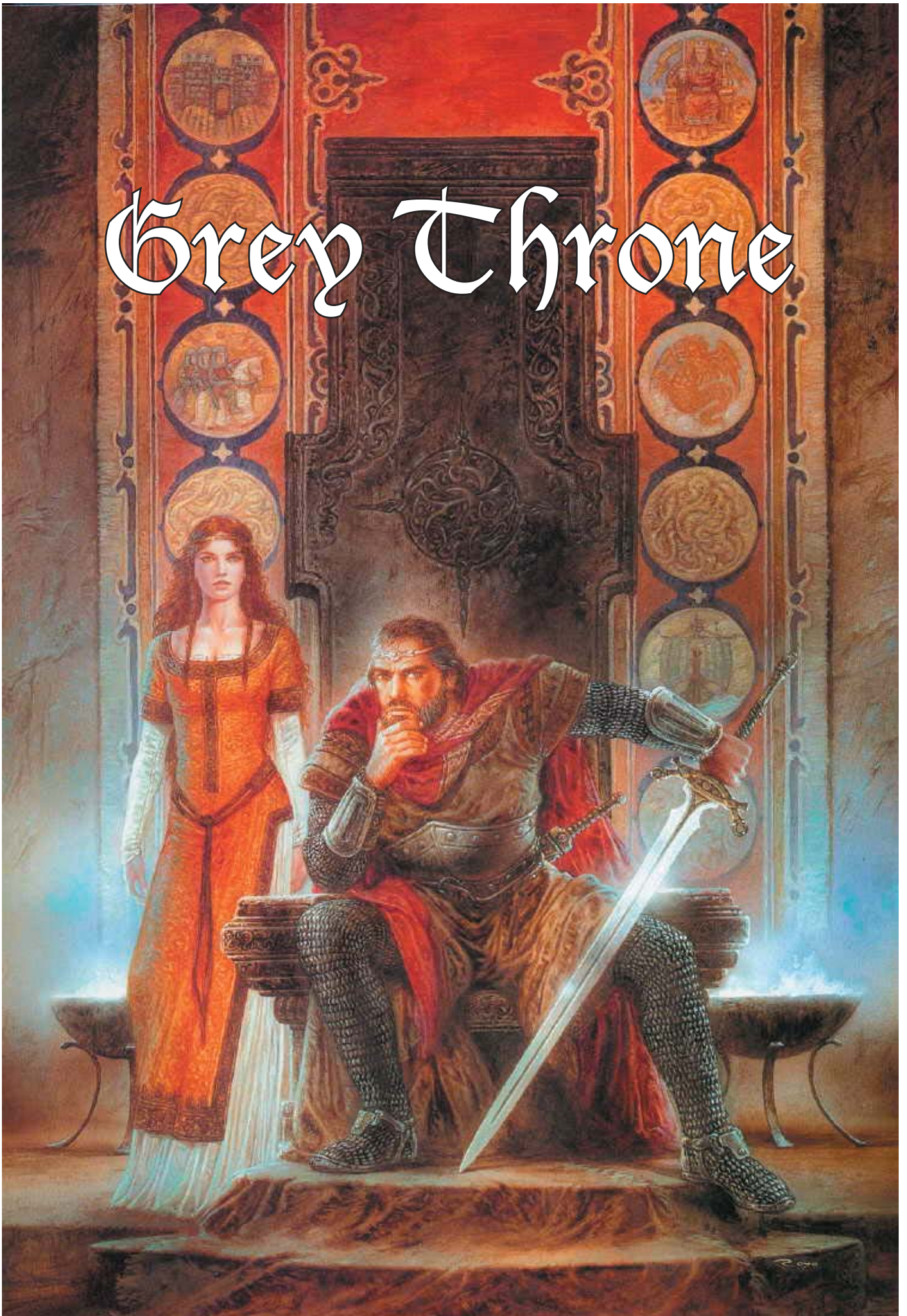


Grey Throne



Setting Rules



Währung:

1 Silber	=	1\$
1 Gold	=	100\$

Sprachen:

Jeder beherrscht Common und die eigene Rassensprache, weitere können mittels des Skills „Knowledge: Languages“ gekauft werden. Man erhält zwei Sprachen pro Skill-Rank.

Guts:

Der Skill wurde gestrichen. Statt dessen wird einfach auf Spirit gewürfelt, besonders Mutige können diese Proben aber mit dem Edge „Brave“ steigern.

Abenteuerkarten:

Für Zusammenfassungen, Zeichnungen, etc. gibt es als Belohnung Abenteuerkarten.

