

Character Generation

We'll be using the Explorer Edition rules. I won't go into the differences between SWEX and the Revised rules. I don't want to confuse people who aren't familiar with either version but I'll answer any questions you have. Remember, this ain't D&D.

Normal character generation as per SWEX: Five points for Traits, 15 points for Skills, one Edge, four points of Hindrances. You start as first level, Novice characters. Skills, Edges, Hindrances and Powers from SWEX are fine (plus there are more Edges and Hindrances here) with the following exceptions:

All characters start with an extra Background or Professional Edge for free. You must still meet the requirements for the Edge.

You cannot take the following Edges: Ace, Gadgeteer, McGyver, Mentalist, Mr. Fix-It, Rock & Roll, AB: Psionics (See the Arcane Background section for the details of the AB's and Powers available for the setting.)

You cannot take the following Hindrance: Doubting Thomas.

You cannot take the following Skills: Drive, Pilot.

Edges: Just a reminder to watch Rank and other prerequisites for Edges and Powers. Specific notes for individual Edges are covered in the relevant sections. Some are restricted by race and AB.

Starting Wealth is 500 Silver Denarii.

Languages: All characters start with Aemoni (common Imperial language) and their "racial" language. To purchase additional languages use the skill Knowledge (Specific Language). Languages: Ancient Mius, Human, Vashaen, Drolar, Grog, Thul-Eth, Janar-Kahn (Eastern Kingdoms), Hanaran (Southern Lands). Note: Ancient Mius, Janar-Kahn and Hanaran are all rare so they always cost as if they were greater than your Smarts.

Some Quick Character Generation Tips:

1. Start with a concept and then read through the material and figure the best way to get there.
2. Pick your Race first. Most races get a Trait boost.
3. Do your Traits next. Cross reference the Edges, Power and Skills you want to take. Make sure you meet the requirements. Remember a high Trait doesn't make you better at skill. It makes the skill cheaper to buy. This will give you a more efficient use of your skill points.
4. Pick your Edges. Like I said before, make sure you meet the requirements.
5. Pick your Hindrances. All characters get four points worth of Hindrances. I'm assuming that everyone will take all four points and that you've already spent those points picking Traits, Skills and Edges. Major Hindrances give you two points while Minors give one.
6. Double check your Requirements and do your figured Traits.
7. Flesh out your background and fluff stuff.

Character Death: This is supposed to be Grim and Gritty. I expect that there will be character deaths. So it might be good idea to have a back up handy. Back up characters will follow the rules in SWEX for characters replacement.

New Edges

Courtesan (Professional): Requirements: Novice, d8 Smarts, d8 Persuasion

You are at home in high society. While mingling with the upper crust, you get +2 to Persuasion and Investigation rolls.

Gladiator (Professional): Requirements: Novice, D8 Fighting, d8 Intimidate or Taunt

It's not all about killing your opponent. It's about putting on a good show. While in combat you get +2 to Taunt and Intimidate rolls.

Assassin (Professional): Requirements: Novice, d8 Smarts, d6 Healing, d8 Fighting,

It's about hitting your target where it hurts the most. Whenever the character gets a Raise with an attack roll (Fighting, Throwing or Shooting), the extra damage is increased by one die type. (d6 to d8, d8 to d10).

Poisoner (Professional): Requirements: Novice, d8 Vigor, d8 Heal, d6 Notice, d6 Streetwise

Your character is skilled in the detection, identification and use of poisons. The character gets a +2 bonus to detect (Notice) and identify poisons (Healing). When administering poison, the poisoner cannot poison himself. Additionally, the victim takes -1 penalty to resist, -2 on a Raise. See the Poison section for more details on the use and administration of poison.

