

AGE: EBERRON



ROLE PLAYING IN EBERRON™
USING GREEN RONIN'S AGE™ ROLE PLAYING SYSTEM

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1 AGE: EBERRON

INTRODUCTION

These rules have been developed to allow the games set in Wizards of the Coast D&D Eberron setting to be played using the Dragon Age rules.

Although it still very much a work in progress the following features are provided:

- Backgrounds for twenty races from the standard D&D rules and the Eberron setting.
- Modifications to those backgrounds based on the countries of Eberron.
- A set of talents that can be used to emulate the D&D class system.
- A number of specializations that either extend these “class” talents or give a more D&D “feel” to the game.
- Additional focuses and talents.
- Eberron related equipment rules.
- Modifications to the magic rules, expanding the schools of magic. At this stage of development these rules should be considered experimental!
- Rules for psionic characters.

While the purpose of these rules was to play in Eberron they should be flexible enough to cover most D&D type settings.

Features still to be added include:

- Dragonmarks, a key feature of Eberron.
- Conversions for some of the more iconic monsters.
- More information on, and rules for creating, D&D style magic items.
- A more considered magic system.

As none of these rules have been play tested yet all feedback is welcome at vaelorn.wordpress.com!

— Vaelorn

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Josh Jarman (joshjarman.net) for the original Dragon Hack idea and numerous helpful discussions. Not to mention the vast majority of the racial backgrounds and class talents which have been reproduced here verbatim from Dragon Hack (for your convenience), and a number of talent ideas (including Combat Tactics).

Byron D. Molix’ Mystara conversion for numerous things including a number of the specializations such as the Battle Mage (which is Mystara’s Warmage) Chaplain (Mystara’s Warpriest), Lore Master, Priest (Mystara’s Faithspeaker) and the Weapon Master; and for elements of some of the new magic talents. This was one of the first mods for Dragon Age, and remains one of the best and most complete. If you would rather play a Cleric as a class (rather than using the mage class talent described here) then look no further!

Esoterica from Thedas Volume 1: Vault by Doug Newton-Walters for the heavy crossbow statistics.

Firallon (a poster on the Dragon Age forums) for the Blue Rose spell conversions, which can be found at: <http://www.greenronin.com/phpBB2/viewtopic.php?f=33&t=8375>

Loswaith (another Dragon Age poster) for the Archer specialization used here on p. 29.

Original system design and development by Green Ronin, Inc.

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2 RACES

Making a character in *AGE: Eberron* is very similar to making one in *Dragon Age*. The main difference is that instead of choosing a background that encompasses both the race and the country of origin of your character, you have more choice over each aspect. Your choice of race, country of origin and class will rarely be made separately. It is recommended that you read through the descriptions of the races in this chapter, the Eberron specific backgrounds in Chapter 3 and the class descriptions in Chapter 4.

Once you have a clear idea about your character you choose the character's race, class and country of origin. Most races have a default background that you can use if you wish. However, some combinations of race and class can use backgrounds specific to a country of origin. For example, characters from Breland can use the Breland background if they are a human, gnome, half-elf, elf, or dwarf **and** are a cleric (of the Sovereign Host), a fighter, or a thief. This does not mean that halfling Brelish wizards are forbidden, only that they would have to use the standard Halfling background.

Choosing a particular race also gives your character the Novice degree in their Racial Talent. Racial talents are a way of encapsulating the mechanical variations for each race in a single place (at the Novice degree) whilst also allowing characters to develop in directions not directly related to their class. This does not mean that an elf with the Journeyman degree of the Elf Racial Talent is "more elvish" than "normal" elves, just that they have spent their energies developing themselves along different lines. The GM has several options when using racial talents:

- Not use them at all! In this case, only the background chosen for the character (which may be based on race) provides ability bonuses and ability focuses.
- Only use the Novice degree to add extra flavour to the character. In this case the additional abilities may not even be referred to as a 'talent'.
- Grant the Novice degree at 1st level, and the other degrees automatically at higher levels (e.g. Journeyman at level 5, and Master at level 10).
- Grant the Novice degree at 1st level and allow the character to gain other degrees as with any other talent (i.e. at odd numbered levels).

In most cases (the Changeling, Kalashtar, Shifter and Warforged races being the main exceptions) the racial talents are structured as follows:

- **NOVICE:** This includes basic physical differences like elves being slightly better at perceiving things, dwarves being more resistant to poison and so on. It also includes inherent abilities such as low light level vision, and other aspects fundamental to that race (such as the warforged's construct nature, and the eladrin's ability to meditate rather than sleep).
- **JOURNEYMAN:** This generally grants the character the stereotypical racial power, e.g. *summon darkness* for drow, *fey step* for eladrin, *furious assault* for half-orcs and so on. Generally these powers can be used a number of times per day equal to some key ability score.
- **MASTER:** This degree either upgrades the power granted at Journeyman level, or adds some additional bonuses. For example, changelings can *shape change* more quickly and the tiefling's *infernal fury* power does additional fire damage.

CHANGELING

Changelings are subtle shapeshifters capable of disguising their appearance. They evolved through the union of doppelgangers and humans, eventually becoming a separate race distinct from either ancestral tree. They do not possess the full shapechanging ability of a doppelganger, but they can create effective disguises at will. This ability makes them consummate spies and criminals, and many changelings live up to that potential.

If you choose to play a changeling, modify your character as follows:

- You can read and speak Common.
- You receive the Novice degree of the **Racial Talent: Changeling**.
- You **must** choose the Changeling background below, rather than one appropriate to your country of origin. However, this background allows you to roll on the background table for your country of origin.

BACKGROUND: CHANGELING

If you choose to play as a changeling, modify your character as follows:

- Add +1 to either your Dexterity or Cunning abilities. Changelings are physically and mentally adaptable.
- You gain the COMMUNICATION (DISGUISE) ability focus.
- You do not have a standard background table, but may roll on the background table of your chosen country of origin, even if you do not conform to its stereotypical race or class. However, you **always** gain the ability increase and ability focus as listed above, not that from the chosen background.

RACIAL TALENT: CHANGELING

REQUIREMENT: Changeling

NOVICE: You have the *shape change* power and can alter your form and appearance. Over one uninterrupted round you can take on the form and features of another humanoid creature of similar size. Your clothes, armour and equipment do not change. If anyone has a reason to suspect your true nature (e.g. you are imitating another person) they must make a TN 15 PERCEPTION (SEEING) test to realize it. This is a physical change, not a magical or illusory one. You also gain +1 to COMMUNICATION (DECEPTION) tests.

JOURNEYMAN: You are experienced at blending in to other cultures. You gain one language of a culture or nation you have been exposed to or lived in. Your shape change ability has become well practiced: the TN to see through your disguise is now 17.

MASTER: Your *shape change* ability is instinctive: you can change form as a Minor action. It has also made your body supernaturally malleable: you can change your height to impersonate small creatures (such as gnomes and halflings) and larger beings such as goliaths. You also gain +2 on any attempt to escape bonds or grabs.

DEVA

Devas were once immortal servants of the gods of good who chose to bind themselves to the world as mortal flesh. For millennia, their souls have been reborn to wage an endless war against the forces of darkness. Most devas are fiercely committed to the cause of good, because they fear what they might become if they turn to evil: a deva whose soul becomes corrupted risks being reborn as a rakshasa.

Devas appear similar to humans, but with an unearthly beauty and uncanny stillness about them. When a deva dies, his or her spirit is reincarnated in a new, adult body that appears in some sacred place, retaining enough memory of past lives to speak and understand multiple languages and offer the proper prayers and sacrifices to the gods of good.

If you choose to play a deva, modify your character as follows:

- You can read and speak Common and your choice of one other.
- You receive the Novice degree of the **Racial Talent: Deva**.
- You **must** choose the Deva background below. Deva are celestial beings and are not characterised by mortal realms. You may choose any country of origin that seems suitable, to represent where you were last reincarnated.

BACKGROUND: DEVA

If you choose the Deva background, modify your character as follows:

- Add +1 to your Cunning ability. Deva's draw on the knowledge of many lifetimes.
- You receive either the CUNNING (CULTURAL LORE) or WILLPOWER (FAITH) focus.
- Roll twice on the Deva background table.

RACIAL TALENT: DEVA

REQUIREMENT: Deva

NOVICE: Your past lives give you insight into higher learning. You gain +1 to all tests of CUNNING (HISTORICAL LORE), CUNNING (RELIGIOUS LORE) and one other Lore of your choice.

JOURNEYMAN: You have the *memory of a thousand lifetimes*. For a number of times per day equal to your Cunning, when you fail any roll you can add the result of the Dragon Die **again** in order to succeed. This successful result cannot generate stunt points.

MASTER: You gain +1 Defense against all attacks that do necrotic damage and +1 Defense against any necromantic magic. Furthermore, all your attacks do an amount of penetrating radiant damage against demons, devils and undead equal to your Willpower.

DEVA	
2D6	BENEFIT
2	+1 COMMUNICATION
3 – 4	FOCUS: CUNNING (RELIGIOUS LORE)
5	FOCUS: WILLPOWER (COURAGE)
6	FOCUS: PERCEPTION (EMPATHY)
7 – 8	+1 WILLPOWER
9	FOCUS: WILLPOWER (SELF-DISCIPLINE)
10 – 11	FOCUS: CUNNING (HEALING)
12	+1 PERCEPTION

DRAGONBORN

Born to fight, dragonborn are a race of wandering mercenaries, soldiers, and adventurers. Dragonborn originate from Argonnessen. Tales maintain that great dragonborn city-states exist in Argonnessen's interior, warring with one another over territory over interpretations of the Draconic Prophecy, or at the behest of their dragon overlords. In Khorvaire, dragonborn are most strongly associated with Q'barra, but stand between the realms of mortals and those of the great dragons, at home in neither.

Dragonborn resemble humanoid dragons. They're covered in scaly hide, tall and strongly built but without tails. A typical dragonborn's scales can be scarlet, gold, rust, ochre, bronze, or brown. Most dragonborn have very fine scales over most of their body, giving their skin a leathery texture, with regions of larger scales on the forearms, lower legs and feet, shoulders, and thighs.

If you choose to play a dragonborn, modify your character as follows:

- You can read and speak Common and Draconic.
- You receive the Novice degree of the **Racial Talent: Dragonborn**.
- You can choose the Dragonborn background below, or one appropriate to your country of origin provided that your race and class meet its stereotype.

BACKGROUND: DRAGONBORN

If you choose the Dragonborn background, modify your character as follows:

- Add +1 to your Strength ability.
- You receive either the CUNNING (HISTORICAL LORE) or STRENGTH (INTIMIDATE) focus.
- Roll twice on the Dragonborn background table.

RACIAL TALENT: DRAGONBORN

REQUIREMENT: Dragonborn

NOVICE: Your draconic heritage protects you. Choose a damage type: acid, cold, fire, lightning, or poison. You gain +1 to all defenses, and a natural AR of 1 against that damage type. This applies even to penetrating damage. In addition, you gain +1 to PERCEPTION (SEEING) tests.

JOURNEYMAN: You gain the *dragon's breath* power. A number of times per day equal to your Constitution you can, as a Minor action, breath a cloud in a cone (10 yards long and 6 yards wide) directly in front of you which does 1d6 + Constitution damage of the type chosen at novice level.

MASTER: Your true heritage has come to the fore, in the shape of fully formed *dragon wings*. These grant you a flying speed of 10 + Dexterity, provided you are not wearing heavy armour or unduly encumbered.

DRAGONBORN	
2D6	BENEFIT
2	+1 WILLPOWER
3 – 4	FOCUS: DEXTERITY (INITIATIVE)
5	FOCUS: WILLPOWER (COURAGE)
6	FOCUS: STRENGTH (HEAVY BLADES)
7 – 8	+1 COMMUNICATION
9	FOCUS: WILLPOWER (SELF-DISCIPLINE)
10 – 11	FOCUS: CONSTITUTION (STAMINA)
12	+1 CONSTITUTION

DROW

The drow carve a deadly existence out of the ruined continent of Xen'drik. The dark-skinned elves believe that it is they, not the rebels who fled to Aerenal, who truly preserve the dignity and valor of the elf race. Allied with monstrous scorpions, the drow battle the fallen race of giants over the ruins of the mysterious continent.

The drow worship a scorpion-god named Vulkoor, often depicted as a giant scorpion or as a hybrid with the head, arms and upper torso of a strong male drow and the lower body of a scorpion. Xen'drik drow ritually scar themselves using scorpion venom, leaving white tattoos on their black skin.

If you choose to play a drow, modify your character as follows:

- You can read and speak Common and Giant.
- You receive the Novice degree of the **Racial Talent: Drow**.
- You **must** choose the Drow background below. Drow have no settlements outside of Xen'drik.

BACKGROUND: DROW

If you choose the Drow background, modify your character as follows:

- Add +1 to your Dexterity ability. Drow possess a deadly grace.
- You receive your choice of either the DEXTERITY (STEALTH) or STRENGTH (INTIMIDATE) focus.
- Roll twice on the Drow background table.

RACIAL TALENT: DROW

NOVICE: You have *elven senses* and gain +1 to PERCEPTION (HEARING) and PERCEPTION (SEEING) tests. You can also see in low light levels and your attacks are unaffected by this level of illumination.

JOURNEYMAN: You have the *cloud of darkness* power: as a Minor action you can create a cloud of darkness around you with a radius of 4 yards that remains in place until the end of your next turn. The cloud blocks line of sight, totally obscuring everything within it, blinding all creatures inside it. You are immune to these effects. You can use *cloud of darkness* a number of times per day equal to your Willpower.

MASTER: You can now centre your *cloud of darkness* on a target within 30 yards. You also gain +1 to attack and +1 to Spellpower to creatures within the cloud.

DROW	
2D6	BENEFIT
2	+1 CUNNING
3 – 4	FOCUS: CUNNING (POISON LORE)
5	FOCUS: DEXTERITY (ACROBATICS)
6	WEAPON GROUP: CHAIN
7 – 8	+1 COMMUNICATION
9	FOCUS: CUNNING (MILITARY LORE)
10 – 11	FOCUS: PERCEPTION (TRACKING)
12	+1 MAGIC

DWARF

Dwarves are a stoic but stern race, ensconced in cities carved from the hearts of mountains and fiercely determined to repel the depredations of savage races like orcs and goblins. More than any other race, the dwarves have acquired a reputation as dour and humourless craftsmen of the earth. It could be said that dwarven history shapes the dark disposition of many dwarves, for they reside in high mountains and dangerous realms below the earth, constantly at war with giants, goblins, and other such horrors.

If you choose to play a dwarf, modify your character as follows:

- You can read and speak Common and Dwarven.
- You receive the Novice degree of the **Racial Talent: Dwarf**.
- You have a base Speed of 8.
- You can choose the Dwarf background below, or one appropriate to your country of origin provided that your race and class meet its stereotype.

BACKGROUND: DWARF

If you choose the Dwarf background, modify your character as follows:

- Add +1 to your Constitution ability. Dwarves are as tough as their mountain homes.
- You receive proficiency in your choice of either the BLUDGEONS WEAPON GROUP or AXES WEAPON GROUP.
- Roll twice on the Dwarf background table.

RACIAL TALENT: DWARF

REQUIREMENT: Dwarf

NOVICE: Dwarves have a base speed of 8 yards, but never take an armour penalty to their Speed. You have a *cast iron stomach*, and gain +1 to all tests to resist poison. You also have *stone cunning*, gaining a +1 bonus on Perception tests to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. Furthermore, you can also see in low light levels and your attacks are unaffected by this level of illumination.

JOURNEYMAN: Dwarves have both a low centre of gravity and are well trained in combat. You gain a +2 bonus to all attempts to resist forced movement arising from the Skirmish and Knock Prone stunts.

MASTER: Your training and experience has made you a formidable opponent against your ancestral foes. You gain +1 to Defense against any giant foe (any creature larger than a human), and +1 to attack and damage against goblinoid creatures.

DWARF	
2D6	BENEFIT
2	+1 CUNNING
3 – 4	FOCUS: CUNNING (MILITARY LORE)
5	FOCUS: CONSTITUTION (STAMINA)
6	WEAPON GROUP: AXES
7 – 8	+1 STRENGTH
9	FOCUS: STRENGTH (SMITHING)
10 – 11	FOCUS: WILLPOWER (COURAGE)
12	+1 WILLPOWER

ELADRIN

Many natives of Eberron believe eladrin are newcomers to the world, but the race has in fact been around since its birth. Eladrin often appear uncomfortable in Eberron owing to the horrors Eberron has recently undergone—horrors that have rippled out to the eladrin and the Feywild.

If you choose to play an eladrin, modify your character as follows:

- You can read and speak Common and Elven.
- You receive the Novice degree of the **Racial Talent: Eladrin**.
- You have a base Speed of 12.
- You **must** choose the Eladrin background below. Only four years have passed since the Mourning forced the fey spires onto the material plane, so not enough time has passed for an eladrin to gain any other background.

BACKGROUND: ELADRIN

If you choose the Eladrin background, modify your character as follows:

- Add +1 to your Cunning ability. Eladrin are long lived and the keepers of ancient knowledge.
- You gain either the CUNNING (ARCANE LORE) or PERCEPTION (SEEING) focus.
- Roll twice on the Eladrin background table.

RACIAL TALENT: ELADRIN

REQUIREMENT: Eladrin

NOVICE: Rather than sleep, eladrin enter a meditative state known as a *trance*. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour rest. While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal. Also, you can also see in low light levels and your attacks are unaffected by this level of illumination. Furthermore, you gain +1 to all Willpower tests to resist the effects of charm or mental domination.

JOURNEYMAN: Your connection with Thelanis has grown. You can use the *fey step* power a number of times per day equal to your Cunning. This allows you, as a Minor action, to instantly teleport up to 10 yards.

MASTER: Filled with the power of the Feywild, you can *ensorcell* another creature's mind, filling it with haunting visions of the Fey. As a Major action, you can make an opposed test of your WILLPOWER (SELF-DISCIPLINE) against your target's. If successful they will not attack you or your allies on their next turn, although they will defend themselves normally. You can use *ensorcell* and *fey step* a total number of times per day equal to your Cunning.

ELADRIN	
2D6	BENEFIT
2	+1 DEXTERITY
3–4	FOCUS: DEXTERITY (CALLIGRAPHY)
5	FOCUS: COMMUNICATION (PERSUASION)
6	WEAPON GROUP: HEAVY BLADES
7–8	+1 MAGIC
9	FOCUS: CUNNING (HISTORICAL LORE)
10–11	FOCUS: WILLPOWER (SELF-DISCIPLINE)
12	+1 WILLPOWER

ELF

The elves of Eberron are a strange people, sometimes seeming as alien to humans as do ores or goblins. The elves who dwell among humans are approachable and have world views that match those of their neighbours. The elves of Aerenal and Valenar are aloof, though, unwilling to concern themselves with the affairs of the races that they regard as petty and short-sighted.

Although generally taller than humans, elves possess a graceful, fragile physique that is accentuated by their long, pointed ears. Their eyes are wide and almond-shaped, and filled with large, vibrantly coloured pupils. While elven clothing often plays off the beauty of the natural world, those elves that live in cities tend to bedeck themselves in the latest fashion.

If you choose to play an elf, modify your character as follows:

- You can read and speak Common and Elven.
- You receive the Novice degree of the **Racial Talent: Elf**.
- You have a base Speed of 12.
- You can choose the Elf background below, or one appropriate to your country of origin provided that your race and class meet its stereotype.

BACKGROUND: ELF

If you choose the Elf background, modify your character as follows:

- Add +1 to your Dexterity ability. Elves are naturally agile and graceful.
- You receive proficiency in the BOWS WEAPON GROUP.
- Roll twice on the Elf background table.

RACIAL TALENT: ELF

REQUIREMENT: Elf

NOVICE: You have *elven senses* and gain +1 to PERCEPTION (HEARING) and PERCEPTION (SEEING) tests. You can also see in low light levels and your attacks are unaffected by this level of illumination.

JOURNEYMAN: You gain the *elven accuracy* power: for a number of times per day equal to your Dexterity you may re-roll any attack roll, but you must use the results of the second roll.

MASTER: Your spirit is part of nature itself—it guides and protects you. You gain +1 to your Speed, and +1 to any DEXTERITY (STEALTH) and DEXTERITY (ACROBATICS) tests. You can also move through rough wilderness terrain with no penalty.

ELF	
2D6	BENEFIT
2	+1 WILLPOWER
3–4	FOCUS: WILLPOWER (COURAGE)
5	FOCUS: CONSTITUTION (RUNNING)
6	FOCUS: DEXTERITY (BOWS)
7–8	+1 PERCEPTION
9	FOCUS: PERCEPTION (TRACKING)
10–11	FOCUS: COMMUNICATION (ANIMAL HANDLING)
12	+1 COMMUNICATION

GNOME

Gnomes trace their lineage back to the mysterious realm of the fey, a place where colours are brighter, the wildlands wilder, and emotions more primal. Unknown forces drove the ancient gnomes from that realm long ago, forcing them to seek refuge in this world; despite this, the gnomes have never completely abandoned their fey roots or adapted to mortal culture. As a result, gnomes are widely regarded by the other races as alien and strange.

If you choose to play a gnome, modify your character as follows:

- You can read and speak Elven and Common.
- You receive the Novice degree of the **Racial Talent: Gnome**.
- You can choose the Gnome background below, or one appropriate to your country of origin provided that your race and class meet its stereotype.

BACKGROUND: GNOME

If you choose the Gnome background, modify your character as follows:

- Add +1 to your Magic ability.
- Pick one of the following ability focuses: MAGIC (ILLUSION) or COMMUNICATION (DECEPTION).
- You have a base Speed of 8.
- Roll twice on the Gnome background table.

RACIAL TALENT: GNOME

REQUIREMENT: Gnome

NOVICE: It's hard to fool a *master trickster*: you receive +1 to all rolls to see through any form of deception or trickery, including magical illusions. You also gain +1 to Spellpower for all Illusion spells. You can also see in low light levels and your attacks are unaffected by this level of illumination. However, you cannot wield two handed weapons.

JOURNEYMAN: You have the *ghost sound* power: you can cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armour, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words. You can use *ghost sound* a number of times per day equal to your Cunning.

MASTER: You gain the power to *fade away*: you can turn invisible as a Minor action, remaining in that state until the end of your next turn or you are damaged in combat. You can use the *fade away* or *ghost sound* powers a total number of times per day equal to your Cunning.

GNOME	
2D6	BENEFIT
2	+1 CUNNING
3 – 4	FOCUS: CUNNING (NATURAL LORE)
5	FOCUS: COMMUNICATION (DISGUISE)
6	FOCUS: PERCEPTION (SEEING)
7 – 8	+1 COMMUNICATION
9	FOCUS: COMMUNICATION (PERSUASION)
10 – 11	FOCUS: DEXTERITY (STEALTH)
12	+1 DEXTERITY

GOBLIN

Before the rise of humans on Khorvaire, goblin tribes had established what was then the largest unified empire on Khorvaire. Disciplined hobgoblins ruled the Dhakaani Empire, breeding goblins and bugbears as slaves, labourers, and warriors. Weakened by the usual infighting, the empire fell swiftly to the advancing wave of humanity.

Today, goblin tribes—particularly hobgoblins—rule the militant nation of Darguun. Many goblins see Darguun as the Dhakaani Empire reborn. Goblin, hobgoblin, and bugbear tribes exist in many other regions, particularly in Droaam. Valenar contains a small population of hobgoblins that work as serfs or live in the impoverished outskirts of villages. Rumors also tell of primitive goblin tribes that dwell in Xen'drik. Many goblins work as mercenaries for human nations and the dragonmarked houses.

If you choose to play as a goblin, modify your character as follows:

- You can read and speak Common and Goblin.
- If you are a goblin you receive the Novice degree of the **Racial Talent: Goblin**.
- You can choose the Goblin background below, or one appropriate to your country of origin provided that your race and class meet its stereotype.

BACKGROUND: GOBLIN

If you choose the Goblin background, modify your character as follows:

- Add +1 to your Dexterity ability.
- Pick one of the following ability focuses: DEXTERITY (STEALTH) or CONSTITUTION (STAMINA).
- Roll twice on the Goblin background table.

RACIAL TALENT: GOBLIN

REQUIREMENT: Goblin

NOVICE: You gain +1 to all PERCEPTION (HEARING) and PERCEPTION (SEEING) tests. You can also see in low light levels and your attacks are unaffected by this level of illumination. However, you cannot wield two handed weapons.

JOURNEYMAN: Your small size allows you move around the battlefield easily. When you use the Skirmish stunt you can move an extra 2 yards.

MASTER: You gain +1 to all CUNNING (POISON LORE) and DEXTERITY (INITIATIVE) tests.

GOBLIN	
2D6	BENEFIT
2	+1 COMMUNICATION
3 – 4	FOCUS: CUNNING (HISTORICAL LORE)
5	FOCUS: STRENGTH (CLIMBING)
6	FOCUS: COMMUNICATION (BARGAINING)
7 – 8	+1 CUNNING
9	FOCUS: PERCEPTION (HEARING)
10 – 11	FOCUS: DEXTERITY (INITIATIVE)
12	+1 CONSTITUTION

GOLIATH

The race of goliaths originated in Xen'drik but left that continent in large numbers with the rise of giants. Those that remained were enslaved like the elves, but they proved to be poor slaves—they weakened in captivity and died out quickly. As a result, few goliaths remain in Xen'drik.

Goliaths are mountain-dwelling nomads who see life as a grand competition. Their scattered bands have never been major players in the politics of the lowland world, but they have wandered the mountain ranges of the world since the primordials first shaped the peaks and valleys. Tall and massive, goliaths revere the primal power of nature and use it to enhance their own strength.

