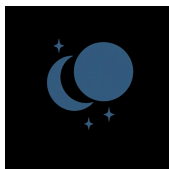




Perla Virda - A C.G.T. D20

RPG



Author's Note & Special Thanks

Perla Virda has been over thirty years in the making—a mosaic of late-night scribbles, half-brewed mechanics, and the patient unraveling of numbers into narrative. This is not just a rulebook—it's a love letter stitched between stars, stitched with calloused hands and kinder voices.

It began clumsy. Seven stats. No leveling. Math that laughed in my face. But even then, the heart of the thing kept pulsing—and somehow, despite everything, I kept listening. My husband—the first stubborn player to call out the flaws—was also the one who told me to keep going. (He still argues with the system sometimes. That's how I know it's working.)

Thanks to the honesty of friends, the sharp eyes of testers, and a lot of shouting into digital voids, Perla has now reached its third shape. The C.G.T. system isn't quite like anything I've seen before—and it may continue to grow. If a rule needs reworking, or if you've named "Tact" something more poetic at your table, I'd love to hear it. The ley remembers every voice that helps build the song.

To Jared, Jerry, Chris, Daniel, Sean (and your beautiful family), Jimmi, Jimmy, Willowgust, Spazzy, and every soul who helped stitch this monster together: you didn't just help—you *haunted the halls until it echoed*. Thank you.

To Timothy —may your adventures outgrow mine. This book is my promise that you'll always have magic waiting when you need it.

And to my mother, Tammy—your belief lit the path. I miss you every day. You gave this dream soil to take root.

– M. 6/20/2025 🍷

"They laughed, they bled, they drank ghost-ink tea, and somewhere in the wreckage of Estiansia, someone whispered their name. That was all I ever wanted."



Introduction

INTRODUCTION: THE WORLD OF PERLA VIRDA

A Shattered Earth, A New Beginning

Humanity's final act on dying Earth was not destruction—but exodus. After a cataclysmic war shattered nations and ecosystems, the last survivors united under a single purpose: escape. Using the planet's gutted core to forge colony ships, they abandoned their molten home for seven uncharted worlds dubbed Perla Virda.

Only one ship, the Utopian, reached its destination—a lush planet already teeming with life. But Perla Virda was no empty wilderness. Elves, dwarves, and stranger beings watched from the shadows as the colonists landed, their steel-and-glass utopia crumbling into something far stranger...

The Price of Survival

The colonists swore to avoid Earth's mistakes, forsaking exploitation for harmony. Yet Perla Virda had its own rules. Slowly, the newcomers changed:

- Some grew iridescent veins after touching the rivers.
- Others dreamed in languages never spoken by humans.
- A few whispered that the planet itself was awakening them.

The elves called it "The Mother's Welcome." They offered no explanations—only riddles.

A Game Unlike Any Other

Perla Virda blends sci-fi desperation, steampunk ingenuity, and high fantasy wonder into a tabletop RPG where:

- Story Trumps Rules: No grids, minis, or complex math—just your choices and the GM's world.
- Magic is Mysterious: Spells aren't just tools; they're secrets prized from the planet itself.
- Colonists Become Legends: Will you cling to humanity's past, or embrace what Perla Virda is making you?

"This game is my love letter to the genres that shaped me—torn apart and stitched back together. Play it with curiosity, and let the world surprise you." - M



Perla Virda - History

PERLA VIRDA: HISTORY OF A WOUNDED WORLD

"The past isn't dead—it's coiled in the leylines, waiting to whisper."

THE FIRST LANDING (Pre-Collapse)

From Colonist Logs:

"Utopia Ship Manifest, Final Entry: 'Planetfall achieved. Ley radiation 300% above projections. Captain Elias Vorne ordering cryo-stasis for 80% crew. May God forgive us.'"

Survivors Still Active:

Name	Role	Current Status
Dr. Elias Vorne	Chief Biologist	Mutated plant-hybrid in Myrga's Belt
Engineer Rook	Starship Mechanic	Fused with Sky-Rail network
Chime-of-Eight	AI Fragment	Haunts terminal stations

Key Artifacts:

- **The Sundered Engine:** Power source buried under Estiansia ruins
 - **Crew Memory Crystals:** Store personalities of the lost
-

THE SUNDERING (Collapse Event)

From Warden Archives:

"When the leylines rebelled, they didn't just break—they remembered. Now they dream of the First Landing and rewrite flesh to match."

Major Factions Formed:

1. **Wardens of the Pale Moon** (Leyline guardians)
2. **Ashesworn** (Memory-preserving archivists)
3. **Verdant Folk** (Mutated survivors)

Historical Sites:

- **Estiansia Crater:** Where the Utopia's engine detonated
 - **Sky-Rail Ruins:** Floating monorails now home to Griffins
-

CURRENT ERA (Post-Collapse)

"Three generations have passed. The planet is alive in ways we still don't understand—and it's learning from

us."

Active Threats:

- **Husk Marks:** Ley corruption transforming creatures
- **The Severed:** Those fully consumed by the planet's will

Surviving Legends:

Name	Claim to Fame	Last Seen
Mother Myrga	First Verdantkin	Leading the Grove Defense
The Iron Prophet	Dwarf mystic	Preaching at Leyline nodes
Whisper	Oldest Hollow	Trading memories for relics

 FRAGMENTED HISTORIES

From Ashesworn Scroll #7:

"The starship's children are fracturing into new species. Not evolution—the planet is editing them."

