



Dark heroes

This extension allows embodying uncommon characters as PCs for the game Catakombes dark reign.

To start of with, you have the basic characteristics, refer to the “evolution chart” and 700 points that you can either spend as XP or as ecus, to evolve characteristics, buy skills as you wish, and buy things in town, in order to get equipment (because initially the PC has absolutely nothing).

Note that it is impossible to advance a characteristics more than one point at a time between each adventures. The points that are not used at the creation of a PC are lost. The weapons used by the PC must be noted on the adventure sheet on the areas designated for that purpose.

Evolution

A PC cannot evolve a characteristic more than one point at a time within one adventure, except for the HP and points of destiny as they are not limited.

Note that the following new characters each feature new skills unique to their breed, but the skills from the Catacombs dark reign advanced rule book apply to each of them.

Author ; Florent Massiera
Co-authors ;
Maylis Koptaine
Illustrator ; Benoît Ventre



Vampire

This character recently turned into a vampire and denies their new condition. They hold to their humanity with body and soul. That's why they joined a group of human adventurers.

| Characteristics | Beginner | Maximum | Level/Cost XP |
|-----------------|----------|---------|---|
| A.Point | 4 | 6 | 1/50 XP 2/100 XP 3/150 XP 4/200 XP 5/250 XP 6/300 XP |
| M.At | 2 | 4 | |
| Defence | 0 | 3 | |
| Shoot | 2 | 4 | |
| Magic | 0 | 0 | |
| Strength | 2 | 5 | |
| HP | 10 | 50 | 10 XP |
| Will | 2 | 5 | 3/150 XP 4/200 XP 5/250 XP 6/300 XP |
| Charisma | 2 | 6 | |
| Agility | 2 | 5 | |
| Dexterity | 2 | 3 | |
| Intelligence | 3 | 6 | |
| P.Dest | 1 | 2 | Can not be bought |

Special rules

The vampire cannot use white magic nor be healed by any magic procedures (spell, potion, parchment, etc...).

Only the blood of their victims regenerates them. They are immune to poison. The vampire is immune to fear and can never become fearful.

Blood drinker: For each action where the vampire causes at least one wound to an opponent (or ally) by a melee attack, he drinks the blood of his victim and regains 1D6 HP. The vampire doesn't lose nor gain XP by hurting one of his allies.

Skill Vampire

Hypnotic stare: 100 XP

A character in an adjacent square to the vampire can be targeted, this action costs 1 Action.P. The target does a test of will with the vampire's Charisma characteristic a the difficulty. If the test fails, the target will be under the control of the vampire for its next game turn. Only one target at a time can be under control.

Smoke specter: 100 XP

The vampire transforms into smoke for a small instant, allowing him to exit a square adjacent to an opponent without doing a blocking test, for as many times as he wishes. Furthermore, he can go through closed doors without opening them.

Bat: 100 XP

The vampire metamorphoses into a bat by using 1 A.Point. Replace their character by a bat on the gaming board, his characteristics stays the same but they cannot use equipment. From then onwards the vampire can fly and travel 3 squares per "run" action. To return into human form, he will have to respend 1 A.Point

Creepy:

| Level | Effect | Cost |
|-------|---------------------------------|--------|
| 1 | The vampire causes fear level 1 | 50 XP |
| 2 | The vampire causes fear level 2 | 100 XP |
| 3 | The vampire causes fear level 3 | 150 XP |
| 4 | The vampire causes fear level 4 | 200 XP |

Ogre

Usually ogres are naturally solitary but sometimes it happens that an ogre manages to communicate with a group of adventurers met on an expedition in the catacombs or in a deep forest, and that he decides to follow them in their trips. The adventures benefits of a major advantage because the ogre's colossal force. However, they ignore that this force of nature will always consider them as a pantry.

| Characteristics | Beginner | Maximum | Level/Cost XP |
|-----------------|----------|---------|-------------------|
| A.Point | 4 | 4 | 1/50 XP |
| M.At | 2 | 4 | 2/100 XP |
| Defence | 0 | 3 | 3/150 XP |
| Shoot | 1 | 2 | 4/200 XP |
| Magic | 0 | 0 | 5/250 XP |
| Strength | 4 | 6 | 6/300 XP |
| HP | 15 | 80 | 7/350 XP |
| Will | 1 | 4 | 10 XP |
| Charisma | 0 | 2 | 1/50 XP |
| Agility | 0 | 2 | 2/100 XP |
| Dexterity | 0 | 2 | 3/150 XP |
| Intelligence | 1 | 4 | 4/200 XP |
| P.Dest | 2 | 3 | 5/250 XP |
| | | | 6/300 XP |
| | | | Can not be bought |

Special rules

The ogre is immune to fear, he cannot run, nor use magic spells. His morphology doesn't allow him to use normal armor, except for a shield. He can only use ogre armor.

