesh wounds plus one dramatic wound.
Love's Scented Oil	20	A dozen red roses	The person gains +5 on Seduction and Charm attempts.
Oil of Clumsiness	25	A foot of an albatross and down from a fledgling hawk	Lowers the person's Finesse as per the trait altering rules.
Oil of Dullness	25	A powdered mule's hood and three worker ants	Lowers the person's Wits as per the trait altering rules.
Oil of Feebleness	25	An earthworm and a cobweb	Lowers the person's Brawn as per the trait altering rules.
Oil of Sloth	25	A handful of moss and a powdered clamshell	Lowers the person's Panache as per the trait altering rules.
Oil of Weakness	25	A mouse's tail and 3 eggshells	Lowers the person's Resolve as per the trait altering rules.
Philter of Champions	25	A used fencing glove	Raises the person's Attack(Fencing) and Parry(Fencing) knacks as per the knack altering rules.
Philter of Grace	25	A sparrow's feather and a serpent's tooth	Raises the person's Finesse as per the trait altering rules.
Philter of Intelligence	25	An owl's feather and a handful of fox fur	Raises the person's Wits as per the trait altering rules.

Potions (Part 2 of 2)

Potion	TN	Ingredients	Effects
Philter of Invisibility	25	A diamond	The person is fully invisible (even to Scry attempts). This gives them +20 on Stealth and Shadowing rolls.
Philter of Quickness	25	A fish's scales and forelegs of a praying mantis	Raises the person's Panache as per the trait altering rules.
Philter of Stamina	25	A piece of the root of an old tree and ground turtle's shell	Raises the person's Resolve as per the trait altering rules.
Philter of Strength	25	Powdered horn of a bull and claw of a bear	Raises the person's Brawn as per the trait altering rules.
Powder of the Buffoon	25	A handful of dirt	Lowers the person's Attack(Fencing) and Parry(Fencing) knacks as per the knack altering rules.
Vapor of Forgetfulness	20	Dust from a cobweb	The person makes a contested roll of their Resolve versus the brewer's Wits+this knack. If they fail, they forget all the events of this scene. If the brewer takes a -20, then the memory gap will be permanent. Otherwise, it may eventually come back.

Scrying (Male) (SD 100-101)

Overview

Country	Sophia's Daughters
Type	Sorcery
Cost	40 HP for Full-Blooded. *(Half-blooded is not a valid choice.)*
Description	Some Sons of Lugh are born with this sorcery. It can skip generations. This sorcery involves turning the person into a perfect physical specimen. You are very attractive, have never been sick, and you heal amazingly quickly. While this sorcery is almost always on men, a small number of women have had it as well.

Scrying (Male) Knacks

Agility	Add your rank in this knack to your Finesse rolls.
Perception	Add +2 to perception rolls for every rank in this knack.
Speed	Add your rank in this knack to your Panache rolls. For initiative, add your rank to your Initiative Total and not to each die.
Stamina	Add your rank in this knack to your Resolve rolls.
Strength	Add your rank in this knack to your Brawn rolls (including Wound Checks and damage that adds dice due to Brawn).

Mastery Levels

Apprentice	You can sense whether someone is good (hero) or evil (villain). You can breathe water (but not other liquids). You gain the *Appearance(Stunning)* advantage, or get a -10 HP cost on an *Appearance* advantage. You suffer the effects of aging as if you were half your age. You are immune to diseases. At the end of every scene, you may make a Brawn check with TN 30 to heal a dramatic wound.
Adept	You get a +5 on your TN to be hit. You may spend a drama die to heal a dramatic wound.
Master	You get a +10 on your TN to be hit (replacing the previous +5). You may spend a drama die to automatically succeed at a Wound Check.

Sorte (PG 219-223, VO 88-90)

Overview

Country	Vodacce
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	Sorte first appeared with one of the senators of the Old Empire in Numa. Only women may have this sorcery. They are commonly called Fate Witches. Fate witches learn to see strands first through the use of tarot cards (called a sorte deck). They can also see them, but think of them in terms of cards anyway. Whenever a fate witch explodes a die 2 or more times (any single die of 20 or more) on a Sorte knack, they get a *Fate Lash*. You may choose not to explode a die. A Fate Lash causes the immediate loss of 3 Drama Dice. For each die short, take a dramatic wound that won't heal for 3 months.

Sorte Knacks

Arcana	This knack is used to see Arcana.
Coins	Commerce. Yellow. Business or financial relationships.
Cups	Passion. Blue. Emotional relationships.
Staves	Authority. Green. A relationship based on status or respect.
Swords	Conflict. Red. Emotional or physical conflict.
Black Strand	Only Adepts and Masters may learn this knack. It relates to death.

Mastery Levels

Apprentice	You may see the single most important strand for a person (two strands at Adept and three at Master). You may see a specific relationship between two people using a roll of Wits+Sorte knack with a TN of 15. You may curse or bless a person. You may see if a person has an Arcana. Roll Resolve+Arcana knack with a TN of 15 to see which one.
Adept	You may alter fate by tightening or loosening a strand. Roll Resolve+Sorte knack with a TN of 10 times the amount you want to change the strength of a strand by. This is done carefully since how the change takes place is impossible to control and may take a while to take effect. You may alter fate by stretching a strand to change a single die roll. Roll Resolve+Sorte knack with a TN of 15 times the number of unkept dice you want to add or subtract from that person's roll.
Master	You may alter fate by creating or destroying a fate strand. Roll Resolve+Sorte knack with a TN of 40 (destroy) or 50 (create). This can be very dramatic and immediate. It can also be dangerous because all other threads on the two persons are also altered and you become attached to both those persons in an unknown way.