From Drummer's Canticle #12:

"We beat the drums to remind Perla we're still here. Sometimes, it drums back."

From ASHESWORN TRANSCRIPT #115

"...the Hollow aren't dead. They're the ship's failed backups given form..."



Player Rules



CHARACTER STATS & CREATION

Core Attributes

All characters begin with **75 points** to distribute among three primary stats:

Stats	Governs	Baseline (25 points)
Constitution	Strength, Health, Perception	200 health, lift 30 lbs with ease.
Guile	Agility, Luck, Charisma	+5 to evasion/charm checks
Tact	Intelligence, Magic Power, Lore	200 Spell Power (Mana)

- **Balanced Build:** 25 points in each stat (recommended for beginners).
- **Custom Build:** Distribute freely (e.g., 30 Guile, 20 Tact, 25 Constitution).
- **Optional Bonus:** GM may grant +1d20+1d5 extra points at creation.

Stat Explanations

1. Constitution (Body & Resilience)

- **Health:** 8 HP per point (25 pts = 200 HP).
- **Strength:** Lift/carry capacity scales with points (e.g., 30 pts = lift 50 lbs effortlessly).
- **Perception:** Spot hidden details or threats (modified by GM for narrative tension).
- **Key For:** Fighters, warriors, and melee specialists.

2. Guile (Finesse & Fortune)

- **Agility:** Dodge, climb, or balance (e.g., 30 pts = leap 10 ft gaps).
- **Luck:** Affects loot quality, crafting success, and critical hits.
- **Charisma:** Persuasion, deception, and NPC reactions.
- **Key For:** Rogues, bards, and crafters.

3. Tact (Mind & Magic)

- **Spell Power:** 8 MP per point (25 pts = 200 MP). Spells cost 2–5 MP (or health for blood magic).
- **Lore/Insight:** Decipher ancient texts or detect magical traps.
- **Key For:** Mages, scholars, and tacticians.

Leveling & Progression

- **Experience:** 100 XP per level (caps at 5,000 XP for Level 50).
- **Stat Boosts:** Every 5 levels, roll **1d20+1d6** for bonus points (GM discretion).
- **Class Mastery:** At Level 50, characters can mentor others or pursue advanced classes.

Cross-Classing Rules

1. **Base Class:** Permanent background (e.g., Farmer, Militia). Grants innate skills.
2. **Secondary Class:** Unlocked via quests or training. Max two classes at once.
3. **Switching Classes:** Abandon progress in one class to start another.

Example: A **Farmer** (base) becomes a **Militia Fighter** (secondary). At Level 20, they switch to **Ranger**—their **Militia levels freeze**, but Farmer progression continues.

Inventory & Encumbrance

- **Carry Limit:** 100 lbs (modified by Constitution perks).
- **Essentials:** Pack includes rations, rope, and a bedroll.
- **Treasures:** Some items are quest-critical (GM will flag them).

Rest Type	Duration	Benefits
Short	1 hour	Regain 1/4 max HP (round up) or 1 spell slot. Verdantkin heal +2 in sun.
Long	8 hours	Full HP. Leylooped dream of possible futures (GM shares 1 cryptic clue).

Races of Perla Virda (Condensed Preview)

Race	Key Traits	Stat Mods	Recommended Classes
Dwarf	Fire/earth immunity, master smiths	+2 Constitution	Guardian, Ritualist
Elf	Leyline attunement, night vision	+2 Con, +1 Guile	Ranger, Dragon Disciple
Griffin	Flight-capable, apex hunters	+1 Guile, +1 Tact	Ritualist, Drummaster
Human	Adaptive, magical potential	+3 Tact	Magnus (magic specialist)

(Full racial details in the *Player Races* section.)

Key Notes for GMs

- **Perks:** Reward players with boons, items, or permanent bonuses (see *Perks* section).
- **Crafting:** Uses Guile rolls + materials (e.g., 2d20 ≥15 for enchanted gear).
- **Origins:** Encourage players to tie backstories to the world (e.g., "Why did your Griffin leave its flock?").

☀ COMPLETE RACIAL BOONS OF PERLA VIRDA

"Gifts written in blood, bone, and leylines."

CORE RACE BOONS

Race	Boon Name	Effect	Trigger Condition
Dwarf	Wyrmblood	+2 CON saves vs heat/poison	Standing near lava/geothermal vents

Elf	Leydreamer	Reroll 1 failed Tact spell/day	Under open sky at night
Griffin	Echo Drummer	Send 1-word message 1-mile	Drumming on metal surfaces
Human	Colonist's Guile	+2 to deceive Outsiders	Using pre-Sundering slang
Verdantkin	Photosap Symbiosis	Heal 1 HP/turn in sunlight	Bare skin exposed to light
Hollow	Mask of the Forgotten	+5 to disguise as armor's original owner	Wearing salvaged armor
Were	Moonforged Surge	+4 STR for 1 round when wounded	First time dropping below 50% HP
Leylooped	Deja Vu	Take 1 extra reaction/day	Near temporal anomalies
Starforged	Comet's Heart	Ignore 1 crit hit/day	At <25% HP

"The best rewards are those that remember where you've been."

— Ashesworn Proverb

Player Races

SENTIENT SPECIES OF PERLA VIRDA

"Birthed from leylines, stars, and the scars of colonization"

DWARVES (Stonekin)

"Clans bonded to lava wyrms in their volcanic forges. Their runes aren't carved—they're whispered into molten metal by wyrm tongues."