Skill Ogre

Thick skin: 100 XP

The thick leather of the Oger's skin gives him a natural armor: +1 armor point to the head, +2 armor points to the chest, to the arms, to the legs.

Ogres roar: 70 XP

Once per round, the ogre can shout out a terrifying scream his opponents in the same zone lose 3 A.Point for their next turn.

Disgusting flatulence: 100 XP

The ogre really eats anything, he also emits a disgusting smell all around him. The opponents and allies in adjacent squares to him loses 1 A.Point at the start of their turn, because they spend their time to hold their nose.

Titan's strength: 100 XP

The ogre doubles his strength for damage calculations for melee attacks.

Titan's endurance: 200 XP

The ogre doubles his Strength for all poison tests. Furthermore he gains a bonus of +20 to his HP characteristic.

Werewolf

The werewolf is a human with a curse, transforming him in the nights with the full moon, into savage beast, half-man, half-wolf, slaughtering any unfortunate on his path. Yet, on some rare occasions, the human takes over the beast and controls its power which becomes a considerable advantage.

| Characteristics | Beginner | Maximum | Level/Cost XP |
|-----------------|----------|---------|---|
| A.Point | 4 | 5 | 1/50 XP 2/100 XP 3/150 XP 4/200 XP 5/250 XP |
| M.At | 2 | 5 | |
| Defence | 0 | 4 | |
| Shoot | 1 | 1 | |
| Magic | 0 | 0 | |
| Strength | 2 | 5 | 10 XP |
| HP | 15 | 60 | |
| Will | 2 | 4 | |
| Charisma | 0 | 1 | |
| Agility | 2 | 5 | |
| Dexterity | 0 | 1 | 1/50 XP 2/100 XP 3/150 XP 4/200 XP 5/250 XP |
| Intelligence | 1 | 5 | |
| P.Dest | 2 | 4 | |
| | | | |
| | | | |

Special rules

The werewolf cannot wear any weapon or armor, nor use any object, he can only carry them. However, his fangs and sharp claws are fearsome natural weapons that gives him Su (Strength user) +3 damage, considered as magic weapon. He is immune to fear.

Supernatural creature: The werewolf benefits of 3 armour points on all zones when he is hit by a non magical weapon.

Skill Werewolf

Supernatural scarring:

The werewolf regains his HP at the start of each turn, he can only scar if he has a minimum of 1 HP.

| Level | Effect | Cost |
|-------|---------------------------------------|--------|
| 1 | The werewolf has regeneration level 1 | 80 XP |
| 2 | The werewolf has regeneration level 2 | 160 XP |
| 3 | The werewolf has regeneration level 3 | 240 XP |
| 4 | The werewolf has regeneration level 4 | 320 XP |

Furious attack: 150 XP

The werewolf now deals Su (Strength user) +5 damages.

Double claw: 100 XP

The werewolf can rethrow his dice of power for each melee attack. He must use the second result.

Dwarf

Dwarfs are mysterious people dwelling in the kingdoms deep underground, far from the human kingdoms whom is unknown to them and vice versa, the humans don't acknowledge the presence of the dwarf's kingdom. No dwarf has ever tried to emerge from the depths of the earth, because the daylight would immediately transform them into stone. Dwarfs have a great wisdom, but beware to who ever annoys them, because once angry they're can do the worst. Their kingdom holds an invaluable wealth, such as precious ores and gemstones. Maybe, one day the path of a dwarf will meet the one of the adventurers exploring the catacombs and perhaps they will find a common interest to team up.

| Characteristics | Beginner | Maximum | Level/Cost XP |
|-----------------|----------|---------|--|
| A.Point | 4 | 5 | 1/50 XP 2/100 XP 3/150 XP 4/200 XP 5/250 XP |
| M.At | 2 | 4 | |
| Defence | 1 | 3 | |
| Shoot | 1 | 3 | |
| Magic | 0 | 0 | |
| Strength | 2 | 5 | 10 XP |
| HP | 15 | 60 | |
| Will | 3 | 5 | 2/100 XP 3/150 XP 4/200 XP 5/250 XP 6/300 XP |
| Charisma | 2 | 4 | |
| Agility | 1 | 2 | |
| Dexterity | 2 | 6 | |
| Intelligence | 3 | 6 | |
| P.Dest | 2 | 4 | Can not be bought |

Special rules

When a Dwarf wears an armor, his agility characteristic isn't modified.

Skill Dwarf

Runic knowledge: 100 XP

A dwarf given "Runic knowledge" can extract a rune already inlaid in an object to put it on another one. To do so, he must manage a dexterity test with a difficulty of 2. If the test fails, the rune is forever lost.

If this action is done in a round, the Dwarf must devote a turn.

When a Dwarf does this kind of action for a fellow adventurer, a little amount of ecus is always welcome.