Bennies zu XP:

Ich bin kein Fan von der Regel übrig gebliebene Bennies in XP verwandeln zu können. Sie sollten vielmehr dazu dienen cinematische Aktionen zu unterstützen. Deshalb gibt es bei mir diese Umwandlung nicht, jedoch ist als Ausgleich die Standard XP Vergabe um einen Punkt höher (der neue Durchschnitt ist drei).

Erfahrungspunkte:

Jeder besitzt die gleichen XP, selbst bei Aussetzern oder in Todefällen bleiben die XP auf gleichem Stand.

Spell-Like Abilities:

Spell like Abilities werden entweder gegen Smarts oder gegen Spirit gewürfelt, was bei der jeweiligen Fähigkeit angegeben wird. Bei Erfolg gelingt die Fähigkeit, bei Misserfolg jedoch wird man Shaken und bekommt ein Fatigue Level das nach 10 Minuten wieder regeneriert. Die Zauberdauer kann verlängert werden verlangt aber jedesmal wenn ein PP ausgegeben werden müsste einen erneuten Wurf, was jedoch keine eigene Aktion erfordert.

Greyhawk vs Diamond Throne:

Manche Rassen und Fähigkeiten sind Kontinent-spezifisch und sind im Namen als solche gekennzeichnet:
Diamond Throne = [DT], Greyhawk = [GH]

Truenames:

Die meisten Humanoiden in Diamond Throne vollziehen ein Ritual um ihren Truename kennen zu lernen. Dies ist jedoch aus freien Stücken den einen Truename zu haben öffnet einige Möglichkeiten, birgt aber auch einige Gefahren. Einige Zauber von Diamond Throne gewirkten Zauberkundigen können nur mittels Truenames ausgesprochen werden und einige Rituale und Wesen besitzen Kräfte die nur funktionieren wenn man den Truename des Zieles kennt.

Die gesperrten Standardzauber die ohne Truenames nicht funktionieren sind Puppet und Greater Healing. Nicht-Standard Sprüche, Rituale und Monsterfähigkeiten liegen im Ermessen des Spielers. Man kann selbst entscheiden ob man einen Truename hat oder nicht und sogar nachträglich ein Ritual durchführen damit man ihn kennen lernt (wichtig wenn man zum Beispiel aus Greyhawk kommt).

Zeremonien:

Diamond Throne steckt voller Zeremonien und Ritualen, manche davon sind einfach Dinge wie ein Handschütteln oder eine Rituale Verabschiedung, andere bergen jedoch tatsächlich Magie wie zum Beispiel Zeremonien zum Bund eines Schwurs. Die tatsächliche Wirkungsweise liegt jedoch beim Spieler.

New Races



Dracha [DT]

Outsider: -2 Charisma

Tough: +1 Toughness

Darkvision

Gliding: Dracha can glide, descending 1" vertically for every 2" moved horizontally. They also gain a new Agility-based skill, Flying, at d6. This may be improved normally. A Flying roll during a round in which an dracha glides allows it to stay level for that round. A raise allows them to climb 1", but sacrifices 2" of horizontal distance. A complete absence of wind ruins the dracha's gliding ability, causing them to drop like stones.

Faen [DThrone]

All Fey's have the following Egdes/Hindrances:

Small: -1 Toughness

Low Light Vision

Faen-Quicklings [DT]

Agile: They start with Agility d6

Quick: Discard 5 or lower Initiative Cards

Faen-Loresong [DT]

Smart: They start with Smarts d6

Spell like Abilites (Smarts): Detect Magic, Ghost Sounds, Dancing Lights

Faen-Spryte [DT]

Can only be transformed to a Spryte from Quickling or Loresong, either at the beginning or after some adventures. They remain all there previous abilities when they transform

Tiny: -1 Toughness (stacks with Small) and count as „Small“ from now on (-2 to attack)

Agile: They gain one Die-Step in Agility (stacks with Quickling)

Fly: Their Pace while flying is 10", though they can double this during a dive (each inch of forward movement must lower their altitude by one inch). Their climb rate is 5". Use the standard encumbrance rules to figure out how much an avion can carry. Any penalties assessed from weight also subtract 2" from their flying Pace.

Slow: only 3 Pace at foot

Weak: They lose one Die-Step in Vigor (d4 minimum), raising the attribute cost double from now on.

Giants [DT]

Giants can take the the Edge „Giant Size“ to increase their Size!

Brawny: like the Edge

Strong: They start with Strenght d6

Clumsy: The have to pay double to raise Agility.