Ash Wolf (Background): Requirements: Novice, d8 Fighting, d6 Investigation, d6 Streetwise, d8 Tracking

While considered the Emperor's secret police, the Ash Wolves are much more than that. Their motto is "We serve the Throne." This is a subtle way of saying that they serve no individual Emperor but the Empire itself. Only the leader of the Ash Wolves answers to the Emperor. Their second loyalty is to each other. Ash Wolves will always come to the aid of one of their brothers. Woe be the petty criminal who knifes an Ash Wolf in a back alley. He'll have an army of vengeful sword wielding bad asses on his tail. They often get into jurisdictional arguments with the Church. Ash Wolves pretty much patrol the Empire on their own but are expected to come running when the call of duty sounds. Most Ash Wolves come from a military background. Oddly enough, the Ash Wolves are also the most egalitarian organization in the Empire.

Benefits: Characters with the Ash Wolf Edge gain some basic law enforcement powers and status. But along with that they get duty to the Empire and other Ash Wolves. And of course your superiors will give you orders.

Jaded (Background): Requirements: Novice, d8 Spirit, d8 Guts

You've seen it all and pretty much don't care any more. You get +2 to Guts checks and rolls to resist Intimidate.

Forbidden Knowledge (Professional): Requirements: Novice, Any AB, Knowledge (Arcane) d10, Knowledge (Ancient Mius) or use the Decipher Power.

Your character has delved into the forbidden secrets of Ancient Mius magic. You gain a +2 bonus on Knowledge (Arcane) and spell casting rolls for your AB. But the power comes at a price. Your magic is now visibly warped and you gain the Mark of the Forgotten Hindrance (Minor) but you do not get any points for it.

Greater Secrets (Power): Requirements: Seasoned, Forbidden Knowledge

With your forbidden knowledge you've been able to tap into new power. The character gains 2 additional Power Points and a new Power based on his AB. But he also gains the Mark of the Forgotten Hindrance (Major) but does not get any points for it.

Tricky Fighter (Combat): Requirements: Seasoned, Fighting d8, Agility or Smarts d8

You suffer no MAP when using a Trick in the same round as a Fighting attack. You must choose which type of Trick this Edge applies to (Agility or Smarts) and must have a d8 in that Attribute. You may take this Edge twice to apply it to both kinds of Tricks.

Steadfast (Combat): Requirements: Seasoned

The trials of battle have left your hero resistant to less debilitating wounds. Add +2 to his Vigor rolls when trying to Soak.

New Hindrances

Power Burn (Major)

This character's supernatural power comes at a price. Whenever the character uses their Arcane Background powers, they must also make a Vigor roll or take 2d6 damage. The character uses only his basic Vigor, not counting any supernatural enhancements. To take this hindrance, the character must have the Arcane Background Edge: Warlock. It does not with the other AB's.

Rival (Minor/Major)

There's an NPC associate of approximately equal ability to you with whom you engage in games of one-upmanship on a regular basis. The level of the Hindrance determines how far and how stupid you're willing to go to show up your Rival.

Slow-Witted (Minor/Major)

The Character is either very gullible or easily distracted (or both).

Minor: -2 penalty to resist one type of Trick (either Smarts or Agility).

Major: The penalty affects both types of Tricks.

Weak-Willed (Minor/Major)

This character has problems with face-to-face verbal conflict and will usually back down in such situations. This character suffers -1 to all opposed rolls, such as Persuasion, Taunt, or Intimidation. This penalty increases to -2 if the Major version is chosen. In either case, no Edge that gives bonuses to the Guts skill may be chosen.

Expensive Taste(Minor)

It's not like this character specifically chooses to buy only the most expensive equipment. It's more that the items that he likes have a tendency to be the most expensive ones available. Whenever the character buys equipment, he pays 25% more than the listed price for the purchased item.

Mark of the Forgotten (Minor/Major)

The Forgotten Ones have left their mark upon you. This is due to your own delving into things best left unknown or just exposure to their warped magics. Perhaps someone in your family did something that no one should.

At the Minor level, the character has some minor cosmetic change to their body that is easily hidden, disguised or explained. For example: An odd birth mark, strangely colored eyes, black finger nails.

At the Major level: the character has a significant physiological change that is very difficult if not impossible to hide. For example: Tentacle fingers, oozing sores, cancerous growths. Be creative.

The down side of the Mark of the Forgotten is that angry mobs tend burn cultists at the stake and the Church tends to take them away for "questioning".