Minor: 100 XP

Dwarfs are used to digging underground mine galleries. This special action can be used to dig a gallery, by spending 4 A.Point. Do a dexterity test with a difficulty of 5, if he succeeds, the dwarf has digged a gallery, otherwise nothing happens.

Stubborn: 70 XP

The dwarf doubles his Will characteristic for all tests against hypnotic stares and possessions.

Elf

The appearance of elves is rather similar to humans, apart from a tall and slim morphology with pointy ears. The elfic race is elegant and holds a princely culture with and noble values. They have a great lifespan, of hundreds of years, even thousands of years in some rare cases.

When the human race started to proliferate on Earth, a couple of thousands of years ago, elves considered them as too impure to consider collaborating with them. Nature pacifists, they preferred to leave our world to avoid all conflicts.

They now dwell in a parallel world totally detached from ours, which the rare interdimensional portals are concealed in the heart of ancient abandoned Dwarven kingdoms and became impenetrable underground forests. These magical traveling portals are protected by powerful immortal beings: the human-trees. In their new world, elves live in perfect agreement with nature, in immense magical forests reigned by peace and harmony.

Yet, it happens that some young elves wishes to go to the adventure in the human world, therefore coming back to our side which they qualify as "harmful world".

| Characteristics | Beginner | Maximum | Level/Cost XP |
|---------------------|----------|---------|--|
| A.Point | 4 | 5 | 1/50 XP 2/100 XP 3/150 XP 4/200 XP 5/250 XP |
| M.At | 2 | 4 | |
| Defence | 0 | 3 | |
| Shoot | 3 | 5 | |
| Magic | 1 | 3 | |
| Strength | 2 | 3 | |
| HP | 8 | 40 | 10 XP |
| Will | 2 | 4 | 3/150 XP 4/200 XP 5/250 XP 6/300 XP 7/350 XP |
| Charisma | 3 | 6 | |
| Agility | 3 | 5 | |
| Dexterity | 2 | 5 | |
| Intelligence | 3 | 7 | |
| P.Dest | 2 | 4 | Can not be bought |

Special rules

Elves don't need a book of spells to learn elf magic, they only need to fulfill the number of XP depending on the spell to learn.

Skill Elf

Relentless shooter: 100 XP

The elf can shoot while walking, this skill cannot be used with "precise shot".

Ultra precise shot: 100 XP

Performing an ultra precise shot requires 2 Action.P, the Elf chooses the hit zone.

Martial Dance: 200 XP

This elf warrior maneuvers on the battlefield by performing a martial dance, misleading his opponents. Once per turn, if he manages an agility test with a difficulty of 2, he can return the result of a melee attack targeted towards him, against the attacker or any character in an adjacent square to his. Furthermore, when he's in multiple combats, he keeps the same defence, no matter how many opponents are attacking him.

Whirling attack: 100 XP

This action requires 2 A.Point The elf performs a whirling attack on all characters (ally and enemy) adjacent to him. Do one melee dice throw, the result applies to all characters (For each opponent hit, throw a location dice). This attack cannot be combined with a powerful attack.

Elfic Spell

Earthquake: 100 XP

The elf calls the elements and an earthquake thunders. All characters (ally and enemy) positioned in the perimeter of 6 squares around the elf, must do an agility test which difficulty is equal to the spell's number of points of success. If they succeed, nothing happens, if they fail, the character falls to the ground and loses 2 A.Point to get back up on their following turn.

Vision through time: 100 XP

Difficult 4

The elf's spirit travels in the future and sees everything that's going to happen on the next turn. From now on for the rest of the turn, he and their ally characters playing after him can retrieve once all of their dice throws. They will have to apply the 2nd result.

Storm: 150 XP

A strong whirling wind creates a cyclone around the elf projecting all characters in the adjacent squares backwards, by the number of points of success of the spell. The projected characters suffer 1D6 wounds.

Fire of life: 100 XP

The elf launches a fire of life ball on a target of his choice. The fire of life does life gain instead of harm. The targeted character is healed by the spell's number of points of success in HP. Do a test to know if the target stays inflamed, if the fire persists, the target re-gains HP, like it would of lost with an inflamed attack. If the targeted character is a living dead or a demon, it suffers wounds instead of gaining HP.

Water bridge: 100 XP

The elf creates a bridge out of water to go over an element (Hole, lava, chasm, etc...). This bridge exists for a turn, all characters can use it. The bridge measures 1 square long for every 2 points of success.