Litorians [DT]

Agile: They start with Agility d6

Low Light Vision

Code of Honor

Alertness: Notice +2

Mojh [DT]

Mojh can be transformed from any other race at the beginning or after some Adventure. **The Transformation cost one Edge!**

Smart: They gain one Die-Step in Smarts.

Weak: They lose one Die-Step in Vigor (d4 minimum), raising the attribute cost double from now on.

Darkvision

Scales: +1 Toughness

Rune Children [DT]

You can only become an Rune Child after reaching Veteran Status and only with the explicit permission of the Game Master. You need also to spend an Edge for every Spell-like Ability you want to receive, including the first one.

Spell-like Abilities [Spirit]: Darkvision (always on), Luck (like the Edge), Levitate (Spirit +2), Teleport, Bolt, Heal, Armor, Greater Healing (Spirit -2), Blast (Spirit -2), Shapechange (Spirit -1/Rank above Novice), and maybe more...

Sibeccai: [DT]

Very Tough: They start with Vigor d6

Loyal to Giants: They feel the need to prove themself to Giants (and everyone else), also they are very willing to risk their live for their „Masters“. This disadvantage can be bough away with an Edge if it doesn't fit to the individual Background.

Low Light Vision

Bite: Str +2 Damage

Verrik: [DT]

Outsider

Sensory Control: Verriks can disable any Sense (including Pain) at will.

Spell-like Abilities [Spirit]:

Contact: You can send a few words per touch.

Telekinesis (small): Move a small (5lbs) non-magical object up to 15 feet.

Sense Thoughts: After you have used contact on a creature, at any time for the next 24 hours you can cast sense thoughts if that creature were within range. You do not need to have line of sight to the creature. This spell reveals the creature's location and emotional state. If you did not use contact than the range is 10 yards.

New Hindrances



Heavy Sleeper (Minor)

Your hero subtracts 4 from Notice rolls made to wake up, or Vigor rolls made to stay awake when on guard duty.

Hedonistic (Minor)

You love a good time. You party too much, drink too much, and eat too much. You have trouble resisting an invitation to join someone in a drink and sometimes shirk your duties if offered a more enjoyable time elsewhere.

Lying Eyes (Minor)

Lies just don't come naturally to your character. That sounds good, but often causes problems when dealing with more nefarious types. Subtract 4 from any Persuasion rolls where lies—even little white ones—must be told.

Thin Skinned (Major)

Every little ol' cut and scrape makes your cowpoke cry for mama. Anytime the character is wounded, he suffers an additional -1 penalty to all his actions.

Tithing (Minor)

Your character always gives 10% of his income to his faith, and upon entering a temple will immediately contribute to it 10% of the money on his person.

Terminally Ill (Major)

Your character always subtracts 2 from Fatigue rolls made to resist physical exertion (but not Agility rolls from things like bumps and bruises). At the beginning of every game session, before chips are drawn, the lunger must make a Vigor roll. If failed, he moves into the final stages of his disease and subtracts 4 from Fatigue rolls. The next time he fails this roll, he perishes by the end of the session, but only after the climax of that night's adventure.

New Edges



Background Edges

Brave

Requirements: Novice, Spirit d6+

This is a very powerful Edge in any setting with monsters and great terrors. Unfortunately for most, it's one of those things a character is either born with or he's not. Brave characters adds +2 to their Guts checks.

Language Talent

Requirements: Novice, Smarts d8+

Some have a natural talent for languages. Given a few minutes of conversation, your hero effectively has a d4 in every language, meaning he can get across basic messages to just about anyone given a little time. In addition, he 3 languages instead of 2 per Knowledge(Languages)-Rank.

Combat Edges

Archer

Requirements: Veteran, Agility d6+, Shooting d8+, only works with bows

Those who train this path learn how to master the bow in all conditions, and they can compensate for any difficulties. Archers reduce all Called Shot, Range, and Cover penalties by 1.

Cavalry

Requirements: Novice, Riding d6+

You have been trained for mounted combat. You gain +2 to all Riding checks, and may spend Bennies to Soak damage done to your mount. In addition, your Riding is considered to be one die type higher when determining the lower of your Fighting and Riding during mounted combat.

Charge

Requirements: Seasoned, Fighting d10+

The warrior is experienced at moving across a large distance and getting the most effect out of rushing his foe. He may ignore the standard penalty for Running when making a Fighting attack.

