



Third Party Rules

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New Advantages

Sorcery Advantages

By Carl Gilchrist

Animal Friend

Cost: 1 HP

This advantage is available to Pyeryem sorcerers only.

The character does not need to make a Speak roll when trying to talk to one class of animal (chosen when the advantage is bought), whether they are in Ussura or not.

Blood of the Mother

Cost: 6 or 9 HP

This advantage is available to Pyeryem sorcerers only.

Once per day this advantage allows the character to transform into an animal without expending a drama die. For 6 points this advantage with one animal knack (chosen when the advantage is purchased); for 9 points the character can use it with all their animal knacks.

Clean Cut

Cost: 3 HP

This advantage is available to Sorte sorcerers only.

When the character severs a thread, the cut is clean, and leaves little in the way of remnants. Another Sorte Strega can only see the remnant if she makes a Perception check vs. a TN of 5 + 5 times the cutter's rank in the appropriate thread knack.

Fate Friendly

Cost: 8 HP

This advantage is available to Sorte sorcerers only.

Fate is less cruel to the witch with this advantage. When she receives a fate lash, she only loses one Drama Die rather than three.

Fjell

Cost: 5 HP

This advantage is available to Laerdom sorcerers only.

The character is considered to have +1 Brawn when determining how many runes he can have controlled at any one time, and how many runes he can have inscribed at any one time.

Kyndighet

Cost: 5 HP

This advantage is available to Laerdom sorcerers only.

If the character fails to activate his rune, he takes 1 die of damage per 10 points failed (or part thereof) not per 5 points of failure as normal.

Lingering Blood

Cost: 5 HP

This advantage is available to Porté sorcerers only.

Even though Porté blood can be wiped off a blooded object to sever its connection to the sorcerer who has blooded it, those with this advantage can still connect to the spiritual residue of their blood that lingers for a while. The length of the time the object is still considered blooded after the blood has been washed off is based on the sorcerer's mastery level (at the time the object is blooded):

- Apprentice: 1 day
- Adept: 1 week
- Master: 1 month

Secret Lore

Cost: 3 HP

Normally, a character may only have one Glamour knack per trait. With this advantage a Glamour sorcerer may learn two knacks from the same trait (the trait must be chosen when the advantage is bought).

This advantage may only be taken once.

Sidhe Item

Cost: 3, 6 or 9 HP

The character has been gifted with (or has otherwise come into possession of) an item from the Sidhe. This item is a quality item and should have some sort of story or legend to it. It can be any common item, or a set of small objects, like dice.

For each 3 HP spent on this advantage, the item can hold one Glamour Die. Storing a Glamour Die takes 10 actions and a Resolve check against TN 15. If the roll is failed the glamour die is lost. If the roll succeeds the Glamour Die is stored in the item. While the object holds Glamour it appears finer and of higher quality, full of energy so to speak.

Any character capable of using Glamour Dice can sense the glamour in the object and may use the stored power as if part of their own pool.

Storsæd

Cost: 8 HP

This advantage is available to Laerdom sorcerers only.

The character may become one extra rune.

Strong Animal Skin

Cost: 4 HP

This advantage is available to Pyeryem sorcerers only.

The character may choose one animal knack whose TN to use is reduced by 5.

Strong Blood

Cost: 3 HP

This advantage is available to Porté sorcerers only.

The character may maintain more blooded objects than normal.

- Apprentice: 5 blooded objects
- Adept: 10 blooded objects
- Master: 15 blooded objects

The Weave's Blessing

Cost: 4 HP

This advantage is available to Sorte sorcerers only.

The character is slightly more fortunate when it comes to blessing and cursing. If the witch gives a blessing or curse, they may activate this advantage and roll 1d10. If the result of the roll is 4 or higher, she suffers no curse die on herself. Otherwise, she receives an additional curse die and suffers a fate lash.

The Word

Cost: 4 HP

This advantage is available to Laerdom sorcerers only.

When invoking a rune the character knows, he does not need to draw any symbols. He merely speaks the name of the rune with his power behind it and the power comes forth.

This ability may only be used a number of times per day equal to the character's Resolve trait. If the character fails an invoke roll doing this, not only does he take the usual damage, but he cannot use this advantage or that rune for the rest of the day.

