

PMR↑FB<DMFXNS Arthes, Elven Shield-Maiden &◁TMO&CRM↑BX

VIGOR: 4

INSTINCT: 4

REASON: 4

Key of the Paragon

You are certain of something in life - that the ways of the Elves are far superior to those of the lesser races. This principle guides you, and you try to find a way to apply it to every situation. Gain 1 XP every time you use an Elvish ability to your advantage. Gain 2 XP every time you use an Elvish ability in a way that benefits the party. Gain 5 XP every time you convince someone to hold your culture in higher esteem than others. Buyoff: Disown yourself from your Elven heritage.

Key of the Brokenhearted

The love of your life, a human War-Captain bearing the Sword of Arraniel, was cruelly slain by the goblins. It wounded you so deeply that you refuse to form new bonds of love or attachment. Gain 1 XP every time you choose to keep new bonds from forming in favor of 'honoring' your past love (or, in other words, every time the character chooses nostalgia instead of the present). Gain 3 XP every time you rebuff an open confession of love or camaraderie. Buyoff: Admit that you have formed a new love.

Key of Vengeance: Goblins

You hate goblins. Gain 1 XP every time your character hurts a goblin. Gain 2 XP every time you strike a minor blow against them (killing a goblin or disrupting their life, destroying their property). Gain 5 XP every time you strike a major blow at the goblins, like taking a powerful artifact from them. Buyoff: Let your enemy go.

Key of the Mission: Recover the Sword of Arraniel

You have a personal mission that you must complete - to return the Sword of Arraniel to the Elves. Gain 1 XP every time you take action to complete this mission (2 XP if this action is successful.) Gain 5 XP every time you take an action that completes a major part of this mission. Buyoff: Abandon this mission.

Secret of the Ancient Tongue

You can communicate with an animal and understand its signals. In order to get the animal to cooperate or not try to eat you, you might need a successful Animal Ken ability check. Cost: 2 Instinct.

Secret of the Grey Path

Your footfalls can be made completely silent, and leave little trace for others to follow. Regular Stealth rolls are uncontested, and you can use your Stealth ability in resistance to anyone trying to track you. Cost: 1 Instinct.

Secret of the Signature Weapon: Myfanwy, Thorn of Sorrow

You are bonded to your spear. You gain a bonus die to any action taken with Myfanwy, and any other character else attempting to use her receives a penalty die.

MASTER

Fight

ADEPT

Know Lore, React, Sneak

COMPETENT

Heal, Sense Danger, Sway, Throw, Resist, Endure

UNSKILLED

Disarm Trap, Pray, Counsel, Brawl, Intimidate, Climb

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FBCXMFXPMPNJS Aubrey, Priest of Lady Peace <CTMN>CRP◇XR

VIGOR: 3

INSTINCT: 5

REASON: 4

Key of Faith

You are guided by your strong belief in all-seeing Lady Peace. Gain 1 XP every time you defend your faith to others. Gain 2 XP whenever you converts someone to your faith. Gain 5 XP whenever you defend your faith even though it brings you great harm. Buyoff: Renounce your beliefs.

Key of Doom

You are doomed to a terrible fate. Gain 3 XP every time you act without regard to your safety. Gain 3 XP every time you enter battle against superior enemies (1 or more opponents with higher combat skill or several -- 3 or more -- opponents with equal skill). Buyoff: Retreat from an overwhelming battle or fight, or fight to survive so that you may continue to serve Lady Peace.

Key of the Competitor: Arthes

That miserable, Godless Elf will never outshine you! You gain 1 XP when you outfox, outperform, or embarrass her, and 3 XP when you do so against long odds. Buyoff - Decline to compete against Arthes.

Key of Bloodlust

Although the Lady frowns upon such feelings, you enjoy overpowering others in combat. Gain 1 XP every time you defeat someone in battle. Gain 3 XP for defeating someone equal to or more powerful than you (equal or higher combat skill.) Buyoff: Be defeated in battle.

Secret of Blessing

With a successful Pray ability check, your character may bless the actions of a group. You must state a specific goal for them to accomplish. Your success level with this ability check is a pool of bonus dice any member of this group can use in accomplishing this task. Cost: 1 Vigor.