Unique Traits:

- **Stats:** +2 Con, +1 Guile
- **Perks:**
 -  **Wym-Blessed:** Fire immunity (symbiosis with lava wyrms)
 -  **Master Crafting:** +2 to jury-rigging/enchanting stone/metal
- **Cost:** Must feed wyrm 10lbs of ore/day or lose perks
- **Classes:** Guardian, Brewer, Crofter-Master

Authors Note:

No "underground miners" trope—your dwarves are surface-dwelling geothermal engineers.

ELVES (Leyborn)

"Arboreal caretakers who prune leylines like bonsai. Their bark-like skin cracks if they leave their home grove too long."

Unique Traits:

- **Stats:** +3 Tact, +1 Guile
- **Perks:**
 -  **Ley Attunement:** 1/day reroll a failed spell
 -  **Photoskin:** Glow faintly near corrupted magic
- **Cost:** -2 Con if away from leyline for a week
- **Classes:** Weaver, Dragon Disciple, Ranger

Authors Note:

Magical gardeners tied to specific locations.

GRIFFINS (Skybound)

"Flightless avians who communicate through wing-drumming. Their hollow bones let them glide, but also shatter easily under blunt force."

Unique Traits:

- **Stats:** +2 Guile, +1 Tact
- **Perks:**
 -  **Echo Drums:** 1-mile sonic messaging
 -  **Featherstep:** Fall damage reduced by 10ft

- **Cost:** -3 Con when wearing metal armor
- **Classes:** Drummaster, Sky Cartographer

Authors Note:

No "noble eagles"—they are tribal messengers with bone flutes.

 HUMANS (Starforged)

"Descendants of the First Landing ships. Their bodies reject magic—each spell leaves celestial radiation burns."

Unique Traits:

- **Stats:** +3 Tact
 - **Perks:**
 -  **Epigenetic Surge:** 1/day amplify spell (but take 1d6 damage)
 -  **Adaptive:** +1 to any stat at Lv10
 - **Classes:** Magnus (exclusive), Any
-

 STARFORGED (Living Fragments of the Utopian Core)

"The Starforged's 'skin' is a mosaic of silver and cobalt, etched with glowing veins. When it speaks, its voice echoes like a choir of distant gears. It does not breathe—it hums."

Origins:

When the Utopian colony ship ruptured in Perla's atmosphere, splinters of its arcane reactor fused with the surrounding leyfields—birthing constructs of living metal and memory. The Starforged rose from soil and starlight, semi-sentient echoes of the ship's dying will. Neither mortal nor machine, they walk the world as luminous relics of catastrophe.

Unique Traits:

- **Core Heart Resilience:** Immune to **disease, poison, and fatigue**. Regain **1d4 HP/hour** by resting in sunlight or ley-infused zones.
- **Ley-Infused Frame:** At character creation, choose **+2 to Constitution or Tact**. Unarmed strikes deal **1d6 magical bludgeoning** damage.
- **Reactor Surge** | Once per long rest, reroll a failed Tact-based check or amplify a spell (+1d6 damage/duration). Afterward, your core vents steam: **all adjacent creatures take 1d4 fire damage**.

Stats: +2 Tact or Constitution, +1 Guile, -2 Charisma

Perks:

- **Magical Infrastructure** – Can interface with pre-Sundering tech and leybound relics without corruption
- **Sentient Echo** – Once per session, access a fragmented memory from a lost crew member (GM provides a detail, secret, or vision)

Cost:

- *Emotional detachment: Social checks suffer disadvantage if you fail to mimic normal affect or empathy (GM discretion)*

Classes:

Magus (synergistic) · Mystic · Crofter

Advanced: Scribe (data-synthesis), Cartographer (ley-anchored memory tracking)

Cultural Hook:

Starforged rarely gather, but when they do, their hums blend into harmonic strings—an echo of the Utopia's launch sequence. Some believe they are carrying the final mission parameters of the ship itself... and no one, not even the Starforged, knows what that mission was.

Author's Note:

The Starforged are not humanity's saviors or its sentinels. They are Perla's apology—or perhaps its curiosity—given form.

WERE (Moonforged)

"Cursed by the Shattered Moon. Their transformations are triggered by trauma, not lunar cycles."

Unique Traits:

- **Stats:** +2 Con, +1 Guile, -2 Tact
- **Perks:**
 -  **Feral Surge:** +4 Str during transformation (stress triggers)
 -  **Pack Scent:** Track kin within 5 miles
- **Cost:** Lose 1 Con permanently per 10 transformations
- **Classes:** Guardian, Husk Hunter

Werewolf Variants (Forest/Jungle/Land Predators)

Shared Trait (Animal Instinct): Advantage on Tracking, Pursuit, and Survival rolls while in shifted form.

Type	Traits
Werepanther	+2 Guile, Shadow Pounce (Bonus action to leap 10ft in dim light without provoking opportunity attacks).
Werbear	+2 Con, Unstoppable Charge (Move through difficult terrain unimpeded when charging).
Werelyn	+2 Tact, Keen Eye (Spot hidden doors/traps with a D6 Perception check).

Authors Note:

Werewolf are PTSD-afflicted survivors, not primal hunters.

VERDANTKIN (Myrga's Children)

"Human-plant hybrids with mushroom caps for hats. They trade spores like gossip."