Excommunicated (Major)

Your character has fell into disfavor with the Church. A Sorcerer-Priest will not knowingly heal, bless, aid or assist the character in any way. If a Sorcerer-Priest is excommunicated, it's not a death sentence. They receive the same indifference as a layman. However, they are forbidden from using their powers and that would be a death sentence. But what the Church doesn't know...

Races

Racial Edges: Most races have an extra Racial Edge. These are special abilities that exceptional members of the race. You don't have to take the Racial Edge. These are not free. You must take the Edge to get the benefit and it must be done at character creation.

Humans: While humans are hardy and resourceful, they are considered at the bottom of the Imperial social scale. At best they are considered a pathetic race worthy only of the most menial of tasks. At worst, they are slaves, playthings or even spare parts. A few are able to advance themselves as merchants, soldiers or gladiators. Fewer still manage to work their way into the priesthood.

Game Mechanics

Humans gain an extra Edge for free.

Hindrance: Outsider as per SWEX.

Vashaen: They are tall, thin and graceful. Vashaen have either pale white or light gray skin. Their hair ranges from black to white with various shades of gray. Vashaen have reputations as seducers and manipulators. They view their bodies as works of art and such use tattoos to accentuate their features and take pride in displaying themselves.

Game Mechanics

Smooth Talker: +1 Charisma.

Hindrance: Decadent: The Vashaen have grown increasingly vain and decadent over the centuries. They consider menial tasks below their station. Pleasure and opulence are earmarks of Vashaen society.

Racial Edge: Tormenting Touch: With a simple touch, a Vashaen can inflict incredible pain or euphoric pleasure on a victim. The experience is always pleasurable for the Vashaen. On a successful Touch Attack, the target and attacker make opposed by Spirit rolls. If the attacker succeeds then the target is Shaken. On a Raise, the target takes one level of Fatigue. A Vashaen may also use their Tormenting Touch to do a Finishing Move on a helpless opponent. However, this takes several minutes. Backlash: If the Vashaen rolls a 1 on the Spirit check (regardless of the Wild Die) then the Vashaen is Shaken. Some Vashaen have been known to become addicted to using their Tormenting Touch.

Drolar: Originally, master craftsmen who built the best of everything. Legend has it that the last great Drolar craftsmen built the ultimate work. They then began crafting the only thing they found imperfect. Themselves. Like so many noble quests, it went horribly wrong. The quest became an obsession and they turned themselves into monsters. The Drolar began raiding battle fields and cemeteries for fresh bodies to find the best pieces to replace their own lesser parts. Despite their ghoulish nature, they are still considered the best craftsmen and healers in the Empire.

Drolar appear as hideous muscular humans who look like they have been stitched together.

Game Mechanics

Traits: Vigor starts at 1d6

Hindrance: Hideous: -2 Charisma

Racial Edge: Body Sense: A Drolar ignores Wound severity penalties when performing Heal checks on himself. They still incur the penalty for the pain of the wounds.

Thul-eth: The Thul-eth are a race born to magic. All of the most powerful Sorcerer-Priests and Warlocks are Thul-eth. They are gaunt hairless with grayish green skin and all black almond shaped eyes. Thul-eth appear androgynous and other races cannot tell the difference between the genders. There are some who say that the Thul-eth have no gender. Many Thul-eth tend to over compensate their gender roles because of this.

Game Mechanics

Traits: Smarts start at 1d6

Hindrance: Frail: -1 to Toughness

Racial Edge: Arcane Acumen: A Thul-eth who takes the Arcane Backgrounds Warlock or Sorcerer-Priest gains a +2 to Spellcasting/Miracles and Knowledge (Arcane) rolls. This is considered a Professional Edge for stacking purposes.

Aemoni: Their appearance varies as much as that of humans. Some are cadaverously gaunt while others are morbidly obese but most tend towards a lean muscular build. Their complexion ranges as well from pale to ruddy and hair color comes in all shades. The only consistent feature is a pair of vestigial horns. These also vary in size and shape from small faun like horns to massive horns like that of a ram. Every Emperor has been an Aemoni. They considered masters of the Empire and it's most privileged citizens.