Hyhdrills

Hyhdrills are half-beast, half-tree beings, endowed with great wisdom. They live in harmony with the powers of nature, they prefer to use magic to fight rather than physical violence. These beings rarely get in touch with other nations, but with the peril of the door of hell being opened by the enlightened is so big, that some hyhdrills decided to go on an adventure to foil their plan and save the natural balance.

| Characteristics | Beginner | Maximum | Level/Cost XP |
|-----------------|----------|---------|---|
| A.Point | 4 | 4 | 1/50 XP 2/100 XP 3/150 XP 4/200 XP |
| M.At | 1 | 3 | |
| Defence | 0 | 2 | |
| Shoot | 0 | 2 | |
| Magic | 2 | 4 | |
| Strength | 2 | 4 | |
| HP | 12 | 60 | 10 XP |
| Will | 2 | 6 | 1/50 XP 2/100 XP 3/150 XP 4/200 XP 5/250 XP 6/300 XP 7/350 XP |
| Charisma | 1 | 2 | |
| Agility | 0 | 2 | |
| Dexterity | 1 | 3 | |
| Intelligence | 3 | 7 | |
| P.Dest | 2 | 4 | Can not be bought |

Special rules

Hydrills benefits of 1 natural and magic armor points on all their zones.

A hyhdrills never wears armor other than a shield.

Skill hyhdrills

Thick bark: 100 XP

This hyhdrills has a very thick bark. Giving him +2 magic armor points on all zones instead of the natural +1.

Opponent immobilisation: 100 XP

This hyhdrills can capture a character in an adjacent square with its branches, by spending 1 Action. P. The captured target will be under the branch's control as long as the hyhdrill is in an adjacent square at the start of his turn, or that he manages a strength test with a difficulty of 2 by spending 1 A.Point.

As long as this character is captured it will be considered as an immobile target and won't be able to do anything other than try to free itself.

Nut throw: 70 XP

This hyhdrills can perform a ranged attack by projecting one of his acorns. Damage: 4.

Skill vocation

Each PC can focus on a specific area of skills and then be able to access specific aptitudes called skill vocation. It then has the opportunity to pursue a career in the “branch” of its choice and to specialise in a determined job. Once it has chosen its vocation, the PC has access to the corresponding skills. Note that it can only choose one speciality therefore will only have access to one type of “skill vocation”.

It keeps access to the general skills.

Some skills have multiple levels that must be upgraded in growing order (we cannot access level 2 without having level 1, etc...).

Skill Assassin

Killer: 200 XP

This character (pourquoi pas “cet hyhdrills”?) was trained to kill since his youngest age. Therefor he benefits a bonus to the following characteristics: +1 in M.At, +1 Strength, +5 in HP, +1 in Agility.

Poisoner

The character makes his own doses of poison with which he soaks his weapons. From then onwards, all his attacks are considered as poisoned.

| Level | Effect | Cost |
|-------|-------------------------|--------|
| 1 | Poisoned Attack Level 1 | 150 XP |
| 2 | Poisoned Attack Level 2 | 200 XP |
| 3 | Poisoned Attack Level 3 | 250 XP |
| 4 | Poisoned Attack Level 4 | 300 XP |

Stealth movement: 100 XP

The character can pass through adjacent squares to an opponent without doing a block test. Furthermore, he can go through trapped squares without triggering them (even while running).

Dissimulation: 100 XP

This action requires 4 A.Point. The character is able to hide no matter where he is, he knows how to be forgotten and unseen. Then, he cannot be targeted, nor be healed, nor swap an object with an ally. The dissimulation lasts until the character performs an action.

Master of arms: 70 XP

This character can handle weapons requiring this skill.

Stealth: 100 XP

The assassin can go through squares occupied by an ally or an opponent while running. He can also go through multiple occupied squares in a row, but he must end his movement on a free square.

Double vision: 70 XP

The assassin sees invisible characters as normal, Therefore he can target them.



Skill Bard

Harmonic voice: 200 XP

This character has trained the harmony of his voice since a long time. So he benefits a bonus on the following characteristics : +3 in Charisma, +1 in Agility, +1 in Intelligence.

The "Brave warrior" song: 100 XP

In a speech of bravery, encouragement, the bard grabs his lute and intones the Brave warrior song. If the test is successful, all the allies gain 2 A.Point instead of one, and ignores fear for this turn. If he fails, refer to the rule book.

The "My best friend, you shall be" song: 100 XP

In a corruption speech, the bard with his little lute, intones this song, giving him a bonus of +5 to the test result. For the effects, refer to the rule book.

The "Let's love us all, we're all little goats" song: 100 XP

In a manipulation, speech, the bard intones with his little lute this song. If the test succeeds, not only the opponents lose their turn, but each must also do a test of will with a difficulty of the bard's charisma, and if they fail this test, they will go under the bard's control who will be able to play 2 A.Point of each opponent who failed the test. If the test fails, refer to the rule book.

Bullshitter: 100 XP

When the bard goes shopping in town, he does a Charisma test. Deduce the number of points of success to the purchasing prices.