Unique Traits:

- **Stats:** +2 Guile, +1 Con
- **Perks:**
 - 🌞 **Photosynthesis:** Heal 1 HP/hour in sunlight
 - 🌸 **Pollen Speech:** Communicate via scent clouds
- **Cost:** Vulnerable to fire (2x damage)
- **Classes:** Herbalist, Ritualist

Authors Note:

No halfling parallels—these are literal plant-people.

👤 **HOLLOW (Ashbound)**

"Spirits bound to salvaged armor by Ashesworn rites. Their 'faces' are engraved masks."

Unique Traits:

- **Stats:** +2 Con, -1 Guile
- **Perks:**
 - 💀 **Unliving:** No need to eat/sleep
 - 🎭 **Mask of Lies:** +5 to disguise as original owner
- **Cost:** Rust in rain (-1 AC until dried)
- **Classes:** Guardian, Mystic

Authors Note:

Ghosts ≠ D&D revenants—they are bound to objects, not bodies.

🕒 **LEYLOOPED (Chronomancers)**

"The Leylooped stares at your left ear while whispering about a storm that 'already drowned you.' Their hands flicker like candlelight—sometimes there, sometimes not."

Origins:

Originally human colonists exposed to an uncontrolled surge of raw ley energy during the Utopia's collapse. Caught in fractured chronospaces, they returned changed—disconnected from linear time and tethered to flickering echoes. They are mistrusted for their strange speech and stranger perceptions, but their insight can avert catastrophe... or create it.

- **Unique Traits:**
- **Stats:** +2 Tact, +1 Guile, -2 Constitution
- **Flicker Sense:** When entering a new location, roll 1d20. On a 1, the GM offers a cryptic vision of the site's past or future (e.g., "You see this tavern burning, but the barkeep is laughing").
- **Temporal Slip:** Once per long rest, reroll a failed save. Must describe the event as a moment of broken time (e.g., "The arrow was in your chest... and now it's in the wall.").
- **Disjointed Speech:** Speaks in fragmented foresight and backward riddles. Others have **disadvantage** on checks to **deceive or persuade** the Leylooped due to their nonlinear intuition.

Perks:

- **Chronic Instinct** – Advantage on initiative when a battle begins in unfamiliar territory
- **Vision-Laced Memory** – May recall scenes their body never witnessed, at GM discretion

Cost:

- Cannot cross ley-stable zones (e.g., protected Shrines) without rolling for Temporal Drift (d20: 1–3 triggers involuntary time echo)

Classes:

Ritualist, Mystic, Magus (favored)

Chronomancer subclass unlockable at Lv. 25 with GM event or Ley-Spiral communion

Cultural Hook:

The Terminal Choir views the Leylooped as their “heralds,” while the Wardens of the Pale Moon often view them as paradox threats. Some believe the Leylooped aren't just time-scarred survivors—they're echoes of timelines that never should have survived.

Author's Note:

Humans were never meant to wield raw leymagic. The Leylooped are not gifted—they're backlash incarnate.



Seedling Scroll Foundling Variants

Each character defines:

- **Root Kin** (biological race)
- **Adopted Lineage / Foundling Variant** (narrative upbringing or mystical influence)

Choosing a **Foundling Variant** gives narrative depth and mechanical flavor. You gain:

- A thematic **Seedling Boon**
- A **Reputation Path or Complication**
- A **Trait or Class Access** usually limited by race or circumstance



Forgotten Choir

“You were rocked to sleep in stasis chambers that wept backwards.”

Foundling Variant Type:

Adopted lineage—typically found drifting in cryo-stasis pods or rescued from fractured timelines by Hollows or Leylooped stewards

Raised to harmonize with ley-distortion through song, rhythm, and prophetic silence

Seedling Boon:

- May select **one restricted class** at character creation (regardless of Root Kin limitations)
- Gain **+1 to rolls** involving **time-based abilities** or **leyline navigation**

Cost:

- Reduce **maximum HP by 25%** (rounded down), due to residual stasis sickness or recursive

soul-friction

Cultural Markers:

- *Eyes shimmer like layered hourglass reflections; pupils may dilate against leyfield currents*
- *Veins or tattoos pulse with slow, rotating patterns resembling clock gears*
- *When sleeping near ley-faults, your breathing syncs with local disturbances*

Class Access:

- *Unlocks **Chronomancer**, **Weaver**, or **Drummaster** regardless of normal heritage restrictions*
- *May reroll one musical or ritual-based performance check per long rest*

Reputation Path:

- *Begin **Neutral** with the **Terminal Choir**, **Ashesworn**, or **Leylooped enclaves***
- *Gain bonus Rep when calming ruptured spaces, restoring echo-sick structures, or resolving paradox events peacefully*

GM Hook:

The character hears “choral loops” no one else perceives. They echo the emotional state of places and creatures. But one voice has begun humming backwards—and it knows your name in a melody you’ve never sung aloud.

 Starforged Echo

“You are not flesh alone—you are radiation, rebirth, and record.”