If you choose to play a goliath, modify your character as follows:

- You can read and speak Common and either Dwarven or Giant.
- You receive the Novice degree of the **Racial Talent: Goliath**.
- You **must** use the Goliath background below. The various goliath tribes rarely interact with the rest of Khorvaire.

BACKGROUND: GOLIATH

If you choose the Goliath background, modify your character as follows:

- Add +1 to your Strength ability. Goliaths have the strength of the earth itself.
- Pick one of the following ability focuses: STRENGTH (CLIMBING) or CONSTITUTION (STAMINA).
- Roll twice on the Goliath background table.

RACIAL TALENT: GOLIATH

REQUIREMENT: Goliath

NOVICE: Born in the mountains, you are completely at home among the peaks. You can re-roll any STRENGTH (JUMPING) or STRENGTH (CLIMBING) test, but you must take the result of the second roll.

JOURNEYMAN: You have the *stone's endurance* power. For a number of rounds per day equal to your Constitution you can toughen your skin with the spirit of the mountain, gaining +2 Armour Rating.

MASTER: Your size and power allows you to move enemies an additional 2 yards when using the Skirmish stunt. You also gain +1 to damage when using two handed weapons.

GOLIATH	
2D6	BENEFIT
2	+1 WILLPOWER
3–4	FOCUS: CUNNING (NATURAL LORE)
5	FOCUS: STRENGTH (JUMPING)
6	FOCUS: STRENGTH (MIGHT)
7–8	+1 CONSTITUTION
9	FOCUS: STRENGTH (INTIMIDATE)
10–11	FOCUS: DEXTERITY (ACROBATICS)
12	+1 DEXTERITY

HALF-ELF

In Eberron, half-elves live primarily on Khorvaire, where they outnumber the elves from whom they descend. Combining human flexibility and ambition with elven wisdom and foresight, half-elves have capitalized on their racial talents to affect history and culture in ways far greater than their numbers would seem to allow.

Few living half-elves are the offspring of human and elf parents. Since elves first came to Khorvaire, half-elves have represented a distinct cultural group, and most are descendants of early inter-breeding. Half-elves originally hail from what today is Valenar, but they have since spread across the continent, migrating with Khorvaire's human populations. Half-elves never formed their own nation. Instead, members of the race have had formative roles in human nations. They have steered the course of governments, economies, and wars, but they have done so as individuals, organizations, or guilds, never as a unified society.

If you choose to play a half-elf, modify your character as follows:

- You can read and speak Common.
- You receive the Novice degree of the **Racial Talent: Half-Elf**.
- You can choose the Half-Elf background below, or one appropriate to your country of origin provided that your race and class meet its stereotype.

BACKGROUND: HALF-ELF

If you choose the Half-Elf background, modify your character as follows:

- Add +1 to your Communication ability.
- Pick one of the following ability focuses: COMMUNICATION (PERSUASION) or PERCEPTION (EMPATHY).
- Roll twice on the Half-Elf background table.

RACIAL TALENT: HALF-ELF

REQUIREMENT: Half-Elf

NOVICE: You gain +1 to all COMMUNICATION (PERSUASION) and COMMUNICATION (LEADERSHIP) tests. You can also see in low light levels and your attacks are unaffected by this level of illumination.

JOURNEYMAN: You are a *dilettante*, and gain the Novice degree of a talent that you would otherwise not meet the requirements for (excluding specializations and racial talents). If you are not a mage and choose a magical talent you will not gain spells from the talent, but will gain any other benefits.

MASTER: You receive the Journeyman degree talent of either the Eladrin or Elf racial talents, i.e. *fey step* or *elven accuracy*.

HALF-ELF	
2D6	BENEFIT
2	+1 CONSTITUTION
3–4	FOCUS: CONSTITUTION (STAMINA)
5	FOCUS: CUNNING (CULTURAL LORE)
6	FOCUS: PERCEPTION (SEEING)
7–8	+1 DEXTERITY
9	FOCUS: DEXTERITY (ACROBATICS)
10–11	FOCUS: COMMUNICATION (LEADERSHIP)
12	+1 WILLPOWER

HALF~ORC

Half-orcs favour their human lineage in appearance, but are distinguished by skin that tends to various shades of gray, broad jaws, and prominent lower canine teeth. On average, they are taller and stronger than humans as well. Their hair is usually black, though it grays quickly with age. Most half-orcs who live among humans favour human styles of clothing and hairstyle, but a few adopt orc traditions, tying small bones or beads into long braids or bunches of hair.

Half-orcs don't live quite as long as humans do. They mature quickly, reaching adulthood at about 16 years, and rarely live past the age of 60.

If you choose to play a half-orc, modify your character as follows:

- You can read and speak Common.
- You receive the Novice degree of the **Racial Talent: Half-Orc**.
- You can choose the Half-Orc background below, or one appropriate to your country of origin provided that your race and class meet its stereotype.

BACKGROUND: HALF~ORC

If you choose the Half-Orc background, modify your character as follows:

- Add +1 to your Strength ability. Half-orcs are denizens of the borderlands who face hardship and danger from the moment of their birth. Only the strongest live to adulthood.
- Pick one of the following ability focuses: STRENGTH (INTIMIDATION), or CONSTITUTION (STAMINA).
- You can roll twice on the Half-Orc background table.

RACIAL TALENT: HALF~ORC

REQUIREMENT: Half-Orc

NOVICE: All half-orcs gain proficiency in the AXES WEAPON GROUP. When charging you can move an extra 2 yards, and you cause an extra +1 damage.

JOURNEYMAN: You gain the *furios assault* power. You can draw on your reserves of fury and deal an extra 1d6 damage with a successful attack. You can do this a number of times a day equal to your Constitution.

MASTER: When you are first reduced to 0 health or less, you can make one final, major action immediately before succumbing to your injuries. It also takes you 2 rounds longer to die than normal.

HALF~ORC	
2D6	BENEFIT
2	+1 CONSTITUTION
3 – 4	FOCUS: CONSTITUTION (RUNNING)
5	FOCUS: COMMUNICATION (GAMBLING)
6	FOCUS: PERCEPTION (SMELLING)
7 – 8	+1 DEXTERITY
9	FOCUS: DEXTERITY (INITIATIVE)
10 – 11	FOCUS: WILLPOWER (COURAGE)
12	+1 WILLPOWER

HALFLING

Halflings are a small race known for their resourcefulness, quick wits, and steady nerves. They are a nomadic folk who roam the Talenta plains, although a number have settled in civilized lands for generations. No people travel farther or see more of what happens in the world than halflings.

Halflings typically dress in clothes that match their surroundings and prefer earth tones and various shades of green. Their clothing and gear feature woven textures and stitching. Birds, river patterns, boats, and fish are common images in halfling art and decoration. Halflings have life spans comparable to humans.

If you choose to play a halfling, modify your character as follows:

- You can read and speak Common.
- You receive the Novice degree of the **Racial Talent: Halfling**.
- You have a base Speed of 8.
- You can choose the Halfling background below, or one appropriate to your country of origin provided that your race and class meet its stereotype. The background shown here is more suitable for urban or rural halflings; the Talenta Plains background may suit your character better.

BACKGROUND: HALFLING

If you choose the Halfling background, modify your character as follows:

- Add +1 to your Dexterity ability. Halflings are a diminutive people who survive the dangers of the world through a mixture of nimbleness, bravery and luck.
- Pick one of the following ability focuses: DEXTERITY (STEALTH), or CONSTITUTION (STAMINA).
- You can roll twice on the Halfling background table.

RACIAL TALENT: HALFLING

REQUIREMENT: Halfling

NOVICE: You have *keen senses* and gain +1 to PERCEPTION (HEARING) and PERCEPTION (SEEING) tests. You also gain +1 to any WILLPOWER (COURAGE) tests to overcome the effects of fear. However, you cannot wield two handed weapons.

JOURNEYMAN: Your small size works to your advantage. You gain +1 to attack and defense against creatures larger than yourself. You also gain +1 to DEXTERITY (STEALTH) tests.

MASTER: You have developed your natural agility, and gain +1 to DEXTERITY (ACROBATICS) and STRENGTH (CLIMBING) tests.

HALFLING	
2D6	BENEFIT
2	+1 COMMUNICATION
3 – 4	FOCUS: COMMUNICATION (PERFORMANCE)
5	FOCUS: CUNNING (NAVIGATION)
6	FOCUS: DEXTERITY (LEGERDEMAIN)
7 – 8	+1 WILLPOWER
9	FOCUS: WILLPOWER (COURAGE)
10 – 11	FOCUS: PERCEPTION (SEARCHING)
12	+1 PERCEPTION

HOBGOBLIN

Before the rise of humans on Khorvaire, goblin tribes had established what was then the largest unified empire on Khorvaire. Disciplined hobgoblins ruled the Dhakaani Empire, breeding goblins and bugbears as slaves, labourers, and warriors. Weakened by the usual infighting, the empire fell swiftly to the advancing wave of humanity.

Today, goblin tribes—particularly hobgoblins—rule the militant nation of Darguun. Many goblins see Darguun as the Dhakaani Empire reborn. Goblin, hobgoblin, and bugbear tribes exist in many other regions, particularly in Droaam. Valenar contains a small population of hobgoblins that work as serfs or live in the impoverished outskirts of villages. Rumors also tell of primitive goblin tribes that dwell in Xen'drik. Many goblins work as mercenaries for human nations and the dragonmarked houses.

If you choose to play as a hobgoblin, modify your character as follows:

- You can read and speak Common and Goblin.
- If you are a goblin you receive the Novice degree of the **Racial Talent: Hobgoblin**.
- You can choose the Hobgoblin background below, or one appropriate to your country of origin provided that your race and class meet its stereotype.

BACKGROUND: HOBGOBLIN

If you choose the Hobgoblin background, modify your character as follows:

- Add +1 to your Constitution ability.
- Pick one of the following ability focuses: CONSTITUTION (STAMINA) or CUNNING (MILITARY LORE).
- Roll twice on the Hobgoblin background table.

RACIAL TALENT: HOBGOBLIN

REQUIREMENT: Hobgoblin

NOVICE: You gain +1 to all CUNNING (MILITARY LORE) and WILLPOWER (COURAGE) tests. You can also see in low light levels and your attacks are unaffected by this level of illumination.

JOURNEYMAN: You have extraordinary *resilience*. You may re-roll any test to resist the effects of poison, disease or magic, but you must take the result of the second roll. You may only do this a number of times per day equal to your Constitution.

MASTER: You have the tactical experience of a true heir of the Dhakaani Empire. You can re-roll any COMMUNICATION (LEADERSHIP) or CUNNING (MILITARY LORE) test but must take the results of the second roll.

HOBGOBLIN	
2D6	BENEFIT
2	+1 COMMUNICATION
3–4	FOCUS: CUNNING (HISTORICAL LORE)
5	FOCUS: STRENGTH (INTIMIDATE)
6	FOCUS: COMMUNICATION (LEADERSHIP)
7–8	+1 DEXTERITY
9	FOCUS: WILLPOWER (SELF-DISCIPLINE)
10–11	FOCUS: DEXTERITY (INITIATIVE)
12	+1 CONSTITUTION

HUMAN

Humans possess exceptional drive and a great capacity to endure and expand, and as such are currently the dominant race on Khorvaire. Their empires and nations are vast, and the citizens of these societies carve names for themselves with the strength of their sword arms and the power of their spells. Humanity is best characterized by its tumultuousness and diversity, and human cultures run the gamut from savage but honorable tribes to decadent, devil-worshipping noble families in the most cosmopolitan of cities.

Human curiosity and ambition often triumph over their predilection for a sedentary lifestyle, and many leave their homes to explore the innumerable forgotten corners of the world or lead mighty armies to conquer their neighbours, simply because they can.

Humans can choose between three possible backgrounds, representing their diversity. They can also choose backgrounds related to their native lands. If you choose to play a human, modify your character as follows:

- You can speak Common.
- You receive the Novice degree of the **Racial Talent: Human**.
- You can choose one of the Human backgrounds below, or one appropriate to your country of origin provided that your race and class meet its stereotype. Note that not all human backgrounds will be suitable for all human lands. The Urban Citizen background, for example, would not fit characters from Argonnessen.

BACKGROUND: HUMAN (URBAN CITIZEN)

At home in the fortified cities and rich towns of the heartland, urban citizens are those who have grown up without having to fear the rampaging hordes of the periphery, but have suffered through the political conflict and succession wars that can be as deadly.

If you choose to play an urban citizen, modify your character as follows:

- Add +1 to the ability of your choice.
- Pick one of the following ability focuses: STRENGTH (DRIVING), or COMMUNICATION (LEADERSHIP).
- You can roll twice on the Urban Citizen background.

BACKGROUND: HUMAN (FRONTIER FREEHOLDER)

The freeholders of the hinterlands willingly sacrifice the creature comforts of the inner cities to live in simplicity and freedom on the edges of the known world. The frontier is a wild place where the strength of one's sword arm is more important than a noble birth.

If you choose to play a frontier freeholder, modify your character as follows:

- Add +1 to the ability of your choice.
- Pick one of the following ability focuses: CONSTITUTION (STAMINA), or WILLPOWER (COURAGE).
- You can roll twice on the Frontier Freeholder background.

BACKGROUND: HUMAN (SCHOLAR)

Whether raised and trained in the arcane academies of the capital cities, or in sequestered monasteries on the edge of civilization, scholars are those who have devoted their lives to the study of arcane and forgotten lore and history most believe lost.

If you choose to play a scholar, modify your character as follows:

- Add +1 to the ability of your choice.
- Pick one of the following ability focuses: CUNNING (ARCANIC LORE), or WILLPOWER (SELF-DISCIPLINE).
- You can roll twice on the Scholar background.

RACIAL TALENT: HUMAN

REQUIREMENT: Human

NOVICE: You gain a +1 bonus to a single Communication, Cunning, Perception or Willpower ability focus of your choice.

JOURNEYMAN: You gain the Novice degree in a talent of your choice, provided you meet its requirements.

MASTER: You gain a degree in the talent you chose at Journeyman level.

URBAN CITIZEN	
2D6	BENEFIT
2	+1 DEXTERITY
3 – 4	FOCUS: DEXTERITY (RIDING)
5	FOCUS: COMMUNICATION (BARGAINING)
6	FOCUS: CUNNING (EVALUATION)
7 – 8	+1 STRENGTH
9	FOCUS: STRENGTH (MIGHT)
10 – 11	FOCUS: WILLPOWER (SELF-DISCIPLINE)
12	+1 WILLPOWER

FRONTIER FREEHOLDER	
2D6	BENEFIT
2	+1 COMMUNICATION
3 – 4	FOCUS: COMMUNICATION (ANIMAL HANDLING)
5	FOCUS: CUNNING (HEALING)
6	FOCUS: DEXTERITY (BOWS)
7 – 8	+1 DEXTERITY
9	FOCUS: DEXTERITY (STEALTH)
10 – 11	FOCUS: PERCEPTION (SEEING)
12	+1 PERCEPTION

SCHOLAR	
2D6	BENEFIT
2	+1 COMMUNICATION
3 – 4	FOCUS: COMMUNICATION (INVESTIGATION)
5	FOCUS: CUNNING (RESEARCH)
6	FOCUS: CONSTITUTION (STAMINA)
7 – 8	+1 MAGIC
9	FOCUS: CUNNING (HISTORICAL LORE)
10 – 11	FOCUS: WILLPOWER (FAITH)
12	+1 WILLPOWER

KALASHTAR

The kalashtar are a compound race: incorporeal entities from the alien plane of Dal Quor, the Region of Dreams, merged with human bodies and spirits to form a distinct species. They were once a minority among the quori, the native race of Dal Quor, hunted and persecuted for their religious beliefs. Thousands of years after the quori invaded Eberron and the connection between their plane and the Material Plane was severed, the kalashtar were the first of the quori to discover a means to reach the Material Plane once more. Fleeing persecution, they transformed their physical forms into psychic projections that allowed them to enter the Material Plane and possess willing humans. Today, new kalashtar are born, not possessed; neither spirit nor human, they are a new race that breeds true.

If you choose to play as a kalashtar, modify your character as follows:

- You can speak Common and Quori.
- You receive the Novice degree of the **Racial Talent: Kalashtar**.
- You can choose the Kalashtar background below, or one appropriate to your country of origin provided that your race and class meet its stereotype.

BACKGROUND: KALASHTAR

If you choose to play as a kalashtar, modify your character as follows:

- Add +1 to either your Willpower or Communication abilities. In order to survive the kalashtar have highly developed mental faculties.
- You gain the WILLPOWER (SELF-DISCIPLINE) ability focus.
- You can roll twice on the background table for your country of origin. Alternatively, as Kalashtar look human and often chose to hide among them, you can select to roll on either the Urban Citizen or Scholar human background tables.

RACIAL TALENT: KALASHTAR

REQUIREMENT: Kalashtar

NOVICE: You have basic *telepathy* and can communicate mentally with any creature within 30' and in line of sight. Language differences do not matter to this communication. Although this is a psionic talent it is innate, and does not follow the psionic rules for "learned" telepathy.

JOURNEYMAN: Your telepathy is highly advanced. You can allow *all* allies within range the ability to communicate to each other telepathically through your mind.

MASTER: The bond with your quori spirit provides you with outstanding mental strength and control. Even with no training in psionics, you gain +2 to resist all mental or psionic attacks or spells affecting the mind.

Note: If you are using the Psionic Rules described in chapter 9 then kalashtar receive the Telepathy talent as their racial talent.

ORC

One of the first humanoid races to inhabit Khorvaire, orcs reside all across the western half of the continent. They dwell on the outskirts of human nations, with the exception of a few that live in the major cities where they have been accepted. Most orcs live in primitive tribes in the Eldeen Reaches, the Demon Wastes, the Shadow Marches, Droaam, and the wilds of the Mror Holds.

When most of Khorvaire's people think of orcs, they imagine savage, barbarous raiders, slaughtering communities in the names of evil deities. And indeed, many orc tribes fit that description. Others, however, are disinclined to mindless violence. The Gatekeeper druidic tradition arose among the orcs of Eldeen, and orcs who dwell in or near human nations often make concerted efforts to adopt more civilized lifestyles. House Tharashk includes orcs within its ranks, and in the communities of the Shadow Marches, orcs and humans live together.

If you choose to play as an orc, modify your character as follows:

- You can speak Common.
- You receive the Novice degree of the **Racial Talent: Orc**.
- You can choose the Orc background below, or one appropriate to your country of origin provided that your race and class meet its stereotype.

BACKGROUND: ORC

If you choose to play as an orc, modify your character as follows:

- Add +1 to your Strength ability. Orcs are denizens of the wild who face hardship and danger from the moment of their birth. Only the strongest live to adulthood.
- You gain the CONSTITUTION (STAMINA) ability focus.
- You can roll twice on the Orc background table.

RACIAL TALENT: ORC

REQUIREMENT: Orc

NOVICE: When charging you can move an extra 2 yards, and you cause extra damage equal to your Strength. Also, you can also see in low light levels and your attacks are unaffected by this level of illumination.

JOURNEYMAN: Spilling the blood of your enemy invigorates you. You gain the *warrior's surge* power. When you damage an enemy in combat you regain 1d6 health. You can do this a number of times a day equal to your Constitution.

MASTER: You have a fearsome disposition. You can re-roll any STRENGTH (INTIMIDATE) test but must take the results of the second roll.

ORC	
2D6	BENEFIT
2	+1 PERCEPTION
3 – 4	FOCUS: STRENGTH (MIGHT)
5	FOCUS: COMMUNICATION (ANIMAL HANDLING)
6	FOCUS: WILLPOWER (SELF-DISCIPLINE)
7 – 8	+1 CONSTITUTION
9	FOCUS: CUNNING (NATURAL LORE)
10 – 11	FOCUS: STRENGTH (INTIMIDATION)
12	+1 WILLPOWER

SHIFTER

Shifters, sometimes called “the were-touched,” are descended from humans and natural lycanthropes, now nearly extinct on Khorvaire. Shifters cannot fully change shape but can take on animalistic features—a state they call *shifting*. Shifters have evolved into a unique race that breeds true. They have a distinct culture with its own traditions and identity.

If you choose to play as a shifter, modify your character as follows:

- You can speak Common.
- You receive the Novice degree of the **Racial Talent: Shifter**.
- You have a base Speed of 12.
- You can choose the Shifter background below, or one appropriate to your country of origin provided that your race and class meet its stereotype. However, you **must** take the ability focus appropriate for your chosen *shifter trait* and **not** the one granted by your chosen background: you can take the shifter out of the wild, but you cannot take the wild out of the shifter!

BACKGROUND: SHIFTER

If you choose the Shifter background, modify your character as follows:

- Add +1 to either your Strength or Dexterity abilities.
- Gain the ability focus appropriate for your chosen *shifter trait*.
- Roll twice on the Shifter background table.

RACIAL TALENT: SHIFTER

REQUIREMENT: Shifter

NOVICE: Pick a *shifter trait* from the **Shifter Traits** list. By using an Activate action you can enter **shifter mode** and gain the powers of this trait. Although you do not become a true were-creature in **shifter mode**, your natural animal features become more pronounced. You can maintain **shifter mode** for a number of rounds per day equal to 4 + your Constitution. You can also see in low light levels at all times and your attacks are unaffected by this level of illumination.

JOURNEYMAN: Your animal senses are sharp. You may re-roll the results of any PERCEPTION (SMELLING) test but you must use the results of the second roll. In addition you can maintain **shifter mode** for a number of rounds per day equal to 6 + your Constitution.

MASTER: You can maintain **shifter mode** for a number of rounds per day equal to 8 + your Constitution. In addition the ability increase gained in **shifter mode** increases from +2 to +3.

SHIFTER	
2D6	BENEFIT
2	+1 WILLPOWER
3 – 4	FOCUS: CUNNING (NATURAL LORE)
5	FOCUS: PERCEPTION (SEARCHING)
6	FOCUS: COMMUNICATION (ANIMAL HANDLING)
7 – 8	+1 CONSTITUTION
9	FOCUS: PERCEPTION (TRACKING)
10 – 11	FOCUS: STRENGTH (CLIMBING)
12	+1 PERCEPTION

SHIFTER TRAITS

Beasthide: You gain the CONSTITUTION (STAMINA) focus. When in **shifter mode** you gain +2 to Constitution, and 2 points of natural Armour Rating. This does not contribute to armour strain when casting magic. Beasthunter shifters are blunt and rude, and often speak loudly and interrupt others.

Cliffwalk: You gain the STRENGTH (CLIMBING) focus. When in **shifter mode** you gain +2 to Dexterity and +2 to all STRENGTH (CLIMBING) tests. Cliffwalk shifters are often shy and introverted.

Dreamsight: You gain either the COMMUNICATION (ANIMAL HANDLING) or PERCEPTION (EMPATHY) focus. When in **shifter mode** you gain +2 to Willpower and +2 to all COMMUNICATION (ANIMAL HANDLING) and PERCEPTION (EMPATHY) tests. Dreamsight shifters are usually calm and contemplative, especially when compared to other shifters.

Gorebrute: You gain the STRENGTH (MIGHT) focus. When in **shifter mode** you gain +2 to Strength, and grow powerful horns that can be used as natural weapons when making a charge attack. If you successfully hit a foe with a charge using your horns you do penetrating damage equal to 1d6 + your Strength. You cannot be wearing a helmet to use this ability. Gorebrute shifters are loud and aggressive. They are more likely to threaten violence than most individuals.

Longstride: You gain the CONSTITUTION (RUNNING) focus. When in **shifter mode** you gain +2 to Dexterity and your Speed increases by +4. Longstride shifters are aloof and prideful.

Longtooth: You gain the STRENGTH (JUMPING) focus. When in **shifter mode** you gain +2 to Strength, and grow long fangs. These give you access to the *bite* stunt. This costs 2 stunt points, does an extra 1d6 damage to the target and can be used together with Mighty Blow and Lethal Blow. Longtooth shifters are savage and almost feral.

Razorclaw: You gain the DEXTERITY (INITIATIVE) focus. When in **shifter mode** you gain +2 to Strength and grow sharp claws. These are natural weapons causing 1d6 + Strength damage and can be used as single or dual wielded weapons under the appropriate weapon style. Razorclaw shifters respect little other than physical power.

Swiftwing: You gain the DEXTERITY (ACROBATICS) focus. When in **shifter mode** you gain +2 to Dexterity and grow leathery flaps of skin from your arms. This grants you flying at a Speed of 10 + Dexterity. You cannot be wearing medium or heavy armour, or holding anything in your hands, to use this ability. Shiftwing shifters are twitchy and nervous.

Truedive: You gain the CONSTITUTION (SWIMMING) focus. When in **shifter mode** you gain +2 to Constitution, and can swim at a Speed of 10 + Dexterity. In addition you can hold your breath for as long as **shifter mode** lasts. Truedive shifters are remote and somewhat callous.

Wildhunt: You gain the PERCEPTION (TRACKING) focus. When in **shifter mode** you gain +2 to Constitution and +2 to all PERCEPTION (SEEING and HEARING) tests. Wildhunt shifters are suspicious and untrusting.

TIEFLING

With blood tainted by the diabolical pacts of their ancestors, tieflings remain one of the most enigmatic of the races of Eberron. Some have truly broken free of the shackles of their heritage and seek to right the ancient wrongs that birthed them, while others continue the schemes of their infernal ancestors.

Most of Eberron's tieflings arose from the corrupted bloodlines of the Sarlonan nation of Ohr Kaluun. A culture steeped in arcane lore and obsessed with eldritch knowledge, many of its leading citizens entered into pacts with devils. What they sought—knowledge, power, and immortality—was secondary to any consequences their descendants might face. When the Inspired sought to wipe out unauthorized magic from Sarlona, Ohr Kaluun fell, but not before many tieflings fled to other lands.