Storyteller: 70 XP

During a stop within cities and villages, the bard yarns the extraordinary destiny of the heroes to the people, sometimes exaggerating some heroic facts. Due to this, the group of adventurers is renowned, therefore the ecus earned as a reward for a main quest are automatically doubled.

Scholar: 100 XP

The bard can learn a vocation skill for an other vocation than his own.

Skill Inquisitor

Preacher: 200 XP

This character follows two major rules since his youngest age, train hard to fight and blindly believe in his Almighty god. Therefore, he benefits a bonus for the following characteristics: +1 in M.At, +1 in Strength, +5 in HP, +1 In Will.

The voice of the Almighty: 70 XP

The Inquisitor hears the voice of the Almighty God resound in his head. Fulfilling him with courage and enthusiasm. Therefore ignoring fear.

Heretics hatred: 100 XP

Whoever opposes to an inquisitor is considered by him as a heretic. It's why each time that he does a melee attack against an opponent, he is filled with hate and therefore benefits +2 damage points. But his temper of hatred prevents him for any reason, and each time that he will have opponents in his line of sight, he will be forced to go and melee attack them, also each time that he kills an opponent he is forced to advance by one square by performing the action "crush" the opponent.

Divine protection: 100 XP

The inquisitor benefits of a divine protection. Due to this, his maximum destiny point is increased by +2. And at the start of each round he gains 1 P.Dest.

Divine aura: 100 XP

Living deads and demoniacal creatures starting their turn on an adjacent square to the Inquisitor with Divine aura loses 1 HP.

Master of arms: 70 XP

This character can handle weapons requiring this skill.

Man in armour: 100 XP

The knight is trained to carry armours, that allows him to ignore the agility penalties when he is carrying one.

Skill Priest**At God's service: 200 XP**

This character made a vow to the Church to serve the lord almighty. Therefore, he benefits bonuses on the following characteristics: +1 in Strength, +5 in HP, +2 in Will, +1 in intelligence.

Vow of non-violence: 100 XP

This character extol peace and the love of the lord almighty. In fact, he is unable to use the means of violence and cannot by any means perform any kind of attack. However, he gains 1XP for each HP that an opponent takes away from him. Plus, his accumulated destiny points are unlimited.

Son of God: 100 XP

This character benefits of a divine protection. Due to this, all magical attacks can be annihilated. To do so, throw 1D6, on a result greater or equal to 5, the magic has no effect on him.

Exorcism: 100 XP

One per turn, the priest can perform this action which requires 2 Action. The target in a line of sight suffers 4D6 wounds. The exorcism is only useful against Living-Deads or demoniacal creatures. Note that exorcism isn't considered as an attack, therefore it can be done by a priest with the skill "Vow of non-violence".

First aid: 100 XP

The priest has a some medical knowledge, if he's in a square adjacent to one of his allies, he can perform the action "healing" which costs him 3 A.Point. Do a dexterity test, the character is healed by the spells number of success points in HP.

Resurrect: 70 XP

The Priest can rethrow his dices once for dice throws on the Serious Injuries chart (He must keep the 2nd result).

Scholar: 100 XP

The priest can learn a vocation skill for an other vocation than his own.

Skill Gladiator**Arena warrior: 200 XP**

This character fight in arenas since his youngest age. Therefore, he benefits a bonus on the following characteristics: +2 in M.At, +1 in Defense, +5 in HP.

Secret weapon: 100 XP

Once per turn, the gladiator can perform a normal or overpowered attack which automatically melee hits his opponent (Just throw the location dice).

Taking initiatives: 70 XP

A gladiator is always ready to fight, due to this, whenever he falls in an ambush, he plays before the ambushing characters. Furthermore, in an arena combat, he will always start first.

Sucker punch: 100 XP

Once per turn, the gladiator may perform a sucker punch. The sucker punch is performed like a normal melee attack, except the targets armor doesn't deduce damage.

Disengage: 100 XP

The gladiator can do a melee hit and step back by one square, by spending only one A.Point. He must only do a block test if there are more opponents than the one targeted in an adjacent square to his.

Sharp attack: 100 XP

This special melee attack requires 2 A.Point. Throw the dices as usual for a melee attack, but apply the results for each of three (maximum) opponents in the adjacent squares in front of the character. For each opponent hit, throw 1 wound location dice.

Master of arms: 70 XP

This character can handle weapons requiring this skill.

Skill Apothecary

Healing Science: 200 XP

This character studied medicine for years. Therefore, he benefits a bonus to the following characteristics: +2 Dexterity, +2 in intelligence. This skill allows him to heal combat wounds and the more serious injuries.

The Apothecary can lavish the first aids if he is in an adjacent square to one of his allies, he may perform a healing action which costs him 3 A.Point. Do a dexterity action, the character is healed the number of success points in HP.

