

PERKS	DESCRIPTION
Sixth Sense*	You have an amazing ability to detect the presence of certain material or energies. The range is 10ft on a successful Spirit roll, raises multiply the distance by ten. You may take this perk more than once, each time applying to a new sense, or increasing the distance by a factor of ten.
Wings	Your heritage has gifted you with a pair of wings. However, they are not strong or large enough for you to actually fly with. They do allow you to glide, as long as the horizontal distance is twice that of the vertical fall.
Immortality	You do not age.
Speed*	Increase the die you roll for running by one step.
Poison Taker	+2 to resist poison.
Auspex*	On a successful Spirit roll you may touch an object and see through its "Eyes," and where it has been. At first rank you suffer a -1 on the check. Additional ranks increase your chances by +1.
Resistance*	Your Toughness verses a particular energy type is increased by +1. (fire, cold, acid, psionic, divine, dark)
Planar Vision*	You can see on one other coexistent plane.
Lowlight Vision	You can see twice as far in low lit conditions.
Dark Vision	Pre-req: Lowlight, You see in the dark by sensing heat.
Spell Like Ability*	You can use one spell without an Arcane Background, but you always take fatigue when using this perk. You can not modify the power in any way. It can only be of a Novice rank.
Blood Mage	Instead of taking a level of Fatigue you may take damage. Damage taken in this way can not be magically healed.
Death Throw	Whenever you are knocked unconscious you may make one action. Any penalties you may have will still apply.
Military Rank*	You have an important position in your organizations military.
Nobility*	You are a member of an important house.
Diehard	You may attempt to ignore the penalties from your damage by a success on your Vigor roll. Every time you do this you take a level of Fatigue.
Comeliness	You have a +1 to your Charisma with those that would be attracted to you.
Endurance	You may soak one level of Fatigue you receive per day on a successful Vigor roll. You may only attempt this only once per day.
Extra Spell*	You know one additional spell, but every time you use this spell you take a level of fatigue.
Benefit*	You have some as of yet undefined perk at the GM's discretion.

* Can be taken multiple times.

RACES	BONUS	NOTES
Human	2 Bonus Points	
Elf	Small (major) , Ageless (1), Comeliness (5), Alertness or Acrobat (edge), Dark Vision (2), Heightened Senses [eagle eyes](2)	Your typical Elven race.
Dwarf	Stubborn (minor), Loyal or Doubting Thomas (minor) , Awareness [stone](2), Hard to Kill (edge), Dark Vision (2), Invent (2), Earthquake [earthshake] (4)	Typical Dwarves are not likely to use any kind of magic.
Sprite	Small (major), Big Mouth (minor) , Flight (4), Shrink [level 2, density](10), Ageless (1), Acrobat (edges)	A matured Fean, has gone through a magical ritual to become a Sprite.
Litoran	Speed (1), Awareness [scent](2), Darkvision (2), Animal Control (5)	Proud Lion Race, from the Bala desert, were originally created through Lycanthropy.
Mohj	Small (major), Ugly (minor) , Arcane Background (edge), Arcane Resistance (edge), Ageless [very old](2), Awareness [auspex, magic](3)	Any humanoid that has gone through a ritual to become a humanoid Draco Liche.
Sibeccai	All Thumbs (minor), Clueless (major) , Trademark Weapon (edge), Florentine (edge), Immunity [poison] (3), Explode (2)	A Vicious canine race from the desert nation of Bala. They are not familiar with any sort of technology, and little magic. Usually wield only a one handed weapon.
Draconic	Flight (2), Sorcery (6), Dark Vision (2)	Dragons lived among the common races and ruled over them for thousands of years, or created through magical rituals with Dragon eggs.
Celestial	Outsider (major) , Attractive (2), Ageless (2), Arcane Resistance (edge), Awareness [divine](2), Flight (2), Wall Walker (1), Super Skill [up to d4](1)	The higher planes interfered way too much and made matters too personal.
Fean	Small (major) , Charismatic or Acrobat (edges), Quick or Command (edges)	As the Halfling and Gnome races were pushed out of their lands a thousand years ago, they lived with the diminutive Fey creatures of the wild. These are what they have become.
Demonic	Outsider (minor), Mean (minor) , Flight (2), Immunity [fire] (4), Ageless [very old] (2), Darkvision (2), Common Bond (edge)	The lower planes would not be out done by those of the higher planes. The Blood Wars spilled out onto Esperian at the coaxing of the gods.
Lycanthrope	Ugly (minor) , Arcane Background - Super Power (shape change), Speed (1), Infection [Fatigue, strong](2), Minion (1), Leaping (1)	Like a plague they swept across the lands those that survived were forever changed. It wasn't until the Geomancer Minoch changed the Lunar cycle did the plague come to an end.
Golem	Outsider (minor), Curious (major) , Nerves of Steel (edge), Endurance (edge), Construct (5)	When the first order of nine came together they built a construct with all the knowledge their order had obtained inscribed upon his very body. This power eventually elevated him to a state beyond mere mortals, and with his power awoke all the other Constructs of the realm.
Gargoyle	Flight (2), Dark Vision (2), Regeneration (in sunlight) (3), Wall Walker (1), Fear [scary](1)	Before their race was distorted into the abomination that most are aware of, a few went away into hiding.
Goliath	All Thumbs (minor), Illiterate (minor) , Sweep (edge), Growth 3[permanent](7), Leaping [bounce] (2), Super Skill [athletics](1)	As many of the giant races were killed off, a few found ways of intermingling with the rest of society.
Blue (Goblin)	Small (major), Ugly (minor) , Awareness [auspex, planar vision, detect magic](4), Super Sorcery 2 (6), Arcane Background (edge), Telepathy (2), Mind Reading (3)	Due to the relentless persecution by all the other races the lesser god Veylen took pity upon them and some of their kin. He took them to his home on another plane. Now they return and hope to guide others, while holding back their own resentment.
Golden Men (Orc)	Heroic (major), All Thumbs (minor) , Strong Willed (edge), Champion (edges), Intangibility (5)	Similar to the Blue's, the Golden Men traveled along with them in hopes of finding a new life. They were not as adapt at manipulating the energies of their new home, but their mind cleared of all the hate they felt before.
Verrick	Arrogant (major), Delusional (minor) , Arcane Background (edge), Plus one dies step to Smarts, Scholar (edge)	Not all humans are as lazy as others. Some have pushed themselves to be the best they can be. But as a result of all the drugs and pressure, they may have been pushed too far.
Undead	Outsider (major) , Construct (5), Decay (3), Fearless (2), Brawny (edge)	After the armies lead by Fellis were defeated thousands of undead were left to roam the world unbound. Unlike other they retained a semblance of their former life, although like their bodies this continues to decay.