Close Fighting

Requirements: Novice, Agility d8+, Fighting d8+

This Edge is for skilled knife fighters. Those who master such blades are adept at turning the reach of their opponent's weapon against them. Close fighters move inside most weapons' reach, adding a bonus to their Parry equal to the enemy weapon's Reach +1 for that adversary (against a longsword with a Reach of 0, the bonus would be +1 to Parry; against a katana, with a Reach of 1, the bonus becomes a +2 to Parry). No bonus is granted if the foe is unarmed or is using a knife or similarly sized weapon.

Improved Close Fighting

Requirements: Seasoned, Close Fighting

Close fighters with experience learn how to go for vital areas and weak spots for quick and lethal kills. The character with this edge gets a bonus equal to his enemy's Reach +1 added to his Fighting roll.

Dark Fighting

Requirements: Novice, Fighting d8+, Notice d6+

By using hearing and other senses, some people learn how to fight in even pitch black conditions with far greater skill than those around them. Conditions which would hinder the use of hearing or smell will reduce, or even negate this Edge's benefits. Dark Fighting halves all Fighting, Shooting, and Throwing penalties for lighting conditions (round down). This is not cumulative with such abilities as Low-Light or Thermal Vision, but it will work in even utter darkness.

Defender

Requirements: Heroic or Martial Arts Student, Agility d8+, Fighting d10+

The character masters his defensive techniques. A character with this Edge who performs the Defend action gains a +4 to his Parry (instead of just +2). He also subtracts 2 from any ranged attacks against him this round, as well as adding +2 to any attempts to evade area effect attacks

Dirty Fighter

Requirements: Seasoned

Some fight with honor. Some fight in whatever way makes sure they walk away. This Edge is most likely known by thugs, pirates, and assassins. A Dirty Fighter is particularly good at Trick Maneuvers, gaining a +2 bonus with them.

Really Dirty Fighter

Requirements: Seasoned, Dirty Fighting

A master at capitalizing on every deadly opportunity, the character can, with a successful Trick and the expenditure of a Benny, attain the Drop on his target.

Double Shot

Requirements: Veteran, Archer, Shooting d8+

The archer is trained to knock and fire two arrows at once, increasing their chance to take down particularly tough targets. The archer can fire two arrows at once, a single shot with a penalty of -2. They must be fired at the same target, and the shot must be within short range. If successful, both arrows hit for their normal damage. This Edge only works with bows, not other ranged weapons.

Improved Double Shot

Requirements: Heroic, Double Shot

The archer now suffers no penalty in making this shot.

Fencing

Requirements: Novice, Agility d6+, Fighting d8+

Masters of the rapier become exceptionally skilled at defending themselves, as well as exploiting opportunities to place a well-aimed thrust. Fencers gain a +1 Parry while unencumbered, and they gain a +1 to offset any Called Shot penalties. Both of these bonuses require them to be armed with a rapier, saber, or (GM's option) similar light weapon.

Hail of Arrows

Requirements: Veteran, Agility d10+, Shooting d12+, Two Arrows Nocked.

You are so quick on the draw that you are able to send a hail of a half-dozen (six) arrows at a group of opponents, albeit by sacrificing any pretense of accuracy. This acts as Suppressive Fire.

Hold Off

Requirements: Seasoned, Strength d8+, Fighting d10+

The character is skilled at using the reach and size of a larger weapon to enhance their defensive posture. The hero adds +1 to his Parry if using a weapon with a Reach of 1 or more. This is in addition to any bonus already granted by such a weapon.

Martial Arts

Requirements: Novice, Fighting d6+

The character has begun the path of mastering Martial Arts. He automatically gains the benefit of being considered "Armed" when fighting unarmed. Additionally opponents no longer benefit from gang-up bonuses against your hero.

Martial Arts Expert

Requirements: Novice, Martial Arts, Spirit d6+, Fighting d8+

You can take this Edge more than once. Each time you take this Edge you gain one of the following advantages, but you can only use one Style per Round:

Hard Hitter: Str+3 Damage

Defensive Stand: Pace -2, Parry+1

Piercing Strike: Str +1 Damage, AP 3

Fast Strike: Discard ≤ 5 Initiative, ≤ 8 with Quick Edge

Distraction Move: +2 Agility Tricks & Taunt

Crushing Hug: Grapple does Str +2 Damage

Throws: Instead of doing Damage you throw your Oppon-

ents 1d4“ per Successlevel. If he is thrown into a solid Object then he is automatically Shaken. You cannot throw an Enemy that is more than +2 Size bigger.

Throw Object: You can throw improvised Weapons with Str+1 Damage and Range 3/6/12.