Furthermore, after each adventure, he can try to heal one handicapped PC. To do so, do a dexterity test with a difficulty of 8. If the test is successful the PC is healed, otherwise nothing happens.

Anatomical knowledge: 70 XP

The Apothecary knows the anatomy well, he knows where to hit to hurt. Therefore, he benefits of a bonus of +1 in melee and shoot damage.

Healing potion making: 150 XP

The Apothecary has some herbal knowledge, allowing him to make healing potions. Before the start of each round, he throws 1D6 to determine the created number.

Poisoner

The character makes his own doses of poison with which he soaks his weapons. From then onwards, all his attacks are considered as poisoned.

| Level | Effect | Cost |
|-------|-------------------------|--------|
| 1 | Poisoned Attack Level 1 | 150 XP |
| 2 | Poisoned Attack Level 2 | 200 XP |
| 3 | Poisoned Attack Level 3 | 250 XP |
| 4 | Poisoned Attack Level 4 | 300 XP |

Scholar: 100 XP

The Apothecary can learn a vocation skill for an other vocation than his own.

Surgeon: 50 XP

At the end of each adventure the Apothecary can try to prevent the worst for a PC who must do a dice throw on the serious injuries chart. The PC throws his dice as usual. If the result doesn't suit him/her, the Apothecary does a dice throw too, the best of the two results will be applied.

Combat drug crafting: 150 XP

The Apothecary has some herbal knowledge, allowing him to make combat drugs. Before the start of each round, he throws 1D6 to determine the created number.

Combat drug:

Each time a character drinks a combat drug, his characteristics experiences the following modifications for his turn.

Absorbing such a substance is never harmless to the health, he suffers 1D6 wounds each time he uses a combat drug.

| | |
|--------------|------|
| A.Point | +1D6 |
| M.At | |
| Défence | |
| Shoot | |
| Magic | -2 |
| Strength | +2 |
| HP | |
| Will | |
| Charisma | -2 |
| Agility | |
| Dexterity | |
| Intelligence | -2 |

Skill Eradicator

Mutant : 200 XP

To face the ignominy of evil, an old sect of assassins named "Wiedz", created by the means of magic genetically modified warriors. These fighters, given exceptional characteristics are called "Eradicator". They benefit a bonus to the following characteristics: +1 in M.At, +2 in HP, +1 in Agility.

The character can dodge melee attacks, in condition to manage an agility test with a difficulty of 3. A dodged attack will not cause any damage. To use this skill the character musn't wear any more than 2 armor points in total.

Rock spirit: 200 XP

The Eradicator is determined to defeat his opponent, and nothing can distract his mind. Therefore, he benefits a bonus of +2 to his Will characteristic.

Increased vision: 100 XP

The Eradicator's eyes are genetically modified, giving him a better vision. Due to this he can see normally invisible characters and each time he enters a new zone, all the hidden elements (Trap, secret passage etc...) are detected.

Quick: 200 XP

This character performs his movements with a superhuman precision and speed. He benefits a bonus of +1 to his A.Point characteristic.

Sign of "Quin": 70 XP

The sign of "Quin" is a magical spell, generating a sphere of protection, surrounding the Eradicator, giving him for a turn, +1 point in his defense characteristic for every 2 points of success.

Sign of «Haard»: 70 XP

The sign of Haard is a magical spell allowing to emit shock waves. A character who's in an adjacent square to the eradicator can be targeted. This character will travel as many squares as the number of spell's success points. If the target is on fire, the flames extinguish immediately.

Master of arms: 70 XP

This character can handle weapons requiring this skill.

Skill Necromancer**Necromancer: 200 XP**

This character has been initiated to the most unsanitary magical arts, necromancy. He already owns the necromancer spell grimoire of which he can learn without the skill "initiated to the arcans" and benefit modifications to the following characteristics: +2 in Magic, -5 in HP, +1 In will and +2 In Intelligence. He can learn unsanitary magical arts: Black magic, necromantic, demonology.

Initiated into arcane: 50 XP

This skill allows to use certain equipment only accessible with this vocation.

Trainer of supernatural creatures: 100 XP

The Necromancer can own magical creatures.

Concentration of magic fluid: 100 XP

When the Necromancer casts a spell, he can use this skill. Casting a spell then costs 2 A.Point, and doubles the magic characteristic of the magician for this action.

Putrefaction aura: 100 XP

The Necromancer is always surrounded by a unsanitary aura, and the ally and enemy characters (except living deads) who start their turn to a adjacent square to the necromancer suffers 1 wound.

Master of the occult forces: 200 XP

The magic characteristic of the Necromancer gains +1 point.

Smell of putrefaction: 100 XP

The Necromancer is with corpses on a daily basis, he also gives off a nauseous smell that spreads around him. His opponents and allies starting their turn to a adjacent square to his, lose 1 Action. P for each turn. Because they spend time holding their nose. Furthermore, he has a disadvantage of -2 to his Charisma characteristic.

