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EARTHDAWN

FOURTH EDITION



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**QUICK START
GUIDE**

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EARTHDAWN



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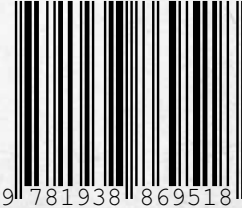
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EARTHDAWN





TABLE OF CONTENTS

WELCOME TO EARTHDAWN.....	7	Aggressive Attack.....	16
GAME BASICS.....	8	Attacking to Knockdown.....	16
Steps, Dice, and Tests.....	8	Attacking to Stun.....	17
Test Results.....	9	Defensive Stance.....	17
Adepts and Disciplines.....	9	Tail Attack.....	17
Attributes, Characteristics, and		Situation Modifiers.....	17
Abilities.....	10	Blindsided.....	17
Attributes.....	10	Darkness.....	17
Defenses.....	10	Knocked Down.....	18
Armor.....	10	Range.....	18
Health Ratings.....	11	Surprise.....	18
Initiative.....	12	SPELLCASTING.....	19
Karma.....	12	Patterns and Threads.....	19
<i>Movement Rate</i>	12	Abilities for Casting Spells.....	20
Talents.....	12	Placing Spells in a Matrix.....	20
Skills.....	12	Spellcasting Sequence.....	20
COMBAT.....	13	1. Weave Threads into Spell... ..	20
1. Declare Intentions.....	13	2. Make Spellcasting Test.....	21
2. Determine Initiative.....	14	3. Determine Effect.....	21
3. Resolve Actions.....	14	4. Determine Duration.....	21
Actions.....	14	TALENTS, SKILLS, AND SPELLS.....	32
Movement.....	14	Animal Bond.....	32
Delaying Actions.....	14	Artisan.....	33
Make Attack Test.....	14	Avoid Blow.....	33
Determine Success.....	15	Awareness.....	33
Make Damage Test.....	15	Call Missile.....	33
Adjust Damage for Armor.....	15	Claw Shape.....	33
Wounds and Knockdown.....	15	Climbing.....	33
4. Begin a New Round.....	16	Conversation.....	34
Combat Options.....	16	Fireblood.....	34





Knowledge	34	Scene Two: The Coming Storm	46
Maneuver.....	34	Setting the Stage	46
Melee Weapons.....	34	Themes and Images.....	46
Missile Weapons.....	34	Behind the Scenes	47
Mystic Aim	35	Troubleshooting	47
Patterncraft.....	35	Scene Three: Gather the Troops	48
Read and Write Language	35	Setting the Stage	48
Speak Language	35	Themes and Images.....	48
Spellcasting.....	36	Behind the Scenes	48
Standard Matrix.....	36	Troubleshooting	49
Swimming	36	Scene Four: Wayward Cave	49
Taunt.....	36	Setting the Stage	49
Thread Weaving.....	36	Themes and Images.....	49
Tiger Spring.....	37	Behind the Scenes	50
Tracking	37	Troubleshooting	50
True Shot	37	Scene Five: Dramatic Timing.....	51
Unarmed Combat.....	37	Setting the Stage	51
Wilderness Survival.....	37	Themes and Images.....	51
Wood Skin	37	Behind the Scenes	52
Elementalist Grimoire.....	37	Troubleshooting	53
INTRODUCTORY ADVENTURE	41	Loose Ends	53
MASKS OF FEAR.....	41	Cast of Characters	54
For Players	41	Boselyn Oakram.....	54
For Gamemasters.....	41	Elora Sundarmar	55
The Story So Far	42	J.T. Ferian.....	56
Plot Summary.....	43	Nivek Jamar	57
Scene One: Circling the Wagons	43	Violo Haghan.....	58
Setting the Stage	43	Xaolete Jregh.....	59
Themes and Images.....	44	Minor Characters.....	60
Behind the Scenes	44	What Now?	61
Troubleshooting	45	Chapter Summary Report	63





WELCOME TO EARTHDAWN

Long ago, in a time remembered in the echoes of myth and legend, the world was alive with magic. Humans, dwarfs, and elves lived alongside more exotic races like the reptilian t'skrang, diminutive windlings, and stony-skinned obsidimen. Thriving forests sheltered plants and animals, and the peoples of the world grew and prospered.

Unfortunately, this bounty came with a price. An elven scholar discovered ancient texts that revealed magical energy rises and falls, a natural cycle spanning thousands of years. At its highest point, dread creatures would enter the world, causing a time of suffering and destruction that would last for centuries. He called these creatures the Horrors.

Armed with this knowledge, magicians and scholars came together to learn more about the coming disaster, which they called the Scourge. From these noble beginnings grew the Theran Empire. While they were unable to find a way to prevent the Scourge, they did find a way to protect their subjects. As the Scourge approached, villages and towns built fantastic underground shelters called *kaers*. Generations would live, sustained by magic and protected with powerful wards.

The Horrors roamed the earth for over four hundred years, corrupting all they touched, but eventually the ebb of magic forced them back to their native plane. People emerged slowly from their *kaers*, half in hope the Scourge was truly over, and half in fear the Horrors lingered. They found the world broken and changed, almost beyond recognition.

Now heroes travel the land, rediscovering its lost knowledge and exploring its changed face. The Horrors breached *kaers*, tormenting and slaying all who lived within. Other *kaers* fell to internal strife, plague, or other disaster. Some shelters remain sealed, their residents unaware the Scourge ended, or unwilling to face the world beyond their walls and wards. There is still a chance these fear-darkened souls can be convinced to once again live in the light.

In the **Earthdawn** game, you play one of these heroes, fighting to rebuild the wounded world and protect those in it. As you search the land for lost treasures and forgotten cities, you will use magic to drive back the Horrors that remain. Tales of your deeds inspire and encourage others, bringing hope to the world. These quick-start rules provide you with an overview of the game, and an example of the kinds of adventures you find in the Age of Legend.



GAME BASICS



STEPS, DICE, AND TESTS

Almost all abilities in the **Earthdawn** game are measured with **Steps**. The Step number determines what dice are rolled when a character attempts an action in the game. The higher the Step, the better the character's chances of success.

Earthdawn uses six different types of dice: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20). When a character tries doing something—whether casting a spell, swinging a sword at an enemy, or flirting with a barmaid—the dice are rolled to determine the outcome. These dice rolls are called **tests**. When making a test, you roll the dice indicated by the Step, and add the individual die results together to make a single total.

In these quick-start rules (and most published **Earthdawn** products), the dice you roll with a given Step will be presented as **Step number/dice** (for example, Step 8 / 2D6).

When you roll the highest number possible on a die, you roll the die again—this is called a **bonus die**. The new die result is added to the total of any other dice already rolled. If you roll the highest number on the bonus die, you roll another one. This continues for as long as the maximum result for the die is rolled.

Rillolett, the t'skrang Swordmaster, rolls a Step 9 test, using a d8 and a d6. The results are an 8 and a 6; the highest possible numbers on each die. She gets two bonus die rolls: she rolls a 2 on the d8 bonus die, and a 6 on the d6 bonus



die. This gives her another d6 bonus die, which rolls a 3. Adding all the die results together gives Rillolett an amazing result of 25 (8 + 6 + 2 + 6 + 3 = 25).

Sometimes a test is modified by a bonus or penalty. These modifiers are applied to the result, after any applicable bonus dice have been rolled and added in. Regardless of penalties, the lowest result possible on any test is a 1.

Step/Dice Table			
Step	Dice	Step	Dice
3	d4	12	2d10
4	d6	13	d12+d10
5	d8	14	2d12
6	d10	15	d12+2d6
7	d12	16	d12+d8+d6
8	2d6	17	d12+2d8
9	d8+d6	18	d12+d10+d8
10	2d8	19	d20+2d6
11	d10+d8	20	d20+d8+d6

TEST RESULTS

The results of a test can be used in a few different ways. Usually the result is compared to a **Difficulty Number** (abbreviated DN). If the result equals or exceeds the DN, the test succeeds. If not, the test fails. The Difficulty Number for a test is usually given in the ability's description, but might be determined by the gamemaster.