Quick Fist: As long as your hero is attacking unarmed, he may make one additional Fighting attack at no penalty.

Scamper [GH]

Requirements: Seasoned, Agility D8+, Half-Folk

Half-Folk are small and quick. Some make use of this in combat too, scampering about to avoid the blows of larger foes. Opponents of man-size or larger subtract 1 from attack rolls against Half-Folk with this Edge. The benefit only applies when the character is aware of the attack and can move freely.

Sunder

Requirements: Seasoned, Dwarf or Strength d10+

Dwarves (due to their extensive knowledge of metals and structures) and particularly strong warriors can learn how to strike weak points in Armor to great effectiveness. Any hand attack (not ranged) made by someone with this Edge ignores 1 point of Armor (whether crafted or natural). This stacks with other AP bonuses.

Improved Sunder

Requirements: Veteran, Sunder

As with Sunder, but the amount of Armor ignored is raised to 2 points.

Two Arrows Nocked

Requirements: Seasoned, Agility d8+, Shooting d8+

You may use the ‘double-tap’ maneuver with a bow, whether because you are able to fire two arrows at once, or because you have trained yourself to reload near-instantaneously.

War Cry

Requirements: Seasoned; Half-Orc or Berserk

When a War Cry is made, place a Large burst template adjacent to the character making the shout. The character makes an Intimidation check against all the targets within, and each target must make a Spirit check against the Intimidation total or suffer the appropriate consequences (see Test of Wills in the core rules).

Whirlwind

Requirements: Veteran, Agility d8+, Fighting d8+, Two-Fisted, two weapons

Those who fight with two weapons can become deadly cyclones of carnage with enough practice and training. The character must make a Running roll, and they must move the total distance indicated. Every individual (friend or foe) that is adjacent to the character on their path is attacked at a fl at -4 (in this instance, ignore off-hand or Multiple Attack penalties). If two different weapons are used, simply alternate the damage ratings every other target.

Improved Whirlwind

Requirements: Veteran, Whirlwind

As Whirlwind, but the penalty is reduced to -2.

Professional Edges

Akashic [DT]

Requirements: Novice, 2 Knowledge Skills with d8+

An Akashic can delve into the collective Memory which give him a vast amount of Knowledge. The Akashic gets a „floating Advancement“ which can be used to get one Edge or two Skillpoints that can be changed with a one hour Meditation. The Edge and Skillpoints follow the standard Requirements.

He can also spend a Benny to get some information on the History of a Person, Object or Place.

Example: The Character get the Akashic Edge and with it he also takes the Edge Two-Fisted as „floating Advancement“. Later he needs to know how to Swim, so he meditate an hour and give up his Edge and use the two Skill-Points to increase his Swim-Skill.

Combat Mage

Requirements: Novice, Arcane Background, Smarts d10+, Fighting d10+

The character is both warrior and wizard. He may cast spells that affect him only and use a melee weapon with no multi action penalty.

Druid

Requirements: Novice, Arcane Background, Knowledge (Arcana) d10+

The character is at home in the wilds. He gains a +1 bonus to arcane skill rolls when in the wilds. In addition, he gains a +1 bonus when affecting plants or animals.

Necromancer

Requirements: Novice, Arcane Background, Smarts d8+, Knowledge (arcana) d8+, Spellcasting d6+

Necromancers are Wizards who specialize in Conjuring the Undead. They receive automatically the spell „Zombie“ even if they don‘t have the Rank „Veteran“. They also get +2 to Conjuring, Enchanting and Destroying the Living Dead..

They learn one of the dark Secrets as soon as they reach the Veteran Ranking: The Spell „Zombie“ now only cost 2 per Corpse and the Duration is increased to 1d6 hours, with one raise to 1 day, with two raises to 1 Week and with three raises they are permanently bound to you. You can have only one permanently bound Zombie per Rank.

Oathsworn [DT]

Requirements: Novice, Martial Arts Expert, an Oath

As long as an Oathsworn stands under an Oath for a Task that he has to fulfill within one Year, he gains several advantages. If he fails in his Task or cannot fulfill his Oath within a Year than he loses his Powers for a Month.

An Othsworn does not need to Sleep, Breath, Eat, is not Fatigued with exhausting Tasks, is immune to Disease and Aging and also gain a +2 bonus versus Poison.

Seafarer

Requirements: Novice, Agility d6+, Boating d8+, Climbing d6+

The seas are treacherous indeed, and it takes a special kind of person to thrive on them. Those that do, however, are worth twice their weight in gold aboard a ship that plies those waters. Seafarers enjoy a +2 to Boating, as well as any Climbing, Survival, or Knowledge checks made in relation to a ship.