Secret of the Boon of Lady Peace

You automatically receive a bonus die for any Healing checks. Cost: none.

Secret of Knock-back

Your blows send people flying. Knock back a stricken enemy one yard per success level. This immediately ends Bringing Down the Pain if you're involved in that, with no resolution as to intentions. Cost: 2 Vigor.

ADEPT

Pray, Resist, Heal

COMPETENT

Brawl, Counsel, Know Lore, Sway, Endure, React, Fight, Climb, Sneak

UNSKILLED

Intimidate, Throw, Sense Danger

Guard Dog

VIGOR: 1
INSTINCT: 0
REASON: 0

MASTER
Sense (I)

COMPETENT
Attack (V)
Avoid (I)
Think (R)

SECRET

Secret of the Small Beast

You are small, and can use that to your advantage in combat. Gain a bonus die any time you are avoiding an attack from someone larger than yourself or any other situation in which your reduced size may help.

Short-Faced Cave Bear

VIGOR: 2
INSTINCT: 0
REASON: 0

ADEPT
Attack (V)
Sense (I)

UNSKILLED
Avoid (I)
Think (R)

SECRETS

Secret of the Savage Beast

+1 harm from natural weapons

Secret of the Tough Beast

+1 armor from natural defenses

Ogre

VIGOR: 2
INSTINCT: 0
REASON: 0

MASTER

Attack (V) (Club does +1 harm)

COMPETENT

Sense (I)
Avoid (I)
Think (R)

SECRETS

Secret of the Smashing Beast

Your blows send people flying. Knock back a stricken character one yard per success level. This immediately ends Bringing Down the Pain if you're involved in that, with no resolution as to intentions. Cost: 2 Vigor.

Secret of the Tough Beast

+1 or more armor from natural defenses

Giant Spider

VIGOR: 1
INSTINCT: 0
REASON: 0

MASTER

Avoid (I)

ADEPT

Sense (I)

COMPETENT

Attack (V) (+1 harm)
Think (R)

SECRETS

Secret of the Tricksy Beast

You can disarm an opponent, without changing intentions, with a successful ability check using a weapon in Bringing Down the Pain. Because weapons can be all sorts of things in this game, "disarm" just means that the weapon's been rendered ineffective for the duration of Bringing Down the Pain. Cost: 1 Vigor.

Secret of the Savage Beast

+1 harm from natural weapons

Stone Guardians of Dinas-Zhûl

VIGOR: 2
INSTINCT: 0
REASON: 0

ADEPT
Attack (V) (+2 harm axe)

COMPETENT
Sense (I)

UNSKILLED
Avoid (I)
Think (R)

SECRETS

Secret of the Crushing Beast

The weight of attacks can be used to destroy other weapons and armor in combat. With a successful attack, your success level (not including any damage bonuses) is removed from the damage bonuses of weapons or damage reductions of armor. If reduced to 0, the item is destroyed. Cost: 2 Vigor.

Secret of the Tough Beast

+2 armor vs. tomb interlopers



Beast Secrets

Secret of the Smashing Beast

Your blows send people flying. Knock back a stricken character one yard per success level. This immediately ends Bringing Down the Pain if you're involved in that, with no resolution as to intentions. Cost: 2 Vigor.

Secret of Mighty Beast

You can strike with extreme might. Spend as many dice of Vigor as you like to increase the harm of a successful blow in combat.

Secret of the Crushing Beast

The weight of attacks can be used to destroy other weapons and armor in combat. With a successful attack, your success level (not including any damage bonuses) is removed from the damage bonuses of weapons or damage reductions of armor. If reduced to 0, the item is destroyed. Cost: 2 Vigor.

Secret of the Small Beast

You are small, and can use that to your advantage in combat. Gain a bonus die any time you are avoiding an attack from someone larger than yourself or any other situation in which your reduced size may help.

Secret of the Savage Beast

+1 or more harm from natural weapons

Secret of the Tough Beast

+1 or more armor from natural defenses

Secret of the Tricky Beast

You can disarm an opponent, without changing intentions, with a successful ability check using a weapon in Bringing Down the Pain. Because weapons can be all sorts of things in this game, "disarm" just means that the weapon's been rendered ineffective for the duration of Bringing Down the Pain. Cost: 1 Vigor.