Game Mechanics

Traits: Spirit starts at d6

Hindrance: All Aemoni have one of the following Hindrances: Arrogant, Overconfident or Vengeful (Major).

Racial Edge: Wings: The Aemoni was born with bat-like wings. He can fly at his Pace or "Run" while under his Load Limit. Each level of encumbrance beyond light cuts movement by ½.

Grog: The Grog are nomadic tribesman from the north. Their appearance and demeanor is very beast-like and savage. The Grog fought a guerrilla war with the Empire for over fifty years until the Vashaen General Shaia Shadar convinced an ambitious lesser chief to side with Empire if she could arrange for him to become High Chief of the Tribes. General Shadar accomplished this and since then the Grog have been an unwilling tributary of the Empire. While the Grog are considered citizens of the Empire, they have never fully integrated.

Game Mechanics

Rugged: +1 Toughness

Hindrance: Savage: Grog take a -2 penalty to all social interaction and reaction rolls with other races.

Racial Edge: Senses of the Beast: The Grog gets a +2 bonus to Notice and Tracking rolls. This counts as a Professional Edge for stacking purposes.

NPC Races

The Hanaran are primitive tribal lizard men. There are two distinctive types. The brown live in the desert while the green inhabit the jungle. They barely have passed the Hunter-Gatherer stage. Their tools and weapons are made of wood, stone and bone and they have no written language. They're rumored to cannibals. The few civilized folk who bothered to listen to their primitive rantings have heard tales of the cities of the mighty gods in the interior of Hanara. And, yes, Hanarans are showing up in the slave markets and in the gladiatorial pits.

The Empire has only recently constructed a series of forts along the northern coast of Hanara. Some patrols to the interior of Hanara have never returned while others have reported nothing unusual. The little explored continent seems to have only have two types of terrain; primordial jungle and harsh desert.

The Janar-Kahn are extremely tall humanoids. That's about all that is known about their appearance. They are always seen wearing ornate masks and elegant flowing silk robes. The decoration and opulence of the mask seems to denote the individual's rank in society. Lower members have masks made of wood or leather while the higher ranking may jewel encrusted gold masks.

Contact has only recently occurred between the Il-Hoth Empire and the Janar-Kahn Eastern

Kingdoms. Not much is known of Janar-Khan society and they aren't talking about it. However, a little has been gleaned from travelers and merchants. The Janar-Khan have a strict caste system. The most powerful caste is the Hem-Netjer. They seem to be similar in power and position to an Il-Hoth Sorcerer-Priests. The Hem-Netjer serve Pha-Rajah, the supposed god-king of the Eastern Kingdoms.

Church hard-liners are convinced that the Janar-Kahn are in league with the Forgotten Ones and are massing an army beyond the Barrier Mountains. More moderate members of the Church believe that the Janar-Khan hold basically the same beliefs as the Church of the Dreaming Gods. It's the possible way that they could have managed to create any sort of kingdom or civilization. While the Imperial nobility has taken a much more pragmatic viewpoint. The Eastern Kingdoms appear to be a source of all manner of exotic goods.

Arcane Backgrounds & Magic

Magic is powerful and unpredictable. Unlike the "World's Most Popular Fantasy RPG", there really isn't that much difference between "arcane" and "divine" magic. Magic is magic.

Some notes about Powers and Trappings: In Savage Worlds, Powers define the game mechanics of the spell. Trappings define the fluff, special effects and the RP potential of the spell. I'm not defining the exact Trappings for each spell. I'll leave that up to the players and be creative. The description of the AB's and the Powers should give you a good idea on what kind of Trappings would be appropriate for a particular spell. Also, since this is supposed a grim and gritty campaign, new Trappings mean a new Power. So your Warlock's Fiery Blast of Doom and Icy Plague of Frozen Death would both use the Blast Power with different Trappings. They would be two different Powers. A special note for Boost/Lower Trait and Warrior's Gift the exact effects of these Powers must be specified when you take them. For example, if you take Boost/Lower Trait, Boost Strength and Boost Vigor would be two different powers.