If you choose to play as a tiefling, modify your character as follows:

- You can speak Common.
- You receive the Novice degree of the **Racial Talent: Tiefling**.
- You can choose the Tiefling background below, or one appropriate to your country of origin provided that your race and class meet its stereotype.

BACKGROUND: TIEFLING

If you choose the Tiefling background, modify your character as follows:

- Add +1 to your Cunning ability.
- Pick one of the following ability focuses: DEXTERITY (STEALTH) or COMMUNICATION (DECEPTION).
- Roll twice on the Tiefling background table.

RACIAL TALENT: TIEFLING

REQUIREMENT: Tiefling

NOVICE: Your infernal nature gives you resistance to fire. You receive +1 AR against all fire based attacks, even penetrating ones. You also gain +1 to all STRENGTH (INTIMIDATE) rolls. You can also see in low light levels at all times and your attacks are unaffected by this level of illumination.

JOURNEYMAN: You gain the *infernal fury* power. For a number of times per day equal to your Communication, you gain +1 to attack rolls against enemies that have hit you since your last turn. You add your Communication to damage inflicted on such enemies.

MASTER: Your *infernal fury* power does an extra 1d6 fire damage, and all of this damage is now penetrating.

TIEFLING	
2D6	BENEFIT
2	+1 WILLPOWER
3 – 4	FOCUS: STRENGTH (INTIMIDATION)
5	FOCUS: PERCEPTION (SEARCHING)
6	FOCUS: COMMUNICATION (PERSUASION)
7 – 8	+1 COMMUNICATION
9	FOCUS: CUNNING (ARCANE LORE)
10 – 11	FOCUS: CUNNING (HISTORICAL LORE)
12	+1 PERCEPTION

WARFORGED

Built as mindless machines to fight in the Last War, the warforged developed sentience as a side effect of the arcane experiments that sought to make them the ultimate weapons of destruction. With each successive model that emerged from the creation forges of House Cannith, the warforged evolved until they became a new kind of creature – living constructs. Warforged are renowned for their combat prowess, their size, and their single-minded focus. They make steadfast allies and fearsome enemies.

If you choose to play a warforged, modify your character as follows:

- You can read and speak Common.
- You receive the Novice degree of the **Racial Talent: Warforged**.
- You can choose the Warforged background below, or one appropriate to your country of origin provided that your race and class meet its stereotype.

BACKGROUND: WARFORGED

If you choose the Warforged background, modify your character as follows:

- Add +1 to your Strength ability.
- You gain the CONSTITUTION (STAMINA) ability focus.
- Roll twice on the Warforged background table.

RACIAL TALENT: WARFORGED

REQUIREMENT: Warforged

NOVICE: You are a *living construct* and do not need to eat, drink, or breathe. You never succumb to the effects of star-

vation, thirst, suffocation, poison or disease. All other conditions and effects affect you normally. You do not sleep and instead enter a state of inactivity for 4 hours to gain the benefits of a night's rest. While in this state, you are fully aware of your surroundings and notice approaching enemies and other events as normal. Also, when reduced to 0 hit points you do not die after 'Constitution' rounds and do not become incapacitated. However, you can only perform 1 Minor action per round and you will die if you take additional damage equal to your Constitution.

JOURNEYMAN: You have the *warforged resurgence* power. For a number of times per day equal to your Constitution, you can recover a number of hit points equal to 1d6 + your Constitution as a Minor action.

MASTER: You can upgrade your plating to act as armour. You gain up to 3 points of AR, which stacks with normal armour but does not contribute to armour strain when casting magic. However, it does incur a natural armour penalty equal to the amount of AR gained.

WARFORGED	
2D6	BENEFIT
2	+1 WILLPOWER
3 – 4	WEAPON GROUP: BLUDGEONS
5	FOCUS: CONSTITUTION (RUNNING)
6	FOCUS: CUNNING (MILITARY LORE)
7 – 8	+1 CONSTITUTION
9	WEAPON GROUP: HEAVY BLADES
10 – 11	FOCUS: STRENGTH (INTIMIDATE)
12	+1 PERCEPTION

3 BACKGROUNDS

This chapter contains stereotypical Eberron backgrounds. If your character conforms to the stereotype (by having the required class and race) then you can choose that background. This includes ability increases, focuses, weapon groups and so on. You don't have to choose these backgrounds—you can always choose a generic background based on race (such as Elf etc). Of course, whatever background you choose, you always get the appropriate racial talent as described in Chapter 2. The exceptions to these rules are:

- Changelings can adopt the background of any country the GM allows, regardless of whether or not they meet the stereotypes. In fact, as changelings do not have a racial background table they must choose one! However, they always gain the ability increase and ability focus granted by their race, not their background.
- Deva can only use their racial background, as they are continually reincarnated to serve the goals of their deity.
- Eladrin can only use their racial background. Only four years have passed since the Day of Mourning which forced the fey spires onto the mortal plane of Eberron—not enough time has elapsed for an eladrin to gain any other background. Eladrin may choose a fey spire as a 'country of origin'. Note that Shae Tirias Tolai, the City of Silver and Bone, is a haunted ruin in Xen'drik. Shaelas Tiraeth, the Court of the Silver Tree, traditionally appeared in Cyre but has not been seen since the Day of Mourning. The remaining fey spires are:
 - Pylas Pyrial, the Gate of Joy, in Zilargo.
 - Shae Joridal, the City of Emerald Lights, in Darguun, where the goblins keep it under siege.
 - Shae Loralyndar, the City of Rose and Thorn, in the Twilight Demesne of the Eldeen Reaches.
 - Taer Lian Doresh, the Fortress of Fading Dreams, in the Lhazaar Principalities.
 - Taer Syraen, the Winter Citadel, in Karrnath
- Kalashtar can use any background they qualify for, but can also use the human Urban Citizen or Scholar backgrounds.
- Shifters **must** take the ability focus granted by their racial shifter trait, not that awarded by their chosen background. However, they do gain the other bonuses and advantages from the background they choose.

These backgrounds and attendant rules are intended to maintain the flavour of Eberron. But the GM can always allow any combination of race and background if the player can justify it. For example, an eladrin druid may have been banished to Eberron centuries ago, and found himself working for the Karrnathi army. The GM could allow him to take the Karrnath background. Please also note that:

- If you roll a weapon group proficiency and already have it, you instead gain the appropriate focus. If you roll a weapon focus and do not have proficiency in that group, you gain training in it (but not the focus).
- The GM may allow any character picking a specific national background to get +1 to all CUNNING (CULTURAL LORE) tests related to that background.
- The GM may wish to freely grant the CUNNING (LITERACY) focus to characters from educated nations (e.g. The Five Nations).

ADAR

The residents of Adar are mostly human and kalashtar. Their opposition to the Inspired rulers of Riedra defines their culture, and many of them have learned effective techniques for resisting psionic powers. Many Adarans choose psionic talents as they develop. To play an Adaran, your character must conform to the following stereotype:

- Race: You must be a human or a kalashtar.
- Class: You must be a monk, fighter, or a thief.

If you choose to play an Adaran modify your character as follows:

- Add +1 to your Willpower ability.
- Pick one of the following ability focuses: WILLPOWER (SELF-DISCIPLINE) or CUNNING (PLANAR LORE).
- Roll twice on the Adar background table.

AERENAL

The natives of Aerenal are all elves. They revere their dead ancestors—to the point of keeping them close as deathless creatures. To play a denizen of Aerenal, your character must conform to the following stereotype:

- Race: You must be an elf.
- Class: You must be a cleric (of the Undying Court), fighter, ranger, or a wizard.

If you choose to play a Aerenal elf modify your character as follows:

- Add +1 to your Dexterity ability.
- Pick one of the following ability focuses: STRENGTH (HEAVY BLADES) or CUNNING (ARCANE LORE).
- Roll twice on the Aerenal background table.

ARGONESSEN

Tribes of human barbarians inhabit the northern coast of Argonessen, the continent southeast of Khorvaire, and the nearby island of Seren. They view the dragons of that continent as divine patrons and protectors, and incorporate draconic elements into their clothing and culture. To play an Argonessen, your character must conform to the following stereotype:

- Race: You must be a human or dragonborn.
- Class: You must be a barbarian, druid or ranger.

If you choose to play a Argonessen modify your character as follows:

- Add +1 to your Strength ability.
- Pick one of the following ability focuses: PERCEPTION (TRACKING) or CUNNING (NATURE LORE).
- You can speak and read Argon.
- Roll twice on the Argonessen background table.

ADAR	
2D6	BENEFIT
2	+1 PERCEPTION
3 – 4	FOCUS: CUNNING (HEALING)
5	FOCUS: WILLPOWER (FAITH)
6	FOCUS: COMMUNICATION (PERSUASION)
7 – 8	+1 CUNNING
9	FOCUS: PERCEPTION (EMPATHY)
10 – 11	FOCUS: CUNNING (HISTORICAL LORE)
12	+1 COMMUNICATION

BRELAND	
2D6	BENEFIT
2	+1 CONSTITUTION
3 – 4	FOCUS: CUNNING (ENGINEERING)
5	FOCUS: STRENGTH (DRIVING)
6	FOCUS: CUNNING (HISTORICAL LORE)
7 – 8	+1 STRENGTH
9	FOCUS: STRENGTH (SMITHING)
10 – 11	FOCUS: CUNNING (EVALUATION)
12	+1 CUNNING

AERENAL	
2D6	BENEFIT
2	+1 PERCEPTION
3 – 4	FOCUS: CUNNING (RELIGIOUS LORE)
5	FOCUS: WILLPOWER (SELF-DISCIPLINE)
6	FOCUS: CUNNING (HISTORICAL LORE)
7 – 8	+1 MAGIC
9	FOCUS: COMMUNICATION (ETIQUETTE)
10 – 11	FOCUS: CUNNING (ARCANE LORE)
12	+1 CUNNING

CYRE (DISPLACED)	
2D6	BENEFIT
2	+1 PERCEPTION
3 – 4	FOCUS: DEXTERITY (CRAFTING)
5	FOCUS: PERCEPTION (EMPATHY)
6	FOCUS: COMMUNICATION (PERFORMANCE)
7 – 8	+1 CUNNING
9	FOCUS: CUNNING (CULTURAL LORE)
10 – 11	FOCUS: COMMUNICATION (LEADERSHIP)
12	+1 DEXTERITY

ARGONESSEN	
2D6	BENEFIT
2	+1 DEXTERITY
3 – 4	FOCUS: CONSTITUTION (STAMINA)
5	FOCUS: STRENGTH (MIGHT)
6	FOCUS: PERCEPTION (TRACKING)
7 – 8	+1 CONSTITUTION
9	FOCUS: STRENGTH (SPEARS)
10 – 11	FOCUS: WILLPOWER (FAITH)
12	+1 WILLPOWER

DARGUUN	
2D6	BENEFIT
2	+1 CUNNING
3 – 4	FOCUS: CUNNING (MILITARY LORE)
5	FOCUS: COMMUNICATION (DECEPTION)
6	FOCUS: CONSTITUTION (STAMINA)
7 – 8	+1 DEXTERITY
9	FOCUS: STRENGTH (INTIMIDATE)
10 – 11	FOCUS: DEXTERITY (STEALTH)
12	+1 CONSTITUTION

AUNDAIR	
2D6	BENEFIT
2	+1 COMMUNICATION
3 – 4	FOCUS: CUNNING (RESEARCH)
5	FOCUS: CUNNING (BREWING)
6	FOCUS: CUNNING (NATURAL LORE)
7 – 8	+1 CUNNING
9	FOCUS: STRENGTH (DRIVING)
10 – 11	FOCUS: WILLPOWER (MORALE)
12	+1 WILLPOWER

DEMON WASTES	
2D6	BENEFIT
2	+1 WILLPOWER
3 – 4	FOCUS: CUNNING (NATURE LORE)
5	FOCUS: PERCEPTION (TRACKING)
6	FOCUS: STRENGTH (HEAVY BLADES)
7 – 8	+1 STRENGTH
9	FOCUS: CONSTITUTION (STAMINA)
10 – 11	FOCUS: CUNNING (ARCANE LORE)
12	+1 PERCEPTION

AUNDAIR

The people of Aundair, mostly human but intermingled with the other common races, value both education and agriculture. To play an Aundairian, your character must conform to the following stereotype:

- **Race:** You must be a human, half-elf, elf, or a gnome.
- **Class:** You must be an artificer, bard, cleric (of the Sovereign Host), monk, or wizard.

If you choose to play an Aundairian modify your character as follows:

- Add +1 to your Magic ability. Aundairians are steeped in the magical arts.
- Pick one of the following ability focuses: CUNNING (ARCANIC LORE) or DEXTERITY (CRAFTING).
- Roll twice on the Aundair background table.

BRELAND

The industrial capital of Khorvaire, Breland is best known for the cosmopolitan city of Sharn, the largest settlement on the continent and one of the major ports along its southern coast. Breland is also the gateway to the mysterious continent of Xen'drik. To play a Brelander, your character must conform to the following stereotype:

- **Race:** You must be human, gnome, half-elf, elf, or dwarf.
- **Class:** You must be a cleric (of the Sovereign Host), fighter, or thief.

If you choose to play a Brelander modify your character as follows:

- Add +1 to your Communication ability.
- Pick one of the following ability focuses: COMMUNICATION (PERSUASION) or DEXTERITY (CRAFTING).
- Roll twice on the Breland background table.

CYRE, DISPLACED

The natives of Cyre are a people without a home since the utter destruction of the nation in the Last War. Before the war, Cyre was a peaceful land with a long tradition of artisanship. Now the survivors live throughout Khorvaire, especially among the remaining four nations of ancient Galifar (Aundair, Breland, Karrnath, and Thrane) and in Zilargo and the Mror Holds. To play a displaced Cyran, your character must conform to the following stereotype:

- **Race:** You must be a human, elf or a half-elf.
- **Class:** You must be artificer, bard, cleric (of the Sovereign Host), fighter, or a wizard.

If you choose to play a Cyran modify your character as follows:

- Add +1 to your Communication ability.
- Pick one of the following ability focuses: COMMUNICATION (ETIQUETTE) or CUNNING (HISTORICAL LORE).
- Roll twice on the Cyre (Displaced) background table.

DARGUUN

Darguun is a nation of goblinoids, though some members of other races—many unsavory characters and some veterans of the Last War—live in the larger towns and cities. To play a Darguun, your character must conform to the following stereotype:

- **Race:** You must be a goblin, hobgoblin, or half-orc.
- **Class:** You must be a barbarian, fighter, monk, or a rogue.

If you choose to play a Darguun modify your character as follows:

- Add +1 to your Strength ability.
- Pick one of the following ability focuses: CONSTITUTION (STAMINA) or STRENGTH (INTIMIDATE).
- Roll twice on the Darguun background table.

DEMON WASTES

The Demon Wastes is a savage region whose only humanoid inhabitants are fiercely barbaric human tribes and orc bands dedicated to keeping travelers out of the Wastes and all the land's abominations in. To play a denizen of the Demon Wastes, your character must conform to the following stereotype:

- **Race:** You must be human, orc, half-orc.
- **Class:** You must be a barbarian, fighter, cleric (of Kalok Shash [Silver Flame]), or paladin.

If you choose to play a denizen of the Demon Wastes modify your character as follows:

- Add +1 to your Constitution ability.
- Pick one of the following ability focuses: CONSTITUTION (STAMINA) or STRENGTH (MIGHT).
- Roll twice on the Demon Wastes background table.

ELDEEN REACHES

The Eldeen Reaches are a strange mixture of untouched wilderness and pastoral farmland, inhabited primarily by humans, half-elves, and shifters. To play a Reacher, your character must conform to the following stereotype:

- **Race:** You must be a human, half-elf, shifter, gnome, halfling, orc, or elf.
- **Class:** You must be a barbarian, druid, or ranger.

If you choose to play a Reacher, modify your character as follows:

- Add +1 to your Perception ability.
- Pick one of the following ability focuses: CUNNING (NATURAL LORE) or COMMUNICATION (ANIMAL HANDLING).
- Roll twice on the Eldeen Reaches background table.

KARRNATH

The mostly human residents of Karrnath are among the most sophisticated and cultured people of Khorvaire. They played a major part in the Last War and are still reeling from their losses. Karrnath makes extensive use of corporeal undead as soldiers, still marching to the command of Karrnath's king and generals. To play a Karrnathi, your character must conform to the following stereotype:

- **Race:** You must be either a human or a dwarf.
- **Class:** You must be a cleric (of the Blood of Vol, or of the Sovereign Host), a fighter, a sorcerer, or a wizard.

If you choose to play a Karrnathi modify your character as follows:

- Add +1 to your Strength ability.
- Pick one of the following ability focuses: STRENGTH (HEAVY BLADES) or CUNNING (MILITARY LORE).
- Roll twice on the Karrnath background table.

ELDEEN REACHES	
2D6	BENEFIT
2	+1 COMMUNICATION
3 – 4	FOCUS: DEXTERITY (RIDING)
5	FOCUS: STRENGTH (STAMINA)
6	FOCUS: CONSTITUTION (STAMINA)
7 – 8	+1 CONSTITUTION
9	FOCUS: PERCEPTION (TRACKING)
10 – 11	FOCUS: DEXTERITY (STEALTH)
12	+1 MAGIC

MROR HOLDS	
2D6	BENEFIT
2	+1 COMMUNICATION
3 – 4	FOCUS: CUNNING (TRADING)
5	FOCUS: CUNNING (MILITARY LORE)
6	WEAPON GROUP: AXES
7 – 8	+1 STRENGTH
9	FOCUS: WILLPOWER (COURAGE)
10 – 11	FOCUS: STRENGTH (MIGHT)
12	+1 WILLPOWER

KARRNATH	
2D6	BENEFIT
2	+1 DEXTERITY
3 – 4	FOCUS: WILLPOWER (MORALE)
5	FOCUS: COMMUNICATION (PERSUASION)
6	FOCUS: CUNNING (HISTORICAL LORE)
7 – 8	+1 CONSTITUTION
9	FOCUS: CUNNING (ARCANE LORE)
10 – 11	FOCUS: DEXTERITY (RIDING)
12	+1 WILLPOWER

Q'BARRA	
2D6	BENEFIT
2	+1 CUNNING
3 – 4	FOCUS: CUNNING (HISTORICAL LORE)
5	FOCUS: COMMUNICATION (ANIMAL HANDLING)
6	FOCUS: PERCEPTION (TRACKING)
7 – 8	+1 DEXTERITY
9	FOCUS: CUNNING (POISON LORE)
10 – 11	FOCUS: PERCEPTION (SEEING)
12	+1 CONSTITUTION

LHAZAAR PRINCIPALITIES	
2D6	BENEFIT
2	+1 CUNNING
3 – 4	FOCUS: CONSTITUTION (SWIMMING)
5	FOCUS: CUNNING (NAVIGATION)
6	FOCUS: DEXTERITY (STEALTH)
7 – 8	+1 COMMUNICATION
9	FOCUS: COMMUNICATION (BARGAINING)
10 – 11	FOCUS: DEXTERITY (ACROBATICS)
12	+1 PERCEPTION

RIEDRA	
2D6	BENEFIT
2	+1 PERCEPTION
3 – 4	FOCUS: WILLPOWER (SELF-DISCIPLINE)
5	FOCUS: STRENGTH (DRIVING)
6	FOCUS: PERCEPTION (EMPATHY)
7 – 8	+1 COMMUNICATION
9	FOCUS: STRENGTH (SMITHING)
10 – 11	FOCUS: COMMUNICATION (ANIMAL HANDLING)
12	+1 DEXTERITY

MOURNLAND	
2D6	BENEFIT
2	+1 WILLPOWER
3 – 4	FOCUS: CUNNING (ARCANE LORE)
5	FOCUS: STRENGTH (INTIMIDATION)
6	FOCUS: COMMUNICATION (LEADERSHIP)
7 – 8	+1 CONSTITUTION
9	FOCUS: CUNNING (MILITARY LORE)
10 – 11	FOCUS: CUNNING (NATURAL LORE)
12	+1 PERCEPTION

SHADOW MARCHES	
2D6	BENEFIT
2	+1 DEXTERITY
3 – 4	FOCUS: DEXTERITY (TRAPS)
5	FOCUS: COMMUNICATION (ANIMAL HANDLING)
6	FOCUS: CUNNING (SEAMANSHIP)
7 – 8	+1 STRENGTH
9	FOCUS: PERCEPTION (TRACKING)
10 – 11	FOCUS: CONSTITUTION (ROWING)
12	+1 PERCEPTION

LHAZAAR PRINCIPALITIES

The residents of the Lhazaar Principalities are primarily human fishers, sailors, and sea raiders, though a scattering of members of the other common races can be encountered throughout these islands. To play a character from the Lhazaar Principalities, your character must conform to the following stereotype:

- **Race:** You must be a human, gnome, half-elf, dwarf, elf, or halfling.
- **Class:** You must be a bard, cleric (of the Sovereign Host), fighter, or a thief.

If you choose to play a character from the Lhazaar Principalities modify your character as follows:

- Add +1 to your Dexterity ability.
- Pick one of the following ability focuses: **CUNNING (SEAMANSHIP)** or **CUNNING (TRADING)**.
- Roll twice on the Lhazaar Principalities background table.

THE MOURNLAND

Few natives of any race live in the Mournland, but at least one small community of warforged makes its home in this blasted land. Non-warforged natives of this area have Cyre as their region of origin. To play a native of the Mournland, your character must conform to the following stereotype:

- **Race:** You must be a warforged.
- **Class:** You must be an artificer, fighter or a thief.

If you choose to play a native of the Mournland, modify your character as follows:

- Add +1 to your Strength ability.
- Pick one of the following ability focuses: **STRENGTH (MIGHT)** or **CONSTITUTION (STAMINA)**.
- Roll twice on the Mournland background table.

MROR HOLDS

The Mror Holds are the ancestral homeland of the dwarves. To play a citizen of the Mror Holds, your character must conform to the following stereotype:

- **Race:** You must be a dwarf or human.
- **Class:** You must be an artificer, cleric (of the Sovereign Host), fighter or a wizard.

If you choose to play a citizen of the Mror Holds, modify your character as follows:

- Add +1 to your Constitution ability.
- Pick one of the following ability focuses: **CUNNING (ENGINEERING)** or **STRENGTH (SMITHING)**.
- Roll twice on the Mror Holds background table.

Q'BARRA

The humans of Q'barra consider themselves to be the true heirs of the great culture of the kingdom of Galifar, undivided. For all that, their land is a rough and dangerous frontier. To play a Q'Barran, your character must conform to the following stereotype:

- **Race:** You must be a human, halfling, dragonborn, dwarf, or half-elf.
- **Class:** You must be a cleric (of the Sovereign Host), fighter, ranger, thief, or a wizard.

If you choose to play a Q'Barran modify your character as follows:

- Add +1 to your Perception ability.
- Pick one of the following ability focuses: **CUNNING (NATURAL LORE)** or **CONSTITUTION (STAMINA)**.
- Roll twice on the Q'Barra background table.

RIEDRA

Most natives of Riedra are human, though the rulers of that land are the Inspired. Riedran humans are an oppressed majority, forced to work—and dream—for the benefit of their masters. Unlike the kalashtar of Adar, the Inspired seek out and eliminate humans who manifest any trace of psionic ability. To play a Riedran, your character must conform to the following stereotype:

- **Race:** You must be a human or a dwarf.
- **Class:** You must be fighter or a monk.

If you choose to play a Riedran modify your character as follows:

- Add +1 to your Willpower ability.
- Pick one of the following ability focuses: **DEXTERITY (CRAFTING)** or **WILLPOWER (FAITH)**.
- You can read and speak Riedran.
- Roll twice on the Riedra background table.

SHADOW MARCHES

The swamplands of the Shadow Marches are home to a nation of orcs. Humans are a significant minority in the towns of the Marches, and half-orcs are common. To play a Marcher, your character must conform to the following stereotype:

- **Race:** You must be an orc, half-orc or a human.
- **Class:** You must be a barbarian, druid, fighter or ranger.

If you choose to play a Marcher, modify your character as follows:

- Add +1 to your Constitution ability.
- Pick one of the following ability focuses: **CUNNING (NATURAL LORE)** or **CONSTITUTION (STAMINA)**.
- Roll twice on the Shadow Marches background table.

TALENTA PLAINS

Homeland of the halflings, the Talenta Plains are a wild region of rugged grasslands. The nomadic halflings of the plains use various dinosaur breeds as mounts and beasts of burden. To play a Talenta Plainsman, your character must conform to the following stereotype:

- **Race:** You must be a halfling.
- **Class:** You must be a barbarian, bard, druid, fighter, or ranger.

If you choose to play a Talenta Plainsman, modify your character as follows:

- Add +1 to your Dexterity ability.
- Pick one of the following ability focuses: **DEXTERITY (ACROBATICS)** or **DEXTERITY (RIDING)**.
- Roll twice on the Talenta Plains background table.

THRANE

Thrane is a theocratic nation of humans and other races devoted to the Church of the Silver Flame. Its culture and civilization are refined and elegant, and its people are known for fine craftwork. Faith is a driving force in Thrane, as are the peasant levies. To play a citizen of Thrane, your character must conform to the following stereotype:

- **Race:** You must be a human, half-elf, or a dwarf.
- **Class:** You must be a cleric (of the Silver Flame), fighter, or a paladin.

If you choose to play a citizen of Thrane modify your character as follows:

- Add +1 to your Willpower ability. Citizens of Thrane are devout.
- Pick one of the following ability focuses: CUNNING (RELIGIOUS LORE) or WILLPOWER (FAITH).
- Roll twice on the Thrane background table.