If all the dice on a test come up with a result of one, the test fails, even if the total of the dice exceeds the Difficulty Number. This is the **Rule of One**.

Sometimes a result determines not only success or failure, but also the degree of success. This is called the **success level**. For every five points the result exceeds the Difficulty Number, the character scores an extra success. Extra successes may give the character an extra reward—additional information or clues, increased damage, and so on. The benefit of extra successes (if any) is usually provided in the ability's description, but is ultimately determined by the gamemaster.

Rillolett uses her Melee Weapons ability to swing her sword at a bandit. The Difficulty Number to hit the bandit is 9. She rolls a 21 on her test—more than ten points over the DN, but less than fifteen. She scores two extra successes! The rules for Melee Weapons indicate each extra success adds +2 to the damage. When Rillolett rolls damage for her attack, she adds +4 to the result.

A result might also be used to determine a value. For example, after a successful attack, a test is made to determine how much damage the target suffers.

ADEPTS AND DISCIPLINES

The world of **Earthdawn** is a world of magic. The most talented and powerful characters are initiated in the use of magic, and are called **adepts**. Some adepts train to cast spells, some to wield weapons, and others to navigate the wilderness. The type of magic practiced by an adept is their **Discipline**. A character's Discipline determines what magical abilities—called **talents**—they have.

In many ways, talents work like normal skills. For example, Warrior adepts focus their magic on the ability to attack and defend in battle. Mundane soldiers also learn these skills, but an adept can perform feats a normal soldier can only dream of. For example, a Warrior can use magic to toughen their skin, making them able to take more punishment. In addition, all adepts can enhance their magical talents with **Karma**—raw magical energy that is represented in the game by adding an additional die to tests.

A character's proficiency and training in their Discipline is measured through their **Circle**. As a character's Circle increases, they gain more talents along with other magical abilities. The most celebrated heroes of legend are frequently adepts of high Circle.

ATTRIBUTES, CHARACTERISTICS, AND ABILITIES

The sample characters provided with this quick-start guide provide all the information you will need to take part in your first **Earthdawn** game. This section provides an overview of what the different character attributes and characteristics mean and how they affect the course of play.

Attributes

All characters have six attributes: **Dexterity** (DEX), **Strength** (STR), **Toughness** (TOU), **Perception** (PER), **Willpower** (WIL), and **Charisma** (CHA). These represent a character's innate physical and mental characteristics. Many of a character's other characteristics are derived from these values.

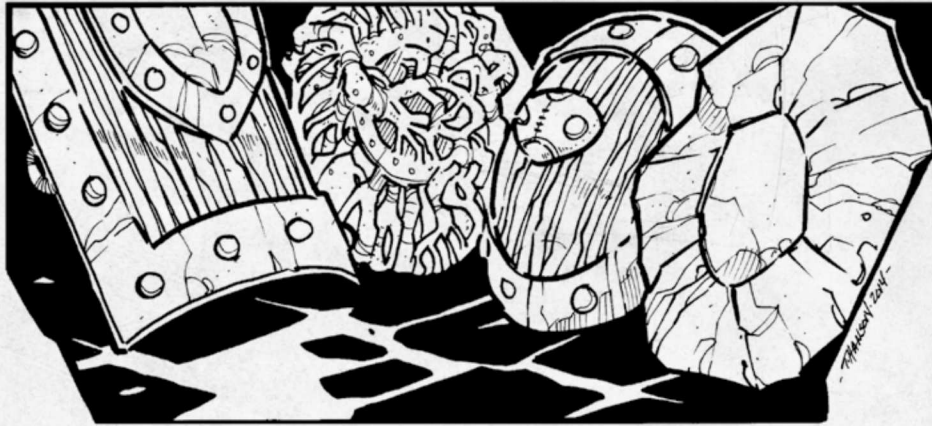
Defenses

All characters have three **Defense Ratings**, which represent their ability to avoid the effects of different attacks and abilities. **Physical Defense** indicates how hard it is to hit the character with physical attacks like swords, arrows, or the claws of a wild animal. **Mystic Defense** is the character's ability to resist spells and other mystical attacks. **Social Defense** represents the character's savvy and resistance to being deceived, conned, or swayed through charm or social pressure.

A character's Defense rating sets the Difficulty Number for determining whether an attack is successful. For example, when a character with a Physical Defense of 9 is being attacked with a sword, their foe must roll a 9 or better to successfully hit them.

Armor

While a character's Defense ratings indicate how hard it is to affect a character with abilities, armor allows a character to resist the damage from attacks that get past their defenses. **Physical Armor** reduces the damage suffered from physical attacks



made by swords, arrows, and the like. **Mystic Armor** reduces the damage from certain damaging spell effects. Whenever a character suffers damage, the appropriate Armor Rating reduces the damage total.

During Rillolett's fight with the bandit, the bandit swings his sword and hits! The gamemaster rolls 12 damage for the sword. Rillolett has a Physical Armor rating of 5, so the damage is reduced from 12 to 7.

Health Ratings

The life of an adept is a dangerous one, and it is all too common for them to suffer damage. A character's **Health Ratings** measure how much punishment they can take. If the damage a character suffers equals or exceeds their **Unconsciousness Rating**, they are knocked out. If the damage equals or exceeds their **Death Rating**, their adventures have come to an unfortunate end.

A character's **Wound Threshold** measures the severity of individual injuries. If the amount of damage suffered from a single attack equals or exceeds their Wound Threshold, the character suffers a Wound. Wounds have a negative effect: each one imposes a -1 penalty to the character's tests.

Fortunately, injuries can be healed. Every character has **Recovery tests**. They may not be used during combat (though some magical abilities allow this), and a character is limited to a few tests per day. These tests refresh after a full night's sleep, but cannot be saved up from day to day. When a character uses a Recovery test, they roll their Toughness Step and recover that much damage.

Rillolett is suffering from 18 points of damage, and has one Wound. She decides to use a Recovery test, and rolls her Toughness Step of 6 / d10. The die comes up a 9, which is reduced to 8 because of Rillolett's Wound. Her damage total is reduced to 10, and she still has the Wound.

Wounds can only be healed after a character's other damage. If they are not suffering from any other damage, they may spend a Recovery test after a full night's sleep to heal the Wound. This is automatically successful; no test is required.

Initiative

A character's *Initiative* determines when they take their turn during combat. At the beginning of each combat round, all characters roll their Initiative Step. The highest result acts first, then the next highest result, and so on.

Karma

Karma represents an adept's ability to provide a little bit of extra *oomph* to their magical abilities. All adepts have a pool of *Karma points*. They may spend a Karma point to add an additional d6 to a test. They may spend Karma on tests made with their magical talents, as well as other kinds of tests as described on their character sheet. For example, the Archer may spend Karma on Perception tests relying on sight. Unless otherwise specified, a character may only spend one Karma on a test, and must decide before the dice are rolled.

Movement Rate

Movement Rate indicates the distance in yards a character can move during a single combat round. This is based on a character's race.

Talents

All adepts have several magical *talents*, based on their Discipline. When a character uses a talent, they make a test with the indicated dice. Some talents take a little bit of extra effort to use, and may cause *Strain*, which is a small amount of damage. Some talents may require the use of other resources; for example, the Wood Skin talent allows a character to add the result of the test to their Unconsciousness and Death Ratings, but the character must spend a Recovery test to do so.

A character may spend a Karma point on any test made with a talent, adding a d6 to the test.

Skills

Characters also have *skills*, which represent non-magical abilities. In most cases, skills work just like talents. The main difference between a skill and a talent is a character may not spend Karma to enhance a test made with the skill.



COMBAT



The world of **Earthdawn** is dangerous. Bandits and raiders seek to prey on caravans and isolated villages, wild creatures lurk in the hinterlands, and Horrors haunt the darker corners of the world. As a result, heroes often find themselves in trouble. This section provides an overview of how combat challenges are resolved.

Combat is broken up into **rounds**, sometimes called combat rounds. A round represents about six seconds of time, but the exact length of a round is less important than its role in managing the flow of combat. During a round, each character makes multiple tests, and uses their talents and skills in the course of resolving the conflict.