Bolded Text = Hindrances

BACKGROUND

They stood upon a precipice between two worlds, one the serene beauty of a world never before seen by mortals, the other scarred by wars caused to fuel the egos of the gods that said they would save them. They chose the world of chaos and destruction, because it was the only home they have ever known.

Thirty years ago a powerful sorcerer by the name of Fellis went into the Hall of the Guff and feasted upon the souls to fuel his power. He did this not out of any malice or thirst for power, but to save the world. His desperate attempt for power was to protect his world from the gods he so feared, and feared for a good reason. Their actions purposefully lead to the Blood War spilling out upon the material realm of Esperian. Their schemes and plots pushed his hand in an undesired direction. But salvation was short lived and pointless if no new life ever came about. Eventually he was put down, which was necessary, but now the world waits for a time when the gods wrath will be felt again.

The world has had many events of importance happen over 2,000 years of game time and about 6 years of actual time. Suffice it to say a lot has happened and I do not plan on covering it all. Here is the list of important facts:

- Technology level has a medieval world in appearance but still has several impressive accomplishments. Most of which is accomplished by either steam technology, gunpowder, or more often magic.
 - Airships
 - Gunpowder
 - Running water
 - In home power
- During period after the first god war magic died off.
 - During this time a group developed the ability to bend the elements in creative ways.
 - An order of Gunslingers came about and traveled the lands solving every problem they came into conflict with.
 - Small groups discovered that not all magic seemed to be affected by the collapse.
 - Druidic magic, while greatly hindered, continued to operated normally.
 - Transmutation magic would operate, but required much more to draw out rituals, preparations, and resources.
- What caused the second god war:
 - After a group of Mages in Sigil opened up a portal into the Far Realm the city was destroyed. A small group within the city found another world within the Far Realm that was immune to the effects of that plane.
 - As a small boon the world was also cut off from any sort of planar interference. The magic that the Druidic order used to transport the refugees changed much of this.
 - The gods were pissed that something was able to cut them off from the power of their followers and the influence they had over them. They decided to bring this world to heel.
- The events of the game will take place thirty years after the defeat of Fellis. During a time when all of the populous has been told that the Apocalypse is coming, but over the years has begun to doubt.

HOUSE RULES

- Leadership Edges will apply to Wild Cards
- When you level up you gain 2 character points instead
- You can not pay off racial hindrances until you are a veteran character.
- Unused Bennies at the end of a session do not randomly turn into xp. For every two Bennies you have unused at the end of a game you gain 1xp automatically.
- Any equipment , from any time period is available (it is merely a way of representing magic items), but not at character creation.
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SHATIMA

KITHRID

SALIIN

FAMAD

BALA

MORIGARA

TALIS

RAS FARIM

GORGOIH

CIGAK

KANDRILL

SULADAR

RAS BENDAR

ESTES

BRENNHEIM

LASWELL

GAINS

KAMAR

BRAND MOUNTAIN



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