Velstand

Cost: 3 HP

This advantage is available to Laerdom sorcerers only.

Runes that the character inscribes will last for twice as long as normal (usually two years).

New Backgrounds

Unrequited Love

By Jon Stoner-Holk

He's the greatest man Théus ever created, and, more importantly, he's utterly perfect for you. Someday, he may be yours, but for now he's burdened with someone who isn't you. It might take a little persuasion, but some day he'll realize how perfect you are for him. The number of points spent on this background determines how difficult it is to gain the object of your desire, and how much you would give to have him.

Ward

By Jon Stoner-Holk

You have been charged with someone's protection. Perhaps you have a grandfather who is quite sharp but a little stiff, or you may have been honour bound to see a member of the Invisible College to his safe haven in Vendel, or maybe you found a young wastrel in dire need of good parents. The number of points determines how helpless your ward is (one point for a henchman, three points for a baby) or just how many people want to see him or her dead.

New Sorceries

Vento

By Jason Aring

Country of origin: Any

Sorcery knacks: Barrier, Concentrate, Hover, Lift, Range

Vento is the Sorcery of the wind dating back to the time of the Numan senators. With the rise of the Church of the Prophets, Vento practitioners suffered the backlash and persecution of faithful more than most other sorcerous families. As such they were scattered like the winds to the farthest corners of Théah. As such, records of their existence can be found in only the oldest of documents contain any record of their existence. Spread so far, the few remaining members can call no nation their own and only their ability to speak and listen to the wind has kept the bloodline from disappearing completely. In game terms this means that Vento sorcerers can come from any nation, but they do not receive the 5 HP discount to the noble advantage.

Like all forms of sorcery originating from the Numan senators, there is a tell-tale sign when ever the sorcerer calls upon his power. In the case of Vento, the sign is

billowing hair and clothes as if the sorcerer was in a strong wind. This occurs even when the power is targeting something other than the sorcerer on the calmest of days.

Note that since the Vento bloodline has no nation to call its own, Vento sorcerers may come from any nation. However, they do not receive the 5 HP discount to the Noble advantage.

Mastery Levels

Vento sorcerers have the ability to communicate with the wind. This power grows as the sorcerer advances in mastery level.

Apprentice

An apprentice Vento sorcerer can tell when weather is going to change a half-hour before it changes. He cannot yet tell what the weather will change to, just whether the severity will increase or decrease.

Adept

An adept can now tell what type of weather is coming up to an hour away by listening to the wind. In addition he can hear messages left on the wind by a master Vento sorcerer.

Master

A Vento master can speak into the wind and leave a message for anyone with the ability to hear. The wind carries the message 200 miles/day in all directions. Eventually every Vento adept and master willing to listen will hear the message.

Knacks

Barrier

Note: While using this knack, all other rolls are subject to a -25 penalty due to the intense concentration required.

The Barrier knack allows the Vento sorcerer to call upon a wall of air to surround him for protection.

Apprentice: An apprentice can spend an action to surround himself in strong air currents as long as he wishes to maintain it. These currents provide a bonus to Passive Defence against close combat and slow missile attacks (such as thrown objects or arrows, but not bullets or cannonballs). This bonus is equal to twice the sorcerer's rank in this knack.

Adept: The sorcerer may now call upon a quick gust of wind and use the Barrier knack as an Active Defence against close combat and slow missile attacks.

Master: At master level, a Vento sorcerer can use his Barrier knack to subdue an opponent. The sorcerer rolls Resolve + Barrier against a TN equal to his opponent's Balance Passive Defence; if this is successful, his opponent becomes prone. This attack may be actively defended against with Brawn +

Balance. Against a prone opponent the sorcerer may spend an action to use the wind to hold them prone per the grapple rules until the opponent makes a successful Brawn roll opposed by the sorcerer's Resolve + Barrier to get up.

Concentrate

For every level in this knack, the concentration penalty for using the Barrier or Hover knacks is reduced by 5.

In addition, the Vento sorcerer may affect up to one additional person or object with his Hover or Barrier knack for each rank of this knack or mastery in Vento he has achieved, which ever is lower.