The following summary outlines the general sequence that makes up a combat round.

1 DECLARE INTENTIONS

At the beginning of the round, all characters declare the general type of action they intend to perform. Specific details don't need to be decided, but a general overview of

what will be happening should be laid out. Combat options need to be declared at this time as they may have an effect that lasts the entire round.

2. DETERMINE INITIATIVE

After declaring intentions, all characters make an Initiative test to determine the order in which they act. Initiative is based on the character's Dexterity Step, but talents, skills, armor, or shields can modify a character's Initiative.

Each player rolls Initiative for their character, while the gamemaster rolls for other characters and creatures. The character with the highest Initiative result acts first, followed by the next highest result, and so on. If two or more characters have the same Initiative result, player characters act before gamemaster characters, but otherwise the turns can be resolved in whatever order the players wish.

3. RESOLVE ACTIONS

As each character's turn comes up, they declare the specific action they are taking, along with the abilities they will use.

Actions

While characters might have a number of different abilities they can use, there are limits to what they can do. A character can only use one "Action" ability per round. For example, both Melee Weapons and Missile Weapons indicate they are an Action, so a character could not attack with a sword and a bow in the same round.

Abilities not considered an Action can be used whenever the appropriate conditions come into play. For example, Avoid Blow may be used whenever a character has been hit by an attack and wants to try and avoid damage.

Movement

All characters can move during a combat round, up to their movement rate. They can move before or after their action. If a character wishes, they use their action to move, allowing them to double their movement rate.

Delaying Actions

If a character wishes to take their turn later in the round, they may do so. There is no test required, they simply declare the wish to act later in the round and take their turn when it comes around. If they want to interrupt another character's action, they may do so but add +2 to the Difficulty Number of any relevant tests.

Make Attack Test

When a character attempts to attack a target, whether with a weapon, spell, or other ability, they make a test using the appropriate ability. For example, if a character wishes to fire an arrow at a foe, they use Missile Weapons. These tests are generally referred to as Attack tests, and may be enhanced or modified by other abilities.

The Difficulty Number depends on the ability being used, and is usually provided in the description. For physical attacks with a sword, bow, or other weapon, the Difficulty Number is usually the target's Physical Defense. For attacks with spells or

other magical abilities, the Difficulty Number is usually the target's Mystic Defense. Other abilities might use Social Defense, or some other value, as the Difficulty Number.

If a character wishes to attack with a method they don't have as a skill or talent (for example, firing a bow without Missile Weapons), they roll Dexterity.

Determine Success

The Attack test is compared to the Difficulty Number. If successful, the attack hits and the attacker rolls a Damage test, or an Effect test for spells, to determine how effective the attack is. If the test fails, the attack misses.

Some abilities have a greater effect if more than one success is rolled. If applicable, the effect of extra successes is described in the rules for the talent or ability.

Rillolett swings her sword at an attacking bandit, with a result of 18. The bandit's Physical Defense is 7, so Rillolett scores three successes (the first success at 7, the second at 12, and the third at 17). Each extra success adds +2 to the damage, so when Rillolett rolls the damage, she adds +4 to the result.

Spells work in a similar way, though the result of extra successes depend on the spell and is provided in the spell description. More information is provided in the *Spellcasting* section.

Make Damage Test

After a successful attack, the character rolls a Damage test, with the Step determined by the weapon used. The result determines the amount of damage dealt to the target. For spells, the dice used are provided in the spell description.

Adjust Damage for Armor

Armor protects a character from damage. Generally, Physical Armor protects against physical damage, while Mystic Armor protects against magical or psychic damage. The armor rating is subtracted from the Damage test result to determine the final damage dealt. This modified result is added to the target's damage total.

If a character's damage total equals or exceeds their Unconsciousness Rating, they are unconscious and fall down, unable to take any actions. If a character's total damage equals or exceeds their Death Rating, they are dead. Powerful magic might bring them back, but such power is rare in the world of **Earthdawn**.

Wounds and Knockdown

If the damage dealt by a single attack equals or exceeds the target's Wound Threshold, they suffer a Wound. Wounds represent major trauma and hinder a character's ability to perform at their best. Each Wound imposes a -1 penalty to a character's tests.

If the damage test scores any extra successes against the target's Wound Threshold, the force of the blow might knock them down. The character makes a Strength test against the difference between their Wound Threshold and the damage



dealt. If successful, they keep their feet. If they fail, they are knocked down and suffer penalties.

Rillolett's attack deals 16 damage to the unfortunate bandit. His Wound Threshold is 8, so he takes a Wound. Since the damage is at least 5 over his Wound Threshold, he needs to roll an 8 or better ($16 - 8 = 8$) on a Strength test to avoid being knocked down.

4. BEGIN A NEW ROUND

The combat round ends when each character has taken their turn. If any participants wish to keep fighting, the combat continues and a new round begins.

COMBAT OPTIONS

While the various abilities available in the **Earthdawn** game provide many choices in combat, there are additional options that can add more tactical complexity. Some are described here. Additional options are provided in the **Earthdawn Player's Guide**.

Aggressive Attack

The character throws caution to the wind and attacks their opponent with a flurry of blows. This option increases the character's ability to strike and damage their opponent, but makes them more easily hit in return. The character takes 1 Strain, gains a +3 bonus to their Attack and Damage tests in close combat, but suffers a -3 penalty to their Physical and Mystic Defense for the round.

Attacking to Knockdown

Rather than dealing damage, the character can choose to try and knock their foe to the ground. They make an attack as normal. If the attack hits, the character rolls



damage, but rather than suffer damage, the target makes a Knockdown test against the result.

Attacking to Stun

If you want to subdue someone, rather than kill them, you can pull your blows. If an attack to stun deals more damage than the target's Wound Threshold, they may be knocked down, but otherwise do not suffer a Wound. Damage from an attack to stun cannot kill the target, but is otherwise treated as normal damage.

Defensive Stance

Sometimes it is more important to survive a fight. This option allows a character to adopt a defensive posture that makes them harder to hit. They gain a +3 bonus to their Physical and Mystic Defense for the round, but suffer a -3 penalty to all tests made during the round, except for Knockdown tests.

Tail Attack

This option is only available to t'skrang. The character can make an additional close combat attack with their tail. They use Unarmed Combat for the Attack test, but suffer a -2 penalty to all tests made during the round. Attacks made using a tail use the character's Strength Step for damage.

SITUATION MODIFIERS

While a character relies on their wits and abilities to survive their adventures, even the most prepared hero can find themselves at the mercy of circumstances beyond their control. These circumstances can affect test results and Defense ratings. The most common modifiers are provided here, with more described in the **Earthdawn Player's Guide**.

Blindsided

When a character cannot see their opponent to react effectively to an attack, they are *Blindsided*, and suffer a -2 penalty to Physical and Mystic Defense. Examples of Blindsight attacks include attacks made from behind, attacks against a blinded target, or attacks made from ambush. The attacker must be able to see their target to gain the advantage of this modifier.

Darkness

Characters sometimes find themselves fighting in the dark. Unless the character has an ability like low-light vision or heat sight, they may suffer a penalty on tests made under those conditions. These penalties usually only apply to tests involving sight. For example, if the character is making a Perception test to hear a noise, the amount of light present will not affect the result of the test.

Partial Darkness: The equivalent of being outside on a moonlit night. Ambient light provides some visibility, but there are lots of shadows. Characters suffer a -2 penalty to sight-based tests. Characters with low-light vision or heat sight are not affected by this penalty.

Full Darkness: The equivalent of being outside on a moonless or heavily overcast night. There is almost no ambient light and very heavy shadow. Characters suffer a -4 penalty to any sight-based tests. Characters with heat sight are not affected by this penalty.

Blindness: Some spells or powers cause blindness, magical or otherwise. The spell or power description usually provides the penalty associated with these effects, and characters with low light vision or heat sight are affected by these powers normally.

Knocked Down

A character knocked down in combat, whether as the result of a Wound or some other circumstance, can still act but is impaired while prone. The character suffers a -3 penalty to their tests, as well as Physical and Mystic Defense. These penalties remain in effect until the character stands up. Standing up is a simple matter, but takes the character's action for the round.