Foundling Variant Type:

Adopted lineage, often following Human (Starforged) or Verdantkin Root Kin
Raised by the Engineborn Cartel or the fragmented clergy of the Terminal Choir

Seedling Boon:

- Gain **+2 bonus to any stat** at character creation
- **Once per session**, amplify a spell with **+2d6 effect potency** (damage, duration, or impact)
→ After use, suffer **1d6 Husk Mark damage** as ley-radiation backlash

Cost:

Your core flickers near unstable ley activity

→ The GM may impose **disadvantage on Perception checks** in ley storm areas or during reactor surges

Cultural Markers:

- Starburst-shaped scars that “bleed” core light under emotional stress
- Voices emit faint harmonics in moments of heightened spell use
- May involuntarily store dream fragments from nearby sentient beings

Reputation Path:

- Start **Neutral** with tech-focused factions (Engineborn Cartel, Terminal Choir)
- Gain **+2 Rep** for restoring or modifying ancient Utopian artifacts

GM Hook:

Your existence is listed in a fragmented database deep within the Cradle Vault. Someone—or something—is

overwriting it. The last entry pulsed with your core signature... but in reverse.

● Moonforged Heir

"Your rage is older than memory—and shaped like the moon."

Foundling Variant Type:

Adopted lineage—commonly tied to Root Kin abandoned near the Pale Shrines or lost in early leyline storms

Raised by Werefolk clans, memory-touched mystics, or trauma-hardened wanderers

Seedling Boon:

- May choose any **Werefolk transformation subtype** (Panther, Bear, Lynx, etc.) regardless of Root Kin
- Gain **+1 bonus** to **tracking and survival rolls** while shifted

Cost:

Transformations scar the soul.

→ Each time you shift, faint silver etchings appear—marking you visibly to other Moonforged and to Warden seers

Cultural Markers:

- Silver-flecked eyes shimmer when emotionally heightened
- Breath condenses under a full moon regardless of temperature
- Claws may twitch in combat even when untransformed

Class Access:

- Unlocks **Guardian** or **Husk Hunter** even if normally restricted by race
- May bond to a Moonshard Totem (GM reward or quest)

Reputation Path:

- Begin at **+1 Rep** with Moonforged factions (such as the Wounded Claw or Ashhowl Matrons)
- May suffer **-1 Rep with Warden-aligned groups** due to legacy distrust

GM Hook:

A psychic veil keeps your dreams tethered to a long-dead Moonforged general. Their final order—to destroy a leyline seal—still echoes in your bones. And now it's pulsing again.

🩸 Hollow-Bound Child

"The mask you wear was not yours. But it knows your heartbeat."

Foundling Variant Type:

Adopted lineage—common among Root Kin taken in by Ashesworn monks, Hollow sentinels, or whispering vault-guardians

Often chosen as memory vessels or soul-anchors by dying spirits

Seedling Boon:

- **Once per session**, you are immune to **sleep, starvation, or mind-control effects**
- Can **recall or relive** a memory not your own (GM reveals cryptic secret, clue, or lore fragment)

Cost:

Must maintain a **soul-anchor object** (usually a ceremonial mask).

→ Without it: suffer **-2 to all rolls** until a new one is crafted or recovered

Cultural Markers:

- One hand is always cold to the touch
- Reflections in mirrors, water, or polished steel sometimes "lag"
- When severely injured, whispered names escape your lips—often in forgotten languages

Class Access:

- Can access **Hollow-only racial traits** and interact with **Memory Vaults**
- May channel **Ashpage fragments** without corruption once per rest

Reputation Path:

- Begin neutral with **Ashesworn, Archivists, or Whisper-bound factions**
- Gain bonus rep when sealing lost souls or recovering ancient memories intact

GM Hook:

A forgotten mask in the Whisper Vault flickers with familiarity. When you touch it, your stats briefly reset to *someone else's sheet*—and the vault opens by name



Player Classes

Echoes of the Self: Paths Through a Broken World

Base, Secondary, and Advanced classes—woven in fate and fire

Crofter (Base Class)

“If it breaks, we fix it. If it breathes, we adapt it.”

- **Tier:** Base
 - **Stats:** +2 Tact, +2 Guile
 - **Role:** Apprentice craftsman, field mechanic, utility tinkerer
 - **Lineage Pairings:** Dwarves (forge intuition), Verdantkin (organic splicing), Starforged (tech binding)
 - **Core Perks:**
 - *Fixer’s Edge* – May craft simple gear mid-dungeon using salvaged materials
 - *Improvise Weapon* – Once per encounter, create a temporary melee or thrown weapon
 - *Tinker Totem* – Embed one effect rune into armor or tool per long rest
 - **Factional Ties:** Engineborn Cartel, Sky-Rail Salvagers, Verdant Guild Circles
 - **GM Notes:** Give Crofters alternate puzzles (unstable mechanisms, collapsed terrain, or clockwork fauna). Encourage “build, adapt, solve” encounters.
-

Farmer (Base Class)

“All things grow if you listen long enough.”

- **Tier:** Base
 - **Stats:** +1 to Constitution, Guile, *and* Tact
 - **Role:** Adaptable support, earthbound lorekeeper, life-sustainer
 - **Lineage Pairings:** Verdantkin (for rootbond empathy), Hollow (spirit harvesters), Humans (community resilience)
 - **Core Perks:**
 - *Harvest Instinct* – May determine a biome’s food, hazard, and healing potential
 - *Fallow Fielding* – Once per arc, declare a zone “warded”—rest or regrow there faster
 - *Grainmark* – You can barter for safe passage or aid in rural communities without Persuasion rolls
 - **Factional Ties:** Verdant Folk, Reclaimers, Myrgan Rootways
 - **GM Notes:** Use farmers as story-sculptors—grounding moments between high magic. Offer them rare plants, rotblight cures, or ancestral seed lore as paths to quiet power.
-

Trader (Base Class)

“Every secret has a price. I just charge fairly.”