Hover

Note: While using this knack, all other rolls are subject to a -25 penalty due to the intense concentration required.

The most spectacular use of a Vento sorcerer's power is to use the wind to defy gravity for a period of time. This period is equal to a number of rounds equal to (Hover rank + Resolve rank) x mastery level. Whenever the sorcerer is using this knack, it also serves as his defence knack. Hover takes one action to activate.

Apprentice - Float: Resolve + Hover, TN 15. This ability allows the sorcerer to slow the speed of his descent to that of a falling feather (one level per round) as the wind cushions his fall. The ability will not stop the sorcerer from descending but will prevent any falling damage.

Adept - Levitate: Resolve + Hover, TN 20. This ability completely negates the effects of gravity. The sorcerer can prevent himself from falling. While the sorcerer can not increase his elevation, he also will not fall. In addition he can "walk" across the air at a rate of 10 ft/round.

Master - Flight: Resolve + Hover, TN 25. At master level, a Vento sorcerer has achieved the ability to use the wind to achieve actual flight. This allows him to move 200ft/round and ignore the penalty for moving up or down levels. The GM may require a check to perform certain actions while flying depending on the speed and conditions (flying in the dark requires Wits + Hover, through trees at high speed requires Finesse + Hover, and swooping down to catch the falling damsel requires Panache + Hover). This ability can only be used on the sorcerer. It can be combined with the Lift knack but not the Range knack.

Lift

Normally a Vento sorcerer can only affect himself and a small amount of weight upon his body freely. The Lift knack allows for the sorcerer to affect an additional 100lbs per rank in this knack.

Range

Normally a Vento sorcerer can only affect people and objects he is in contact with. The Range knack allows him to affect people and objects 10ft per rank away from him with either the Hover or Barrier knack. This can allow another person to be affected by any of the Barrier abilities, float, or levitate. While levitating a person may walk at a rate of 10ft per round. No-one else can ever be given the flight ability. Remember that the sorcerer must have sufficient ranks in the Lift knack to allow someone or something else to float or levitate.

New Combat Schools

Alvarez

By Jon Stoner-Holk

Country of Origin: Castille

Basic Curriculum: Fencing, Spy

School Knacks: Beat (fencing), Disarm (fencing), Interrogation, Exploit Weakness (Alvarez)

Note: Interrogation is considered to be a basic knack for Alvarez students.

Note: Members of the Inquisition may buy this School as if it was from their home nation.

Pepito Alvarez de Torres was the most infamous sadist in all of western Castille until his untimely death at the hands of Montaigne invaders. He developed a brand of swordplay that emphasised his penchant for torture and cruelty, and found his calling within the ranks of the Inquisition. While he himself never became a Knight Inquisitor, he taught many of their ranks the finer aspects of extracting truth from heretics and their supporters. They have since formalized his teachings, adding the more subtle aspects of an Inquisitor's life to its basic curriculum.

The Alvarez style has no particular insights into attack or defence, and borrows much from the Villanova School for basic swordplay. What it relies upon is the knowledge of the exact location of nerve endings and pressure points, as well as the less scientific aspects of torture-craft, making it a particularly unsavoury school, especially for its victims.

The weakness of the Alvarez style is that it focuses so much upon inflicting pain that it does not pay as much attention to the pragmatics of swordplay as it sometimes should. A focused barrage or careful riposte can catch an Alvarez student off guard.

Students of the Alvarez School do not receive free membership in the Swordsman's Guild; instead, they gain the Scoundrel advantage.

Mastery Levels

Apprentice

Alvarez students are capable of inflicting small, excruciating wounds during swordplay rather than attempting to slay their opponent. After a successful attack, you may opt to forego dealing damage in order to make an immediate Intimidation repartee action, and possibly extract crucial information from or break the will of your opponent.

Journeyman

Journeymen learn to make their victims cower from them and beg for mercy. By making a successful Resolve + Interrogation check against TN 25 you can increase your Fear Rating by one (plus one for every two raises called) for the remainder of the scene.

Master

A master of Alvarez is capable of twisting and digging his blade to drag out as much pain as possible. When dealing damage, you may choose to make two separate damage rolls, each at a -2k1 penalty and requiring its own Brawn check.