VALENAR

In contrast to the ancient kingdom of Aerenal, Valenar is a young, expansionist, and aggressive elven nation. Originally mercenaries brought to Khorvaire to fight in the Last War, the elves of Valenar are renowned horse breeders and riders seeking to make a new nation separate and apart from the stoic Aerenal. To play a Valenar, your character must conform to the following stereotype:

- **Race:** You must be an elf.
- **Class:** You must be a barbarian, fighter or ranger.

If you choose to play a Valenar modify your character as follows:

- Add +1 to your Dexterity ability.
- Pick one of the following ability focuses: DEXTERITY (RIDING) or WILLPOWER (SELF-DISCIPLINE).
- Roll twice on the Valenar background table.

ZILARGO

Zilargo is the native land of the gnomes of Khorvaire. Known for its libraries and universities, Zilargo is a storehouse of legend and lore. The Zilargo gnomes are recognized as great shipwrights, and their secret process for harnessing the power of elementals is the envy of the rest of Khorvaire. To play a Zilargon, your character must conform to the following stereotype:

- **Race:** You must be gnome, human or a dwarf.
- **Class:** You must be an artificer, bard, thief, or wizard.

If you choose to play a Zilargon modify your character as follows:

- Add +1 to your Communication ability.
- Pick one of the following ability focuses: COMMUNICATION (INVESTIGATION) or COMMUNICATION (DECEPTION).
- Roll twice on the Zilargo background table.

TALENTA PLAINS

2D6	BENEFIT
2	+1 CONSTITUTION
3 – 4	FOCUS: CUNNING (HEALING)
5	FOCUS: PERCEPTION (TRACKING)
6	FOCUS: COMMUNICATION (ANIMAL HANDLING)
7 – 8	+1 PERCEPTION
9	FOCUS: CUNNING (NATURAL LORE)
10 – 11	FOCUS: DEXTERITY (STEALTH)
12	+1 STRENGTH

THRANE

2D6	BENEFIT
2	+1 STRENGTH
3 – 4	FOCUS: WILLPOWER (SELF-DISCIPLINE)
5	FOCUS: DEXTERITY (CRAFTING)
6	FOCUS: STRENGTH (SPEARS)
7 – 8	+1 WILLPOWER
9	FOCUS: DEXTERITY (BOWS)
10 – 11	FOCUS: CUNNING (HISTORICAL LORE)
12	+1 PERCEPTION

VALENAR

2D6	BENEFIT
2	+1 STRENGTH
3 – 4	FOCUS: DEXTERITY (ACROBATICS)
5	FOCUS: STRENGTH (HEAVY BLADES)
6	FOCUS: DEXTERITY (INITIATIVE)
7 – 8	+1 PERCEPTION
9	FOCUS: COMMUNICATION (ANIMAL HANDLING)
10 – 11	FOCUS: CONSTITUTION (STAMINA)
12	+1 CONSTITUTION

ZILARGO

2D6	BENEFIT
2	+1 CUNNING
3 – 4	FOCUS: CUNNING (SEAMANSHIP)
5	FOCUS: CUNNING (HISTORICAL LORE)
6	FOCUS: COMMUNICATION (DISGUISE)
7 – 8	+1 DEXTERITY
9	FOCUS: CUNNING (CULTURAL LORE)
10 – 11	FOCUS: CUNNING (ARCANE LORE)
12	+1 PERCEPTION

4 CLASS TALENTS

This chapter describes the class talents that make up *AGE: Eberron*. These talents provide your character with additional powers and abilities in addition to those granted by your base class (i.e. warrior, rogue or mage).

You gain the Novice degree of your chosen class talent at level 1, and the Journeyman and Master degrees at levels 3 and 5 respectively. In this respect class talents function like a specialization that you choose when you create your character.

The class talents listed here are loosely based on iconic class abilities from 3rd edition *D&D* and *Pathfinder*, with some 4th edition *D&D* thrown in. Some of these classes have more abilities than can easily fit into a talent—in some cases a specialization has been created so that a character can follow along that path if desired.

These class talents could conceivably be used as specializations in their own right. The GM will have to be the final arbiter of this, as these talents have not been designed with that in mind and may create imbalances when used together. These class talents are typically more powerful than most specializations as they are trying to give the character the iconic abilities of that *D&D* class.

Typically the intention of class talents is not to change the base class, but to provide an alternative ‘archetype’ for them. However, in some cases more significant changes have had to be made to the base class itself:

- **BARD:** This is presented as a specialization in the *Dragon Age Set 2* rules. That specialization has been appropriated (with modifications) to create a class talent, although it could be made available to other (non-bard) rogue classes if desired. The Skald specialization is now available to allow bards to progress their bardic skills.
- **MONK:** This uses the Rogue as its base class, but the monk features provide a different flavour. Most of the changes are just descriptive: the monk does not ‘Backstab’, he performs a ‘Rapid Strike’; at level 4 he gains ‘Evasive Strike’ rather than ‘Bluff’ and so on. However, three mechanical changes have been made to fit the typical description of the class, and the list of starting talents has been changed to be more suitable.

ARCANE LANCE

All of the mage classes (artificer, cleric, druid, sorcerer, swordmage, warlock and wizard) retain the arcane lance feature of the core mage class. However, players are encouraged to flavour the description of the power according to their class.

For example, whilst the wizard’s arcane lance may take the form of a silvery missile, a cleric of Onatar’s may look like a glowing axe and a warlock’s may appear to be a dark tendril striking out at a foe.

Alternatively the form that the arcane lance takes could be based on the character’s race. A dwarven wizard’s lance may appear as a hammer; an eladrin druid’s lance may take the form of sharp-edged, swirling autumn leaves.

In *Dragon Age Set 1* arcane lance must be used with a staff or a wand. However, this can be changed according to the mage’s class talent. Clerics can use a symbol of their deity, or their deity’s favoured weapon. Swordmages can use their *sword bond* weapon; warlocks might use an item related to their pact entity, artificers a specific tool or component and so on.

ARTIFICER

Whilst most spellcasters specialize in certain forms of magic, artificers tinker with its fundamental workings. Artificers understand magic on a different level from other spellcasters, and have an amazing facility with magic items and constructs.

ARTIFICER TALENT

CLASS: Mage.

REQUIREMENT: You must have a Cunning of 2 or higher.

NOVICE: As an artificer you understand magic at a deeper level than other mages. You do not learn individual spells: instead your knowledge of the fundamentals of magic allows you to create almost any magical effect. However, there are limits to these *infusions*. You can create infusions from any spell that you meet the requirements for, but at novice level you are restricted to spells that do not have other spells as requirements. You must cast the infusion on an item; the spell must therefore be suitable for infusing into that item (see **Artificer Infusions**). You must successfully cast the spell as normal while touching the item, which cannot already have an infusion on it (although it can be enchanted).

However, each day you can only create a number of different spell effects equal to the number of spells you would have ‘learnt’ as a mage. You can think of this as choosing your selection of spells each day, as you require them. Once you have used a spell that day you can use it for as many infusions as you like, and have mana for. Note that when you ‘learn’ a spell through choosing a degree in a magic talent you can only use that ‘slot’ for an infusion based on a spell of that school.

ARTIFICER INFUSIONS

The spells that an artificer casts on an item—infusions—must be suitable both as an infusion and be appropriate for the item.

Generally speaking most spells with simple effects are suitable for infusions. Such effects would include most enhancements (such as infusing a pair of gloves with a strength boost), offensive spells (even a fireball, which is a simple—though powerful—effect), defensive spells, and the like. Spells that should not be considered for infusions would include summoning spells, polymorph effects and complex mental manipulation and domination.

The item being infused should also be suitable for the effect of the spell. So a suit of armour would be suitable for a defensive spell. Items of clothing (gloves, boots etc) would be useful for enhancements (gloves of strength etc). Melee weapons could be infused with spells that enhance attack and damage rolls (e.g. flaming weapons) but not with ranged spell effects—you could not have a sword of fireballs, for example.

Note that a number of the more utilitarian spells have quite simple effects (mending, for example). These can be infused into a simple object—a basic wand, for instance. An artificer may well keep a number of useful items that he or she can re-use for infusions whenever required.

Optionally, the GM may also require that the item should meet some minimum standard of quality. A stick picked at random from the forest floor might not be suitable for infusions, but a simple piece of wood that the artificer has spent an hour or so carving and preparing might be.

JOURNEYMAN: Whilst you can learn spells from any school, you are most comfortable with the more utilitarian aspects of magic. When casting a **utility** or **enhancement** spell the strain incurred from wearing armour is reduced by 2. Also, thanks to your familiarity with their design and construction, you can add 1d6 + your Cunning to all healing effects done to, and damage dealt to, constructs. This additional damage is also penetrating.

MASTER: You can now create infusions from spells that have other spells as requirements, as long as you meet the requirements for those spells.

Also, you can now store spells in an item. This is similar to creating an infusion but the spell remains stored until triggered or until the end of the encounter when it dissipates. You can trigger the effect with a Major action. You can store a spell in an item a number of times per day equal to your Cunning. Storing a spell does not count as learning an infusion that day.

BARBARIAN

For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as barbarians, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within barbarians storms the primal spirit of battle, and woe to those who face their rage.

BARBARIAN TALENT

CLASS: Warrior.

REQUIREMENT: You must have a Constitution of 2 or higher.

NOVICE: You can become enraged for a number of rounds per day equal to 4 + your Constitution. While enraged, you gain a +2 to Strength and +2 to WILLPOWER (COURAGE) and WILLPOWER (MORALE) tests. Enraged characters suffer a -1 to attack rolls and Defense and a -2 to Perception tests, however. You can enter or leave a *rage* as a free action, but you suffer from fatigue for twice as many rounds as you were enraged. You cannot enter a new rage while fatigued.

JOURNEYMAN: You can add half your Constitution rounded down as a bonus to Armour Rating as long as you don't wear metal armour. You also gain a +2 bonus to Speed.

MASTER: Your *rage* ability continues to function as per the novice level, except the barbarian gains a +3 to Strength and suffers a -2 to attack rolls. You can also rage for a number of rounds per day equaling 8 + your Constitution.

BARD

Untold wonders and secrets exist for those skilful enough to discover them. Through cleverness, talent, and magic, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above.

For bards, every day brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.

Bards learn words and songs that can uplift and captivate their allies and dismay their foes. Starting a song is a Major action. On subsequent rounds, songs can be maintained with a Minor action. Songs achieve their effect through rhythms and harmonies, and therefore do not require the bard to speak the same language as the target. Words can be spoken using a Minor action, and cannot be sustained. A bard is limited in how many words he can utter per day. For a word to affect a target it must be spoken in a language the target understands.

BARD TALENT

CLASS: Rogue.

REQUIREMENT: You must have a Communication of 2 or higher.

NOVICE: You learn one Bard Song from the list of available songs, and one Bardic Word from the list of words. You can use the Bardic Words you know a total number of times equal to your Communication per day. In addition to these words, you automatically know the *word of versatility* which allows you to add a +1 bonus to any Lore test you make.

JOURNEYMAN: You may choose an additional Bard Song you can perform, and an additional Bardic Word. Your *versatility* has improved: you may now add the +1 bonus to any Cunning or Communication test.

MASTER: You can choose a third Bard Song you can perform and another Bardic Word. You are also a veritable jack-of-all-trades: your *versatility* bonus of +1 may be applied to any test you make.

BARDIC WORDS

Doom: A single enemy within hearing must win an opposed test of their WILLPOWER (MORALE) against your COMMUNICATION (PERFORMANCE) or take a -2 penalty to all attacks until the start of your next turn.

Distraction: One creature within earshot of you is distracted, and takes -2 to their next Perception test provided it is made before your next turn.

Encouragement: An ally of your choice within hearing gains a +2 bonus on an ability test of their choice, provided it is made before the start of your next turn.

Foolishness: One target within 16 yards is afflicted with a temporary condition that embarrasses them in some way of your choosing. They may be blinded by their hat slipping over their eyes, dazzled by a sudden reflection, deafened by a falling crate, entangled in a discarded piece of rope, trip and fall prone, nauseated by a bad smell etc. The effect lasts for no more than a round.

Incitement: Your word induces rage into an ally, who gains +2 damage to their next attack.

Inspiration: One ally of yours gains +2 to their Defense until the start of your next turn.

Love: A single target or your choice will react favourably towards you for the next 5 minutes. They will not attack unless provoked, and will try to aid you as well as they can.

Suggestion: More appropriate for roleplaying encounters, you gain +2 to your next Communication test against a single target within earshot.

Satire: More appropriate for roleplaying encounters, one opponent within hearing takes a -1 penalty to their next Communication or Cunning test.

BARD SONGS

Battle: Your song induces rage in all allies within 16 yards. They gain +1 to attack and damage rolls but take a -1 penalty to Defence and Perception tests. Allies under the influence of berserk mode or a barbarian rage are not affected.

Courage: Your allies within hearing gain a +1 to Defense and +1 to WILLPOWER (COURAGE) and WILLPOWER (MORALE) tests for the duration of the song.

Fascinate: Enemies within 16 yards of you must pass a WILLPOWER (SELF DISCIPLINE) test against the bard's COMMUNICATION (PERFORMANCE) or become confused. Passing the test incurs a -1 penalty on all ability tests until the beginning of the bard's next turn. A target that fails the test suffers the same penalty and cannot take any actions on his next turn. The effect is cancelled if the target takes damage.

Friendship: You perform a song for those assembled that affirms the power of camaraderie and harmony. Until the end of a roleplaying encounter (or for as long as it's maintained during a combat encounter), you and your allies gain a +1 bonus to COMMUNICATION (ÉTIQUETTE, INVESTIGATION, PERSUASION, and SEDUCTION) tests.

Mockery: Opponents within 12 yards must make a WILLPOWER (MORALE) test or be at -1 to all Communication tests for the duration of the song.

Restfulness: All allies within 12 yards of you recover health equal to 1d6 plus your Communication if you maintain the song for 5 minutes.

Terror: All enemies within 16 yards of you must make WILLPOWER (MORALE) check or take -1 to attack rolls for the duration of the song.

Valour: Allies within 12 yards of you gain a +1 bonus on attack rolls as long as the song is maintained.

CLERIC

In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests preach wonders and provide for the spiritual needs of their people. Clerics are more than mere priests, though; these emissaries of the divine work the will of their deities through strength of arms and the magic of their gods. Devoted to the tenets of the religions and philosophies that inspire them, these ecclesiastics quest to spread the knowledge and influence of their faith. Yet while they might share similar abilities, clerics prove as different from one another as the divinities they serve, with some offering healing and redemption, others judging law and truth, and still others spreading conflict and corruption. The ways of the cleric are varied, yet all who tread these paths walk with the mightiest of allies and bear the arms of the gods themselves.

CLERIC TALENT

CLASS: Mage.

REQUIREMENT: You must have a Willpower of 2 or higher.

NOVICE: Unlike your arcane kin, you use divine magic and are at home in armour and on the battlefield. Your deity has a primary and a secondary school of magic, as shown in the **Cleric Domains** table. When casting spells from the primary school you suffer no Spell Strain penalties for wearing armour. Your penalty to cast spells from the secondary school whilst wearing armour is reduced by 2. However, casting spells from any other school whilst wearing armour doubles the Spell Strain penalty. You also gain proficiency in the weapon group favoured by your deity.

JOURNEYMAN: You have followed the teachings of your deity. You gain a degree in your deities' favoured talent, regardless of other requirements it may have.

MASTER: You can *channel* the divine energy of your deity as many times per day as your Willpower. Energy channeled in this fashion causes a burst of power that heals allies or causes penetrating damage to enemies in a radius equal to double your Willpower in yards. The amount of damage dealt or healed is equal to 2d6 + Magic.

DRUID

Within the purity of the elements and the order of the wilds lingers a power beyond the marvels of civilization. Furtive yet undeniable, these primal magics are guarded over by servants of philosophical balance known as druids. Allies to beasts and manipulators of nature, these often misunderstood protectors of the wild strive to shield their lands from all who would threaten them and prove the might of the wilds to those who lock themselves behind city walls. Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath. The mightiest temper powers akin to storms, earthquakes, and volcanoes with primeval wisdom long abandoned and forgotten by civilization.

DRUID TALENT

CLASS: Mage.

REQUIREMENT: You must have a Constitution of 2 or higher.

NOVICE: You gain the Novice degree in Animal Training. However, you can designate a single animal that you train as your *totem animal*. The special bond you have with your *totem animal* allows you to issue commands to it without speaking, as long as you are within 50 yards. You are always able to sense its general condition, no matter the distance. Your *totem animal* also grants you +1 to WILLPOWER (FAITH) tests. In addition, if you gain the Journeyman degree in Animal Training you can add your *totem animals'* Willpower to your Mana. With the Master degree in Animal Training, you can train your *totem animal* to gain +1 in Willpower or Cunning, instead of Dexterity or Strength.

Also, you may cast spells from the Nature and Elemental schools with no armour strain, as long as you are only wearing leather armour. You can speak Druidic.

JOURNEYMAN: You gain the *forest walk* ability and can move through heavy underbrush and brambles with ease. You gain a +2 to ability tests to overcome hazards associated with travel through difficult terrain with a success meaning you take no damage. Enemies trying to track you suffer a penalty to their PERCEPTION (TRACKING) tests equal to your Cunning.

MASTER: You gain the ability to take *animal form*. You may change your form into that of a wild animal you're familiar with as many times per day as your Constitution. The transformation lasts up to a minute (4 rounds) per level, and it is a Major action to enter or leave the form. While in *animal form*, you gain the Speed, Defense, Armour Rating, Strength, Constitution, Dexterity and any natural attacks of the creature you transform into, but you retain your Health and other ability scores. You lose the ability to communicate normally while in *animal form*, but you can communicate with other animals of the same kind naturally. If you show a marked preference for a certain type of *animal form*, over time wild creatures will associate you with that form and treat you as an animal of that type even when in your original shape.

CLERIC DOMAINS

Deity	Primary School	Secondary School	Weapon Group	Favoured Talent
<i>The Sovereign Host</i>				
Arawai	Creation	Nature	Bludgeons	Animal Training
Aureon	Divination	Warding	Staves	Lore
Balinor	Nature	Creation	Bows	Scouting
Boldrei	Warding	Creation	Staves	Chirurgy
Dol Arrah	Spirit	Warding	Heavy Blades	Command
Dol Dorn	Spirit	Warding	Heavy Blades	Weapon & Shield Style
Kol Korran	Spirit	Creation	Light Blades	Contacts
Olladra	Creation	Spirit	Light Blades	Carousing
Onatar	Elemental	Creation	Axes	Trap-Making
<i>The Dark Six</i>				
The Devourer	Nature	Elemental	Bludgeons	Two-handed Style
The Fury	Spirit	Illusion	Brawling	Oratory
The Keeper	Necromancy	Divination	Axes	Two-handed Style
The Mockery	Necromancy	Elemental	Heavy Blades	Thievery
The Shadow	Illusion	Spirit	Light Blades	Contacts
The Traveler	Illusion	Divination	Light Blades	Intrigue
The Silver Flame	Creation	Warding	Bows	Archery Style
The Blood of Vol	Necromancy	Divination	Light Blades	Chirurgy
The Path of Light	Spirit	Creation	Staves	Lore
<i>Elven Religions</i>				
The Spirits of the Past	Divination	Creation	Heavy Blades	Lore
The Undying Court	Necromancy	Spirit	Spears	Lore

FIGHTER

Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. Still others learn the ways of weaponry to hone their bodies in battle and prove their mettle in the forge of war. Lords of the battlefield, fighters are a disparate lot, training with many weapons or just one, perfecting the uses of armour, learning the fighting techniques of exotic masters, and studying the art of combat, all to shape themselves into living weapons. Soldiers, knights, hunters, and artists of war, fighters are unparalleled champions, and woe to those who dare stand against them.

FIGHTER TALENT

CLASS: Warrior.

REQUIREMENT: You must have a Strength of 2 or higher.

NOVICE: You are skilled in the use of weaponry. You gain +1 to attack rolls with any weapon you are proficient in. You are also a dangerous foe in battle, and your enemies know it. You can use the Threaten stunt multiple times to affect a number of foes up to your Communication, using the same STRENGTH (INTIMIDATE) result against each one.

JOURNEYMAN: You are used to wearing armour on the battlefield. All armour penalties to Speed are reduced by 1. You are also accustomed to being in the front line, standing against a tide of enemies: you can use the Stand Firm action as a free action.

MASTER: You are at home on the battlefield. When in combat you receive +1 to all WILLPOWER (COURAGE) and WILLPOWER (MORALE) tests. Also, all armour penalties to Speed are reduced by 2, and you can perform the Seize the Initiative stunt for 3 SP.

MONK

For the truly exemplary, martial skill transcends the battlefield—it is a lifestyle, a doctrine, a state of mind. These warrior-artists search out methods of battle beyond swords and shields, finding weapons within themselves just as capable of crippling or killing as any blade. These monks (so called since they adhere to ancient philosophies and strict martial disciplines) elevate their bodies to become weapons of war, from battle-minded ascetics to self-taught brawlers. Monks tread the path of discipline, and those with the will to endure that path discover within themselves not what they are, but what they are meant to be.

As a monk, you generally start with all the standard Rogue abilities, and gain them as normal as you level. However, they are modified as follows:

- At level 1 you have the ‘Rapid Strike’ ability instead of ‘Backstab’. This works in the same way but you must use DEXTERITY (ACROBATICS) in the test. You also choose a starting talent from the following list instead of the standard rogue list: Chirurgy, Scouting, or Quick Reflexes. You do not start with proficiency in the BOWS WEAPON GROUP, but do gain proficiency in the CHAIN WEAPON GROUP. Note that although you still have the Rogue’s Armour ability most of your monk abilities only function when you are un-armoured.
- At level 9, the ‘Lethality’ ability applies its bonus to melee damage rather than ranged damage.
- At level 17, rather than ‘Quick Shot’ your *flurry of blows* ability can target an additional adjacent enemy on the same Minor action.

You may also want to change the name of some rogue class powers to suit the monk class, although the powers function in the same way:

- At level 4 you gain ‘Evasive Strike’ rather than ‘Bluff’.

- At level 7 you gain ‘Stunning Strike’ rather than ‘Dirty Fighting’.
- At level 12 you gain ‘Evasion’ rather than ‘Slippery’.
- At level 15 you gain the ‘Double Strike’ stunt rather than ‘Perforate’.

MONK TALENT

CLASS: Rogue.

REQUIREMENT: You must have a Dexterity or Cunning of 2 or higher.

NOVICE: You are skilled at unarmed combat, and gain the Novice degree of the Unarmed Style talent. Your harsh training has toughened both your mind and your body: you gain +1 to all WILLPOWER (SELF-DISCIPLINE) tests, and when fighting without armour you have a natural AR equal to your Cunning.

JOURNEYMAN: When fighting without armour you gain +1 to your Defense, and +1 to damage with all weapons that you are proficient in, including your fists. In addition, you can perform the Defensive Stance stunt for 1 SP instead of the usual 2. You can also perform the Grapple stunt for 2 SP instead of the usual 3 when attacking with unarmed strikes or with a chain weapon.

MASTER: When you hit an opponent you can use the *flurry of blows* ability to make another attack against them immediately as a Minor action, if you have one available. This attack cannot generate stunt points. In addition, when fighting without armour you can perform the Lightning Strike stunt for 2 SP instead of the usual 3.

PALADIN

Through a select, worthy few shines the power of the divine. Called paladins, these noble souls dedicate their swords and lives to the battle against evil. Knights, crusaders, and law-bringers, paladins seek not just to spread divine justice but to embody the teachings of the virtuous deities they serve. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline. As reward for their righteousness, these holy champions are blessed with boons to aid them in their quests: powers to banish evil, heal the innocent, and inspire the faithful. Although their convictions might lead them into conflict with the very souls they would save, paladins weather endless challenges of faith and dark temptations, risking their lives to do right and fighting to bring about a brighter future.

PALADIN TALENT

CLASS: Warrior.

REQUIREMENT: You must have a Willpower of 2 or higher.

NOVICE: Your faith is strong, allowing you to recognize evil. You have gain the ability to *sense evil* in beings or their intentions. You add a +2 to your PERCEPTION (EMPATHY) tests to discern evil motives or intentions. As a Major action, you can *sense evil* creatures within a number of yards equal to three times your Willpower by passing a WILLPOWER (FAITH) test with a TN of 13.

BLACKGUARDS

To play an evil paladin or blackguard, simply reverse the effect of *sense evil* and *smite evil*. The blackguard gains *sense good* and *smite good* powers instead. They can still gain the *lay on hands* power, or the GM may decide to award the blackguard the *harm* power (instead of *lay on hands*), which does 1d6 + Willpower damage to an opponent he touches.

JOURNEYMAN: You can heal yourself or your allies with the touch of your hands. You can use your *lay on hands* ability a number of times per day equal to your Willpower. The amount healed is equal to 1d6 plus your Willpower.

MASTER: You can add your Willpower to all damage rolls you deal against one opponent you nominate as the target of your *smite evil* power. You also gain a +2 bonus to your Defense against that creature’s attacks. Both effects last until the creature is dead or the end of the encounter. While in effect, the *smite evil* power allows you to damage creatures who can only be hurt by magic weapons, even if the your weapon is mundane. You can use *smite evil* a number of times per day equal to half your Willpower, rounded down.

RANGER

For those who relish the thrill of the hunt, there are only predators and prey. Be they scouts, trackers, or bounty hunters, rangers share much in common: skill at stalking even the most elusive game, and the expertise to defeat a wide range of quarry. Knowledgeable, patient, and skilled hunters, these rangers hound man, beast, and monster alike, gaining insight into the way of the predator, skill in varied environments, and ever more lethal martial prowess. While some track man-eating creatures to protect the frontier, others pursue more cunning game—even fugitives among their own people.