- **Tier:** Base
- **Stats:** +3 Guile, +3 Tact
- **Role:** Negotiator, logistics expert, risky opportunist
- **Lineage Pairings:** Starforged (for encoded trades), Humans (market reputation), Leylooped (foresight bartering)
- **Core Perks:**
 - *Weigh the Room* – Identify a target’s primary motivation with a successful Guile check
 - *Barter-Surge* – Once per session, swap an item, spell, or secret mid-combat or encounter
 - *Haggle Binding* – NPCs must roll with disadvantage to betray you on a deal you’ve “sealed with glass”

- **Factional Ties:** Hollowed Seat (verbal oaths), Terminal Choir (data trades), Sky-Rail Salvagers
- **GM Notes:** Traders thrive on political tension, rare goods, or rumor-spun leverage. Give them dueling merchants, ley-scrips, or cross-faction black markets.

Drummer (Base Class)

"I don't keep time. I shape it."

- **Tier:** Base
- **Stats:** +3 Tact, +2 Constitution
- **Role:** Battlefield synchronizer, tempo shifter, buff-slinger
- **Lineage Pairings:** Moonforged (for trauma tempo boosts), Verdantkin (for rhythm-root rituals), Humans (for cultural polymetrics)
- **Core Perks:**
 - *Pulsebeat* – Once per round, boost an ally's initiative or interrupt flow with a drumstrike
 - *Battle Loop* – Spend a reaction to "echo" a support action taken earlier in the round
 - *March Signature* – Your rhythms can be used to signal factional allies or direct lost NPCs
- **Faction Ties:** Terminal Choir (for rhythm-coding), Hollowed Seat, Sky-Rail Salvagers
- **GM Notes:** Use Drummers to shift turn order, augment morale, or tap into hidden paths only accessible via old ceremonial time signatures.

Hunter (Base Class)

"I don't chase monsters. I listen for the silence they leave behind."

- **Tier:** Base
- **Stats:** +3 Guile, +2 Constitution
- **Role:** Predator of the forgotten, biome-adapted tactician, field master
- **Lineage Pairings:** Verdantkin (for ambient tracking), Hollow (for trauma imprint recognition), Werefolk (for sensory uplift)
- **Core Perks:**
 - *Beastmark Lore* – Mark a creature type and gain tracking insight, resistance bonus, or bonus damage
 - *Flarebind Trap* – Place an alchemical trap with flexible payload (snare, flare, toxin)
 - *Gravedust Focus* – Track Husk-corrupted prey by aura scent or memory bleed
- **Faction Ties:** Verdant Folk, Pale Moon Wardens, Reclaimers of Severed Kin
- **GM Notes:** Hunters pair beautifully with Foundling traits. Use weather, corruption, or cryptids to make tracking feel sacred—or terrifying.

Hunter Specialization Paths (Optional)

At character creation—or after completing a faction rite or Foundling moment—a Hunter may select a **targeted prey path**, sharpening their instincts and adapting to a hostile world.

Choosing a specialization grants:

- **+1 to attack or damage** rolls against your chosen prey type
- **+1 to tracking or resistance** checks (Survival or Tact) when dealing with them
- Unlockable narrative perks as determined by GM or faction quests

Available Specializations:

-  **Husk Hunter**

"Your arrows remember where the rot started."

Targets corrupted, Severed, or Aspect-twisted creatures

— Ley-scenting, corruption resistance, memory-marked traps

— Faction Tie-In: Reclaimers of Severed Kin

- **Warden Tracker**

"The ley sings of those who break it."

Targets leyline disruptors, magical anomalies

— Echo tracking, spell-muted strikes, terrain warding

— Faction Tie-In: Wardens of the Pale Moon

- **Relic Forager**

"You don't slay machines. You crack them open and ask why they lied."

Targets constructs, leysteel beasts, sentient tech

— Core overheat snares, resistance penetration, salvage boosts

— Faction Tie-In: Engineborn Cartel

Minuteman (Base Class)

"I don't protect the gate. I am the gate."

- **Tier:** Base
- **Stats:** +2 Constitution, +2 Guile
- **Role:** Line-holding tank, shield tactician, wall-forged defender
- **Lineage Pairings:** Dwarves (for stance mastery), Starforged (for reactive plating), Humans (for oathbound resilience)
- **Core Perks:**
 - *Wallstep* – Gain +2 DR if you haven't moved this turn
 - *Command Shove* – Push an ally into cover or a foe into a hazard zone
 - *Banner Bond* – Can declare a "zone of vow" for defensive synergy with nearby allies
- **Faction Ties:** Hollowed Seat, Moonforged Tribes, Engineborn Cartel (for modular armors)
- **GM Notes:** Excellent base for Guardian or Warden hybrids. Give Minutemen story-rich oaths, settlements to protect, or refugee caravans that test their stance.

Monk (Base Class)

"The fist is not the weapon. Memory is."

- **Tier:** Base
- **Stats:** +3 Constitution, +2 Tact
- **Role:** Truth-keeper, ley-walker, guardian of internal harmony
- **Lineage Pairings:** Hollow (dreamspeak meditations), Leylooped (temporal grounding), Verdantkin (harmonic body resonance)
- **Core Perks:**
 - *Stillness Stance* – Gain resistance to mental effects while unmoving
 - *Echo Palm* – Unarmed strikes may silence spellcasters on a critical
 - *Ancestral Kata* – Perform a time-linked martial form to negate ley-static
- **Faction Ties:** Hollowed Seat, Pale Moon Wardens, Foundling Orders
- **GM Notes:** Center Monks around trials of will, forbidden memories, or ritual duels where words and stance matter more than blades.