Note: The racial limitations on AB's is not based on any physical, meta-physical or mental capabilities of any race. It is based on cultural preferences.

All Powers with (N) designation are available for Novice characters.

Characters are allowed to have only one AB.

AB: Warlock: (Available to Human, Aemoni, Vashaen, Drolar, Thul-eth.) Being a Warlock is all about power. Warlocks dare channel arcane energies that their mortal forms were not meant to contain. Some Warlocks have even died from casting powerful spells. The general populace fears the power that Warlocks wield. The Church keeps a wary eye on Warlocks. If they had their way all of them would be hunted down and executed but a great many members of Imperial and noble families are Warlocks so their existence is tolerated.

An RP moment: When learning new Powers, Warlocks dig through ancient and arcane texts. I could do some sort game mechanic but it's just more fun to RP it.

Arcane Skill: Spellcasting (Smarts)

Starting Power Points: 10

Starting Powers: 3

Available Powers:

From the SWEX: Blast, Bolt (N), Burst (N), Detect/Conceal Arcana (N), Dispel, Deflect (N), Fear (N), Fly, Invisibility, Light (N), Obscure (N), Puppet, Speak Language (N), Teleport, Zombie

From the Fantasy Toolkit: Anger/Peace, Blind, Bodyguard (N), Concentrate, Confuse the Mind, Darksight (N), Decipher, Drain Power Points, Grave Speak, Hypnotic Trance, Intangibility, Lock (N), Mirror Self, Open (N), Petrify, Poison Touch, Sacrifice, Slow (N), Sluggish Reflexes, Tongue Tied (N), Zone of Silence.

Trappings: Fire, Shadows, Necromancy

Backlash: As per the AB: Magic in SWEX. RP'ing Backlash: When a Warlock suffers Backlash, it manifests as physical trauma. Blood coming from the nose, ears or eyes, intense pain and so on.

Other notes: Warlock is the only AB who can take the Wizard and the Soul Drain Edges from SWEX.

AB: Sorcerer-Priest (Available to Human, Aemoni, Vashaen, Drolar, Thul-eth) The Sorcerer-Priests of the Dreaming Gods are feared, loathed, respected and loved by the populace. They protect the people from the horrors of the Forgotten Ones but can be over zealous in their pursuits. They seek out the unanointed who dare ask for help of the Gods. Some Sorcerer-Priests make a living by taking tithes from those in need and praying to the Gods for them. The Church is very lenient about letting its Priests travel and “adventure” as long as they are upholding the tenants of the faith and make regular tithes. Also, it's a good way to keep troublesome members out of the area. The Imperial Court is not the only den of intrigue. The Church often has more dangerous and cut throat politics than any noble's court.

When a character takes the Sorcerer-Priest Edge, they also incur a certain amount of status, legal power but also duty to the church as well as being a target of political or arcane enemies. They are also subject to orders from their superiors.

Another RP moment: When learning new Powers, Sorcerer-Priests often undergo long cleansing rituals and periods of meditation to commune with the Gods.

Arcane Skill: Miracles (Spirit)

Starting Power Points: 10

Starting Powers: 2

Available Powers:

From SWEX: Armor (N), Barrier, Detect/Conceal Arcana (N), Dispel, Heal (N), Greater Healing, Fly, Light (N), Quickness, Smite (N), Speak Language (N), Stun (N), Telekinesis.

From the Fantasy Toolkit: Analyze Foe, Bless (N), Blinding Flash (N), Column of Destruction, Concentrate, Consecrate, Dampen Backlash, Decipher, Fortune (N), Freeze Pattern, Locate (N), Lock (N), Most Blessed, Open (N), Precognition, Purify (N), Sentry, Slumber, Spirit Shield, Succor (N), Transparency, Wall of Blades.

Trappings: Cleansing Fire, Divine Retribution, Heavenly Aura.