Range

Characters may attack opponents with ranged weapons like a bow or crossbow, a thrown dagger, and so on. All missile or thrown weapons have a range characteristic, which affects tests made with the weapon.

Short Range: If the target is within the range indicated for the weapon, there is no modifier to the test.

Long Range: If the target is beyond the range given for the weapon, but within double the weapon's range, the character may still attack but suffers a -2 penalty to his tests.

Tellarion's longbow has a range of 40 yards. When he fires it, there is no penalty if the target is within 40 yards, and a -2 penalty if the target is between 41 and 80 yards away.

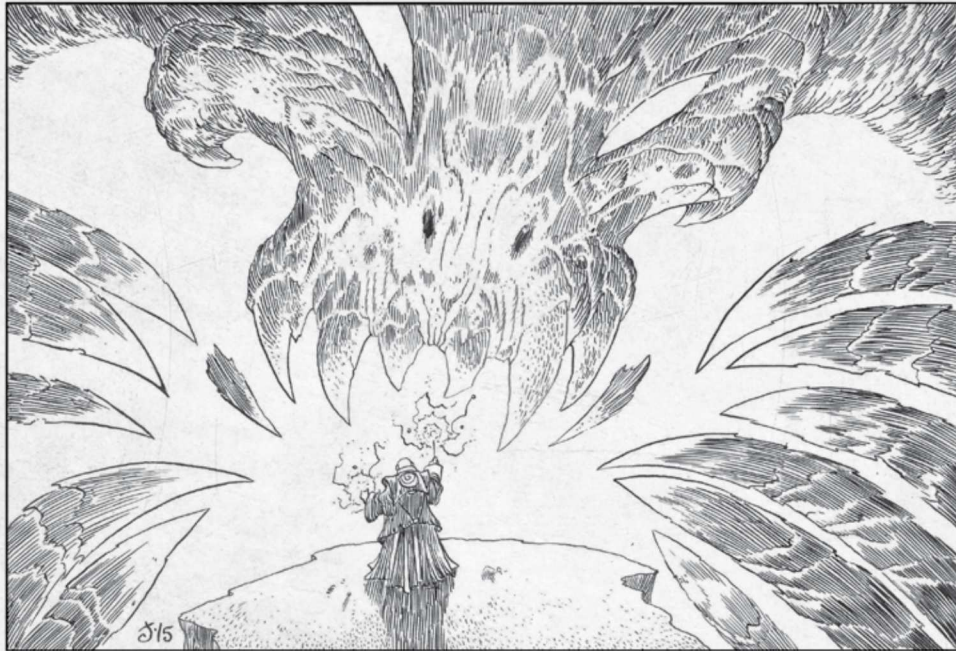
Surprise

Sometimes a character or creature will appear in an unexpected place. This might be an intentional tactic, like an ambush, or an accidental encounter.

A surprised character does not roll Initiative, and may not take actions during the combat round they are surprised. They may also suffer the penalties associated with being blindsided, and may not use defensive abilities like Avoid Blow.

To determine if a character is surprised, they make a Perception test against a Difficulty Number based on the situation. This is usually related to stealth abilities and modified by environmental conditions. If the Perception test fails, the character is surprised, if successful they may act as normal.

SPELLCASTING



There are four Disciplines in the **Earthdawn** game that can cast spells. Collectively referred to as *magicians*, these characters can shape magical energy to create a wider variety of effects than other adepts.

This section provides an overview of the basic principles of casting spells.

PATTERNS AND THREADS

Everything in the world of **Earthdawn** has a *pattern*. Patterns are weaves of magical energy that represent everything that is magically important about the person, place, or thing. Living beings have a significant role in and effect on the world, so they have complex patterns. But living beings aren't the only things with patterns.

Patterns are made of *threads*, bits of magical energy. Those with the appropriate knowledge can weave threads to create a pattern that causes an effect in the physical world—a spell.

Magic items also have patterns, and all adepts can create and manipulate magical threads to create connections between their pattern and the pattern of a magical item, unlocking its power for their use. This use of magical threads is beyond the scope of these quick-start rules.

ABILITIES FOR CASTING SPELLS

Magicians use the *Thread Weaving* and *Spellcasting* talents to power a spell by collecting magical energy, shaping it into a pattern, and releasing the energy to create the desired effect. When casting a spell, the magician makes a Spellcasting test based on the spell. The Difficulty Number is usually the target's Mystic Defense (often abbreviated **TMD**), but it could be another value. If the test succeeds, the effect described in the spell occurs. As with other tests, a Spellcasting test can generate extra successes, and the spell description provides information on the additional effect. For more powerful or complex spells, the magician may need to gather additional magical energy by weaving threads before it can be cast.

Unfortunately, the Horrors corrupted the energy magicians use to cast spells. In response, magicians created the *spell matrix*, which protects the magician from the effects of channeling polluted magical energy. The matrix also dampens the flare of energy that happens when casting a spell. Without this protection, the spell could attract the attention of nearby Horrors.

In **Earthdawn**, there is no limit to how often a magician can cast a spell they know. Once a spell is in a matrix, the magician can cast the spell as frequently as they wish. These quick-start rules don't describe the process of learning new spells and adding them to your magician's grimoire, but those rules (and more spells) are provided in the **Earthdawn** *Player's Guide*.

PLACING SPELLS IN A MATRIX

A magician will have one or more spell matrices as talents. If the magician is not in combat or under any other time constraint, they can freely swap any or all spells they have in their matrices by performing a mental ritual that takes about 10 minutes. This requires no test, and is called *attuning* a matrix.

Sometimes a magician is in a situation where they don't have a desired spell ready to cast in a matrix, and lack the time to meditate for ten minutes. In this case, they may try to force the issue and *attune on the fly*. The character takes 1 Strain and makes a Thread Weaving test against a DN of 10. If successful, they place the desired spell in a matrix, which replaces the existing spell. If not, there is no negative effect; the magician may try again next round, or choose another action.

The most basic type of spell matrix is the *Standard Matrix*, which can hold a single spell. As a magician advances through their Discipline, they can learn other types of spell matrices.

SPELLCASTING SEQUENCE

The following sequence summarizes the steps necessary to cast a spell.

1. Weave Threads into Spell

Some spells require the magician to weave threads before they can be cast. The spell description will indicate if this is the case with the *Threads* characteristic. To weave a thread to a spell, the magician makes a Thread Weaving test against a DN of 5. If successful, they weave the thread. If not, the thread is not woven, though the magician can try again the next round.

2. Make Spellcasting Test

Once the necessary threads are woven, the magician may cast the spell. They make a Spellcasting test against the Difficulty Number provided in the spell description. This is usually the target's Mystic Defense, but could be another value. If successful, the spell is cast and goes into effect. Extra successes may have an additional effect provided in the spell description.

3. Determine Effect

Some spells have a fixed effect that occurs on a successful Spellcasting test. Others (like spells that cause damage) have a random effect. If one of these spells is cast, the magician makes an Effect test, rolling the appropriate Step to determine the effect.

If a spell causes damage, the spell description will indicate whether the damage is reduced by the target's Physical or Mystic Armor rating.

4. Determine Duration

After determining effect, the magician determines duration. Most damaging spells only last a single round, long enough to cause their damage. Other spells might have a duration measured in rounds, minutes, or hours. Some spells have a variable duration. In these cases, the magician rolls the appropriate Step to determine the spell's duration.