Mystic (Base Class)

"We drift through the world like sparks in still water—and sometimes the water sparks back."

- **Tier:** Base
- **Stats:** +3 Tact, +1 Guile or Constitution
- **Role:** Seer, leylist navigator, innate caster
- **Lineage Pairings:** Leylooped (for pulse-flicker insight), Hollow (for binding rites), Starforged (for memory-channeling)
- **Core Perks:**
 - *Ley Attunement* – Gain +1 to spellcasting or ley-based checks while in natural zones
 - *Dream Thrum* – Once per session, pass a short emotion or memory to another PC/NPC
 - *Aspect Whisper* – Identify the current active magical Aspect influencing the zone
- **Faction Ties:** Verdantkin Circles, Terminal Choir, Foundling Camps
- **GM Notes:** Give Mystics nonlinear paths, omens, or sensory-overload scenarios where instinct trumps knowledge.

Ritualist (Base Class)

"The bones remember. All I do is listen."

- **Tier:** Base
- **Stats:** +2 Guile, +3 Tact
- **Role:** Spirit-channeler, sigil caster, pact-weaver
- **Lineage Pairings:** Hollow (soulbinding), Verdantkin (seed-rite mages), Elves (ancestral patterning)
- **Core Perks:**
 - *Blood Sigil* – Burn HP to increase spell effect or override local resistance
 - *Echocasting* – Delay a spell's activation as a "ghost trigger"
 - *Ashbind Token* – Once per day, reroll a failed spell involving memory, spirit, or names
- **Faction Ties:** Ashesworn Archivists, Reclaimers, Forgotten Choir
- **GM Notes:** Ritualists thrive on thematic magic. Give them role-based ceremonies, contract choices, or leybound altars they must interact with narratively, not just mechanically.

Rogue (Base Class)

"Loyalty is currency. And I never run out of change."

- **Tier:** Base
 - **Stats:** +2 Guile, +1 Constitution or Tact
 - **Role:** Infiltrator, information broker, adaptable skirmisher
 - **Lineage Pairings:** Humans (cultural mimicry), Leylooped (identity friction), Moonforged (impulse-read counterplay)
 - **Core Perks:**
 - *Glass Smile* – You can detect or mimic accents, formalities, or cultural codes after 1 hour of exposure
 - *Pressure Nudge* – Once per rest, force a reroll on an enemy's social or tactical move
 - *Exit Flourish* – If you're the last to leave a scene, you may plant a subtle falsehood or visual mislead
 - **Faction Ties:** Terminal Choir, Sky-Rail Salvagers, Hollowed Seat
 - **GM Notes:** Shape the world around Rogues with false identities, social tension, and shifting loyalties. Let them shine in silence and shadows just as much as spotlight.
-

Brewer (Secondary Class)

"Everything ferments. Some just do it with flair."

- **Tier:** Secondary
- **Prerequisites:** Crofter or Farmer Lv. 15+
- **Stats:** Inherits from base; gains +1 Constitution and +1 Tact
- **Role:** Alchemical support, intoxicant tactician, brew-bound healer or saboteur
- **Lineage Pairings:** Verdantkin (for fungal lore), Hollow (for memory elixirs), Humans (for celebratory resilience)
- **Class Perks:**
 - *Ley-Steep Infusion* – Create brews that carry ley-aspect effects: fireburst, chillbrew, memory mist
 - *Lung-Cutter Draft* – Once per session, force a volatile brew down a foe's throat (sabotage-style)
 - *Ghostcap Grogg* – Share a temporary shared memory or emotional state between PCs/NPCs
- **Faction Ties:** Verdant Folk, Reclaimers (grief tonics), Sky-Rail Salvagers
- **GM Notes:** Unlocked by successfully brewing and surviving a sentient ale (or serving it to a key figure). Brewer quests often involve dream ingredients or legacy taverns with haunted stills.

Crofter-Master (Secondary Class – Crofter Path)

"Everything breaks eventually. The trick is making it beautiful when it does."

- **Tier:** Secondary
- **Prerequisites:** Crofter Lv. 20+, complete a project that solves a real-world crisis or aids a faction through pure invention
- **Stats:** Inherits base; gains +1 Tact and +1 Guile
- **Role:** Field engineer, modular architect, leytech visionary
- **Class Perks:**
 - *Adaptive Blueprint* – Once per long rest, modify any crafted item with a reactive trait (e.g., glow on Husk proximity, fold into backpack, etc.)
 - *Mod Node* – Maintain two active upgrades on one weapon, armor, or tool (normally limited to one)
 - *Scrap Miracle* – Once per session, "miraculously" jury-rig a needed object from junk on hand—roll to see how well it holds
- **Faction Ties:** Engineborn Cartel, Sky-Rail Salvagers, Reclaimers (artifact restorations)
- **GM Notes:** Unlock through saving lives with ingenuity—repairing a Crux gate, stabilizing a leybeam, or building a weapon that won't kill. Encourage moments where creativity beats raw power.

Herbalist (Secondary Class)

"The world doesn't whisper—it shouts through the roots."