RANGER TALENT

CLASS: Warrior.

REQUIREMENT: You must have a Dexterity or Cunning of 2 or higher.

NOVICE: Few can hope to match the woodcraft of a ranger in the wild. You may choose a specific creature that you have seen or tracked as your *quarry*. You gain +1 to all rolls involving that creature including tracking, attacking, damage, discovering information about it and so on. The bonus lasts until you track down, defeat or kill your quarry, or you have taken a breather. You can only have one quarry at a time.

JOURNEYMAN: You gain a degree in Animal Training. However, you can designate a single animal that you train as your *animal companion*. When tracking and hunting with this animal you gain +1 to PERCEPTION (TRACKING) and PERCEPTION (HEARING) tests. In addition, if you gain the Journeyman degree in Animal Training you can train your *animal companion* to fight with you. When you are both adjacent to an enemy you can gain either +1 to attack rolls or +1 to defense. You can change which bonus you get each round by commanding your *animal companion* using an Activate action. With the Master degree in Animal Training you can train your *animal companion* to gain +1 Constitution instead of Dexterity or Strength, and it gains 10 Health.

You can now choose the Scouting talent if desired, ignoring its usual requirements.

MASTER: Choose a *favoured terrain* from the following list: Desert, Hills, Forest, Mountains, Plains, Swamp or Urban. When in your favoured terrain you get +1 to DEXTERITY (STEALTH) and PERCEPTION (TRACKING) tests and +2 to your Speed. A number of others equal to your Communication ability also receive the benefits of your favoured terrain if you are leading the group.

SORCERER

Scions of innately magical bloodlines, the chosen of deities, the spawn of monsters, pawns of fate and destiny, or simply flukes of fickle magic, sorcerers look within themselves for arcane prowess and draw forth might few mortals can imagine. Emboldened by lives ever threatening to be consumed by their innate powers, these magic-touched souls endlessly indulge in and refine their mysterious abilities, gradually learning how to harness their birthright and coax forth ever greater arcane feats. Just as varied as these innately powerful spellcasters' abilities and inspirations are the ways in which they choose to utilise their gifts. While some seek to control their abilities through meditation and discipline, becoming masters of their fantastic birthright, others give in to their magic, letting it rule their lives with often explosive results. Regardless, sorcerers live and breathe that which other spellcasters devote their lives to mastering, and for them magic is more than a boon or a field of study; it is life itself.

SORCERER TALENT

CLASS: Mage.

REQUIREMENT: You must have a Communication of 2 or higher.

NOVICE: You must pick the *bloodline* that is the source of your power, as shown in the **Sorcerer Bloodlines** table. When casting a spell from the magic school related to your bloodline you may use the Mana Surge stunt for 3 SP rather than the usual 4. Furthermore, as your magic is innate, wild and changeable, whenever you receive a new spell through levelling you may replace one other spell you know with a different one, provided you meet its requirements.

JOURNEYMAN: The magic you cast flows in your veins: you can use the Fast Casting stunt for 3 SP when casting a spell associated with your bloodline as long as the second spell is also of your bloodline. You can also choose one of the ability focuses associated with your bloodline: you may re-roll the result of a test taken with that ability focus, but must keep the result of the second roll.

MASTER: You can empower your spells with the magical energy that flows in your blood. You can add your Communication to any damage inflicted by a spell belonging to your bloodline school or your Arcane Lance. Your command of your natural magic abilities continues to improve: when casting a spell associated with your bloodline you can use the Mighty Spell stunt for 1 SP rather than the usual 2, and the Mana Surge stunt for 3 SP rather than 4.

SWORDMAGE

Swordmages apply the arcane arts to melee combat. The combat skills they possess are enhanced by the magic they wield. The flourish of a swordmage's blade not only bites with steel, but also with powerful arcane forces. The swordmage can create magical barriers of force that surround him as he plunges into the fray, and his sword becomes not just an extension of his arm, but of his mind.

SWORDMAGE TALENT

CLASS: Mage.

REQUIREMENT: You must have a Cunning of 2 or higher.

NOVICE: You learn your choice of either the Light Blades and Heavy Blades weapon groups, and you can use Magic to satisfy the minimum Strength requirement of these weapons. You also gain the Novice degree of the Single Weapon Style talent, regardless of its other requirements. Whilst fighting in this style you can enter **combat magic**

SORCERER BLOODLINES

Sorcerers can choose from the following bloodlines at creation. Once selected it cannot be changed.

Aberrant: There is a taint in your blood, one that is alien and bizarre. Your *aberrant bloodline* is associated with the Necromancy school, and either the STRENGTH (MIGHT) or COMMUNICATION (DECEPTION) focus.

Abysal: There is a demonic presence in your heritage. Your *abysal bloodline* is associated with the Summoning school, and either the COMMUNICATION (DECEPTION) or STRENGTH (INTIMIDATION).

Celestial: Your bloodline is blessed by a celestial power, either from a celestial ancestor or through divine intervention. Your *celestial bloodline* is associated with the Creation school, and either the CUNNING (HEALING) or CUNNING (RELIGIOUS LORE) focus.

Elemental: The power of the elements resides in you, and at times you can hardly control their fury. Your *elemental bloodline* is associated with the Elemental school and either the CUNNING (PLANAR LORE) or STRENGTH (INTIMIDATION) focus.

Fey: The capricious nature of the fey runs in your family due to some intermingling of fey blood or magic. Your *fey bloodline* is associated with the Spirit school, and either the COMMUNICATION (ANIMAL HANDLING) or CUNNING (NATURAL LORE) focus.

Inferral: There is a diabolic presence in your heritage. Your *inferral bloodline* is associated with the Summoning school, and either the COMMUNICATION (PERSUASION) or CUNNING (HISTORICAL LORE).

mode by taking an Activate action. While in this mode, you add Magic instead of Strength to your damage with melee weapons. However, any spell you cast in **combat magic** mode has its mana point cost increased by 2. You can end **combat magic** mode with another Activate action.

JOURNEYMAN: You reduce the strain of any armour you wear by 1 when casting **attack** or **defense** spells, and you are allowed to take the Armour Training talent, which is normally restricted to warriors. You can also forge a *swordbond* with your chosen weapon. By meditating for 1 hour with the weapon you can create a special bond with it that allows you, as Minor action, to call it to your hand from distance of 30 yards. You can only have a bond with one weapon at a time.

MASTER: When you activate **combat magic** mode, you can spend 5 MP to establish an *aegis of shielding*. This increases your Defense by 3 but you must pay 3 MP per round (at the start of your turn) to maintain it. If you do not, the effect ends immediately (though **combat magic** mode remains active). In addition, if your *swordbond* weapon is broken you can spend 1 hour of meditation to recreate it, provided to you have a fragment of the original. Any other fragments that may exist are destroyed by this process.

THIEF

Life is an endless adventure for those who live by their wits. Ever just one step ahead of danger, thieves bank on their cunning and skill to bend fate to their favour. Although many thieves favour cities and the innumerable opportunities of civilization, some embrace lives on the road, journeying far, meeting exotic people, and facing fantastic danger in pursuit of equally fantastic riches. In the end, any who desire to shape their fates and live life on their own terms might come to be called thieves.

THIEF TALENT

CLASS: Rogue.

REQUIREMENT: You must have a Dexterity of 2 or higher.

NOVICE: As a young thief, you made your living on the streets by getting your fingers into places they did not belong. Pick one of the following ability focuses: DEXTERITY (LEGERDEMAIN) or DEXTERITY (STEALTH). If you fail a Dexterity test with your chosen focus, you can re-roll it but you must keep the result of the second roll. You are also something of a 'second storey' man: you gain +1 to all STRENGTH (CLIMBING) tests.

JOURNEYMAN: You excel at getting into and out of sticky situations. You can add your Cunning to the results of your DEXTERITY (TRAPS) tests. You can also use the Speedy Search stunt for 1 SP, and The Upper Hand stunt for 3 SP.

MASTER: You've learned to make use of your natural finesse in combat. You can add your Dexterity instead of Strength to damage you deal with weapons from the Brawling, Light Blades or Staves groups. Enemies also find it hard to get the drop on you: you gain +1 to all DEXTERITY (INITIATIVE) tests.

WARLOCK

Warlocks channel arcane might wrested from primeval entities. They commune with infernal intelligences and fey spirits, scour enemies with potent blasts of eldritch power, and bedevil foes with hexing curses. Armed with esoteric secrets and dangerous lore, warlocks are clever and resourceful foes.

WARLOCK TALENT

CLASS: Mage.

REQUIREMENT: You must have a Constitution of 2 or higher.

NOVICE: You must choose a *pact* you have made with an eldritch entity, as shown in the **Warlock Pacts** table. As a Minor action you can place a *warlock's curse* on an enemy that you can see. You can curse a number of enemies at any one time equal to your Willpower. Cursed enemies receive a penalty of -1 to all opposed tests until the end of the encounter, or you decide to dismiss the curse. Also, when casting as spell from the school associated with your pact you can use the Imposing Spell stunt for 3 SP rather than the usual 4.

WARLOCK PACTS

Warlocks can choose from the following pacts at creation. Once selected it cannot be changed.

Fey: You have forged a bargain with ancient, amoral powers of the fey wild. Your pact entity is associated with the Nature school, and either the CUNNING (NATURAL LORE) or DEXTERITY (ACROBATICS) focus.

Infernal: You dare to study the perilous secrets of a long forgotten race of devils. Your pact entity is associated with the Necromancy school and either the CUNNING (HISTORICAL LORE) or STRENGTH (INTIMIDATION) focus.

Star: You have mastered the astrologer's art, learning the secret names of the stars and gazing into the Far Realm beyond, gaining great power thereby. Your pact entity is associated with the Spirit school and either the CUNNING (PLANAR LORE) or PERCEPTION (SEEING) focus.

Vestige: You have forged relationships with vestiges of powerful forces that once demonstrated awful powers. Your pact entity is associated with the Creation school and either the COMMUNICATION (PERSUASION) or CUNNING (RELIGIOUS LORE) focus.

JOURNEYMAN: Your dealings with the unnatural allow you to drain the very life force of dying foes. Once per round, when an enemy that you have cursed dies from a spell associated with your pact, you may regain your choice of 1d6 Health or 1d6 Mana points. In addition, your dealings with eldritch forces have started to affect your very nature: choose one of the ability focuses associated with your pact. You may re-roll the result of a test taken with that ability focus, but must keep the result of the second roll. Whenever you do so it is obvious to anyone nearby that you are affected by dark forces, e.g. your eyes glow red, a flutter of invisible bat wings is heard, the room becomes colder etc.

MASTER: You gain the *shadow walk* ability. In any round where you move after having successfully cast a spell from the school associated with your pact, you gain light cover from the shadows that swirl around you until the start of your next turn. Additionally, you can now add your Communication to the amount of Health or Mana regained when a cursed enemy dies, if their death is due to a spell associated with your pact.

WIZARD

Beyond the veil of the mundane hide the secrets of absolute power. The works of beings beyond mortals, the legends of realms where gods and spirits tread, the lore of creations both wondrous and terrible—such mysteries call to those with the ambition and the intellect to rise above the common folk to grasp true might. Such is the path of the wizard. These shrewd magic-users seek, collect, and covet esoteric knowledge, drawing on cultic arts to work wonders beyond the abilities of mere mortals. While some might choose a particular field of magical study and become masters of such powers, others embrace versatility, revelling in the unbounded wonders of all magic. In either case, wizards prove a cunning and potent lot, capable of smiting their foes, empowering their allies, and shaping the world to their every desire.

WIZARD TALENT

CLASS: Mage.

REQUIREMENT: You must have a Cunning of 2 or higher.

NOVICE: You learn an additional number of spells equal to your Cunning, and gain a new spell at each odd numbered level. These spells are in addition to the ones gained as a Mage. Your spells are kept in a spell book. Each day you can memorize a number of spells from your spell book equal to the amount gained through the Mage class's Magic Training ability, level increases and Magic talents. You must be in possession of your spell book and have had at least 1 hour of rest, otherwise you will only be able to recall the spells from the previous day.

JOURNEYMAN: You may choose a familiar, a magical pet who serves as a loyal companion, enhances the your skills and senses and can aid you in magic. You gain the Novice degree of the Arcane Familiar talent, even if you do not meet its requirements. As a wizard your familiar enhances your senses in arcane ways not available to other mages. When within range it grants you +1 to tests when using the Arcane Acuity stunt.

MASTER: You gain the ability to *inscribe* spells from your spellbook onto scrolls of special magical parchment. Once inscribed in this fashion, the scrolls can be read aloud as a Minor action, unlocking the magic of the spell without the reader having to expend any mana. Inscribing a scroll is an advanced Magic test with a focus appropriate to the spell being inscribed and a success threshold of 15. The target number is equal to 9 + the total number of mana points

required to cast the spell. For spells with varying mana costs, the number reflects the amount of mana you want the spell to utilize when it's cast from the scroll. The success threshold rises to 17 for spells that cost five or more mana to cast, and 20 for spells that cost more than 8 mana. Each test represents an hour of research and crafting time. Completing the scroll requires you to cast the spell in question to be captured in the parchment, so after the advanced test is complete you must successfully pass the spell's casting roll and expend the amount of mana necessary to empower the scroll in order to complete the scroll's creation. Resisting the effects of a spell cast from a scroll tests against the Spellpower of the wizard who created it.

You can always read the scrolls you inscribe, but reading a scroll inscribed by another Wizard requires a CUNNING (ARCANE LORE) test with a TN equal to the Spellpower of the Wizard who inscribed the scroll. Inscribing a scroll requires specially prepared parchment and inks and undisturbed solitude. The GM will decide the cost for such things as befits his or her campaign, but they should be suitably expensive.

5 SPECIALIZATIONS

Most of the specializations given in *Dragon Age Set 2 & 3* are readily applicable in *AGE: Eberon*. These include most of the warrior and rogue specializations, namely: Assassin, Berserker, Champion, Duelist, Guardia, Marksman, Shadow.

The remaining specializations can be used with care, and by re-working their descriptions:

- *Arcane Warrior*: This is very similar to the Swordmage class talent (which was derived from it) but could be used in a multi-classing role for other mages.
- *Bard*: This has effectively been superseded by the Bard class talent and Skald specialization. However, it could possibly be used by other rogues who want to diversify!
- *Blood Mage*: This is a suitable choice for a number of mage classes, depending on the character's background. Note that there are no Blood Magic spells, so this may weaken the specialization slightly.
- *Chevalier*: This would be eminently suitable for many nobles in Khorvaire.
- *Force Mage*: Although there is nothing in this specialization that might prevent its use in this setting it might be considered rather weak, as it principally awards spells that the GM may allow mages to have anyway.
- *Keeper*: This is another specialization that principally awards spells. However, it could be a nice option for an elven druid.
- *Ranger*: To avoid confusion with the warrior class talent this rogue specialization should probably be renamed (e.g. to Beastmaster or Scout).
- *Shapeshifter*: This grants similar effects to the Druid and Shaman specializations described here.
- *Spirit Healer*: This could be used with a suitable change to the description, but note that healing spells are dealt with differently in the magic system used here.
- *Spirit Warrior*: This could also be used with appropriate changes to the description (e.g. removing references to the Fade).
- *Templar*: The concept and description of this specialization is heavily based on the *Dragon Age* setting. However, it could be used as the basis for a "mage hunter" specialization if desired.

The specializations described in *Kobold Quarterly Issue #20* (the Battle Captain, Elementalist, Marksman, Master Thief and Skirmisher) are also ideal for adding to *AGE: Eberon*, although the Elementalist may need modification because of the changes to the magic schools.

The *Midgard Campaign Setting* also contains some useful specializations that the GM may wish to allow:

- *Arcane Adept*: This could be useful for warrior wishing to "multi-class" as mages.
- *Artificer*: With suitable renaming this could be used for mages specializing specifically in constructs, rather than the more general Artificer class talent described above.
- *Harem Assassin*: This specialization seems eminently suitable for use in Eberon's world of intrigue and deception.
- *Scrivener*: This specialization is tied into Midgard's Ink Magic. Whilst there is no equivalent in Eberon, the GM may decide to allow these spells.

- *Shapeshifting Berserker*: This would be suitable for warriors wishing to "multi-class" as barbarians.
- *Spymaster*: This is eminently suitable for an Eberon campaign, and would work well with the Spy specialization described below.
- *Star Mage*: This specialization is tied into Midgard's Illumination Magic. Whilst there is no equivalent in Eberon the GM may decide to allow these spells.

A number of additional specializations for mages, rogues and warriors are given in this section. Note that some of these are restricted to characters with a particular class talent. For example, the 'Crusader' specialization is only available to warriors who chose the 'Paladin' class talent. This is shown as 'Class: Warrior (Paladin)' in the talent description.

ARCHER

WARRIOR SPECIALIZATION

An archer dedicates themselves to learning the art of missile combat with a bow, making them a deadly opponent from a distance.

ARCHER TALENT

CLASS: Warrior.

REQUIREMENT: You must have a Dexterity and Perception of 3 or higher, and proficiency in the BOWS or CROSSBOWS WEAPON GROUP.

You are a master of the bow.

NOVICE: Your training has given you keen eyes and precise shots enabling you to pinpoint enemies near and far. You no longer suffer penalties for shooting into long range.

JOURNEYMAN: Archers often become more aware of things about them frequently noticing things others would miss. You can re-roll any PERCEPTION (SEEING) tests, but must accept the result of the new test.

MASTER: Your shots are deadly accurate: any time you take the Aim action using a bow or crossbow you gain an extra 1d6 damage (this can stack with stunts or spells that enhance damage).

BATTLE MAGE

MAGE SPECIALIZATION

Many mages seek power, and the strongest of these perform on the battlefield as battle mages. A battle mage summons incredible arcane energies every time he engages in a contest of life and death, crushing his foes with magical power, deflecting incoming damage and affecting foes in larger groups or further away. In short, he commands the shape of the battlefield.

BATTLE MAGE TALENT

CLASS: Mage.

REQUIREMENT: You must have Dexterity and Magic 3 or higher.

The epitome of the battlefield mage, you can go toe to toe with other mages or skirmish groups and triumph.

NOVICE: You excel in causing devastation with your spells. You can use the Lethal Spell stunt for 4 SP instead of 5. You also gain one spell with a type of **attack**.

JOURNEYMAN: You have become adept at shielding yourself from harm using arcane energies. You can use the Mana Shield stunt for 2 SP instead of 3.

MASTER: Your enemies dare not get close to you; you have learned to compensate for this. You can double the range of a single target spell or cone spell effect, or double the radius of a circular spell area. You can do this a number of times per day equal to your Cunning but only applies to spells with a type of **attack**.

CHAPLAIN

MAGE SPECIALIZATION

Every clerical order must defend its beliefs, but some clerics practice for war. Chaplains inspire their allies, and crush their enemies by singular uses of their divine power.

CHAPLAIN TALENT

CLASS: Mage (Cleric).

REQUIREMENT: You must have Strength and Willpower 3 or higher.

You are a rallying point for the faithful.

NOVICE: When you cast area effect spells (whether on your allies or enemies), it inspires your allies. All allies within 10 yards of your position while you cast your spell gain +1 on all actions on their next turn.

JOURNEYMAN: Your enemies fear you, and with good reason. Whenever your foes are forced to make a WILLPOWER (MORALE) check in your presence, they suffer a -2 to the roll.

MASTER: When you cast area effect spells (whether on your allies or enemies), it terrifies your foes. All foes within 12 yards of the effect of your spell must make WILLPOWER (MORALE) checks. Those who fail hesitate and cannot attack until the beginning of your next turn, although they can defend and move normally.

CORSAIR

WARRIOR & ROGUE SPECIALIZATION

Pirates or privateers, corsairs are masters of the sea.

CORSAIR TALENT

CLASS: Warrior or Rogue

REQUIREMENT: You must have Communication and Dexterity 3 or higher.

You are a dangerous raider on the high seas.

NOVICE: You are a skilled seaman. You can re-roll any CUNNING (SEAMANSHIP) or CUNNING (NAVIGATION) tests but must keep the results of the second roll.

JOURNEYMAN: You can understand the pirate code used by your group or in your area. Also, you can re-roll any DEXTERITY (ACROBATICS) tests that are made on board a ship (e.g. in the rigging, when boarding another vessel etc) but must keep the results of the second roll.

MASTER: When in command at sea (e.g. as ship's captain, leader of a boarding party etc) you gain +1 to all COMMUNICATION (LEADERSHIP) and CUNNING (MILITARY LORE) tests.

CRUSADER

WARRIOR SPECIALIZATION

Crusaders are paladins who have committed themselves entirely to the service of their deity.

CRUSADER TALENT

CLASS: Warrior (Paladin).

REQUIREMENT: You must have Communication and Willpower 3 or higher.

The apostates shall be shown the error of their ways.

NOVICE: You gain the ability to grant *mercy* to an ally. Once per day you can remove one permanent condition (such as poison, disease etc) from an ally when you use your *lay on hands* ability.

JOURNEYMAN: You gain the service of a *warhorse*, or similar mount (the GM must approve the type of creature). Your mount is a normal, non-magical creature but is a paragon of its race: it has +1 to Constitution, Cunning, Dexterity, Strength and Willpower. It is fiercely loyal, grants +1 to all DEXTERITY (RIDING) tests and will never fail a WILLPOWER (MORALE) test when with you. Once per day you may summon your mount to your side as Major action, regardless of where you are, or where your mount was last.

MASTER: You gain the power to *banish* evil foes. When using your *smite evil* power you can attempt to banish your foe. You must succeed in a WILLPOWER (FAITH) test opposed by the enemies' WILLPOWER (SELF-DISCIPLINE). If successful your enemy is banished to another plane for 1d6 + Willpower rounds. They may take no actions while banished, and cannot contact others nor be contacted themselves. They reappear at the point where they were banished from. You can only successfully banish one foe per day.

EXPLORER

MAGE, ROGUE AND WARRIOR SPECIALIZATION

Explorers yearn to discover new lands and peoples, sometimes for fame and glory but often just for the sheer joy of finding something new. They are adaptable, and are never satisfied with staying in one place for long.

EXPLORER TALENT

CLASS: Mage, Rogue or Warrior.

REQUIREMENT: You must have Cunning and Perception 3 or higher.

You yearn to see what's over the horizon.

NOVICE: You have a knack for finding your way. You gain a +1 bonus to all CUNNING (CARTOGRAPHY), CUNNING (NAVIGATION) and PERCEPTION (SEARCHING) tests when trying to find or follow a path or directions, or read a map.

JOURNEYMAN: Your travels have made you resourceful. You can perform the Resources at Hand stunt for 3 SP rather than the usual 4.

MASTER: Travelling far has made you quick to learn. You can learn a new language in half the time it usually takes, and can 'get by' in only week or so. You love to seek out the new, gaining a +1 bonus to all CUNNING (CULTURAL LORE) and CUNNING (NAVIGATION) tests when in a region or country you have never been to before. This bonus applies for a month or so, or until the GM rules you have started to settle there.

HUNTER

ROGUE & WARRIOR SPECIALIZATION

Hunters are skilled in tracking all manner of men and beasts. When on their home ground they are nigh on unstoppable.

HUNTER TALENT

CLASS: Rogue, Warrior (Ranger).

REQUIREMENT: You must have a Dexterity and a Perception or 3 or higher.

You are a skilled hunter.

NOVICE: You are an expert tracker, and can re-roll any PERCEPTION (TRACKING) tests but you must keep the results of the second roll.

JOURNEYMAN: You are skilled at surviving in wilderness. You gain +1 to all tests to find food, water and shelter whilst in the wild. You may also re-roll any test taken to avoid environmental hazards or damage, or effects caused by such hazards, but you must take the results of the second roll.

MASTER: You may choose a creature type (e.g. beast, construct, elemental etc) as your *favoured prey*. You gain +1 to all rolls involving creatures of that type (e.g. tracking, attacking, damaging, discovering information etc).

LANCER

WARRIOR SPECIALIZATION

Lancers have learnt to use spears and lances from horseback. They may be an armoured knight from the Five Nations or a barbarian horseman.

LANCER TALENT

CLASS: Warrior.

REQUIREMENT: You must have Strength 3 or higher and either DEXTERITY (RIDING) or HORSEMANSHIP (NOVICE).

You can use lances from horseback.

NOVICE: You gain proficiency in the LANCES WEAPON GROUP. Also, you can add your mount's strength to damage caused by lances when charging if you move at least half your mount's speed before attacking.

JOURNEYMAN: As a Minor action, you can make your mount use one of its attacks (e.g. kick or bite) against an adjacent opponent. This attack can generate stunt points but they must be used by the mount.

MASTER: If you can move half your mount's speed when charging you can add 1d6 to the damage caused by a successful attack (with a lance or any other weapon).

LORE MASTER

MAGE SPECIALIZATION

Mages who indulge in scholarly pursuits often discover esoteric facts that aid them throughout their adventuring careers. These are the mages that can find the way past riddles written by long dead cultures, open doors locked with intricate puzzles, and discover the weaknesses of monsters long forgotten in common lore. If you have questions, a lore master can find the answers for you.

LORE MASTER TALENT

CLASS: Mage.

REQUIREMENT: You must have Communication and Cunning 3 or higher, and Lore (Novice).

You have learned to apply knowledge in unconventional ways, aiding in your spellcasting and problem solving.

NOVICE: A Lore Master may spend a minute observing his surroundings and then make a Cunning test utilizing a related Lore focus. If he succeeds he learns a minor secret about the environment, analyzes an enemy or otherwise gains knowledge that is readily available, but is not evident or obvious.