Backlash: Unlike the Divine Magic AB from SWEX, the Backlash for Sorcerer-Priests works the same as that for Warlocks (Arcane casters). RP'ing Backlash: When a Sorcerer-Priest suffers Backlash, it is crisis of faith. He's amazed and aghast that his powers didn't work.

Other Notes: Only Sorcerer Priests may take the Champion and Holy/Unholy Warrior Professional Edges. “Evil” is considered Cultists and Entities of the Forgotten Ones and undead. Of course, that means the Forgotten Ones' Cultists can use similar Edges against a Sorcerer-Priest.

AB: Fleshcrafting (Works as AB: Weird Science. The Fleshcrafter can only use his Powers on himself.) (Drolar only) No other race would even think of delving into the gruesome art of Fleshcrafting. Even Drolar children are modified at birth. Some go on to become Fleshcrafters and continually modify themselves through their lives. It could be said that as a race, the Drolar have some serious self image issues. They even find each other hideous. While the Church finds their craft to be grotesque and disturbing, they don't even consider it magic.

An RP moment: It's kind of obvious that no one wants to be around when a Fleshcrafter gets a new set eyes or some gently used muscles to add on to himself.

Arcane Skill: Heal (Smarts) (Yes, Drolar use the mundane skill Heal for Fleshcrafting. That means that a character who takes Fleshcrafting gets Heal at d4 for free.)

Starting Power Points: 10

Starting Powers: 1

Available Powers:

From SWEX: Armor (N), Boost/Lower Trait (Can only Boost Strength, Agility and Vigor) (N), Deflection (N), Environmental Protection (N), Healing (N), Greater Healing, Quickness, Speed (N).

From the Fantasy Toolkit: Darksight (N), Farsight (N), Growth/Shrink, Wall Walker (N), Warrior's Gift (N).

Trappings: Adding on muscles, organs and other bits to yourself. Eww.

Backlash: "Malfunction" as per SWEX. "Repair" uses the Heal skill.

Other Notes: See the Drolar Fleshcrafting Tools in the Equipment Section.

AB: Shaman (Grorg Only) Shaman are the wise ones of the Grorg tribes. They are healers, mystics, sages and councilors. Shaman are respected amongst their tribe. Shamans feel a powerful connection to nature and its forces. Warlocks and Sorcerer-Priest view the Shaman's magic as nothing more than primitive tribal parlor tricks.

An RP moments: When learning new Powers, Shaman often go on vision quests or similar communing with nature ceremonies.

Arcane Skill: Primordial Prayer (Spirit)

Starting Power Points: 10

Starting Powers: 2

Available Powers:

From SWEX: Beast Friend (N), Barrier, Burrow (N), Elemental Manipulation (N), Entangle (N), Environmental Protection (N), Heal (N), Greater Heal, Fly, Light (N), Shape Change (N), Speed.

From the Fantasy Toolkit: Bellow, Berserker, Concentrate, Darksight (N), Farsight (N), Growth/Shrink, Intangibility, Locate (N), Purify (N), Quake, Sentry, Slow (N), Spirit Shield, Succor (N), Tempest, Viper Weapon, Wall Walker (N), Wandering Senses (N), Whirlwind.

Trappings: Beasts, Nature, the Elements.

Backlash: Unlike the other AB's, there is no backlash but there are limitations to their power. 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. He takes a -2 to arcane skill rolls when within an urban area.

Other Notes: Shaman are the only ones who can take the Beast Bond and Beastmaster Edges.

Money & Equipment

Coins of the Realm: 1 Gold Aureus = 100 Silver Denarii, 1 Silver Denarii=100 Bronze Sesterii

Use standard medieval weapons, armor and equipment costs from SWEX. However, here are some improved types of weapons and armor available. I'm not going to be a stickler on encumbrance. Just get the total of things you would normally carry into combat. Weapons, Armor, etc.

Armors

Shadow Silk Armor: +1 Armor, Wght: 7, Cost: 100 SD, Covers: Arms, Torso, Legs. Can be fashioned to look like normal clothes.

Fel Hide Leather: +2 Armor, Wght: 15, Cost: 450 SD, Covers: Torso, Arms, Legs.