Skill Mercenary**Mercenary: 200 XP**

This character earns a living by fighting beside people who has gold. He benefits a bonus to the following characteristics: +1 in M.At, +1 in Defence, +1 in Force and +5 in HP.

Master of arms: 70 XP

This character can handle weapons requiring this skill.

Master archer: 70 XP

This character can handle weapons requiring this skill.

Double pay: 100 XP

At the end of the round during the sharing of ecus, each PC must give 10% of their reward to the mercenary as a payee. Therefore, he will earn more of the treasure than the other adventurers.

Deceitful blow: 100 XP

Once per turn, during a normal melee attack or powerful, the mercenary causes the hit zone.

Slavery: 70 XP

The mercenary can play two slaves simultaneously for each round.

Sharp attack: 100 XP

This special melee attack requires 2 A.Point. Throw the dices as usual for a melee attack, but apply the results for each of three (maximum) opponents in the adjacent squares in front of the character. For each opponent hit, throw 1 wound location dice.

Skill Burgher

Rich: 200 XP

This character is the son of a rich Lord, owning an immense fortune. He benefits a bonus to the following characteristics: +1 in Will, +2 in Charisma, +1 in Intelligence. And benefits a bonus of 200 points more in the making of the character. Furthermore, at the end of each round he receives the amount of 1D6 times 100 ecus.

Master of arms: 70 XP

This character can handle weapons requiring this skill.

Master archer: 70 XP

This character can handle weapons requiring this skill.

Master: 100 XP

This character can simultaneously use multiple slaves during an adventure.

Fortune: 100 XP

At the end of each adventure this character receives the amount of 2D6 times 100 ecus, instead of 1D6 times 100 ecus.

Trainer: 70 XP

The hunter can own a domestic animal.

Scholar: 100 XP

The Burgher can learn a vocation skill for an other vocation than his own.



ark town

Armour smiths district

Gorgordol the arsenal of heroes

| Object | Effect | Cost | Weight |
|---------------------------|--|------|--------|
| Sword of Lord | Damages : Su+3/Defence bonus: +1 Required skill: Master of arms | 2100 | 5 |
| Great sword of Lord | Damages : Su+4/Defence bonus: +1/Two handed weapon Required skill: Master of arm | 3900 | 7 |
| Asgard's Axe | Damages : Su+4 Required skill: Master of arm | 1650 | 5 |
| Great Asgard's Axe | Damages : Su+5/Two handed weapon Required skill: Master of arm | 3000 | 7 |
| Lord's Hammer | Damages : Su+3/Ignore the head's armour points Required skill: Master of arm | 1650 | 6 |
| Great Lord's Hammer | Damages : Su+4/Ignore the head's armour points Two handed weapon/Required skill: Master of arm | 3000 | 8 |
| Morgenstern of Lord | Damages : Su+3/Modification of the characteristic: +1 M.At Required skill: Master of arms | 1650 | 5 |
| Great Morgenstern of Lord | Damages : Su+4/Modification of the characteristic: +1 M.At Two handed weapon/Required skill: Master of arms | 3000 | 7 |
| Spear of Lord | Damages: Su+5/Two handed weapon Required skill: Master of arms level 1 Can melee attack an enemy located 2 squares away | 3000 | 8 |
| Lord's bow in yew | Damages: 7 / Required skill: Master archer | 3600 | 9 |
| Lord's Crossbow | Damages: 12 / 1 A.Point to prime, 1 A.Point to shoot Required skill: Master archer | 4800 | 11 |
| Ogre helmet | Zone: head/+2 armour points Modification of the characteristic: Magic -1 Only ogres can use this equipment | 100 | 3 |
| Heavy ogre helmet | Zone: head/+3 armour points Modification of the characteristic: Magic -1 Only ogres can use this equipment | 400 | 5 |
| Great helm's ogre | Zone: head/+4 armour points Modification of the characteristic: Magic -1 Only ogres can use this equipment | 1300 | 6 |
| Ogre's Chainmail sleeves | Zone: arms/+3 armour points Modification of the characteristic: Dexterity -1, Magic -1 Only ogres can use this equipment | 500 | 5 |
| Ogre's sleeves heavy iron | Zone: arms/+4 armour points Modification of the characteristic: Dexterity -1, Magic -1 Only ogres can use this equipment | 1500 | 8 |
| Ogre's iron breastplate | Zone: chest/+3 armour points Modification of the characteristic: Magic -2 Only ogres can use this equipment | 1200 | 24 |