Power Edges

Alchemy

Requirements: Seasoned, Arcane Background, Knowledge (Alchemy) d10

Despite its name, Alchemy is not just the creation of potions—it also covers scrolls. Regardless of type, alchemical items are good for just one use.

Potions: To create a potion, the alchemist needs access to at least a small lab, ingredients, and time. Creating a potion takes a number of hours equal to the Power Points being invested. The monetary cost of the ingredients is equal to half the cost of buying the potion (50\$ -> 25\$ per PP). At the end of the required time, the alchemist pays the relevant Power Points and monetary costs, and rolls the lower of his Arcane Skill or Knowledge (Alchemy) skills.

Power Points invested in the potion recharge at the usual rate (normally one per hour). If the skill roll is successful, the potion is complete. It can be imbibed as a single action by any living being, who then gains the benefits of the spell. A potion of Strength, for example, might contain the boost trait spell. Whereas a potion containing blast might grant the user the ability to spit fire. The effects of the potion are the same as the spell. This includes any additional effects from raises on the original skill roll and any Power Points put in to extend the Duration..

Scrolls: Scrolls are created in the same way as potions with just one difference—the user must use his own Arcane Skill to activate the power and it must be the same type as the creator's. Once used, the writing fades and the scroll turns to dust.

Metamagic Mastery

Requirements: Seasoned, Arcane Background, Arcane Skill (Any) d8+

You have an instinctive and growing mastery of your magic, by paying the additional power points required you can get the following effects.

You have to meet the Rank requirement before certain Metamagic abilities become available. You can stack Metamagic abilities if you so wish and the Wizard Edge applies as

normal. By spending one additional Power Point at the time of activation, the Metamagic Master may:

- Apply a –1 modifier to the opposed or Agility rolls of opponents to resist an effect
- Activate a Power even if muted, gagged or bound
- Double the range of a Power

Improved Metamagic Mastery

Requirements: Veteran, Metamagic Mastery

By spending two additional Power Points at the time of activation, the Metamagic Master may:

- Apply a –2 modifier to the opposed or Agility rolls of opponents to resist an effect
- Roll a Wild Die with a damaging effect
- Double the base duration of a Power

Trademark Spell

Requirements: Veteran, Arcane Background (Any), Arcane Skill d10+

The hero has focused his expertise on a single Power with unique trappings. When using that specific spell, the character adds +1 to his spellcasting roll. A hero can take this Edge multiple times, applying it to a different Power each time.

Weird Edges

Giant Size [DT]

Requirements: Race Giant, Seasoned

Giants can use ceremonies to increase their size. Each time this Edge is taken, the Size will increase by +1 and the maximum Strength becomes D12+Size. This Edge can be taken up to 4 times. At the fourth upgrade your Strength will increase one step for free, but you count as Large from now on (+2 to hit).

Arcane Backgrounds

Arcane Background (Wizard) [GH]

Arcane Skill: Spellcasting (Smarts)

Starting Power Points: 10

Starting Powers: 4

Spell List: All except greater healing and healing.

Background: Wizards learn their spells from Books, Scrolls and other written sources of Knowledge. This enables them to become very versatile and knowledgeable in the Field of Magic. But while a Cleric prays for his Miracles and a Sorcerer instinctively know his (few) powers, the Wizard cannot remember and prepare all his (very complex) spells at once.

While the Wizard know 4 Powers, he can only have 2 assigned for actual spellcasting. He can change the assignment after 8 hours of Rest and with access to his spellbook.

Backslash: When a wizard rolls a 1 on his Spellcasting die (regardless of his Wild Die), he forgot one small detail of the spell and have to check it with his spellbook for at least 5 minutes before he can cast it again..

New Edges for the Wizard:

New Power: Wizards gain two New Powers when they take this Edge instead of one, but they are still limited in spell access per day.

Improved Spellcasting: This Edge allows a Wizard to access one additional power per day. It may be taken multiple times, but only once per Rank.

Arcane Background (Sorcerer) [GH]

Arcane Skill: Spellcasting (Spirit)

Starting Power Points: 15

Starting Powers: 2

Spell List: All except greater healing and healing.

Background: Sorcerers have their Power in their blood, they don't have to study books for years, they just instinctively know their Spells. While they don't know know as many Spells as a Wizard and have sometimes Problems to keep their Power at bay (see Backslash), no one has the Spellcasting-Stamina of a Sorcerer.