Argentium Chain Mail Hauberk: +3 Armor, Wght: 20, Cost: 1,000 SD, Covers: Arms, Torso.

Black Iron Plate Corslet: +4 Armor, Wght: 30 Cost: 600 SD, Covers: Torso.

Black Iron Full Helm: +4 Armor, Wght: 10, Cost: 200 SD, Covers: Head.

Black Iron Vambraces: +4 Armor, Wght: 15, Cost: 250, Covers: Arms.

Black Iron Greaves: +4 Armor, Wght: 20, Cost: 350, Covers: Legs.

Black Iron Full Set: +4 Armor, Wght: 60, Cost: 1,300 SD, Covers: Head to Toe. This is for a custom fitted suit of armor, not a mish mash of pieces.

Weapons

Argentium Weapons are strong and razor sharp. The following weapons are commonly forged from Argentium Steel: Dagger, Short Sword, Long Sword, Katana and Rapier. Cost is doubled. When you roll a Raise on an attack roll, you roll an extra d8 damage instead of a d6.

Black Iron Weapons are heavy and brutal. The following weapons are commonly forged from Black Iron: Great Sword, Battle Axe, Great Axe. Cost for the weapon is doubled. The weapon's damage is increased by one die type (i.e. A Black Iron Great Sword would do Str+d12). The increase in damage does not increase the strength minimum.

Fire Steel Weapons are surrounded by a fiery aura when they are wielded. This offers no special game mechanic benefit other than about one candle's worth of light. Generally, any weapon can be forged from Fire Steel. These weapons are prized by Sorcerer-Priests because they are good against immaterial opponents. Fire Steel weapons will hit them and not pass through. (There is no "Miss Chance" like in D&D. You just miss.) Additionally, undead who take a second Shaken result from an attack from a Flaming Weapon suffer a Wound. Normally, Undead ignore a second Shaken result. The cost is tripled for Fire Steel weapons.

Other Gear

Magic Items: The knowledge to create magic items and potions was lost with the fall of the Mius. That is not to say that there are merchants who will be more than willing to sell you a "magical" charm or potion. A few adventurous souls will brave Mius ruins in search of ancient artifacts. These items are always unique and warped.

This is a big change from D&D. You can't go down to the market and buy a new +1 Sword. You can't hunt down an enchanter to put that extra buff on your armor. You won't find magic items and say, "Wow, this your standard Version 1.1 Figurine of Wondrous Power." If you're lucky, you might find one magic item per adventure. Then it will be some sort unique item and will probably be both a blessing and a curse.

Mius Power Crystals: These ancient and rare crystals store Power Points for spellcasting. They will work with any AB except Fleshcrafting. When casting a spell, all of the points required must come from either the caster or the crystal. No splitting up the cost. Recharging a Power Crystal requires the Soul Drain Edge. So only Warlocks can recharge Power Crystals. When recharging a crystal, it must be fully recharged with one attempt. You cannot recharge it one point at a time. It will not let you. It takes everything that it needs. The Power Points are drained from the caster and return at the normal rate. The character makes a Spirit check as if he were using the Soul Drain Edge modified by the number points being transferred into the crystal. If the character fails, then he suffers wounds just as if he had failed to use Soul Drain to cast a spell. The points are not lost. If the total is one or less, not only does the character suffer the normal effects of Soul Drain, the Power Points are drained but not into the Crystal. They regenerate at the character's normal rate. Unlike using Soul Drain to cast a spell, this is not a free action. The process takes about a minute to perform. If a Power Crystal is ever drained to 0 points, it becomes useless and incapable of being recharged. Power Crystals generally have a capacity of 2 to 10 Power Points. The cost of a Mius Power Crystal is (Number of Power Points squared) X 50 Silver Denarii.

Drolar Fleshcrafting Tools: Each Fleshcrafter has a personalized set of surgical tools to modify and heal himself. Some even become craftsmen and make the tools themselves. Without the tools the character is at -2 to perform Heal checks on himself and to "repair" malfunctioning modifications. These are also required when a Fleshcrafter creates a new modification for himself. Cost: 50 SD (½ if he builds them himself.)