Kazak

By Ken Rice

Country of origin: Ussura

Weapons: Fencing weapon

Basic curriculum: Fencing, Rider

School knacks: Beat (fencing), Lunge (fencing), Pommel Strike (fencing), Exploit Weakness (Kazak)

Developed by the mercenary horseman from whom it is named, Kazak embodies the thunder of approaching cavalry, the gleam of wickedly curved steel descending from horseback, and the blood-chilling war cries of a fierce people. The niceties of standard fencing's feint and tag hold no place in the vicious directness of Kazak.

Mounted warriors of Ussura, the Kazaks have alternatively fought for the causes of the Gaius or the Boyars - generally whoever has the heaviest purse. Their savoured weapon is the sabre, or *shashqa*, and incorporates aggressive slashing techniques from the back of swift-moving steppe ponies. Fearful accounts of the red-coated riders' fast and brutal methods only lend to credence to this style's vaunted effectiveness.

The obvious weakness of Kazak is its reliance upon being mounted; if the horse can be taken out from under the rider, much of the advantage is lost.

Students of the Kazak School do not receive membership in the Swordsman's Guild for free; instead they gain a free rank in one of their swordsman knacks.

Mastery Levels

Apprentice

Riding down infantry is a specialty of the Kazak School. You receive a Free Raise when attacking targets on foot from horseback.

Journeyman

A skilled rider and his mount move almost as one; the Journeyman receives a +5 to his Ride Passive Defence. In addition, he receives a Free Raise to his Ride Active Defence while mounted.

Master

The ground-shaking charge of the Kazak Master is worthy of dread. When mounted and moving at a gallop, a successful fencing attack receives a bonus to damage equal to your initiative total. For every action die the Master holds before the charge (up to a maximum of their ranks in the Ride knack) they gain a 1k0 bonus to their Attack (fencing) roll.

This special attack may only be used once per round and only when the swordsman has sufficient room to build up momentum.

Lorenzo

By Chris Cunliffe

Country of origin: Vodacce

Weapons: Fencing sword

Basic curriculum: Dirty Fighting, Fencing

School knacks: Disarm (fencing), Pommel Strike (fencing), Twist (fencing), Exploit Weakness (Lorenzo)

A name that creates fear in everybody that understands its history and significance, the family of Lorenzo were perhaps the darkest personalities ever to grace Théah. Demon worshippers and summoners, poisoners, assassins, murderers; these are just a few of the names that this once great Vodacce family inspires. "Master swordsmen" isn't usually heard, but that is largely because people prefer to forget that this ancient style ever existed than because the Lorenzo family could not hold their own in a duel.

This School teaches the swordsman to wait for an opportunity and then to follow up on it to the maximum possible advantage, often waiting for several moments before suddenly leaping into action. It is a style that has been borrowed from in many ways by more modern fencers - Torres swordsmen have taken something of the Lorenzo's speed, but they apply it to defence rather than an attempt to kill. Even Veronica Ambrogia has used some of this style, in the twist which each swordsman uses when he strikes.

If this style has a weakness it would be that it tends to fall into a pattern. Anybody who has faced a Lorenzo Swordsman several times will soon recognise it and be able to exploit it by carefully parrying the correct blows to throw off their opponent.

Mastery Levels

Apprentice

The student receives a Free Raise to Pommel Strike attempts.

Journeyman

For making Attack (fencing) attacks, you may act in phases up to your mastery level earlier than the phases shown on your action dice.

Master

Once per round, after making a successful Pommel Strike, you may immediately make a Throat Strike attempt against the same opponent. This does not require an action.

Ortega

By Jon Stoner-Holk

Country of Origin: (Occupied) Castille

Weapons: Fencing sword

Basic Curriculum: Fencing, Scholar

School Knacks: Disarm (fencing), Feint (fencing), Lunge (fencing), Exploit Weakness (Ortega)

A priest of unorthodox disciplines, Padre Ramon Santiago Ortega was known for his philosophy of "*pensamientos*", or deep thoughts, used to guide actions. He applied these proverbs most often within his eclectic university, which taught everything from theology to swordplay. After his assassination, his daughter and student, Inez Rodriguez Ortega, began an order of philosopher swordsmen to fight the Inquisition.