JOURNEYMAN: Once per session the Lore Master can cast a spell he does not have for which he has an appropriate Magic focus, as long as he meets its other requirements. He also has +1 bonus on all CUNNING (RESEARCH) tests related to an appropriate Lore focus he already has.

MASTER: Once per session the Lore Master can generate stunt points equal to his Cunning or 4, whichever is lower. This is only applicable to a roll that generated no stunt points, and cannot be used with combat stunts.

PATHFINDER

MAGE, ROGUE & WARRIOR SPECIALIZATION

Brave explorers and scavengers of lost or forgotten knowledge, Pathfinders are quintessential adventurers, exploring the world for esoteric truths, magical and mundane relics and artefacts, and new and mysterious vistas, be they wonderful or terrible. For some, this journey is purely about the wealth, for others the glory of discovery, and still more are stirred by the irresistible drive to uncover the bones of the ages and legends of forgotten epochs in an effort to chronicle the deeds of yesterday, today, and tomorrow.

PATHFINDER TALENT

CLASS: Mage, Rogue, Warrior.

REQUIREMENT: You must have Constitution and Perception 3 or higher.

NOVICE: You have an unerring sense of direction. You always know where north is, how far you have travelled and can always re-trace your steps when lost.

JOURNEYMAN: Pathfinders have *deep pockets*, collecting items and picking up small amounts of this or that on their travels. You may carry unspecified equipment worth up to a number of g.p. equal to 100 times your Cunning. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). When someone needs an item that is not available you may retrieve it with a flourish, deducting its value from your stash. You may replenish your stash at a rate of 50 g.p. per week, although the GM may limit this if you are in an unsuitable location.

MASTER: You have *lived to tell the tale* on many an occasion. Once per day you can gain +2 to Defense until the start of your next turn, or gain +2 to any test to avoid damage, resist a spell or otherwise escape harm.

PRIEST

MAGE SPECIALIZATION

Some clerics do more than fight to defend the faithful, or heal the sick. Some clerics strive to gain converts to their philosophy from decisive action and charismatic words. These priests can be found in temples, and on street corners. They use their gifts to provide succour, and relief for

the populations they minister to. The most powerful gift they can provide however is peace of mind.

PRIEST TALENT

CLASS: Mage (Cleric).

REQUIREMENT: You must have Communication and Willpower 3 or higher, and WILLPOWER (FAITH).

You have learned how to express your faith and are a powerful proponent of your deity.

NOVICE: Your faith is infectious and mighty. You can add your Willpower to one Communication test per scene or encounter.

JOURNEYMAN: You are able to convince many people of your cause at once. When you use the Sway the Crowd stunt, it costs you 1 SP instead of 2.

MASTER: As you work wonders in the name of your deity, you convert others to your cause. You may use the Stunned Silence or Sway the Crowd stunts when casting a beneficial spell.

PROTECTOR

WARRIOR SPECIALIZATION

A protector keeps his allies safe on the battlefield, putting himself in harms way to keep his friends or charges alive. Protectors are commonly found in the personal bodyguards of kings and nobles.

PROTECTOR TALENT

CLASS: Warrior (Fighter).

REQUIREMENT: You must have Strength and Perception 3 or higher, and Weapon and Shield Style (Novice).

Your allies rely on your shield arm.

NOVICE: You strive to protect your allies. As a Minor action you can extend your shield arm: one adjacent ally can benefit from your shield's defense bonus instead of you until the start of your next turn.

JOURNEYMAN: You know how to use shields effectively in combat. The defensive bonus gained from all shields is increased by +1.

MASTER: You can put yourself between a friend and an enemy. When using the Defensive Stance stunt you can designate one adjacent ally who gains the Defense bonus—instead of you—until the start of your next turn.

SHAMAN

MAGE SPECIALIZATION

Shamans are inspiring druidic leaders, commanding powerful spirits for knowledge and defense of themselves and their allies. Initiation into the ways of the shaman is a long path, culminating in the acquisition of spirit companion. At all times, the spirits and voices of nature guide your steps, their power flowing through you. At times this can be distracting; shamans often appear to be speaking to beings that are not there, listening in odd places or taking strange paths at the behest of the spirits.

SHAMAN TALENT

CLASS: Mage (Druid).

REQUIREMENT: You must have Constitution and Cunning 3 or higher.

The spirits surround you and guide you.

NOVICE: You can communicate with the spirits of nature itself. By taking a Major action you can enter a trance and gain +1 to all rolls made to gather information about a wild or natural area for the next 10 minutes. The spirits are capricious and can generally only remember recent events, although significant events (such as a battle) might leave an impression for much longer. The area must clearly defined, such a glade, or copse, and can be no more than a mile in radius.

JOURNEYMAN: You can now summon a protective spirit as a Major action. The spirit will remain for a number of rounds equal to your Communication ability. Once summoned you can direct it—as a Minor action—to protect yourself or an ally, offering +1 to their Defense until the start of your next turn, or healing them for 1d6 + your Willpower.

MASTER: You must pick a single animal (this should probably be your preferred *animal form*, if you have one). You can now only use that animal when using your *animal form* power. In return once per day you may summon a *spirit companion*. This spirit takes the same form as your preferred animal and has the same abilities, powers and so on. You summon it as a Major action and it remains for a number of rounds equal to 4 + your Willpower or until it is killed or you dismiss it (as a Free action).

SKALD

ROGUE SPECIALIZATION

The path of the skald allows a bard to continue his training in music and lore. The skald learns additional songs and words to bolster his companions and confound his foes.

SKALD TALENT

CLASS: Rogue (Bard).

REQUIREMENT: You must have Communication and Cunning 3 or higher.

Your power lies in words and song.

NOVICE: Your bardic training continues. You learn another Bard Song, and an additional Bardic Word.

JOURNEYMAN: Your bardic training continues. You learn another Bard Song, and an additional Bardic Word.

MASTER: Your bardic training continues. You learn another Bard Song, and an additional Bardic Word.

SOLDIER

WARRIOR SPECIALIZATION

The soldier is a defensive fighter, relying on the discipline and training of his unit to form an unbreakable wall against which his enemies break themselves. The soldier fights best as part of team, taking strength from his comrades.

SOLDIER TALENT

CLASS: Warrior.

REQUIREMENT: You must have Strength and Cunning 3 or higher.

Stay in formation!

NOVICE: You are trained to fight better in a phalanx. When adjacent to another warrior you gain +1 to attack rolls, and +1 to all COMMUNICATION (LEADERSHIP) tests.

JOURNEYMAN: You have drilled exhaustively. You can use a shield together with a two-handed spear or polearm, although Defense bonus of the shield is reduced by 1.

MASTER: You can form a shield wall. When using a shield, and adjacent to another warrior also using a shield you gain a +1 bonus to Defense. This can be applied to a warrior on each side of you, for a possible +2 Defense bonus.

SPY

ROGUE SPECIALIZATION

Spies are masters of information gathering, employing a variety of techniques to achieve their furtive goals. Although many spies are loyal servants of their country, some are mercenary in outlook, selling information to the highest bidder.

SPY TALENT

CLASS: Rogue.

REQUIREMENT: You must have Communication and Perception 3 or higher.

You are not what you seem...

NOVICE: You are skilled in the arts of deception and intrigue. Choose one ability focus from the following list: COMMUNICATION (DECEPTION), COMMUNICATION (DISGUISE), COMMUNICATION (INVESTIGATION), CUNNING (CRYPTOGRAPHY). If you fail a test using this focus you may re-roll it, but you must use the results of the second roll.

JOURNEYMAN: Your mind is capable of picking out unusual patterns and connections between things. You can perform The Object of your Attention stunt for 2 SP rather than the usual 3.

MASTER: You are not who you seem to be. You can adopt an assumed identity (or *alias*) and gain +1 to all COMMUNICATION (DECEPTION) and COMMUNICATION (DISGUISE) tests when in that guise. It takes a minimum of 15 minutes to assume the identity. You can have a number of aliases equal to your Communication but it may take several days or even weeks to establish each one. The GM should reward the creative use of these aliases: if they are used frequently and in the right way the bonus may increase and the alias may become more resistant to exposure.

TEMPTRESS

ROGUE SPECIALIZATION

Beautiful and charming, the temptress uses sensuality and sexuality to influence and control others. In a world where men are often dominant, the temptress can expertly manipulate them.

TEMPTRESS TALENT

CLASS: Rogue

REQUIREMENT: You must have Communication and Cunning 3 or higher, and COMMUNICATION (SEDUCTION).

You can charm your way to success.

NOVICE: You are naturally charming. You can re-roll any COMMUNICATION (PERSUASION or SEDUCTION) tests but must keep the results of the second roll.

JOURNEYMAN: Men easily become fascinated by you, dropping their guard. You can perform the Flirt stunt for 3 SP, and gain +1 to all COMMUNICATION (INVESTIGATION and PERFORMANCE) tests applied to the target of that stunt.

MASTER: You can completely enthrall another, given sufficient time and contact. He must make a TN 15 WILLPOWER (SELF-DISCIPLINE) or become enthralled. He will agree to all reasonable requests, and takes a -4 penalty to all attempts

to resist persuasion if asked to act out of character (e.g. to betray family or country).

WEAPON MASTER

WARRIOR SPECIALIZATION

Some warriors master a weapon of choice rather than branching out into other areas. These men and women, known as Weapon Masters, are exceedingly hard to manipulate with fighting tricks, and they display competence at one-on-one and group combat that few can match.

WEAPON MASTER TALENT

CLASS: Warrior.

REQUIREMENT: You must have Constitution and Strength 3 or higher.

You have dedicated yourself to mastering one weapon and in doing so have mastered personal combat as well.

NOVICE: Choose one weapon group you are proficient in. You gain a +1 bonus to hit, and a +1 bonus to damage with all such weapons. Also, all of your weapons become unlikely to break or malfunction after a month in your care.

JOURNEYMAN: If you would be disarmed, or knocked prone while wielding your chosen weapon type, you may make a STRENGTH (MIGHT) test versus the attack total. The stunt is canceled if you succeed.

MASTER: You can take the measure of an opponent in a few passes during combat. With an Activate action you can designate a foe which you have engaged as **wide open**. A **wide open** enemy suffers a -1 penalty to hit you for the remainder of the encounter. You must be wielding your chosen weapon, you can only designate an enemy as **wide open** once per combat, and you may only have one opponent **wide open** at a time.

6 FOCUSES & TALENTS

ABILITY FOCUSES

Most of the *Dragon Age Set 1* and *Set 2* ability focuses can be used. The following have been removed:

- Cunning (Qun);
- Dexterity (Grenades).

Additional focuses have been added as follows. The talents related to the Psionic focuses are described in Chapter 9.

COMMUNICATION FOCUSES

PIDGIN: Making yourself (partially) understood even when you don't understand the language.

CUNNING FOCUSES

ALCHEMY: Understanding the secrets of alchemy.

GEOGRAPHICAL LORE: Knowing the lay of the land throughout Eberron.

LITERACY: Reading and writing, in any language you know.

SEAMANSHIP: Knowing how to manage and manoeuvre a boat or sailing ship.

TRADING: Knowing the ways of commerce.

PLANAR LORE: Knowing of the cosmology of Eberron.

PSIONIC LORE: Knowing about psionic powers and their effects, but does not cover their use.

DEXTERITY FOCUSES

BOWS: Fighting with weapons from the BOWS GROUP.

CHAINS: Fighting with weapons from the CHAINS GROUP.

CROSSBOWS: Fighting with weapons from the CROSSBOWS GROUP.

SLINGS: Fighting with weapons from the SLINGS GROUP.

MAGIC FOCUSES

CREATION: Understanding the secrets of the Creation school of magic.

DIVINATION: Understanding the secrets of the Divination school of magic.

ELEMENTAL: Understanding the secrets of the Elemental school of magic.

ILLUSION: Understanding the secrets of the Illusion school of magic.

MAGECRAFT: Creating enchanted items more easily.

NATURE: Understanding the secrets of the Nature school of magic.

NECROMANCY: Understanding the secrets of Necromancy.

SPIRIT: Understanding the secrets of the Spirit school of magic.

SUMMONING: Understanding the secrets of the Summoning school of magic.

WARDING: Understanding the secrets of the Warding school of magic.

STRENGTH FOCUSES

LANCES: Fighting with weapons from the LANCES GROUP.

WILLPOWER FOCUSES

AURA PERCEPTION: Discerning the abilities of others, and masking your own.

CLAIRVOYANCE: Perceiving events from far away in space or time.

ENERGY KINESIS: Manipulating energy in its raw form.

MIND REAVING: Destroying an opponent's mind.

PSYCHIC BLAST: Using the Psion's class power of the same name.

PSYCHIC COMBAT: Fighting mind against mind.

SELF AWARENESS: Exercising fine control over your physical form.

SHAPING: Manipulating and changing the structure of matter itself.

TELEKINESIS: Moving objects using only the mind.

TELEPATHY: Communicating with others using thoughts alone.

TELEPORTATION: Transporting yourself and others through space (and maybe even time).

TALENTS

As might be expected, many of the *Dragon Age* talents are suitable for *AGE: Eberron*.

ALCHEMIST

Alchemists have made a study of the elements and the physical world to create powerful substances.

CLASS: Mage

REQUIREMENT: You must have Magic and Cunning 3 or higher.

You are trained in the craft—nay, the art!—of alchemy.

NOVICE: You know how to prepare alchemical formulations. Choose two novice alchemical recipes you know how to make from memory. You can create other formulations as you find and learn their recipes.

JOURNEYMAN: You have learned how to prepare more effective formulations. Choose one journeyman recipe you know how to make from memory. You can create other journeyman formulations as you find and learn their recipes.

MASTER: You have learned how to prepare the most demanding formulations known. Choose one master recipe you know how to make from memory. You can create other master formulations as you find and learn their recipes.

ARCANE FAMILIAR

CLASSES: Mage.

REQUIREMENT: You must have Communication 2 or higher.

You have a familiar, a magical pet who serves as a loyal companion, enhances your skills and senses and can aid you in magic.

NOVICE: You may choose a familiar from the either the **Animal Familiars** or **Unusual Familiars** table. (Optionally, the GM may dictate the type of familiar available to you based on your class. Warlocks, for example, may be assigned an imp or floating skull by their patron; artificers

ANIMAL FAMILIARS

When within range a wizard's familiar imparts a special +1 bonus to the following tests taken by its master:

<i>Bat:</i>	PERCEPTION (HEARING)
<i>Cat:</i>	DEXTERITY (STEALTH)
<i>Dog:</i>	CONSTITUTION (STAMINA)
<i>Fox:</i>	CUNNING (NATURAL LORE)
<i>Hawk:</i>	PERCEPTION (SEEING)
<i>Owl:</i>	CUNNING (RESEARCH)
<i>Rat:</i>	CONSTITUTION (STAMINA)
<i>Raven:</i>	CUNNING (EVALUATION)
<i>Weasel:</i>	DEXTERITY (ACROBATICS)
<i>Serpent:</i>	CUNNING (POISON LORE)
<i>Spider:</i>	STRENGTH (CLIMBING)
<i>Toad:</i>	STRENGTH (JUMPING)

UNUSUAL FAMILIARS

With the GM's permission you may choose a familiar that's more... unusual. The familiars listed below will definitely appear strange to most people you will encounter. The GM will develop attributes for these familiars based on similar creatures.

<i>Arcane Eye:</i>	PERCEPTION (SEARCHING)
<i>Clockwork Construct:</i>	CUNNING (ENGINEERING)
<i>Disembodied Hand:</i>	DEXTERITY (LEGERDEMAIN)
<i>Floating Skull:</i>	STRENGTH (INTIMIDATION)
<i>Glowing Wisp:</i>	PERCEPTION (EMPATHY)
<i>Homunculus:</i>	DEXTERITY (CRAFTING)
<i>Imp:</i>	CUNNING (ARCANE LORE)

may only be able to choose a clockwork construct or a homunculus; clerics could be awarded a creature appropriate to their deity and so on.) Your familiar starts with the normal attributes for a creature of that type, but gains 10 Health and a bonus to its Defense equal to your Cunning. When within 100 yards you have a link with your familiar and can communicate empathically with it, sharing general emotions, but not seeing through its eyes. When the link is active you gain +1 to the ability test associated with the familiar type. You can command your familiar to attack foes or help defend you, but it gains no special abilities to do so. If a familiar dies it can be replaced by performing a ritual: an advanced test of CUNNING (ARCANE LORE) with a TN of 13 and a threshold of 15, rolling once a day.

JOURNEYMAN: Your connection to your familiar has grown. Your familiar can deliver spells with a range of "touch" for you if you are within sight of it. Also, you may now communicate with it verbally as if you were speaking a common language. It is still a creature, however, so cannot communicate concepts it does not understand.

MASTER: You can now maintain the link to your familiar to a distance of 1 mile. By entering a light trance you may see through its eyes and communicate telepathically with it. You may only take Minor actions while in this trance.

CHAIN WEAPON STYLE

CLASS: Rogue, Warrior.

REQUIREMENT: You must have Dexterity of 2 or higher.

You are trained to use chain weapons.

NOVICE: You can use your chain weapon to its fullest potential. Any target within 4 yards of you can be considered adjacent for any attacks (or stunts) when using a chain weapon. Also, you can use the Knock Prone stunt for 1 SP instead of the usual 2 when using a chain weapon.

JOURNEYMAN: When using a chain weapon you can use the Lightning Attack stunt for 2 SP instead of the usual 3. You also gain +2 to rolls to disarm an opponent with the Disarm stunt.

MASTER: You can use the Grapple stunt for 2 SP instead of the usual 3. Grappling an opponent in this way still allows you to attack with the chain, but the effective range drops to 2 yards.

COMBAT TACTICS

CLASS: Rogue, Warrior.

REQUIREMENT: You must have at least two of your primary abilities 2 or higher.

You are a keen student of tactics on the battlefield.

NOVICE: You learn one stance from the **Fighting Stances** list.

JOURNEYMAN: You learn another stance from the **Fighting Stances** list.

MASTER: You learn a third and final stance from the **Fighting Stances** list.

CREATION MAGIC

CLASSES: Mage.

REQUIREMENT: You need the MAGIC (CREATION) focus.

You have delved into the secrets of Creation magic.

NOVICE: You can summon a light wisp without spending mana points. The wisp hovers near your shoulder until dismissed, illuminating a 10-yard radius around you with the brightness of a lantern. Summoning and dismissing the light wisp are free actions.

JOURNEYMAN: Your knowledge of Creation magic is deep. When you cast a Creation spell, its cost in mana points is reduced by 1, to a minimum of 1. You also gain one new Creation spell.

MASTER: You can use Creation magic reflexively: when taking the Defend action you can toughen your skin to gain +1 Armour Rating. You also gain one new Creation spell.

FIGHTING STANCES

Charging: While in the charging stance, you gain a +1 to attack rolls and +1 to damage while charging and can move your full speed while making a charge attack. In addition, while charging, the warrior can perform the Knock Prone stunt for 1 SP.

Agile: While in the agile stance, you gain a +1 to your attack rolls and +1 to Defense, and can perform the Pierce Armour stunt for 1 SP.

Mountain: While in the mountain stance, your Armour Rating is increased by 1, your Defense rating is increased by 1 (+2 to both if using a shield) and you gain a +2 bonus to all tests to avoid being disarmed, but your attacks suffer from a -2 penalty to damage and your Speed is reduced by 2.

Raging: While in the raging stance, you gain a +2 to damage with melee attacks and a +2 to WILLPOWER (COURAGE) and WILLPOWER (MORALE) tests, but suffer a -2 penalty to attack rolls, Defense and all Perception tests. In addition, you can perform the Lethal Blow stunt for 4 SP.

Stalking: While in the stalking stance, you gain a +2 bonus to your Defense and PERCEPTION (SEEING) tests. If you are not wielding a two-handed weapon, you also gain +2 to DEXTERITY (STEALTH) tests. In addition, as a Minor action you can perform the Stay Aware stunt without spending stunt points.

DIVINATION MAGIC

CLASSES: Mage.

REQUIREMENT: You must have the MAGIC (DIVINATION) focus.

You have delved into the secrets of Divination magic.

NOVICE: You can sense portents that others dismiss. When events of great significance to your character's deepest desires and primary goals occur, you get a feeling about it. The GM must describe this feeling by stating at least a one-word mood (unease, relief, or confusion), and the goal or desire so affected.

JOURNEYMAN: When you cast an Divination spell, its cost in mana points is reduced by 1, to a minimum of 1. You also gain one new Divination spell.

MASTER: The power of Divination is ever-present within you. You gain a +1 bonus to all PERCEPTION (SEARCHING) and DEXTERITY (INITIATIVE) tests. You also gain one new Divination spell.

DROW FIGHTING STYLE

CLASS: Rogue, Warrior.

REQUIREMENT: You must have Dexterity of 2 or higher, and be a drow (or be trained by one).

You are trained in the exotic martial ways of the drow of Xen'drik.

NOVICE: You can freely mix melee and ranged combat. You can use the Dual Weapon Style when wielding a drow long knife with a hand crossbow. Also, when you throw a boomerang and miss it will return to your hand by the end of your turn. It also now does 1d6 damage.

JOURNEYMAN: When attacking with a boomerang it returns to your hand after a successful hit. Normally a boomerang will only return on a miss. Furthermore, when using the drow scorpion chain you can use the Dual Strike stunt for 3 SP rather than the usual 4.

MASTER: When attacking with a drow scorpion chain you can use the Pierce Armour stunt for 1 SP rather than 2.

ELEMENTAL MAGIC

CLASSES: Mage.

REQUIREMENT: You must have the MAGIC (ELEMENTAL) focus.

You have delved into the secrets of Elemental magic.

NOVICE: You can create a small flame in your hand without spending mana points. The flame can't be used in combat but can set mundane items alight. It remains in your hand until dismissed. Creating and dismissing the flame are free actions.

JOURNEYMAN: Your knowledge of Elemental magic is deep. When you cast a Elemental spell, its cost in mana points is reduced by 1, to a minimum of 1. You also gain one new Elemental spell.

MASTER: You are bursting with Elemental magic. When you perform the Mighty Spell stunt with a Elemental spell, you can inflict the stunt's extra damage on more than one of the spell's targets. This costs 1 stunt point per additional target (so it costs 3 SP to affect two targets, 4 SP to affect three targets, etc.). You also gain one new Elemental spell.

LANGUAGES OF EBERRON	
LANGUAGE	TYPICAL SPEAKERS
Abyssal	Demons
Argon	Barbarians of Argonessen and Seren
Aquan	Water based creatures
Auran	Air based creatures
Celestial	Celestials
Common	Humans, halflings, half-elves, half-orcs
Daelkyr	Daelkyr, mind flayers, aberrations
Draconic	Kobolds, troglodytes, lizardfolk, dragonborn, dragons
Dwarven	Dwarves
Elvish	Elves
Giant	Ogres, giant, drow
Goblin	Goblins, hobgoblins, bugbears
Gnoll	Gnolls
Gnome	Gnomes
Halfling	Halflings
Ignan	Fire based creatures
Infernal	Devils
Orc	Orcs
Quori	Quori, the Inspired, kalashtar
Rierdran	Lower classes of Sarlona
Sylvan	Fey creatures, eladrin
Terran	Earth based creatures, Xorn
Undercommon	Subterranean creatures

ILLUSION MAGIC

CLASSES: Mage.

REQUIREMENT: You must have the MAGIC (ILLUSION) focus.

You have delved into the secrets of Illusion magic.

NOVICE: You can perform seemingly impressive tricks and feats of prestidigitation. You can create small objects, levitate them, make them vanish in a puff of smoke and so on. All effects end when the trick is over.

JOURNEYMAN: When you cast an Illusion spell, its cost in mana points is reduced by 1, to a minimum of 1. You also gain one new Illusion spell.

MASTER: Your expertise in Illusion magic has given you extraordinary insight. You gain +1 to all PERCEPTION (SEEING) tests and +1 to all tests to identify or see through illusions. You also gain one new Illusion spell.

LINGUISTICS

CLASSES: Mage, Rogue, and Warrior.

REQUIREMENT: You must have a Cunning of 1 or higher.

You can learn new languages easily. And when you learn a new language, you can read and write in it if you have the COMMUNICATION (LITERACY) focus.

NOVICE: You learn an additional language from the **Languages** table.

JOURNEYMAN: You learn to speak an additional language from the previous list. You can also try to imitate a specific dialect with a successful COMMUNICATION (PERFORMANCE) test.

MASTER: You learn two more languages from the previous list. You can also pick any one language you know and speak it like a native (i.e. without an accent).

NATURE MAGIC

CLASSES: Mage.

REQUIREMENT: You must have the MAGIC (NATURE) focus. You have delved into the secrets of Nature magic.

NOVICE: You are attuned to the natural world. When in a natural setting you can sense if anything is amiss or unnatural. The GM will determine the details of what you sense.

JOURNEYMAN: Your knowledge of Nature magic is deep. When you cast a Nature spell, its cost in mana points is reduced by 1, to a minimum of 1. You also gain one new Nature spell.

MASTER: You are at one with nature. You gain +1 to all COMMUNICATION (ANIMAL HANDLING) and CUNNING (NATURAL LORE) tests. You also gain one new Nature spell.

NECROMANCY MAGIC

CLASSES: Mage.

REQUIREMENT: You need the MAGIC (NECROMANCY) focus. You have delved into the secrets of Necromantic magic.

NOVICE: You gain deathstight. When someone you can see drops to 0 Health, you can tell how many rounds it will take him to die.

JOURNEYMAN: When you cast an Necromancy spell, its cost in mana points is reduced by 1, to a minimum of 1. You also gain one new Necromancy spell.

MASTER: Necromancy is so strong in you that opponents making melee attacks against you suffer a -1 penalty to Strength. You also gain one new Necromancy spell.