TELLARION SHAYTELEG

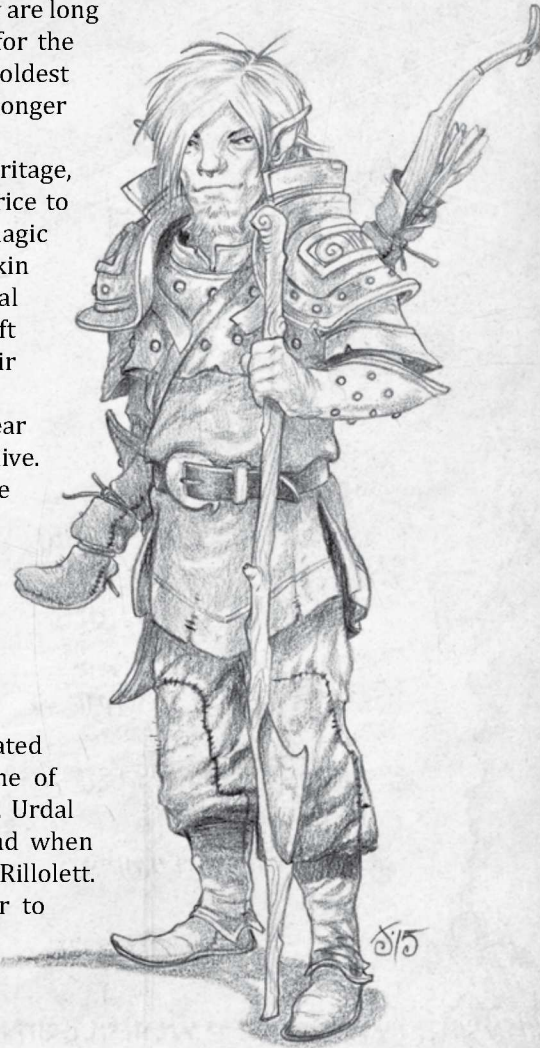
ELF ARCHER

Elves average about six feet tall, with lean features and fine, sparse hair. They are long lived, and often have an affinity for the natural world. Elven culture is among the oldest known, dating back thousands of years, longer than Throal or the Theran Empire.

Unfortunately, the seat of elven heritage, the Court at Wyrn Wood, paid a high price to survive the Scourge. A powerful blood magic ritual left painful thorns piercing their skin from inside, and corrupted the natural beauty of their homeland. This has left many elves feeling adrift, cut off from their ancient homeland.

Tellarion comes from a village near the Tylon Mountains in central Barsaive. The village survived through subsistence farming and logging the wooded mountain foothills, selling the lumber to Throalic merchants. Tellarion comes from the area's long tradition of Archer adepts, who patrol the area and protect the loggers from threats in the wild.

Dissatisfied with life in his isolated village, Tellarion signed on to escort one of the lumber shipments bound for Throal. Urdal was another guard with the caravan, and when the caravan arrived in Darranis, he met Rillolett. She persuaded Tellarion to go with her to Bartertown, where more opportunities for employment (and adventure) could be found. Not long after, they learned of the Last Cause Caravan Company and signed on as escorts.



Tellarion Shayteleg, Elf Archer

Dexterity	7 / d12	Physical Defense	10
Strength	5 / d8	Mystic Defense	9
Toughness	5 / d8	Social Defense	6
Perception	7 / d12		
Willpower	6 / d10	Physical Armor	4
Charisma	5 / d8	Mystic Armor	3
Initiative	7 / d12	Unconsciousness	27
		Death Rating	33
Movement Rate	14 yards	Wound Threshold	8
		Recovery Tests	2
Karma Points	4		

Skills

Talents		Artisan: Arrow Fletching	7 / d12
Awareness	8 / 2d6	Artisan: Craft Weapon	9 / d8+d6
Avoid Blow	9 / d8+d6	Climbing	9 / d8+d6
Call Missile	8 / 2d6	Knowledge: Creature Lore	9 / d8+d6
Missile Weapons	10 / 2d8	Knowledge: Elf Lore	9 / d8+d6
Mystic Aim	8 / 2d6	Read/Write Language	9 / d8+d6
True Shot	1	Speak Language	9 / d8+d6

Equipment

- Longbow (Damage 9 / d8+d6, Short Range 2-40, Long Range 41-80)
- Quiver with 20 longbow arrows
- Hunting Knife (Damage 6 / d10, Short Range 2-8, Long Range 9-16)
- Padded Leather Armor (Physical Armor 4)
- Fletcher's Kit (spare arrowheads, feathers, string)
- Trail Rations (1 week)
- Traveler's Garb
- Adventurer's Kit (Backpack, bedroll, flint and steel, torch, waterskin, large sack)

Notes

- Archers may spend a Karma Point on any Perception-based tests that rely on sight.
- Elves have the racial ability of Low Light Vision.



AYSHA RHOPAK DWARF ELEMENTALIST

Dwarfs average about four feet tall, and stocky, with thick and abundant hair, and the men often wear beards. They are the most numerous race in Barsaive, and Throal, the most significant power in the province, is a dwarf kingdom, and the largest kaer to survive the Scourge.

Aysha comes from a village in the mountains above Throal, founded in the early years after the Kingdom allowed settlers to leave the kaer for the surface. She found an affinity for the natural world, spending hours wandering the crags and valleys around her home. One day, her father found her seated beside a pond, speaking with a water spirit.

Recognizing her potential, her father sent Aysha to Throal, where she was initiated as an Elementalist, a Discipline that studies the five elements—earth, air, fire, water, and wood—and casts spells based on them.

After her initiation, Aysha hoped to continue her studies in Throal, but missed out on a position in a collegium because she came from a mountain village. Gort, an ork she had befriended during her training, told her about the Last Cause Caravan Company's next expedition. Rather than return home, Aysha decided to join her friend and signed on as a guard bound for Haven.



Aysha Rhopak, Dwarf Elementalist

Dexterity	5 / d8	Physical Defense	7
Strength	5 / d8	Mystic Defense	10
Toughness	7 / d12	Social Defense	6
Perception	7 / d12		
Willpower	7 / d12	Physical Armor	4
Charisma	5 / d8	Mystic Armor	3
Initiative	5 / d8	Unconsciousness	35
		Death Rating	43
Movement Rate	10 yards	Wound Threshold	10
		Recovery Tests	3
Karma Points	4		

Skills

Talents		Artisan: Embroidery	7 / d12
Awareness	8 / 2d6	Climbing	7 / d12
Patterncraft	8 / 2d6	Knowledge: Botany	9 / d8+d6
Spell Matrix A	1	Knowledge: Dwarf Lore	9 / d8+d6
Spell Matrix B	1	Read/Write Language	9 / d8+d6
Spellcasting	9 / d8+d6	Speak Language	9 / d8+d6
Thread Weaving	9 / d8+d6	Wilderness Survival	9 / d8+d6
Tracking	8 / 2d6		
Wood Skin	8 / 2d6		

Equipment

Quarterstaff (Damage 9 / d8+d6), Knife (Damage 6 / d10)
 Padded Leather Armor (Physical Armor 4)
 Embroidery Kit
 Trail Rations (1 week)
 Booster Potion (provides a +8 bonus to the next Recovery test after drinking)
 Traveler's Garb
 Grimoire (Spells: Air Armor, Crunch Climb, Earth Darts, Flameweapon, Heat Food, Resist Fire, Waterproof)
 Adventurer's Kit (Backpack, bedroll, flint and steel, torch, waterskin, large sack)

Notes

Dwarfs have the racial ability of Heat Sight.



GORT IRONBONE ORK BEASTMASTER

Orks are tall and powerfully built, averaging six feet tall, with stiff, wiry hair and pronounced lower canines that often protrude over their upper lip. They are passionate and short-lived, reaching old age in their forties. Orks typically organize into nomadic tribes, wandering the plains with their animals, though many have recently settled in southwest Barsaive, restoring the ancient land of Cara Fahd.

Gort grew up in Bartertown, the independent city just outside the gates of Throal. One of several children, he was largely left to his own devices while younger, and found himself fascinated with tales of adventure, watching minstrels perform whenever he could.

His affinity with animals showed itself early. Bartertown has a significant number of stray animals, and Gort fed them, paying for the food by working in a tavern. While the work was hard, it allowed him to hear stories of past heroes while he earned money. During this time, he met and befriended Aysha and Rillolett.

When approached by Rillolett about the job as a guard with the Last Cause Caravan Company, Gort decided to go along.