| Object | Effect | Cost | Weight |
|----------------------------------|--|------|--------|
| Ogre's breastplate of heavy iron | Zone: chest/+4 armour points Modification of the characteristic: Magic -2 Only ogres can use this equipment | 3600 | 32 |
| Ogre's leg guards heavy iron | Zone: legs/+3 armour points Modification of the characteristic: Agility -1, Magic -1 Only ogres can use this equipment | 600 | 10 |
| Ogre's Leg guards shielded iron | Zone: legs/+4 armour points Modification of the characteristic: Agility -1, Magic -1 Only ogres can use this equipment | 1800 | 12 |
| Ogre's hammer | Damages: Su+5/Ignore the head's armour points Required skill: Master of arms Only ogres can use this equipment | 3000 | 10 |
| Elf Arc | Damages shoot: 4 Damages melee attack: Su+1/Defence bonus: +1 Required skill: Master archer or be an Elf | 1000 | 5 |
| Elf Arc of master | Damages shoot: 6 Damages melee attack: Su+2/Defence bonus: +1 Required skill: Master archer or be an Elf | 2000 | 6 |
| Lord's Elf Arc | Damages shoot: 8 Damages melee attack: Su+3/Defence bonus: +1 Required skill: Master archer or be an Elf | 4000 | 7 |

Shopping district

Store of Nogua

| Object | Effect | Cost | Weight |
|---------------|---|------|--------|
| Blood flask | Heal 5D6 HP/Only vampire can use this equipment | 100 | 1 |
| Pick-lock kit | +2 to the dexterity characteristic for pick-locking tests | 800 | 5 |
| Dwarf beer | +1 to the will characteristic for Possession, Hypnotic stare and fear test. Modification of the characteristic: -1 in Agility, -1 in Intelligence During one adventure | 50 | 3 |
| Nogua bomb | Does 8D6 of wounds/See throwing rules. Affected zone: the landing square and all its adjacent squares | 400 | 5 |
| Bomb trap | Put the trap on a square. If a character steps on it, it must do an agility test. If it fails, it suffers 6D6 of wounds Hit zones: the trapped square and all adjacent squares | 300 | 6 |
| Dwarf pick | +1 to the dexterity characteristic when the dwarf digs. Only dwarf with the Minor skill can use this object | 80 | 3 |

Master «Gunhnaar» the rune crafter

A PC can upgrade his pieces of armor and weapons thanks to the talent of the Dwarf “Gunhnaar”. Each weapon or armor can receive as many runes as the PC desires, but identical runes or assigning the same effect cannot be cumulated, if the character owns more than one, it's the one with the highest effect that is taken into account.

| Object | Effect | Cost | Weight |
|-------------------------|---|-------|--------|
| Rune of speed | Modification of the characteristic: +1 A.Point | 10000 | 0 |
| Rune of great power | The melee weapon or the ranged weapon, which this rune will be inserted will benefit a bonus of +2 damage | 2000 | 0 |
| Rune of fight | This rune must be inserted on a melee weapon Modification of the characteristic: + 1 in M.At | 2000 | 0 |
| Rune of shot | This rune must be inserted on a shooting weapon Modification of the characteristic: + 1 in Shoot | 2000 | 0 |
| Magic rune | This rune must be inserted on a sceptre Modification of the characteristic: +1 in Magic | 2000 | 0 |
| Rune of Strength | Modification of the characteristic: +1 in Strength | 2000 | 0 |
| Rune of Resistance | The armor piece on which this rune will be inserted will receive a bonus of +1 armor | 2000 | 0 |
| Rune of life | Modification of the characteristic: +5 HP | 2000 | 0 |
| Healing Rune | The bearer of this rune has regeneration level 1 | 3000 | 0 |
| Rune of will | Modification of the characteristic: +1 in Will | 2000 | 0 |
| Rune of charisma | Modification of the characteristic: +1 in Charisma | 2000 | 0 |
| Rune of agility | Modification of the characteristic: +1 in Agility | 2000 | 0 |
| Rune of dexterity | Modification of the characteristic: +1 in Dexterity | 2000 | 0 |
| Rune of know | Modification of the characteristic: +1 Intelligence | 2000 | 0 |
| Rune of the Apocalypse | The melee weapon or the ranged weapon, which this rune will be inserted will benefit a bonus of +4 damage | 4000 | 0 |
| Rune of champion | This rune must be inserted on a melee weapon Modification of the characteristic: + 2 in M.At | 4000 | 0 |
| Precision Rune | This rune must be inserted on a shooting weapon Modification of the characteristic: + 2 in Shoot | 4000 | 0 |
| Rune great magician | his rune must be inserted on a sceptre Modification of the characteristic: +2 in Magic | 4000 | 0 |
| Rune of Titan | Modification of the characteristic: +2 in Strength | 4000 | 0 |
| Rune of invulnerability | The armor piece on which this rune will be inserted will receive a bonus of +2 armor | 4000 | 0 |
| Great rune of life | Modification of the characteristic: +5 HP | 3000 | 0 |