SPIRIT MAGIC

CLASSES: Mage.

REQUIREMENT: You must have the MAGIC (SPIRIT) focus. You have delved into the secrets of Spirit magic.

NOVICE: You can sense the mood of an intelligent being within 6 yards of you as a minor action. The GM must describe the mood in one word (angry, confused, or happy, for example).

JOURNEYMAN: Your knowledge of Spirit magic is deep. When you cast a Spirit spell, its cost in mana points is reduced by 1, to a minimum of 1. You also gain one new Spirit spell.

MASTER: Your skill with Spirit magic is such that mana flows through you like a river. When you roll to regain mana points, you can choose to re-roll the dice but must keep the results of the second roll. You also gain one new Spirit spell.

SUMMONING MAGIC

CLASSES: Mage.

REQUIREMENT: You must have the MAGIC (SUMMONING) focus.

You have delved into the secrets of Summoning magic.

NOVICE: You can detect if any creature in your sight is a summoned creature, even if it is disguised. By concentrating for 1 round you can determine its plane of origin and how powerful it is (relative to your own abilities).

JOURNEYMAN: When you cast an Summoning spell, its cost in mana points is reduced by 1, to a minimum of 1. You also gain one new Summoning spell.

MASTER: You are a skilled summoner, and may re-roll any test for interacting with summoned creatures, although you must keep the results of the second roll. You also gain one new Summoning spell.

TALENTA PLAINS FIGHTING STYLE

CLASS: Rogue, Warrior.

REQUIREMENT: You must have a Dexterity of 2 or higher, and be a Talenta halfling (or be trained by one).

You are trained in the tactics of the halfling tribes of the Talenta Plains.

NOVICE: You gain a +1 bonus to attack rolls and Defense against animals larger than yourself. Also, when you throw a boomerang and miss it will return to your hand by the end of your turn. It also now does 1d6 damage if you hit with it.

JOURNEYMAN: Talenta plains hunters wear ritual masks. When wearing such a mask you can use the Threaten stunt for 1 SP. Also, when attacking with a boomerang it returns to your hand after a successful hit.

MASTER: You move with the speed of a fastieth. You gain a +2 increase to Speed when charging, and when taking the Move action after charging you gain +1 Defense until the end of your next turn.

VALENAR FIGHTING STYLE

CLASS: Rogue, Warrior.

REQUIREMENT: You must have a Dexterity of 2 or higher and be a Tairnadal elf (or be trained by one).

You are trained in the guerrilla tactics used by the war bands of the Valenar.

NOVICE: You are an expert in hit and run tactics. When making a move action, you can move part of your allowed distance, make a melee or ranged attack, and then move the rest of your allowed distance. The total distance moved cannot exceed your Speed. Normally, you must finish moving before attacking.

JOURNEYMAN: You are a master of surprise. You may re-roll an attack made whilst hiding or when you have surprise, but you must keep the results of the second roll.

MASTER: You are skilled in the techniques of ambushing. You gain +1 to all attack and damage rolls made whilst hiding or when you have surprise.

WARDING MAGIC

CLASSES: Mage.

REQUIREMENT: You must have the MAGIC (WARDING) focus. You have delved into the secrets of Warding magic.

NOVICE: You can place a warding mark on an item. You will immediately know when the item has been touched or moved, although not by who.

JOURNEYMAN: When you cast an Warding spell, its cost in mana points is reduced by 1, to a minimum of 1. You also gain one new Warding spell.

MASTER: Warding magic flows through you, granting you a +1 bonus to Defense. You also gain one new Warding spell.

NEW STUNTS

GRAPPLE: 3 SP. You slip inside your opponent's guard and restrain them. You can only perform this stunt if your original attack was unarmed, or with a gauntlet or chain weapon and you have at least one hand free. You and your opponent must make an opposed attack roll. These attack rolls do not generate stunt points. If you beat your opponents roll you have restrained them: they cannot move on their own, their defense is lowered by -1 and they are at -1 to attack you and -2 to attack anyone else. They can attempt to free themselves as a Major action by winning an opposed STRENGTH (MIGHT) or DEXTERITY (ACROBATICS) test. You can release them as a free action.

7 EQUIPMENT

WEAPONS

WEAPON GROUPS

BLUDGEONS GROUP

TALENTA BOOMERANG: These weapons are common among the halfling tribes of the Talenta Plains. Without training these simple curved, polished sticks are just that: sticks. Hence they are listed under the Bludgeons Group. A talenta boomerang will only return to a proficient wielder's hand.

CHAIN GROUP

DROW SCORPION CHAIN: A drow scorpion chain resembles a regular spiked chain in many respects, but it is slightly longer than a normal spiked chain and features a daggerlike blade at each end. The weapon takes its name from the technique of holding a length of chain behind the back and then flipping it over the head to strike a foe; drow warriors often open combat with this strike.

SPIKED CHAIN: A spiked chain is about 4 feet in length, covered in wicked barbs. Chain weapons have a range of 2 yards, though talents can help exploit their full potential.

CROSSBOW GROUP

HAND CROSSBOW: A small, lightweight crossbow held in one hand. Hand crossbows are a favoured weapon of the drow.

HEAVY CROSSBOW: Also known as an arbalest, this is a heavy and powerful steel-framed crossbow. It is very slow to load, as it must be braced against the ground and laboriously 'spanned' with a mechanical device called a cranequin before a new bolt can be loaded in place. An arbalest must be wielded with both hands and cannot be used from horseback.

HEAVY BLADES GROUP

DOUBLE SCIMITAR: Made famous by the Valenar elves, this weapon has two curved blades from each side of its handle. Double scimitars are two-handed heavy blades but due to their construction their wielders can use the Dual Weapon Style, considering each end as a separate blade. The damage listed is done by each end of the weapon. Double scimitars cannot be used with the Two-Hander Style talent.

SCIMITAR: A curved blade that is slightly shorter than a longsword but still classed as a heavy blade.

TALENTA SHARRASH: A weapon from the Talenta Plains, the sharrash features a sickle-like blade at the end of a pole. This weapon can be used with the Two-Hander Style by small characters such as halflings.

LIGHT BLADES GROUP

DROW BOOMERANG: Commonly used by the drow of Xen'drik this triple bladed bone knife is classed as a light blade. However, in the hands of a proficient wielder it becomes a deadly weapon that returns to the hand that threw it.

DROW LONG KNIFE: This blade is three-quarters the length of a longsword, and ends in an outwardly curving hook; too slender to be classed a short sword and too big for a dagger.

TALENTA TANGAT: Another weapon from the Talenta Plains, this curved sword is mounted on a short haft.

WEAPONS			
WEAPON	DMG	MIN. STR.	COST
Bludgeons Group (Dexterity)			
Talenta Boomerang	1d3	-1	
Chain Group (Dexterity)			
Drow Scorpion Chain	1d6+2	1	
Spiked Chain	1d6+1	1	
Crossbows (Strength)			
Hand Crossbow	1d6	-1	
Heavy Blades Group (Strength)			
Double Scimitar	2d6		
Scimitar	1d6+4	1	20 sp
Talenta Sharrash			
Light Blades Group (Dexterity)			
Drow Boomerang	1d3	-1	
Drow Long Knife	1d6+2	1	30 sp
Talenta Tangat			

MISSILE WEAPON RANGES			
WEAPON	SHORT RANGE	LONG RANGE	RELOAD ACTION
Boomerang	10 yards	20 yards	Fast
Hand Crossbow	15 yards	30 yards	Major
Heavy Crossbow	35 yards	70 yards	Major

MASTERWORK ITEMS

The *Dragon Age Set 2* rules for masterwork items can still be applied to the Eberron setting. These types of items derive their value from the skill with which they were made. As such they are not magically enchanted items although they may duplicate some of their effects. However, the nature of the Eberron (and most other *D&D*) setting seems to be that materials are much less important. A number of Eberron related materials are described below, but they provide specific bonuses and penalties—unlike the *Dragon Age* materials which can be used to 'host' focus and talent bonuses. The approach taken here is to keep the definition of masterwork items as described in *Dragon Age*. Items (masterwork or otherwise) that are made with a specific material gain the powers as described. Superior items do not exist as such—to gain these effects the item must be enchanted.

Any character with the DEXTERITY (CRAFTING) or STRENGTH (SMITHING) focus can attempt to create these items. The former focus generally allows the creation of leather and wood items (leather armour, bows etc) whilst the latter is used to make metal items (most weapons and armour, jewellery and the like). The character would obviously need to have the appropriate materials on hand, and access to suitable facilities such as a workshop or a forge.

Making a masterwork item is an advanced test using the appropriate focus (which is required). The base TN is 13 modified as follows:

- +1 for each point of attack or damage bonus added;
- +1 for each additional effect (such as a point of increased Armour Rating, or decreased Armour Penalty);
- +2 if the material has some inherent effect (such as silver weapons doing penetrating damage to werewolves).

The success threshold is the same as the final target number. This ensures that creating truly exceptional items is suitably difficult and time consuming. The test should be made at intervals determined by the GM: this might be as low as an hour to craft an arrow or several days for a suit of full plate.

Characters with the appropriate focus are considered to be able to make any reasonable item. Any character with the STRENGTH (SMITHING) focus, for example, will know the basics of weapon and armour construction.

Generally speaking characters should not be able to profit greatly from creating such items. The cost of materials and facilities should therefore be approximately the same as if they had simply bought the item. The GM may of course make an exception to this if the character is setting up shop as one of his or her goals, for example, or if the campaign has moved into 'slow time'.

Game effects of the various materials are described in the tables. Descriptions of the materials themselves can be found in the *Eberron Campaign Setting*.

SPECIAL MATERIALS

The tables below summarise the properties of many of the materials unique to Eberron. The **Material Effects on Armour** table shows the relative changes in Armour Rating and Armour Penalty; add these to the numbers given in the Dragon Age Set 1 rules. For example, leafweave armour is equivalent to heavy leather (Armour Rating 3, Armour Penalty -1) but is less restricting, giving it an Armour Rating of 3 but an Armour Penalty of 0 (-1 for heavy leather, +1 for leafweave),

MATERIAL EFFECTS ON WEAPONS

MATERIAL	MIN. STR.	COMMENTS
Bronze	-	Bronze weapons are brittle, and will break if they do maximum damage
Iron	+1	Heavier than steel weapons
Adamantium	-	+2 damage with edged or pointed weapons
Bronzewood	-1	Half the weight of steel weapons
Byeshk	+1	+1 damage with bludgeoning weapons; all damage against a daelkyr is penetrating
Densewood	+1	+1 damage with bludgeoning weapons; twice the weight of normal wood
Flametouched Iron	-	+1 damage to undead and evil outsiders
Targath	-	-1 penalty to attack and damage; all damage against a deathless creature is penetrating

MATERIAL EFFECTS ON ARMOUR

MATERIAL	ARMOUR PENALTY	ARMOUR RATING	COMMENTS
Bronze	-1	-1	-
Iron	-1	-	Similar protection to steel, but bulkier
Adamantium	-	+3	Heavy mail, plate armour only
Bronzewood	+1	-	Armour penalty reduced by 1; heavy mail, plate armour only
Byeshk	-1	-	50% heavier than normal; metal armour only
Flametouched Iron	-	-	+1 to tests against spells from evil outsiders; metal armour only
Darkleaf	+1	-	Armour penalty and armour strain reduced by 1; light leather only
Leafweave	+1	-	Heavy leather only
Chitin	-	+1	Light mail only
Dreamhide	-1	+2	Light mail only
Vine	-1	+1	+2 to Dexterity (Stealth) tests in forest/jungle; heavy leather only
Scorpion Breastplate	-	+1	Light plate only
War Chitin	-1	+2	Heavy plate only

8 MAGIC

The original plan for *AGE: Eberron* was to convert a number of the classic *D&D* and *Pathfinder* spells into the AGE system. However, for this version it was decided to re-classify the spells from sets 1, 2, and the set 3 playtest into an expanded list of magic schools. To provide more variety the spells from the Blue Rose conversion have been similarly reclassified, as have those from the excellent *Mystara* conversion.

Note that some spells are in more than one school. Winter's Grasp for example, is both an Elemental and a Nature spell. Some of the conversions also have spells of the same name (the Illusion spell, for example). In that case the GM may wish to decide which is the most appropriate for his campaign.

CREATION

Set 1: Glyph of Paralysis, Heal, Heroic Offence, Stonefist

Set 2: Aura of Might, Force Field, Grease, Glyph of Preservation, Group Heal, Heroic Aura, Invigorate, Levitate, Life Ward, Rejuvenate, Revival, Shelter

Set 3: Crushing Prison, Ensnare, Fist of the Maker, Heroic Defense, Mass Rejuvenation, Pull of the Abyss, Regeneration, Telekinetic Weapons

Blue Rose: Battle Dance, Cure, Enhance Other, Enhance Self, Enhance Senses, Extended Touch, Flame of Light, Flesh Shaping, Light Wisp, Manipulate Object, Move Object, Object Reading, Sense Arcane Signature, Sense Magic

Mystara: Arcane Lock, Cat Eyes, Common Tongue, Cure Ailment, Endure, Fly, Haste, Knock, Light, Pass Obstacle, Petrify, Purification, Shelter

DIVINATION

Set 2: Dream Sending

Set 3: Dowse

Blue Rose: Dream, Grant Knowledge, Scrying, Startling Revelation, Truth Vision, Wayfinding

Mystara: Arcane Eye, Dowsing, Find the Path Object History, Query, Reveal, Scrying, Truth Hearing, Vision

ELEMENTAL

Set 1: Flame Blast, Rock Armour, Shock, Stonefist, Walking Bomb, Winter's Grasp

Set 2: Elemental Mastery, Flaming Weapons, Frost Weapons, Lightning, Shape Earth, Spring, Wind Weaving

Set 3: Blizzard, Chain Lightning, Cone of Cold, Earthquake, Fireball, Inferno, Petrify, Pit, Stone's Embrace, Stone's Throw, Tempest

Blue Rose: Create Fire, Create Mud, Earthquake, Flame of Light, Freeze Water, Icy Touch, Increase Fire, Lower Water, Move Earth, Raise Water, Reduce Fire, Sculpt Stone, Shape Flow, Splash, Wind Direction, Wind Speed

Mystara: Cone of Cold, Elemental Sculpting, Fireball, Gust of Wind, Ice Storm, Immolate, Shards, Water Breathing

ILLUSION

Set 3: Hallucination

Blue Rose: Illusion, Shadow Illusion, Shadow Shroud

Mystara: Invisibility, Illusion, Phantasm

NATURE

Set 1: Winter's Grasp

Set 2: Spring, Weather Weaving, Wind Weaving

Set 3: Blizzard, Singing Swarm, Summon Beast, Tempest, Wrath of the Elvhen

Blue Rose: Beast Link, Beast Messenger, Beast Speech, Beast Summoning, Beast Trance, Body Control, Dominate Beast, Earthquake, Gentle Beast, Nature Reading, Plant Growth, Plant Healing, Wayfinding, Woodcrafting, Wind Direction

Mystara: Beastform, Beastform Curse, Control Weather, Gust of Wind, Plant Growth, Summon Creature, Summon Swarm

NECROMANCY

Set 1: Drain Life, Vulnerability Hex, Weakness

Set 2: Affliction Hex, Blood Sacrifice, Blood Wound, Death Magic, Death Syphon, Decompose, Horror, Paralyse, Wrack

Set 3: Animate Dead, Blood Slave, Curse of Mortality, Death Cloud, Death Hex, Entropic Cloud, Hemorrhage, Miasma, Misdirection Hex, Virulent Walking Bomb

Blue Rose: Cloak of Shadows, Drain Vitality, Harm, Pain, Sorcerer's Grasp, Startling Revelation, Suffocate

Mystara: Animate Dead, Control Undead, Corruption, Desecration, Negative Burst, Negative Flow, Noxious Cloud, Obscuring Darkness, Raise Dead

SPIRIT

Set 1: Arcane Bolt, Daze, Glyph of Paralysis, Mana Drain, Mind Blast, Spell Shield, Spell Wisp

Set 2: Arcane Shield, Dispel Magic, Dream Sending, Fade Shield, Heroic Aura, Horror, Invigorate, Mana Cleanse, Memory, Paralyse

Set 3: Anti-Magic Burst, Anti-Magic Ward, Blood Slave, Glyph of Neutralization, Haste, Mana Clash, Mass Paralysis, Spell Might, Spellbloom, Sleep, Telekinetic Burst, Thought-Taking, Virulent Walking Bomb, Waking Nightmare

Blue Rose: Alter Psyche, Body Control, Bliss, Calm, Dominate, Dominate Beast, Dream, Enhance Other, Enhance Self, Enhance Senses, Erase Presence, Grant Knowledge, Heart Reading, Heart Shaping, Hide Memory, Insight, Mind Probe, Mind Reading, Mind Touch, Psychic Blast, Psychic Shield, Remove Psychic Influence, Sense Arcane Signature, Sense Magic, Sense Minds, Sense Mind Touch, Sleep, Suggestion, Visions

Mystara: Boon, Cat Eyes, Charm Being, Consecration, Divine Weapon, Fervour, Greater Rebuke, Haste, Hear

Thoughts, Invisibility, Rebuke, Sense Ideology, Query, Remove Magic, Sleep, Spirit Tracking, Spirit Wrack, Telepathy

SUMMONING

Set 3: Singing Swarm, Summon Beast

Blue Rose: Beast Summoning

Mystara: Gate Spell, Summon Creature, Summon Outsider, Summon Swarm

WARDING

Set 2: Dispel Magic, Fade Shield, Glyph of Preservation, Glyph of Sealing, Glyph of Warding, Repulsion Field

Set 3: Anti-Magic Ward, Crushing Prison, Glyph of Neutralization, Glyph of Repulsion, Heroic Defense

Blue Rose: Cloak of Shadows, Erase Presence, Psychic Shield, Ward

Mystara: Forbiddance, Greater Rebuke, Magic Circle, Ward of Warning

9 PSIONICS

INTRODUCTION

The psionics rules presented here should be considered optional, and the GM may decide that they have no place in his campaign. Of course, they are probably more suitable to Eberron than some other setting—but even then these rules are intended to supplement to three base classes and the other class talents, not to provide an entire psionics system. Psionics are used to enhance the powers of mages, rogues and warriors, not replace them.

PSIONIC POWERS

Psionic powers are gained by taking an appropriate psionic talent. The GM's permission must always be sought, in addition to possessing any other requirements. A psion class is also given here, based on these talents.

The psionic talents all have a similar structure. The Novice degree gives the character a lesser version of the psionic power (for example, the novice degree of Telepathy allows the character to detect minds and sense emotions). The Journeyman degree gives the typical version of the power (e.g. true telepathic communication, in the case of Telepathy). The Master degree typically extends the power: for example, the master degree of Telepathy allows the character to use his mind as a weapon.

The use of psionic powers often requires a successful test to 'cast': this is usually a Willpower test with the appropriate psionic focus, with the target number dependant on the what is trying to be accomplished. Using your mind to lift a key from a jailor's belt is easier than forcing open the iron cell door, for example. Typical TNs are given below in the **Psionic Constraints** table.

Some powers used against an enemy require winning an opposed roll. This is usually a Willpower test using the appropriate psionic focus, but non-psionic characters can always use WILLPOWER (SELF-DISCIPLINE) instead.

PSI-STRENGTH

Using psionic powers consumes a character's mental energy. A character's *psi-strength* is a measure of his mental power and stamina. Each time the character attempts to use a psionic power his psi-strength is reduced by 1. When it is reduced to 0 he can no longer use any psionic powers.

A character's *psi-strength* can be calculated in a variety of ways, depending on how important a role the GM wants psionics to play in his campaign. In these rules a character's initial psi-strength is equal to his Willpower. This is only awarded when they take the novice degree in their first psionic talent.

Alternative methods for determining a a character's *psi-strength* might include:

- Willpower + Cunning
- Willpower +1 for each degree in a psionic talent
- Willpower + 1 for each Master level degree in a psionic talent

Note that attempting and failing to use a power also counts against the character's psi-strength. Therefore a character could use up most of his psi-strength trying to achieve just one task if it was particularly difficult. Allocating more psi-strength therefore allows characters to succeed at difficult tasks more often. A character's available psi-strength will have a significant influence on how important psionics will be in the game.

A character regains 1 point of psi-strength for every hour of uninterrupted rest, sleep or meditation, starting 1 hour after he last used a psionic power. Extreme fatigue, illness, sleep deprivation etc. may slow down—or even halt—the recovery of psi-strength.

The wearing of armour does not affect the use psi-strength in the way that it affects the expenditure of mana.

PSIONIC CONSTRAINTS

The **Psionic Constraints** table lists typical Target Numbers for most psionic tests. The 'distance' column is used for the range at which you are trying to use to power. 'Mass' is applicable to the Telekinesis and Shaping talents. 'Time' is mainly used for the Master degree of Clairvoyance rather than duration of effect. Durations of psionic effects are typically either instantaneous or persist for a number of rounds equal to your Willpower.

Some powers may require a TN based on two or more constraints. The power will describe one of these as the base or primary constraint. For example, the primary constraint on Telekinesis is the mass of the object. A secondary constraint is the distance of the object from the character. For each secondary constraint, start at the first row in the table and count the number of rows it takes to get to the applicable value: each row adds +2 to the base TN.

For example, the TN for a character using Telekinesis to lift a 30 lb rock would be 11, as mass is the primary constraint for that power, assuming that he can touch the rock. Lifting the same rock from 30 yards away would have a TN of 15 (as the '30 yard' distance constraint is two rows below the 'touch' constraint). In another example, teleporting yourself has a TN of 15 (most characters weigh between 100 and 500 lbs). But this would be for a range of 'touch', which wouldn't get you very far! Teleporting yourself a distance of 1 mile would be a TN of 23 (15 + 8). At Journeyman level extra people count as additional constraints, so teleporting both yourself and another character the same distance would be a TN of 31: 15 (for yourself) + 8 (for the distance) + 8 (a passenger of normal weight).

PSIONIC FOCUSES

The available psionic focuses are described in **Chapter 6: Focuses & Talents**. There is a separate Willpower focus for each psionic talent described here, as well as a general Psionic Lore focus, for understanding and recognising psionic effects. If you are playing the optional Psion class (described later in this chapter) then the WILLPOWER (PSYCHIC BLAST) focus is also available.

PSIONIC CONSTRAINTS			
TN	DISTANCE	MASS	TIME
7	TOUCH	LESS THAN 1 LB	SECONDS
9	5 YARDS	1 – 10 LBS	MINUTES
11	30 YARDS	10 – 50 LBS	HOURS
13	500 YARDS	50 – 100 LBS	DAYS
15	1 MILE	100 – 500 LBS	MONTHS
17	10 MILES	500 – 1000 LBS	YEARS
19	100 MILES	1 – 5 TONS	DECADES
21	1000 MILES	5 – 10 TONS	CENTURIES
23	5000 MILES	10 – 50 TONS	MILLENNIA

PSIONIC TALENTS

AURA PERCEPTION

CLASSES: Mage, Rogue or Warrior.

REQUIREMENT: You must have Willpower 2 or higher.

You can read the abilities of others, and disguise your true nature.

NOVICE: You can detect a target's aura. A successful WILLPOWER (AURA PERCEPTION) test reveals their class, level, current health and mana, as well as the value of the highest 3 abilities and the nature of their most powerful psionic talent, if any. You can also mask your own aura. You can block anyone attempting to read your aura with an opposed test using your WILLPOWER (AURA PERCEPTION).

JOURNEYMAN: You can manipulate your aura to present false information to someone trying to read it. If you succeed at a WILLPOWER (AURA PERCEPTION) test with a TN of 13 the false aura will persist for 1 hour.

MASTER: You can now project your aura (or a false aura that is currently active) onto another creature. If they are unwilling to accept this then they may make an opposed WILLPOWER (SELF-DISCIPLINE or AURA PERCEPTION) test to remove the effect. The false aura will move with the target and will persist for a number of minutes equal to your Willpower.

CLAIRVOYANCE

CLASSES: Mage, Rogue or Warrior.

REQUIREMENT: You must have Willpower 2 or higher.

You can view distant events in your mind's eye.

NOVICE: You have the ability to sense things at some point in the distance. You become aware of the most rudimentary characteristics of a location when applying this ability. For example, the GM will give a basic description, without detail: 'a room two men' or 'a forest grove with no men present'. You must succeed in a WILLPOWER (CLAIRVOYANCE) test. The TN depends on the range and the attempt takes a Minor action. The value of the Dragon Die determines the level of accuracy and clarity.

JOURNEYMAN: Your abilities have developed into true clairvoyance, allowing actual remote viewing of a remote situation. Rather than the 'snapshot' that sense gives, clairvoyance allows you to observe as if you were there in person. You must succeed in a WILLPOWER (CLAIRVOYANCE) test. The TN depends on the distance to the location and the attempt takes a Major action. Once established the view can be maintained as a Minor action. The maximum duration is a number of rounds equal to your Willpower. You may choose to either see or hear the scene; attempting to do both adds +2 to the TN and takes a full round.

MASTER: Your abilities have extended into temporal viewing: you can now view both the past (post-cognition) and the future (pre-cognition) at a defined location. You must be able to see the location—this can be done via Clairvoyance if necessary. The primary constraint for the TN is how far into the future or past you wish to see, with your distance from the physical location you are examining acting as a secondary constraint. The result of the Dragon Die will determine the accuracy of your vision, but note that visions of the future become rapidly more uncertain the further you attempt to see. Even when seeing into the past you will need to specify the time exactly, as your vision will only last a number of rounds equal to your Willpower + the result of the Dragon Die. The GM is free to tailor the information you receive to fit the needs of the adventure!