Gort Ironbone, Ork Beastmaster

Dexterity	6 / d10	Physical Defense	9
Strength	7 / d12	Mystic Defense	6
Toughness	6 / d10	Social Defense	9
Perception	5 / d8		
Willpower	5 / d8	Physical Armor	5
Charisma	6 / d10	Mystic Armor	3

Initiative	5 / d8	Unconsciousness	35
		Death Rating	41
Movement Rate	12 yards	Wound Threshold	9
		Recovery Tests	3

Karma Points 5

Skills

Talents		Artisan: Body Painting	8 / 2d6
Animal Bond	8 / 2d6	Climbing	8 / 2d6
Avoid Blow	7 / d12	Knowledge: Legends & Heroes	7 / d12
Claw Shape	12 / 2d10	Knowledge: Wild Animals	7 / d12
Unarmed Combat	8 / 2d6	Read/Write Language	7 / d12
Wilderness Survival	6 / d10	Speak Language	7 / d12
		Swimming	9 / d8+d6

Equipment

- Dagger (Damage 9 / d8+d6, Short Range 2-10, Long Range 11-20)
- Hide Armor (Physical Armor 5, Mystic Armor 1, Initiative -1)
- Painting Kit
- Trail Rations (1 week)
- Traveler's Garb
- Adventurer's Kit (Backpack, bedroll, flint and steel, torch, waterskin, large sack)
- Tent

Notes

Orks have the racial ability of Low Light Vision.



RILLOLETT TE'HAKKO

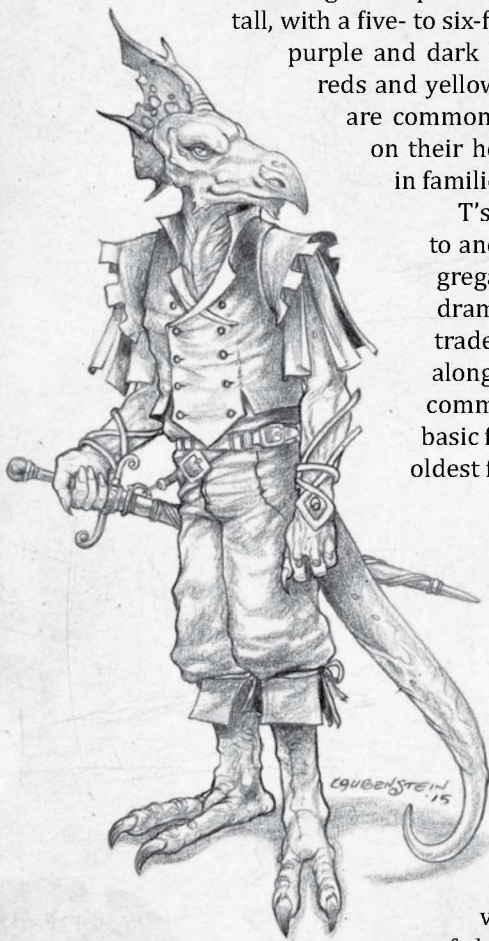
T SKRANG SWORDMASTER

T'skrang are reptilian humanoids that average five feet nine inches tall, with a five- to six-foot tail. They have a variety of skin tones, from purple and dark blue to forest green, orange, and even bright reds and yellows. Spots, stripes, or other variegated patterns are common, and many sport crests or fin-like structures on their heads. Colors and physical features usually run in families.

T'skrang are semi-aquatic, building homes next to and in Barsaive's lakes and rivers. They are often gregarious and outgoing, often with a flair for the dramatic, and are best known as merchants and traders, plying their magically-powered riverboats along the province's waterways. Their society is communal, with 40 to 60 individuals making up the basic family unit called a covenant, which is led by the oldest female.

Rillolett comes from Darranis, a town along the northern Coil River, and the major port for the Kingdom of Throal. The frequent passage of merchants and travelers through the town gave her an appetite for the wider world. She spent her adolescence working on her covenant's riverboat her affinity with a blade was discovered during an encounter with pirates.

Initiated as a Swordmaster, Rillolett often took the trip Bartertown on behalf of her covenant, taking the opportunity to look for work befitting a rising legend. During these visits, she met and befriended Gort, and learned of the Last Cause Caravan's caravans to Parlainth. She decided to sign on as a guard, and persuaded Gort and her new acquaintances Tellarion and Urdal to come along for the adventure.



Rillolett te'Hakko , T'skrang Swordmaster

Dexterity	7 / d12	Physical Defense	10
Strength	6 / d10	Mystic Defense	8
Toughness	6 / d10	Social Defense	9
Perception	6 / d10		
Willpower	5 / d8	Physical Armor	5
Charisma	7 / d12	Mystic Armor	2

Initiative	6 / d10	Unconsciousness	35
		Death Rating	42
Movement Rate	12 yards	Wound Threshold	9
		Recovery Tests	3

Karma Points 4

Skills

Talents		Artisan: Dancing	9 / d8+d6
Avoid Blow	9 / d8+d6	Conversation	9 / d8+d6
Maneuver	8 / 2d6	Knowledge: Ancient Weapons	8 / 2d6
Melee Weapons	10 / 2d8	Knowledge: Legends and Heroes	8 / 2d6
Taunt	8 / 2d6	Read/Write Language	8 / 2d6
Unarmed Combat	8 / 2d6	Speak Language	8 / 2d6
		Swimming	8 / 2d6

Equipment

- Broad Sword (Damage 11 / d10+d8)
- Dagger (Damage 8 / 2d6)
- Hardened Leather Armor (Physical Armor 5, Initiative -1)
- Trail Rations (1 week)
- Traveler's Garb
- Adventurer's Kit (Backpack, bedroll, flint and steel, torch, waterskin, large sack)

Notes

T'skrang have the racial ability of Tail Attack (may use tail to attack with Unarmed Combat, Damage is Strength Step)



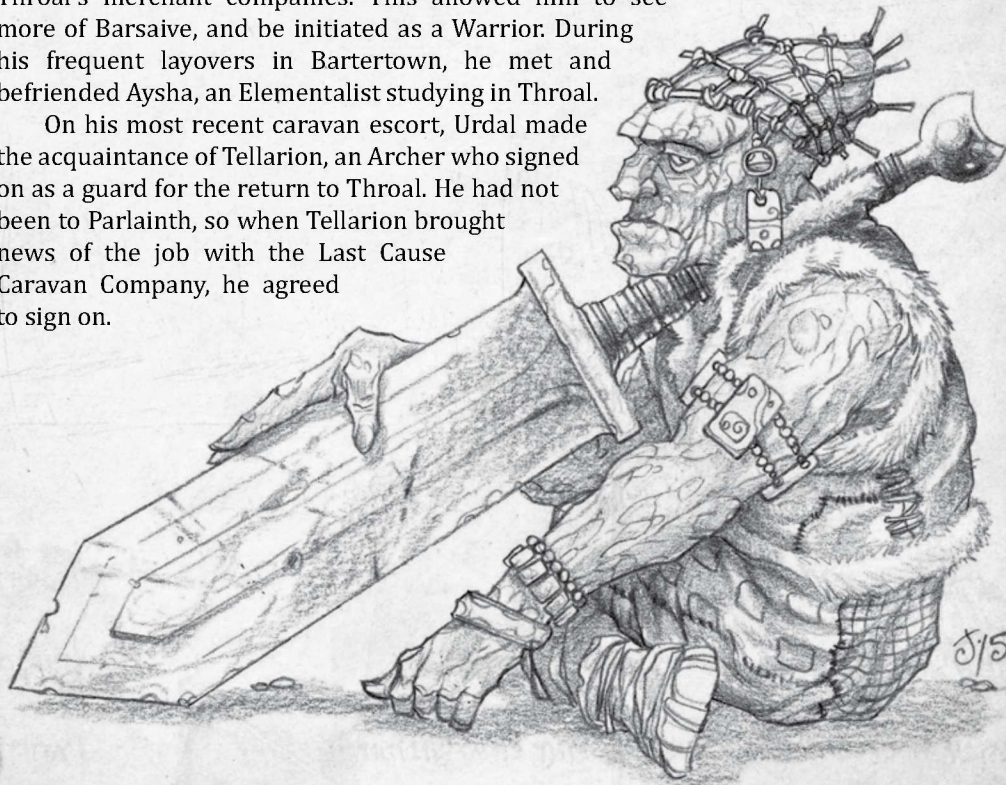
URDAL OBSIDIMAN WARRIOR

Obsidimen are massive, standing a little over seven feet tall and weighing an average of around 900 pounds. Their craggy skin and body tissue incorporates many properties of stone—hence their name—but they are flesh and blood, and need food, water, and air to survive. Their natural lifespan is measured in centuries.