The concentrated discipline of the Ortega style of swordplay allows for impenetrable focus. No disciple of Ortega's is allowed to graduate if anything proves a distraction to him or her, as focus is the key to victory. Their studies provide for a calculating wit that gives their mind as much edge as their blades.

The narrow focus of an Ortega fencer allows more open minded opponents to use non-traditional techniques to pass as 'distractions', right through any defences.

Students of the Ortega School gain membership in the Swordsman's Guild for free.

Mastery Levels

Apprentice

“You must focus to be able to see the details.” You may choose to give up action dice in order to deal extra kept damage dice, should the blow cause damage. You may give up as many action dice as you desire, on a one-for-one basis. This must be declared before the attack roll is made; if you miss, the sacrificed actions are wasted.

Journeyman

“To remember the words, you must remember the meaning.” By recalling just the right saying at the right time, an Ortega student can gain the inspiration to defeat his opponent. A journeyman may spend an action to concentrate and roll his Resolve + Philosophy, TN 20. Success grants a Drama Die usable only for this combat, with an additional Drama Die for each Raise called.

Master

“To master the blade, you must first master your heart.” When in a duel that involves something of great importance to him, an Ortega master can turn his emotions into deadly focus. If combat involves one of your backgrounds, all your attacks and Active Defences gain a number of unkept dice equal to the number of points in the background.

Schaller

By Simon Wray

Country of Origin: Eisen

Weapons: Axe

Basic Curriculum: Heavy Weapon, Pugilism

School Knacks: Beat (heavy weapon), Bind (pugilism), Corps-à-corps, Exploit Weakness (Schaller)

The Schaller Swordsman School is not taught as part of a disciplined curriculum as with many of the Schools that have formed in the Academies of Eisen. Instead it has been taught by the woodsmen, farm-hands and huntsman of the wild towns in Eisen. Most small communities have a handful of hardy workers trained in this style to defend the populace if beasts or raiders should seek to attack the farmsteads.

In essence the style is taught for those who simply want to be able to protect themselves from either bandit raids or attacks by wild monsters. The swordsman uses a heavy axe, usually held in one hand, and the off-hand fends off attacks and also punches out to catch an opponent blind-sided.

The axe is a vicious and brutal weapon, and those trained in Schaller seek to use it to down an opponent quickly, relying on its sheer weight to knock them down and out. At the same time the wielder can use it to block attacks and strike with the butt, which makes it very versatile.

Most users wear thick leather gauntlets to protect their hands whilst working, these double up though as they can be used to slap lighter weapons aside, or even to grasp swords whilst the axe is swung round to crush and maul. The fist is an intricate part of this style and many have become unstuck when the axe is shifted into one hand and a heavy left hook thunders into a bandit's jaw.

The weakness of this school is fairly obvious; its adherents have many options open to them, and the choice of manoeuvre can often cause hesitation and indecision. These moments are simple to take advantage of as the student of a more rigid style is more certain of their next move, and thus often quicker. A fighter taught in the Schaller style, can find himself caught with a sudden blow whilst just switching to the next move.

The Schaller School does not give free membership to the Swordsman Guild; instead the student gains a free Rank in one of their Advanced Swordsman Knacks.

Mastery Levels

Apprentice

The first thing learnt is the ability to change the grip on a weighty axe and wield it with one hand. The Apprentice may wield an axe (using the Heavy Weapon skill) one handed without penalty.

Additionally, after an attack misses your Passive Defence you may make an immediate Attack (pugilism), Jab or Uppercut attack, but you TN drops to 5 until the end of the next phase in which you act.

Journeyman

The Journeyman is able to weigh his options and chose where to focus his efforts at each stage of the fight. Each round, the student gains a pool of kept dice equal to his mastery level. These dice may be spent on any single roll involving a knack taught by this School (that is, a Swordsman knack or a knack from a skill in the basic curriculum).

Master

At this level of skill the style really comes into it's own as the user is able to wield the blade with freedom and versatility. After you make an attack, you may give up your next action die to attack again immediately, but your attack must be from the Heavy Weapon or Pugilism skills, and cannot be the same knack used for the initial attack.