Poisons

Assassination is a normal tool of statecraft so there are many who are skilled in the use of poison.

To administer a poison (put it on a weapon or otherwise get it into the victim), the character makes a Smarts check (Exception: Zombie Dust which uses Vigor to both administer and attack). If the character rolls a 1 (regardless of the Wild Die), then he has poisoned himself and suffers the consequences. On a Raise, the victim is at -1 to resist. This does not stack with the bonus from the Poisoner Edge. Note: These rules are slightly different than those in SWEX.

Rat Spider Venom: Type: Weapon (Placed on a weapon the cuts or somehow breaks the skin. The dose is used up when a successful attack is made. Note: A Shaken result is considered "successful"); Effects: Seizures and paralysis. On a failure the character takes a -1 penalty to all Strength and Agility checks and all skills based on those Traits. Additionally, his Agility is reduced by one die step. If the victim rolls a 1 his Vigor check (regardless of the Wild Die) then this penalty is increased to -2 and his Agility goes down two die steps. If this reduces his Agility to less than a d4 then he is paralyzed. Duration: 1d6 x 10 minutes or until a Heal check can be made. Lost Agility is returned when the duration of the poison lapses. Cost: 150 SD/dose.

Zombie Dust: Type: Airborne (Zombie Dust normally comes in a small tube containing a single dose. The attacker attempts to blow the dust into the victim's face. To do this the attacker makes a Vigor roll, opposed by the victim's Agility. On a Raise, the victim is at -1 to resist. This doesn't stack the Poisoner Edge and if the attacker rolls a 1 regardless of the Wild Die then he suffers the effects of the poison.), Effects: The victim's internal organs begin to rot and decay. On a failure, the victim's Vigor is reduced one die step. Every 10 minutes the victim makes another Vigor check (yes at the reduced level) to resist. If the victim's Vigor is reduced to less than a d4 then he dies. Duration: 1d4 hours or until a Healing check can be made at -2 plus -the number of Vigor dice that the victim has lost. Lost Vigor is healed at the same rate as normal wounds. Cost: 2,000 SD/dose

Slug Rot: Type: Contact; Effects: The victim's flesh is eaten away. On a failure, the victim's Strength is reduced one die step. Every 10 minutes the victim makes another Vigor check to resist. If the victim's Strength is reduced to less than a d4 then he dies. Duration: 1d4 hours or until a Healing check can be made at -the number of Strength dice that the victim has lost. Lost Strength is healed at the same rate as normal wounds. Cost: 1,000 SD/dose

Night Thorn: Type: Ingested; Effects: Vomiting, diarrhea, seizures. Effects: Not resisted by Vigor but the victim immediately takes 2d6 damage (obviously armor doesn't help your Toughness for this. Modifiers for administering the poison modify the victim's Toughness.). Wounds caused by Night Thorn are handled just like normal wounds. Cost: 200 SD/dose.

Life Bane: Type: Weapon, Airborne (administered the same as Zombie Dust), Contact and Ingested; Effect: The victim dies. Not resisted by Vigor but the victim immediately takes 2d10 damage (obviously armor doesn't help your Toughness for this. Modifiers for administering the poison modify the victim's Toughness.). Wounds caused by Life Bane are handled just like normal wounds. Cost: 7,000 SD/dose.

Drugs

Dragon's Breath: Recently imported by the Janar-Kahn and the new favorite of the Nobility. Characters under the effects of Dragon's Breath are sluggish and lazy and their inhibitions are reduced. Duration 1d8 hours. Game Mechanics: Characters are considered to have one level of Fatigue for the duration of the drug. After each use the character must make a Spirit check or become addicted. Cost: 50 SD/dose.

Night Weed: The drug of choice of the masses. Duration: 1d4 hours. For the duration of the drug, the character is assumed to have the Overconfident Hindrance. Cost: 10 SD/dose.

Other Stuff

There's very little you can't buy for the right price in Moleth-Sin. This is the capital of the greatest Empire the world has ever known. Or at least so they say.