Other Sorte Info

Strand Info	Strands have a ***type*** and ***strength***, which can always be seen. The type is Coins, Cups, Staves, and Swords. The strength is ranked from 1 (weakest) to 10 (strongest). Strands have ***end points***. If the person at the other end is not visible, you can only see the direction of the strand. A strand cannot be altered if a ***Court Card*** is on it. This happens if the strand is too new and unstable (Squire), too powerful (Knight), is splitting into two strands (Queen), too old and stable (King). Strands may be seen as getting stronger (twisting), weaker (fraying), or as broken (remnants after being severed).

Uses of Sorte

Curses and Blessings	A curse or blessing is made by looking a person in the eyes, saying their name 3 times and then kissing them. Roll Resolve+Sorte knack. The person receives 1 blessing or curse die for every 15 rolled (round down). You receive 1 curse die for every 10 rolled (round down). A blessing die becomes an extra unexploding kept die on all rolls related to the specified strand until that die rolls a 1. A curse die becomes an extra unexploding negative kept die on all rolls related to the specified strand until that die rolls a 10.
Card Spreads	A card spread involves using a knack to influence fate. It takes 10 minute of uninterrupted time to perform a card spread. (VO 88-90) **Coins Spread** = Spend 1 drama die (or recipient spends 2 drama dice). Roll your Coins knack in kept dice, and add that amount of gold to the recipient's next month of income. This knack may be performed as often as it can be paid for. **Cups Spread** = Spend 2 drama dice (or recipient spends 4 drama dice). Roll your Cups knack in kept dice, and for every 15 points rolled, the recipient gets +1 unkept die on charm repartee attempts against one target for a month. This knack may be performed as often as it can be paid for. **Staves Spread** = Must be an Adept or Master. Spend 3 drama dice (or recipient spends 6 drama dice). Roll your Staves knack in kept dice, and add the total to the recipient's reputation for the next month. This knack may be performed as often as it can be paid for. **Swords Spread** = Must be an Adept or Master. Spend 4 drama dice (or recipient spends 8 drama dice). Add one destiny die to an ordinary weapon (not Dracheneisen, puzzle sword, etc.) as per the *Twisted Blade* advantage. This knack may be performed as often as it can be paid for, but you cannot have more destiny dice so enchanted than your Swords knack rank. You can cancel the bonus dice at any time. **Black Strand Spread** = Must be a Master. Spend 5 drama dice. Roll your Black Strand knack in kept dice, and for every 15 points rolled, the recipient adds 1 year to the start of the Middle Aged and Old categories of aging. This knack may be performed as much as it can be paid for, but if a Fate Lash occurs then all benefits for the recipient from this knack in the past are also lost. **Arcana Spread** = Must be a Master. Spend 10 drama dice and two months of labor to weave a tapestry. The target's arcana is replaced by the one specified for the coming 10-X months, where X is the target's Resolve. This knack may be performed as often as it can be paid for, but you may have only 3 tapestries active at any one time.
Music	You may add 1 unkept dice to your Composer knack for an Apprentice, 2 unkept dice if Adept, and 3 unkept dice for a master. If you also spend a drama die on the composition, it may have some magical effect on those that listen to the work. (VO 89)

Zerstorung (RI 7981)

Overview

Country	Eisen
Type	Sorcery
Cost	40 HP for Full-Blooded. 20 HP for Half-Blooded.
Description	Zerstorung first appeared with one of the senators of the Old Empire in Numa. This sorcery is believed to be extinct. Practitioners were wiped out by other sorcerers and by secret societies. This sorcery accelerates the ravages of time. This is not aging, but rather an increase in natural entropy. It requires direct skin to surface contact to work. A person affected by Zerstorung with a dramatic wound looks weathered and poorly fed. It takes a full month of bedrest to heal a wound taken in this way. Water, Syrne artifacts, Sidhe objects, Dracheneisen, and ageless monsters are immune.

Mastery Levels

Apprentice	You may spend a Drama Die to cause a single object no greater than man sized and no firmer than wood to become brittle and unusable. This takes 3 actions of contact to work.
Adept	You may spend a Drama Die to cause a single object under 3 feet tall or up to 1 cubic foot of material to become pitted and rusted. You may affect stone and metal. You may take a -5 penalty on any Zerstorung roll to affect two items (or 2 cubit feet) instead of one.
Master	You may spend a Drama Die to cause a dramatic wound to a person (or creature up to horse size). You must touch the person for 3 actions (they won't feel anything until the third action is completed). You may do up to 2 additional dramatic wounds at the cost of an extra Drama Die and a -10 penalty to the roll of each additional wound. You may take a -10 penalty on any Zerstorung roll to affect three items (or 3 cubit feet) instead of one or two.

Zerstorung Knacks

Disintegration	For each rank in this knack, you may reduce 1 cubic foot to dust instead of simply corroding it. At rank 5, you may reduce all of the affected object(s) regardless of size.
Distant Touch	Your rank in this knack may never be higher than your rank in Indirect Touch. You may affect objects at a distance with no need to touch at all. Rank 1= 1 foot, 2= 2 feet, 3= 5 feet, 4= 10 feet, 5= 20 feet.
Fast Applicaton	You may affect an object using just one action by making a roll of Wits (no knack) versus a TN of 30 minus 5 times your rank in this knack.
Focussed Effect	You may affect just part of an object. Roll Resolve (no knack) versus a TN of 30 minus 5 times your rank in this knack. If you fail this roll, the entire object is affected.
Indirect Touch	Roll Resolve+this knack with a TN of 10 plus 5 times the number of layers of material between your flesh and the target object. A layer thicker than 5 feet counts as one layer per 5 feet.