Backslash: When a Sorcerer rolls a 1 on his Spellcasting die (regardless of his Wild Die), he is automatically Shaken.

Arcane Background (Miracles)

Arcane Skill: Faith (Spirit)

Starting Power Points: 10

Starting Powers: 2

Spell List (Cleric) [GH]: Armor, Barrier, Bolt (only Evil Gods), Blast (Fire Strike: Veteran, small Template only), Boost/Lower Trait, Deflection, Det/Con Arcana, Dispel, Entangle (Hold Person), Environ. Protection, Fear, Greater Healing (only Good Gods), Healing, Light, Puppet, Smite, Speak Language, Stun, Zombie.

Spell List (Nature God) [GH]: Armor, Barrier, Beast Friend, Blast (Lightning, only under Sky), Boost/Lower Trait, Burrow, Entangle, Environ. Protection, Healing, Light, Obscure (Mist), Smite (Club or Staff), Stun, Shape Change.

Spell List (Greenbound) [DT]: Armor, Barrier, Beast Friend, Boost/Lower Trait, Burrow, Det/Con Arcana, Dispel, Entangle, Environ. Protection, Greater Healing, Healing, Light, Obscure (Mist), Smite (Club or Staff), Speak Language, Stun, Shape Change.

Background: Those who draw on miracles are priestly types or holy champions. Their power comes from a divine presence of some sort, including gods, nature, or spirits. Their powers are usually invoked with a few words of prayer or by performing established rituals.

Protector: Those who cast miracles are champions of their particular religions. Good priests vow to protect the innocent, fight evil, and obey all other tenets of their particular religion. Evil priests typically vow to defeat those who oppose their religion, or simply to cause as much misery and strife as possible. The player and Game Master should come up with a simple list of what is important to the character's religion and use this as a guide.

Champions who violate their beliefs are temporarily or permanently forsaken by their chosen deity. Minor sins give the character a -2 to his Faith rolls for one week. Major sins rob him of all arcane powers for one week. Mortal sins cause the character to be forsaken indefinitely. In the latter case, a penitent hero must be sincerely apologetic for his misdeeds, and then complete some great quest or task of atonement to regain his lost powers.

Arcane Background (Magister) [DT]

Arcane Skill: high Magic (Smarts)

Starting Power Points: 10

Starting Powers: 3

Spell List: All!

Background: Magister are very versatile since they represent many different kinds of Spellcasters from Necromancers to Priests, they have only one thing in common: everyone is a Master in the Arts of Magic and all depend on their Attuned Staff.

They have no prohibited Spell but they need their Staff. Casting is much more difficult (-2 penalty) without it. A new Staff can be very expensive (1000+ Silver) and the ritual takes from a week to a month, but after this ritual it is nearly indestructible.

Backslash: When a Magister rolls a 1 on his Spellcasting die (regardless of his Wild Die), he is automatically Shaken.

Arcane Background (simple Magic) [DT]

Arcane Skill: simple Magic (Smarts or Spirit)

Starting Power Points: 10

Starting Powers: 2

Spell List: All except Greater Healing, Blast, Teleport, Puppet, Zombie, Shape Change, Telekinesis

Background: This kind of Magic is relatively safe and easy to learn, so nearly everyone who only dabble in Magic like a Mage Blade, Totem Warrior or Champion.

While this kind of Magic has fewer Starting Powers and a smaller Spell-List than the Magister, it has the advantage that it does not have a Backslash, Staff-dependency and the Arcane User can choose either Smarts or Spirit as primary Attribute.

But while there are few restrictions in this path, the Magician still have some bounds (Mentor, Shool, etc.) and a Code of Honor which should be discussed with the GM.

Arcane Background (Runethane) [DT]

Arcane Skill: Runethane (Smarts)

Starting Power Points: 10

Starting Powers: 1

Spell List: armor, barrier, beast friend, blast, bolt, boost/lower trait, deflection, detect/conceal arcana, elemental manipulation, environmental protection, fear, invisibility, light, obscure, puppet, quickness, shape change, smite, speak language, speed, stun, teleport, and zombie.

Background: A Runethane work Magic by inscribing Runes into Objects or Places. Creating them takes 5 minutes per Rune, they can be made visible or invisible, can be between 4cm to 4m diameter big and be activated by anyone. But normal Runes are only temporary so they are destroyed after their first use.

You have your Power Points per Power Known to divide amount as many Runes as you want. Extra points may be put

into a rune to increase the duration. Erasing your own runes is a simple Action that doesn't require a roll. The Runes are usually activated by touch, but can be also set to other specific conditions but that is more difficult (-2 penalty).