Obsidimen are sexless, born fully-grown from a Liferock, a large stone formation, usually in a remote location, naturally imbued with powerful elemental magic. Obsidimen from the same Liferock refer to themselves as a brotherhood, and their skin usually resembles the dominant stone in the area. They are typically slow and deliberate, as befitting their size, and they find the ways of other races fascinating.

Urdal 's Liferock is in the Caucavic Mountains. Like many obsidimen, Urdal left his brotherhood to travel and learn about the outside world. His travels took him to Bartertown, where he was hired as a guard for one of Throal's merchant companies. This allowed him to see more of Barsaive, and be initiated as a Warrior. During his frequent layovers in Bartertown, he met and befriended Aysha, an Elementalist studying in Throal.

On his most recent caravan escort, Urdal made the acquaintance of Tellarion, an Archer who signed on as a guard for the return to Throal. He had not been to Parlainth, so when Tellarion brought news of the job with the Last Cause Caravan Company, he agreed to sign on.



Urdal, Obsidiman Warrior

Dexterity	6 / d10	Physical Defense	11
Strength	9 / d8+d6	Mystic Defense	7
Toughness	7 / d12	Social Defense	5
Perception	5 / d8		
Willpower	5 / d8	Physical Armor	3
Charisma	4 / d6	Mystic Armor	2
Initiative	4 / d6	Unconsciousness	43
		Death Rating	51
Movement Rate	10 yards	Wound Threshold	14
		Recovery Tests	3
Karma Points	3		

Skills

Talents		Artisan: Rune Carving	6 / d10
Avoid Blow	8 / 2d6	Awareness	7 / d12
Fireblood	8 / 2d6	Climbing	8 / 2d6
Melee Weapons	9 / d8+d6	Knowledge: Ancient Weapons	7 / d12
Tiger Spring	1	Knowledge: Military History	7 / d12
Wood Skin	8 / 2d6	Read/Write Language	7 / d12
		Speak Language	7 / d12

Equipment

- Troll Sword (Damage 15 / d12+2d6)
- Body Shield (Physical Defense +3, Initiative -2)
- Carving Tools
- Trail Rations (1 week)
- Traveler's Garb
- Adventurer's Kit (Backpack, bedroll, flint and steel, torch, waterskin, large sack)

Notes

Obsidimen have the racial abilities of Increased Wound Threshold and Natural Armor (already factored into the provided game statistics)



TALENTS, SKILLS, AND SPELLS



This section provides an alphabetical list of the talents and skills known by the characters in this quick-start guide. If a talent or skill causes damage through Strain, it is indicated at the beginning of the description. The number in parentheses indicates how much damage the character suffers when they use that ability.

Some abilities will also indicate they are an “Action”. Only one of these abilities may be used per combat round. More information on the restriction and interaction of different abilities is provided in the sections on Combat and Spellcasting.

When the description states the character must make a test, the dice used for the test are based on the character’s proficiency in the given talent or skill. For example, when making an Avoid Blow test, the character rolls the dice indicated on their character sheet for the Avoid Blow talent.

The rules presented here are simplified for these quick-start rules. More detailed rules, as well as additional talents and skills, are provided in the **Earthdawn Player’s Guide**.

Animal Bond

Action. The character forms a bond with an animal, improving its attitude. The character makes an Animal Bond test against the animal’s Social Defense. If successful, the animal’s feelings toward the character improve, allowing the character to influence the animal’s behavior.



Artisan

Action. The Artisan ability covers crafting, performing, or artistic skills. In the time before the Scourge, it was found people who had succumbed to Horror corruption often lacked the discipline or aesthetic sense to practice arts and crafts. As a result, it became common for people to practice a craft and show they were not corrupted. This tradition is still practiced in some parts of the world.

A character makes an Artisan test to create a work based on their chosen profession. The Difficulty Number for basic Artisan tests is 5, but more complex or elaborate works might require additional successes.

Avoid Blow

Strain (1). The character attempts to avoid injury by dodging or parrying incoming attacks. After being hit with an ability that targets Physical Defense—but before damage is determined—the character can make an Avoid Blow test. If the result is equal to or higher than the result of the attack, they successfully dodge or parry at the last moment and suffer no damage. If the test fails, damage is determined normally.

This ability can only be used once on any given attack, and cannot be used if the character is caught by surprise, whether in an ambush or otherwise unaware (for example, by an attacker striking from behind).

Awareness

The character is more sensitive to their surroundings, and able to spot things that might otherwise go unnoticed. The character may make an Awareness test whenever they would otherwise make a Perception test to notice something. This includes detecting secret doors, seeing through a disguise, or spotting an ambush.

Call Missile

Strain (1). The character magically causes thrown weapons or ammunition (arrows, sling stones, and so forth) to return to them as long as they are unbroken and still usable. They make a Call Missile test, and the result indicates how many projectiles return, tumbling and moving into the correct position in their quiver or other container, ready to be used the next round.

This ability only affects thrown weapons and ammunition for ranged weapons, and they must be within 20 yards of the character. Weapons stuck in a body are removed, but do not cause any additional damage to the target.

Claw Shape

The character transforms their hands into fearsome claws, increasing the amount of damage they do when not using a weapon. After making a successful attack with Unarmed Combat, the character rolls Claw Shape to determine damage.

Climbing

Action. The character attempts to scale vertical surfaces. They make a Climbing test based on the obstacle being climbed. If successful, they may move up or down.

Climbing characters cannot carry anything in their hands, and do not benefit from shields or other held items.

Conversation

Action. The character is able to hold their own in social situations. They make a Conversation test against the target's Social Defense. If successful, the target is impressed by the character and has a positive attitude towards the character during the course of the scene. The more successes are rolled, the more favorable the target's impression, making it easier for the character to get information or otherwise influence the target.

The target must be able to understand the character for this ability to have an effect.

Fireblood

Action. The blood oozing from a character's scratches, cuts, and bruises bubbles and hisses, cleansing and cauterizing their injuries. The character spends a Recovery test and makes a Fireblood test, healing an amount of damage equal to the result. The character must be engaged in combat to use this ability, but otherwise ignores the normal restrictions on making Recovery tests.

Knowledge

Action. The Knowledge ability covers information a character has learned about a topic. The ability can cover a broad topic, meaning the character knows a little bit about a lot of things, or it could be focused, with more depth on a narrower topic.

When trying to remember a particular fact, or see if they know some relevant information, the character makes a Knowledge test based on how their ability relates to the information being sought, and how obscure the information is. Difficulty Numbers start at 5 for common or directly related information, with obscure or barely related information requiring success against higher Difficulty Numbers.

Maneuver

Strain (1). The character uses fancy footwork and mobility to gain an advantage over an opponent. They make a Maneuver test against the target's Physical Defense. Each success gives the character a +2 bonus to their Physical Defense against the target's attacks, and they gain the same bonus to the first attack they make against the target that round.

Melee Weapons

Action. The character attacks an opponent with a sword, axe, or other close combat weapon. They make a Melee Weapons test against the target's Physical Defense. If successful, the target is hit and the character rolls damage. Each extra success adds +2 to the damage.

Missile Weapons

Action. The character attacks an opponent with a bow, crossbow, or other ranged weapon that fires a projectile. They make a Missile Weapons test against the target's

Physical Defense. If successful, the target is hit and the character rolls damage. Each extra success adds +2 to the damage.

Mystic Aim

Strain (1). The character draws a steady aim with a missile or thrown weapon to improve their chance of hitting. They make a Mystic Aim against the target's Mystic Defense. Each success adds +2 to the character's ranged attacks against the target for the rest of the round. The target must be visible and within range.