Velena

By Alex Bero

Country of Origin: Vodacce

Weapons: Fencing sword, stiletto knife

Basic Curriculum: Fencing, Knife

School Knacks: Poison, Throw (stiletto), Touch (fencing), Exploit Weakness (Velena)

Note: Poison is considered to be a basic knack for students of the Velena School.

As told in the voice of Caesar Vestini, noted historian:

“The Ambrogia style was responsible for the decline of many lesser Schools. Among these was the Velena School, which was developed by the Serrano family during the height of their power. It used a rapier in the main hand, and a stiletto in the off. As one would expect, the Velena School made extensive use of poisons, which in many ways accounts for the low popularity of the School even before the rise of the Ambrogia School. First, the use of poison removes the Velena School from the realm of formal duelling, as it is not at all honourable, even in Vodacce, though I am sure that many of my readers believe that all things in Vodacce are settled with a poisoned knife. Second, without poisons of sufficient strength, the School is nearly useless, and only the Serrano possessed the knowledge and resources to truly make deadly use of the Velena style. Finally, the reliance of the Velena School upon poison, and the time a student had to spend studying poison, meant that no other skills were developed. There is no stop-thrust, for which the Villanova School is famous. No balled fist, as one sees in the Lucani, or daring lunge from the Bernoulli. Not even the feint, riposte or beat upon which so many modern Schools justly rely.

“However, with an understanding of poison, the Velena style was fearsome indeed. The Velena duellist has an almost supernatural ability to strike with such precision as to just barely cut the skin, allowing the poison to do its work. It was not uncommon to see a Velena duellist's opponent fall to the ground, screaming in pain, after only the barest of touches. The Velena duellist could also execute a surprising throw of the stiletto, striking an opponent at a distance at no great cost to himself, as the stiletto was not truly used for parrying. Finally, practitioners of the Velena style knew where their resources lay, and how to retain them. Many great swordsmen lost their lives after a critical disarm failed to remove their Velena-trained opponent's weapon for the picture.

“All of this being said, the Velena School's weaknesses are easy to spot; this was another source of unpopularity. Once a skilled swordsman realized that there was no special danger from any trick but the touch, it became a simple matter to simply not get hit. Even the best Velena duellists were easily defeated by a quick half-blade beat, or a well placed pommel strike.”

Since the School uses poison, the Swordsman's Guild does not endorse it. Instead of membership in the Guild, students of this School gain a free rank in one of their swordsman knacks.

Mastery Levels

Apprentice

Velena swordsmen are trained to use the stiletto in the off hand, negating their off hand penalty with it.

Also, Velena swordsmen are taught to keep their weapons in hand at all costs; without their blades, the poison cannot work. The Velena duellist's mastery level x 3 is added to the difficulty of all attempts to disarm him.

Journeyman

The Seranno family, and by extension Velena duellists, were notorious for their skill with poison. At this level, the Velena swordsman receives a free rank in the Poison knack. This may raise it to rank 6, and if it does not, the swordsman may later raise it to rank 6 by spending 25 XP.

The Velena duellist may also, at this level, choose one poison to which he is immune.

Master

The Master of Velena makes his touches effortlessly; his Touch knack is increased from rank 5 to rank 6.

Because of his continued use of poison, he gains another free immunity, for a total of two.

New Swordsman Knacks

Touch

Note that the Touch knack has been rewritten and now appears in the Addendum.

Twist

By Chris Cunliffe

You may add your rank in the Twist knack to damage rolls made with a blade. For example, Attack (fencing) can benefit from this knack, but Pommel Strike can not.

School Reference Chart

Nation	School	Weapon	Skills	Knacks
Castille	Alvarez	Fencing sword	Fencing, Spy	Beat, Disarm, Interrogation
	Ortega	Fencing sword	Fencing, Scholar	Disarm, Feint, Lunge
Eisen	Schaller	Axe	Heavy Weapon, Pugilism	Beat, Bind, Corps-à-corps
Ussura	Kazak	Sabre on horseback	Fencing, Rider	Beat, Lunge, Pommel Strike
Vodacce	Lorenzo	Fencing sword	Dirty Fighting, Fencing	Disarm, Pommel Strike, Twist
	Velena	Fencing sword, stiletto	Fencing, Knife	Poison, Throw, Touch