You can create a Rune much faster if you want (inscribing cost only one Action), but this is difficult and very straining. The Runethane check is at -2 if you use it that way and you have to make a Vigor check or be Fatigued until you have rested at least an hour.

Example: You have 10 PP and know 3 Powers/Runes (Armor, Bolt, Light). So you have 30 PP to share between your Runes which could be used like this: 2x6PP Bolt's as Traps, 1x10PP Armor that lasts 11 Rounds and 8x1PP Light Runes on small Stones.

Backslash: If you roll a „1“ on your Runethane-Skill you cannot access this kind of rune for 2d6 hours.

Arcane Background (Witch) [DT]

Arcane Skill: Witchcraft (Spirit)

Starting Power Points: special

Starting Powers: 1

Spell List: special

Background: Witches are born with their powers, even more so than a Sorcerer. There are five Types of Witches and each of them has their own Powers. But all of them have something in common, they invoke their Powers as Spell-like Abilities with the Skill Witchcraft instead of an Attribute.

You have to choose one of the 5 types of Witches, which cannot be changed later on and gain one of the listed Powers.. You can gain an additional Power with „New Power“ from your list.

Witches are allowed to take Arcane Background (simple Magic) in addition to Witchcraft because Witches often Dabble in traditional Rituals and Magic a bit.

All Witches have one „Blade“ Ability which works like the Smite Power from the Savage Worlds Rulebook, but it does create one Weapon of the Witches choice (usually a Sword) and grant +2 or +4 damage bonus on that Weapon. The Witch cannot enchant another weapon with this Power and the created Weapon disappears as soon as the Witch doesn't hold it any longer. The Duration is 10 Rounds and can be extended for 2 Rounds per Check (see Spell-Like Abilities).

Iron Witch: All Iron Witches gain +1 Toughness from their hardened Skin. Powers: Bolt (molten Metal, 1 x 3d6), Blade (creates an Iron Weapon), Armor (Summons Metal Armor), Stun (piercing Spirit), Blast (Hail of Metal, 3d6 damage, -2 penalty), Greater Heal (only Objects)

Mind Witch: Mind Witches cast without Gestures and Speech. Powers: Bolt (Mindfire, 1 x 3d6, does not kill), Stun (Mind Cloud), Invisibility (only versus Spells like Divinations, Constructs and Undead), Blade (creates Weapon of Light, AP2, does not kill), Thought Cord (new Spell: can

send up to 10 Words up to 10 Miles to a person he knows),
Fear (one Person or Blast)

Sea Witch: Sea Witches can breath underwater. Powers: Blade (the created Weapon gains no additional damage from the spell, but does double Damage against nonmagical Metal Objects which rust), Water Word (20m Radius, can either make Swimming and boating easier or remove penalties ... -/+2 on success or -/+4 on Raise), Burst (acid), Sea Song (Shapechange into a Shark, Dolphin or freshwater Fish, Duration 24 hours), Fluid Spirit (Gain Arcane Resistance or Improved Arcane Resistance on a Raise for 10 Minutes), Obscure (Mist)

Wind Witch: Wind Witches gain the Dodge Edge for free. Powers: Blade (Wind Blade, bonus Damage count as Parry Bonus instead). Deflection (Fire Shield, does 2d6 damage to adjacent Attackers instead of an additional deflection bonus on a Raise), Far Voice (like Mind Witch's Thought Cord), Telekinesis (Air Elemental), Stun (use the Burst Template as a Burst of Air), Wind Speech (translates all spoken Words, Radius 10m, Duration 10min)

Winter Witch: a Winter Witch does not suffer from cold or hot climates. Powers: Blade (Ice Weapon), Bolt (Ice Shards, 2 x 2d6), Entangle (Freeze single Target or more than one at -2 penalty), Stun (Chill Spirit), Blast (2d6 Cold damage, can lasts for 3 round if cast with a -2 penalty), Freezing Word (new Spell, inanimated Objects are freezed together and cannot be moved, can be broken with Strength versus Witchcraft check, Duration 10minutes)

Wood Witch: A Wood Witches Toughness increases by +1 because of the hard Skin it gets. Powers: Blade (wooden Weapon), Bolt (Greenfire, 2d6 damage, 3d6 +Blast Radius versus Undead), Heal (Livesong), Greater Heal (Heal Spirit, -2 penalty), Blast (Storm of Thorns, 2d6 damage, centered on caster, does not wound caster), Armor (Barklike Skin)