ENERGY KINESIS

CLASSES: Mage, Rogue or Warrior.

REQUIREMENT: You must have Willpower 3 or higher, and the Novice degree of Telekinesis.

You can manipulate energy itself.

NOVICE: You can create and shape light. With a successful TN 11 WILLPOWER (ENERGY KINESIS) check you can create bright light (equivalent to daylight) that lasts for a number of minutes equal to your Willpower. This light can emanate from an area or from an inanimate object that you designate. Also, with a TN 15 test you can also create a flash dazzling light that will temporarily blind all those within 12 yards who can see it. Those affected can attempt a TN 13 CONSTITUTION (STAMINA) test. Success leaves them dazzled for 1d6 rounds, suffering -1 to their Defense. Failure blinds them for 1d6 rounds, during which time they suffer -2 to Defense.

JOURNEYMAN: You can create electricity, throwing lightning from your hands. You must make a normal ranged attack roll using WILLPOWER (ENERGY KINESIS). If you hit the target they take 1d6 + Willpower electrical damage. If they are wearing metal armour this damage is penetrating. When using this power you may use the *daze* stunt for 2 SP rather than the usual 3, and the *stun* stunt for 3 SP rather than the usual 4. The range of this attack is 16 yards.

MASTER: You can effect the very substance of physical things. As a Major action you can increase or decrease the temperature of an object by several degrees per round for a maximum number of rounds equal to your Willpower. After the first round it takes a Minor action to sustain the effect. If you target a creature this will cause 1d6 + Willpower penetrating fire or cold damage each round. However, they can resist this damage each round, with either a WILLPOWER (SELF-DISCIPLINE or TELEKINESIS) or CONSTITUTION (STAMINA) test against your original roll. You must target the whole of an object: you could heat up an entire dagger to get someone to drop it, but would have to target the whole person to damage them (rather than just targeting their brain, for example). Note that it takes 3 rounds for this effect to ignite typical firewood.

MIND REAVING

CLASSES: Mage, Rogue or Warrior.

REQUIREMENT: You must have Willpower 3 or higher, and the Journeyman degree of Telepathy.

You can use your opponent's mental weaknesses against them.

NOVICE: You beset your foes with images from their past, confusing and disorienting them. As a Major action you can confuse an opponent with a WILLPOWER (MIND REAVING) opposed by the target's WILLPOWER (SELF-DISCIPLINE). Success confuses your opponent for a number of rounds equal to the Dragon Die. They experience a -2 penalty to all mental actions, although their Defense is unaffected. You may also use the *daze* psionic stunt for 2 SP rather than the usual 3.

JOURNEYMAN: You overload the pain receptors of your victim with psionic energy, causing great pain to flood their body. As a Major action you can make a WILLPOWER (MIND REAVING) opposed by the target's WILLPOWER (SELF-DISCIPLINE). Success wracks the target with pain for 1d6 + Willpower rounds, during which they have a penalty of -1 to all tests. You may also use the *stun* psionic stunt for 3 SP rather than the usual 4.

MASTER: You unlock those parts of the brain where nightmares, fears and dark secrets are stored, filling the target's psyche with nightmarish visions, uncontrollable terror, para-

lysing panic attacks or deep-seated guilt. As a Major action you can make a WILLPOWER (MIND REAVING) opposed by the target's WILLPOWER (SELF-DISCIPLINE). Success leaves the target catatonic, unable to take any actions for a number of rounds equal to your Willpower. They may, however, attempt a WILLPOWER (SELF-DISCIPLINE) test at the end of each of their turn each round in order to regain control. After the effect ends they are automatically dazed (as the psionic stunt) for 1 round.

PSYCHIC COMBAT

CLASSES: Mage, Rogue or Warrior.

REQUIREMENT: You must have Willpower 3 or higher.

Your mind is a fearsome weapon.

NOVICE: As a Major action you can attack another's mind with a WILLPOWER (PSYCHIC COMBAT) roll, opposed by the target's WILLPOWER (PSYCHIC COMBAT or SELF-DISCIPLINE). Success deals 1d6 + Willpower psychic damage. Unlike the psion's psychic blast power this damage is penetrating as it is attacking the mind directly. Creatures with no mind (e.g. some types of undead) are immune to this attack. The target must be within 20 yards, and you must be able to sense it.

JOURNEYMAN: Your mind is a weapon. You may re-roll a WILLPOWER (PSYCHIC COMBAT) test, but must take the results of the second roll.

MASTER: You are adept at manipulating psionic energy to your advantage. When generating stunts using WILLPOWER (PSYCHIC COMBAT) tests you can use the *psionic shield* stunt for 2 SP rather than the usual 3, and the *mighty manifestation* stunt for 1 SP rather than the usual 2.

SELF AWARENESS

CLASSES: Mage, Rogue or Warrior.

REQUIREMENT: You must have Willpower 2 or higher.

Your mental abilities give you exceptional control over your own body.

NOVICE: You can enhance your physical abilities. As a Minor action you can attempt to increase your Constitution, Dexterity or Strength by up to 3. The TN for this WILLPOWER (SELF AWARENESS) test is 7 plus double the amount of the enhancement. The enhancement lasts for a number of rounds equal to your Willpower and you can only have one active enhancement at a time.

JOURNEYMAN: You can regenerate injuries. With a successful TN 13 WILLPOWER (SELF AWARENESS) test you can heal 1d6 + Willpower health as a Major action.

MASTER: You have complete control over your body and can enter a state of suspended animation. Whilst in this state you do not need food or water, and only require minimal air. It takes a full hour to prepare to enter this state, and requires a successful TN 11 WILLPOWER (SELF AWARENESS) test. You will remain in this state for a number of days equal to your Willpower; but at the end of this time you can attempt to remain in it by passing another WILLPOWER (SELF AWARENESS) test, but with a TN of 13. This can continue for as long as you wish, the TN of the test increasing by 2 each time. You will awake if you fail the test, or at the end of the original period. You will also be awoken by an external stimulus or alarm. Once awoken you cannot re-enter suspended animation again until the passage of a number of days equal to the length of time you were in that state.

SHAPING

CLASSES: Mage, Rogue or Warrior.

REQUIREMENT: You must have Willpower 2 or higher.

You can shape matter itself with your mind.

NOVICE: You can manipulate inanimate matter, shaping it to the form you desire. This requires a WILLPOWER (SHAPING) test with a TN based on the mass of material you wish to shape. This TN may be modified by your distance from the material, but will also be modified according to its hardness. For example: air (-4), water (-3), sand (-2), earth (-1), wood (0), limestone (+1), stone (+2), granite (+3), steel (+4), gold (+5), diamond (+6) and so on. To shape matter into specific or artistic shapes requires a successful DEXTERITY (CRAFTING) test (or similar) with a TN appropriate to the desired design. You can also use this power to repair broken items. The change lasts for a number of rounds equal to your Willpower, after which the material will revert to normal physical laws. Stone will therefore stay in the shape it was last in; sand will not.

JOURNEYMAN: Your control of the physical world has improved. You can change material from one type to another. This requires a WILLPOWER (SHAPING) test with a TN based on the mass of material, modified by the hardness modifier of the hardest of the two materials. Once changed the material will react as normal: if a stone statue is turned to sand then it will collapse in a heap.

MASTER: You can create matter by thought alone. This requires a WILLPOWER (SHAPING) test with a TN based on the mass of material, modified by the hardness modifier. The GM may put other restrictions on creating valuable materials like gold!

TELEKINESIS

CLASSES: Mage, Rogue or Warrior.

REQUIREMENT: You must have Willpower 2 or higher.

You can move objects with your mind alone.

NOVICE: You can move objects with your mind. This requires (as a Major action) a successful WILLPOWER (TELEKINESIS) test with a TN appropriate to the weight of the object being moved (the primary constraint) and its distance from you (the secondary constraint). The object moves with a maximum Speed of 10 for a number of rounds equal to your Willpower or until you cancel the effect. You only have coarse control over the object. Using telekinesis in combat or to affect a person (e.g. to trip the up) will raise the TN at least to a level that is commensurate with their size, and you must also win an opposed test—probably against their DEXTERITY (ACROBATICS) or STRENGTH (MIGHT).

JOURNEYMAN: You have gained finer control over objects. With this micro-kinesis you can manipulate objects from a distance as you would with your hands. This includes lock-picking, handling alchemical substances and so on. After making the required WILLPOWER (TELEKINESIS) test (as above) you will still have to succeed in a test using the appropriate focus for that particular task. Objects moved by your telekinesis now have a Speed of 10 + Willpower.

MASTER: You can use your mind to hurl small objects with great force. You can throw any object less than 10 lbs in weight at a target causing 1d6 + Willpower damage. The primary constraint is the mass of the object being thrown. Object less than 1 lb in mass cause 1d3 + Willpower damage, those between 1 and 10 lbs cause 1d6 + Willpower damage and those between 10 and 50 lbs cause 2d6 + Willpower damage. Heavier objects cannot be thrown. The range is equal to ten times your Willpower in yards. The secondary constraint is your distance from the object when you throw it. Targets who are aware of the attack can make a DEXTERITY (ACROBATICS) test with a TN equal to your roll to avoid the object. Your attack roll can generate stunt points.

TELEPATHY

CLASSES: Mage, Rogue or Warrior.

REQUIREMENT: You must have Willpower 2 or higher.

You can communicate with others using only your mind.

NOVICE: You have a sensitivity to other minds and can detect humanoids and creatures as a Minor action with a successful WILLPOWER (TELEPATHY) test. If you have previously met an individual being detected you will recognise them. By concentrating on a single individual as a Major action you can determine their general emotional state (happy, sad, angry etc). The distance to the target is the primary constraint for this, and all other, WILLPOWER (TELEPATHY) tests.

You are also naturally shielded from the telepathic activities of others. Any other telepath trying to detect you or communicate with you telepathically must win an opposed test of WILLPOWER (SELF-DISCIPLINE or TELEPATHY) to do so. If they fail they will not detect you, or break through your mental shields. You are always aware of such attempts, and may agree to the communication.

JOURNEYMAN: You have developed your talents into true telepathy. On a successful test you may communicate with any willing single individual a Free action. The communication lasts for a number of minutes equal to your Willpower, after which time you must try again. If you are communicating with a target who has the Novice degree in Telepathy the duration you may converse for as long as you wish. You may attempt to force communication with an unwilling subject by winning an opposed WILLPOWER (SELF-DISCIPLINE or TELEPATHY) test. This will allow you to read their thoughts for a number of rounds equal to the Dragon Die, before they regain control.

MASTER: Your telepathy is highly advanced. On a successful test you can communicate simultaneously to a number of willing participants equal to your Willpower. Each participant in the conversation can communicate with all of the others, although you can selectively grant and deny access to each individual as you see fit. The primary constraint of the test is the distance to the furthest member of the group.

TELEPORTATION

CLASSES: Mage, Rogue or Warrior.

REQUIREMENT: You must have Willpower 3 or higher, and the Novice degree in one other psionic talent.

You can move through space in the blink of an eye.

NOVICE: You can project your shadow and personality to another location as a Minor action. You must be able to see (possibly via Clairvoyance) where you wish to appear—or be familiar with it—and the space must be unoccupied or the attempt will automatically be unsuccessful. The primary constraint on the TN for the WILLPOWER (TELEPORTATION) test is the distance you wish to project. Your shade will remain at that location for a number of rounds equal to your Willpower. Whilst projected your shade can move around at a Speed of 10, can see normally and converse with others as if you were there. You cannot physically interact with them, however, or cast magic. Each round you can decide which of your actions is taken by you or your shade.

JOURNEYMAN: You can teleport to another location as a Minor action. You must be able to see (possibly via Clairvoyance) where you are going—or be familiar with it—and the space must be unoccupied or the attempt will automatically be unsuccessful. The primary constraint on the TN for the WILLPOWER (TELEPORTATION) test is the mass you wish to move: as this includes your own body the TN is likely to be at least 15. The distance you wish to teleport is the secondary constraint. Each additional person being teleported counts as a secondary constraint.

ALTERNATIVE TELEPORTATION

Teleportation is potentially the most powerful psionic ability and has been limited to some extent. However, here are two options for the Master degree in Teleportation that might be useful in your campaign.

Planar Travel: You can transport yourself and others to other planes. The primary constraint on the TN for the WILLPOWER (TELEPORT) test is the mass you wish to transport. However, the range is always treated as 1000 miles. You must be familiar with both the plane you want to travel to and the specific location, and must succeed in a TN 15 WILLPOWER (SELF-DISCIPLINE) test or be deposited at random point on the plane.

Time Travel: You can transport yourself and others through time. The primary constraint on the TN for the WILLPOWER (TELEPORT) test is the mass you wish to transport. Secondary constraints are how far into the past or future you wish to travel, and whether you want to travel to a different location at the same time. You must describe the period of time as accurately as possible relative to your current time, not relative to an event. For example, “13 days in the past” rather than “whenever the vault was broken into”. The GM may allow you to make other tests (e.g. CUNNING (HISTORICAL LORE)) to make a better estimate of your destination time. You will arrive at a random time within the range you specify and must succeed in a TN 15 WILLPOWER (SELF-DISCIPLINE) test to stay on target. Otherwise you will arrive at a random time within the appropriate Time constraint row. For example, failing to concentrate when travelling 13 days into the past could put you anywhere from 1 to 30 days in the past. Travelling into the future (if the GM allows) is always risky: you will always arrive at a random (or GM determined) time within the appropriate Time constraint row.

Any differences between the kinetic and potential energy of your start and end locations must be absorbed by your body. For each distance band above 1 mile that you teleport, you take 1d6 penetrating damage.

MASTER: You have mastered your teleportation ability. When teleporting additional characters you may simply add the total mass together, rather than treating each character as an additional secondary constraint. Additionally you, and your passengers, only take damage when teleporting 10 miles or more.

PSIONIC SPECIALIZATIONS

Several psionic specializations are given below. Whilst the names and general concepts have been borrowed from other sources, the goal is to give each class one unique specialization: psychic warrior (for the warrior class), soul knife (rogue) and cerebromancer (mage). Other specializations can be used by all classes; the Psion can use any of these specializations.

CEREBROMANCER

MAGE SPECIALIZATION

Cerebromancers tap into the power of the mind and the mystical arts. They are adepts at plumbing the mysteries of the arcane and of exploring the internal secrets of psionics.

CEREBROMANCER TALENT

CLASSES: Mage.

REQUIREMENT: You must have Willpower 2 or higher and Self Awareness (Novice).

You can combine mental and arcane powers.

NOVICE: You can bolster your native magical abilities with the power of your mind. When using your Arcane Lance you can expend a point of psi-strength to do additional damage equal to 1d6 + your Willpower.

JOURNEYMAN: You can channel your mental reserves to gain arcane strength. As a Minor action you can expend a point of psi-strength to gain 1d6 Mana Points.

MASTER: As a Minor action you can expend up to 3 points of psi-strength to increase the Spellpower of your next spell by the same amount.

METAMIND

MAGE, ROGUE OR WARRIOR SPECIALIZATION

The metamind has learned to unlock the true power of his mind. Possessed of extraordinary abilities and mental reserves the metamind has integrated his mental powers into those of his class, be it mage, rogue or warrior.

METAMIND TALENT

CLASS: Mage, Rogue or Warrior.

REQUIREMENT: You must have a Willpower of 2 or higher, and the novice degree in any one psionic talent.

Your discipline and control is legendary.

NOVICE: You have a well disciplined mind. Choose a psionic talent that you possess: this is your *psionic discipline*. You may re-roll a Willpower test that uses the psionic focus from your discipline, but must keep the result of the second roll.

JOURNEYMAN: Using your discipline power comes naturally. You can use the *psionic resurgence* stunt for 5 SP rather than the usual 6 when using powers from your psionic discipline talent.

MASTER: You can use your mental strength to enhance your abilities. You can trade up to 3 points of psi-strength to gain the same amount as a bonus on a test that uses your psionic discipline.

PSYCHIC WARRIOR

WARRIOR SPECIALIZATION

Psychic warriors use their psionic abilities to improve their natural ones. By using their internal power to augment their physical form they become fierce and deadly fighters.

PSYCHIC WARRIOR TALENT

CLASSES: Warrior.

REQUIREMENT: You must have Willpower 2 or higher and Telekinesis (Novice) or Awareness (Novice).

Your mind is your greatest weapon.

NOVICE: You bring the force of your mind to bear on your enemies. You can expend 1 point of psi-strength to gain +1 to attack rolls or +1d6 to damage with your next melee or ranged attack.

JOURNEYMAN: You can channel your mental reserves in order to regain physical strength. As a Minor action you can expend a point of psi-strength to gain 1d6 Health.

MASTER: You can focus your mental energies into a personal shield. As a Minor action you can expend a point of psi-strength to gain an additional Armour Rating equal to your Willpower until the start of your next turn.

SOUL KNIFE

ROGUE SPECIALIZATION

The soul knife is never unarmed, literally using the power of his mind as a weapon. A soul knife creates his own 'mind blade' and can use it to deadly effect in combat, changing it to suit the demands of the battle.

SOUL KNIFE TALENT

CLASSES: Rogue.

REQUIREMENT: You must have Willpower 2 or higher, and Telepathy (Novice) or Shaping (Novice).

You wield a blade made of thought itself.

NOVICE: As a Minor action you can form a *mind blade* from nothing but psionic energy. You can choose whether it is a light or heavy blade, and can use any relevant weapon style when wielding it. You may throw it if desired, re-forming it in your hand afterwards. Likewise, if you are disarmed you can re-form the blade as a Minor action. You can dismiss the mind blade as free action. Changing the type of weapon requires it to be dismissed and re-formed. The mind blade does psychic damage equal to a normal weapon of that type. It costs no psi-strength to create the mind blade.

JOURNEYMAN: Your mind is a blur of action. When using your mind blade you can perform the Dual Strike stunt for 3 SP rather than the usual 4.

MASTER: You can strike with the power of your mind. You can expend a point of *psi-strength* to do an extra 1d6 + Willpower psychic damage on your next attack with your mind blade.

WILDER

MAGE, ROGUE & WARRIOR SPECIALIZATION

The wilder realises that in order to master his mind, he must experience all aspects of it. By channeling his emotions the wilder enhances his psionic powers.

WILDER TALENT

CLASSES: Mage, Rouge or Warrior.

REQUIREMENT: You must have Willpower 2 or higher and Self Awareness (Novice) or Aura Perception (Novice).

You tap into your emotions to unleash your power—although this is not without its dangers.

NOVICE: You can trade up to 3 points of psi-strength to gain the same amount as a bonus to any psionic test. However, if the test fails you take the same amount as penetrating psychic damage.

JOURNEYMAN:

MASTER: You can trade up to 3 points of psi-strength to gain the same amount as a bonus number of d6s on damage caused by a psionic attack. However, if the attack fails you must take 1d6 penetrating psychic damage for each point traded.

PSIONIC STUNTS

The Psionic Stunts table below lists stunts that can be used with any psionic test. Of course, other stunts (combat, exploration etc) can be used if appropriate.

PSIONIC STUNTS	
COST	PSIONIC STUNT
1	PSIONIC ACUITY: Your expertise in psionics assists you. Make a TN 11 Willpower test using the focus of your choice. If you succeed, you either become aware of some key psychic detail of the current encounter or else gain a +1 bonus on your next psionic related test, up until the end of your next turn.
1	PSIONIC ADVANTAGE: The target of the psionic effect suffers a –1 penalty to resist your next psionic effect until the end of your next turn.
2	MIGHTY MANIFESTATION: If the psionic effect does damage, one target of the effect of your choice takes an extra 1d6 damage.
3	DAZE: The psionic effect dazes the target. They take a –1 penalty to all actions until the start of your next turn.
3	EXTEND MANIFESTATION: If the psionic effect has a duration beyond instant, it is extended to twice the original duration with no additional expenditure of psi-strength.
3	PSIONIC SHIELD: You use the residual psionic energy of the manifestation to set up a temporary protective shield. You gain a +2 bonus to all tests defending against psionic powers until the beginning of your next turn.
4	STUN: The psionic effect stuns the target. They may only take Minor actions until the start of your next turn.
4	PSIONIC DISRUPTION: In addition to its normal effects, your manifestation is so powerful that it may disrupt another psionic effect on the target; make a TN 15 Willpower test using the appropriate psionic focus against any one effect on the target. Success removes the effect, while failure has no additional effect. Doubles on this test do not generate additional stunt points.
5	LETHAL MANIFESTATION: If the psionic effect does damage, one target of the effect takes an extra 2d6 damage. Alternately, all targets of the effect take an additional 1d6 damage.
6	PSIONIC RESURGENCE: You regain the point of psi-strength you used to create the psionic effect.

PSION CLASS

The Psion class is presented here as an alternative to the three standard Dragon Age classes, although the GM should decide if it can be used in his campaign.

While others may dabble in psionic powers the psion is the master of them. The psion has more flexibility than most classes through his access to a wider variety of powers, although they do not receive many special class features. However, they can learn other talents as both a rogue and as a warrior.

PRIMARY ABILITIES: Communication, Cunning, Willpower

SECONDARY ABILITIES: Constitution, Dexterity, Magic, Perception, Strength

STARTING HEALTH: 25 + Constitution + 1d6

WEAPON GROUPS: BRAWLING, LIGHT BLADES, STAVES

CLASS POWERS

LEVEL 1

PSYCHIC BLAST: Psions can focus mental energy into a special ranged attack that damages foes with a blast of psychic energy. This is resolved like a normal ranged attack (so stunts are possible), but the attack roll is a WILLPOWER (PSYCHIC BLAST) test. A psychic blast has a range of 16 yards and inflicts 1d6 + Willpower psychic damage. It requires no expenditure of psi-strength to make this attack.

PSIONIC TRAINING: This is the most important aspect of the psion's powers. Although others can (depending on the campaign) learn psionic talents, the psion starts with a choice of psionic talents as described below. Furthermore, the psion can learn *any* psionic talent or specialization described here, regardless of class restrictions (although other restrictions still apply, and some—such as the Cerebrancer—may be of limited use).

PSI-STRENGTH: Psions have more psi-strength than other classes who may dabble in psionics, both initially and as they increase in level. Your initial psi-strength is increased by 3. Your psi-strength also increases by 1 at each even numbered level.

STARTING TALENTS: You start as a Novice in your choice of three of the following talents: Aura Perception, Clairvoy-

ance, Self-Awareness, Shaping, Telekinesis, or Telepathy. If your campaign is using Class Talents (see Chapter 4) you may additionally learn the novice degree of a psionic specialization of your choice that you qualify for.

STARTING FOCUS: You gain your choice of either the CUNNING (PSIONIC LORE) or WILLPOWER (SELF-DISCIPLINE) focus.

LEVEL 2

PSI-STRENGTH INCREASE: You gain 1 point of psi-strength.

LEVEL 3

NEW TALENT: You become a novice in a new talent or gain a degree in a talent you already have.

LEVEL 4

PSI-STRENGTH INCREASE: You gain 1 point of psi-strength.

LEVEL 5

NEW TALENT: You become a novice in a new talent or gain a degree in a talent you already have.

LEVEL 6

PSI-STRENGTH INCREASE: You gain 1 point of psi-strength.

NEW SPECIALIZATION: You may choose one specialization for your class. You gain the novice degree of its specialization talent.

LEVEL 7

NEW TALENT: You become a novice in a new talent or gain a degree in a talent you already have.

LONG BLAST: The range of your psychic blast attack becomes 24 yards.

LEVEL 8

PSI-STRENGTH INCREASE: You gain 1 point of psi-strength.

NEW SPECIALIZATION TALENT: You gain the journeyman degree in the specialization talent you gained at level 6.

LEVEL 9

NEW TALENT: You become a novice in a new talent or gain a degree in a talent you already have.

POWER BLAST: You can increase the damage of an arcane lance attack by 1d6 by spending 1 point of psi-strength. You can spend the psi-strength after making the attack roll, but you cannot do this more than once per attack.

LEVEL 10

PSI-STRENGTH INCREASE: You gain 1 point of psi-strength.

NEW SPECIALIZATION TALENT: You gain the master degree in the specialization talent you gained at level 6.

LEVEL 11

NEW TALENT: You become a novice in a new talent or gain a degree in a talent you already have.

LEVEL 12

PSI-STRENGTH INCREASE: You gain 1 point of psi-strength.

STUNT BONUS: You are so practiced with your psychic blast that you can make attacks faster than lesser psions. When attacking with a psychic blast, you can perform the Lighting Attack stunt for 2 SP instead of the usual 3.

LEVEL 13

NEW TALENT: You become a novice in a new talent or gain a degree in a talent you already have.

LEVEL 14

PSI-STRENGTH INCREASE: You gain 1 point of psi-strength.

NEW SPECIALIZATION: You may choose one new specialization for your class. You gain the novice degree of its specialization talent.

LEVEL 15

NEW TALENT: You become a novice in a new talent or gain a degree in a talent you already have.

LEVEL 16

PSI-STRENGTH INCREASE: You gain 1 point of psi-strength.

NEW SPECIALIZATION TALENT: You gain the journeyman degree in the specialization talent you gained at level 14.

LEVEL 17

NEW TALENT: You become a novice in a new talent or gain a degree in a talent you already have.

LEVEL 18

PSI-STRENGTH INCREASE: You gain 1 point of psi-strength.

NEW SPECIALIZATION TALENT: You gain the master degree in the specialization talent you gained at level 14.

LEVEL 19

NEW TALENT: You become a novice in a new talent or gain a degree in a talent you already have.

LEVEL 20

PSI-STRENGTH INCREASE: You gain 1 point of psi-strength.

EPIC PSION: Pick one type of stunt (combat, exploration, roleplaying, or psionic). You gain a +1 bonus when generating stunt points of that type.