Patterncraft

Action. The character understands the mysteries and applications of magic. This includes the ability to read and write magical writings, like those contained in grimoires. The character makes a Patterncraft test based on the complexity of the writing. If successful, the character understands the writing, with the degree of success indicating how well they understand nuances or fine detail.

Magicians also use this ability to learn new spells and transcribe them to their grimoire. This is beyond the scope of these quick-start rules, and is covered in the **Earthdawn Player's Guide**.

Read and Write Language

The character is able to read and write. No test is required for normal communication. When a character is attempting to learn a new language they make a Read and Write Language test based on the language they are attempting to learn. Learning a new language requires the character to study for several weeks.

The magical version of this ability allows the character to magically translate a text without needing to study. They make a Read and Write Language test, with the degree of success indicating how well they understand the text. This version of the ability causes 1 Strain.



Speak Language

The character is able to speak different languages. There is no test required for normal communication. When a character is attempting to learn a new language they make a Speak Language test based on the language they are attempting to learn. Learning a new language requires the character to study for several weeks.

The magical version of this ability allows the character to magically speak a language without needing to study. They make a Speak Language test, with the degree of success indicating how well they are able to communicate during the scene. This version of the ability causes 1 Strain.

Spellcasting

Action. The character uses arcane knowledge to cast a spell. They make a Spellcasting test against the Difficulty Number provided in the spell's description. In many cases, this is the target's Mystic Defense, but may be another number. If successful, the spell is successfully cast and its effect determined based on the spell.

More information on casting spells and determining effect is provided in the *Spellcasting* section.

Standard Matrix

A Standard Matrix is a type of spell matrix, a magical construct that allows magicians to safely cast spells. Before the Scourge, the magicians of the Theran Empire learned the magical energy generated by casting spells could draw the attention of nearby Horrors. In addition, Horrors corrupt astral energy, causing a spell to go awry and injuring the magician. Spell matrices filter and conceal astral energy, keeping the caster safe.

A magician typically has multiple spell matrices, each attuned to a spell the magician knows. Once a spell is in a matrix, it can be cast as often as the magician wishes. The spell held in a particular matrix can be changed out at will, though this can be a delicate and time-consuming process.

More information on spell matrices and how they are used in casting spells are provided in the *Spellcasting* section.

Swimming

Action. The character is able to swim. They make a Swimming test based on the condition of the water around them. Calm water or small waves has a Difficulty Number of 5, while strong currents or open water could have a Difficulty Number of 10 or more.

Taunt

Strain (1). The character distracts an opponent with insults and humiliation. They make a Taunt test against the target's Social Defense. Each success imposes a -1 penalty on the target's tests and Social Defense for the rest of the round.

Thread Weaving

Action. Magicians use Thread Weaving to create and shape magical energy into the patterns for their spells. Some spells require preparation before they can be cast. When preparing a spell that requires additional threads, the magician makes a Thread Weaving (5) test. If successful, the thread is woven and the character may cast the spell the next round.

More information on the role of Thread Weaving when casting spells is provided in the *Spellcasting* section of these quick-start rules.

Tiger Spring

Strain (1). The character reacts more quickly in combat. No test is required for this ability; when activated, the character simply adds Tiger Spring as a bonus to their Initiative for the round.

Tracking

Action. The character is able to follow tracks left behind by other people and creatures, across long distances. The character touches a track and makes a Tracking test based on the age and condition of the trail. If successful, the character sees the ghostly image of the target's tracks, allowing them to unerringly follow the trail for 1 hour. At the end of the hour the character can make another test to continue following the trail.

True Shot

Strain (2). The character is able to make extremely reliable ranged attacks. No test is required for this ability. When activated, the character may spend an additional Karma to enhance their Missile Weapon tests (allowing them to spend 2 Karma).

Unarmed Combat

Action. The character attacks an opponent with fists, feet, or even a tail. They make an Unarmed Combat test against the target's Physical Defense. If successful, the character uses their Strength Step to determine damage. Each extra success adds +2 to the damage.

Wilderness Survival

Action. The character knows how to survive in the wild. They are able to locate or build shelter, start a fire, find water, and forage for food. They make a Wilderness Survival test based on the local environment. For each success, the character can find appropriate shelter, food, or water for one person for one day.

Wood Skin

Action. The character toughens their skin to better resist damage. They spend a Recovery test and make a Wood Skin test, adding the result to their Death and Unconsciousness Ratings. While this ability is active, the character's muscles and ligaments toughen and their skin takes on the appearance of wood or bark. The talent lasts for 1 hour, even if the character falls unconscious.

ELEMENTALIST GRIMOIRE

The following are spells known by Aysha, the Elementalist in this quick-start. *Threads* indicates the number of successful Thread Weaving tests the magician must



make before they can cast the spell. If a spell has "Threads: 0" they may cast the spell without weaving any threads. *Effect* indicates the mechanical effect of the spell.

Air Armor

Threads: 0

Effect: +3 Physical Armor

This spell protects a target with cushion of air. The magician exhales slowly and makes a Spellcasting test against the target's Mystic Defense, who must be within the magician's reach. If successful, air rushes under the target's clothing, pushing outward to create a cushion and providing padding as well as ventilation. The target adds +3 Physical Armor.

The spell lasts 7 rounds. Each extra success on the Spellcasting test adds 2 rounds to the duration.

Crunch Climb

Threads: 1

Effect: +3 Climbing test bonus

This spell enhances climbing ability. The magician crouches down on all fours, touches the target as they begin to climb, and makes a Spellcasting test against the target's Mystic Defense. If successful, the target gains a +3 Climbing test bonus.

The spell lasts 7 minutes. Each extra success on the Spellcasting test adds 2 minutes to the duration.



Earth Darts

Threads: 0

Effect: Step 10 / 2d8 Physical Damage and -2 Physical Armor

This spell transforms earth into crystalline darts that fly toward a foe within 20 yards, temporarily rending their armor in the process. The magician flings a handful of dirt into the air and makes a Spellcasting test against the target's Mystic Defense. If successful, the Effect test determines how much damage is inflicted.

After damage is dealt, the target receives a -2 penalty to their Physical Armor for 2 rounds. Each extra success on the Spellcasting test adds 2 rounds to this duration.

Flameweapon

Threads: 0

Effect: Extra d6 fire damage added to weapon

This spell adds fire damage to a weapon. The magician snaps their fingers and makes a Spellcasting test against the wielder's Mystic Defense. The wielder must be within the magician's reach. If successful, a flame leaps from their fingers and engulfs the weapon in flame, except the part where it is held. The wielder rolls an additional d6 with the weapon's damage. The spell can be cast on weapons made from any material. The flame inflicts no damage to the weapon, but can be used to ignite flammable objects.

The spell lasts 7 rounds. Each extra success on the Spellcasting test adds 2 rounds to the duration.

Heat Food

Threads: 1

Effect: Heats and rejuvenates one meal

This spell heats food and infuses it with beneficial magic. The magician breathes on their hands as if to warm them, causing them to glow a gentle red, then touches a meal and makes a Spellcasting (6) test. If successful, the glow transfers to the food and it becomes steaming hot. Eating the food increases the effectiveness of Recovery tests. Eating a heated meal adds a +4 bonus to the character's next Recovery test.

Each extra success on the Spellcasting test heats an additional meal.

Resist Fire

Threads: 0

Effect: Provides +3 Physical and Mystic Armor against fire.

This spell allows the target protection from fire, whether magical or mundane. The magician conjures a small flame in the palm of their hand, touches the desired target, and makes a Spellcasting test against the target's Mystic Defense. If successful, the target gains +3 Physical and Mystic Armor against fire or fire-based attacks for 2 minutes.

Each extra success on the Spellcasting test adds 2 minutes to the duration.

Waterproof

Threads: 1

Effect: Repels water

This spell seals an inanimate object against water. The magician touches some oil, spreads a few drops on the target object, and makes a Spellcasting (6) test. If successful, the object cannot get wet; water will bead up and not affect cloth or paper, and containers affected by the spell will become watertight. The effect lasts for 2 minutes.

Each extra success on the Spellcasting test adds 2 minutes to the duration.

EARTHDAWN