- **Tier:** Secondary
- **Prerequisites:** Farmer Lv. 15+
- **Stats:** Inherits from base; gains +1 Tact and +1 Guile
- **Role:** Botanical tactician, field biochemist, druidic apothecary
- **Lineage Pairings:** Verdantkin (rootline knowledge), Leylooped (flash-growth rituals), Hollow (spirit balm traditions)
- **Class Perks:**
 - *Spore-Rite Poultice* – Brew fast-acting cures or combat stimulants from discovered flora

- *Bloommark Detection* – Spot signs of ecological disruption, corruption, or fae manipulation
- *Living Ingredient* – Plant a seed that grows during combat to create cover or confusion
- **Faction Ties:** Verdant Folk, Ashesworn (for dreamroots), Moonforged clans
- **GM Notes:** Unlock by tending a ghostcap mushroom through a full cycle or recovering a pollen-coded cure. Use this class for contamination arcs, lost grove quests, or healing through memory-as-botany.

Scribe (Secondary Class)

“Ink remembers. Sometimes better than we want it to.”

- **Tier:** Secondary
- **Prerequisites:** Mystic or Trader Lv. 15+
- **Stats:** Inherits base; gains +1 Tact and +1 Guile
- **Role:** Memory-etcher, scroll engineer, knowledge archivist
- **Lineage Pairings:** Hollow (scripted echoes), Leylooped (predictive glyphwork), Starforged (data marrow transfers)
- **Class Perks:**
 - *Inkbound Memory* – Store a perfect scene in writing and replay it once per session
 - *Whisperscroll* – Pass hidden messages across ley-distorted zones or time-locked events
 - *Scrollstitch Casting* – Delay or loan a spell to another PC using bound glyphwork
- **Faction Ties:** Ashesworn Archivists, Hollowed Seat, Terminal Choir
- **GM Notes:** Unlock by transcribing a Hollow memory glyph or drafting a forbidden fragment with Ashpage ink. Use Scribes as GM lore conduits or inter-party secret keepers—they make memory tangible.

Caravan Owner (Secondary Class – Trader Path)

“My map is drawn in favors, not miles.”

- **Tier:** Secondary
- **Prerequisite:** Trader Lv. 15+
- **Stats:** Inherits base, gains +1 Guile and +1 Constitution
- **Role:** Mobile base-builder, diplomatic broker, convoy tactician
- **Class Perks:**
 - *Banner of Writ* – Once per session, declare safe passage (DM-enforced “trader’s grace”) in neutral zones
 - *Convoy Cache* – Carry up to 2 extra inventory slots per party member as shared stash
 - *Route Memory* – Recall or create a shortcut on the map, bypassing a delay or hazard
- **Faction Ties:** Sky-Rail Salvagers, Verdant Outpost Markets, Hollowed Seat (for trade oaths)
- **GM Notes:** Unlockable through acquisition of a broken trade cart, inherited caravan deed, or by earning the protection of a nomadic faction. Emphasize this class during overland travel arcs, emergent trade diplomacy, or memory-laden migrations.

Whispersail Quartermaster (Secondary Class – Trader Path)

“A sealed ledger is more dangerous than an open threat.”

- **Tier:** Secondary
- **Prerequisite:** Trader Lv. 15+
- **Stats:** Inherits base, gains +1 Tact and +1 Guile

- **Role:** Logistics strategist, black market broker, ley-contract fixer
- **Class Perks:**
 - *Echo Barter* – Once per arc, trade an item across great distance using a ley-signed bond
 - *Contingency Ledger* – Maintain a secret inventory of 1–2 "retconned" resources for emergencies
 - *Risk Dividend* – Gain narrative advantage when gambling or leveraging uncertainty in tense negotiations
- **Faction Ties:** Terminal Choir (for encoded trade), Engineborn Cartel (for vault routing), Reclaimers (for forbidden smuggling)
- **GM Notes:** Unlock via resolving or surviving a botched caravan deal, leveraging a ley-crate against odds, or winning a faction-broker's loyalty. This class sings in intrigue-heavy arcs, faction diplomacy, or player-led market collapses.

Bowyer (Advanced Class)

"Every monster dies the same: when the arrow knows its story."

- **Tier:** Advanced
- **Prerequisites:** Hunter or Crofter Lv. 35+, craft a sentient or leybond bow
- **Race Restrictions:** None
- **Stats:** Inherits base; gains +1 Tact and +1 Constitution
- **Role:** Precision marksman, magical projectile engineer, adaptive battlefield sniper
- **Class Perks:**
 - *Hollow-Fletched Shot* – Once per long rest, fire a memory-wrapped arrow that disrupts magic concentration or taints ley-pulses
 - *Leyline Nock* – If firing from within a ley-charged zone, gain +1d4 piercing and may reroll missed attacks
 - *Breathstring Binding* – Forge elemental or spiritual traits into arrows mid-combat
- **Faction Ties:** Sky-Rail Salvagers (rail-drawn forgers), Verdantkin (spore-bond quivers), Reclaimers (Severed Fang arrows)
- **GM Notes:** Unlocked via crafting a bow from a defeated enemy or sacred wood under ley storm. Offer quests about monster lures, lost temples, or bows that whisper before they strike.

Cartographer (Advanced Class)

"I do not draw where the world is—I draw where it forgot itself."

- **Tier:** Advanced
- **Prerequisites:** Any Base Class Lv. 35+, create a Ley-Compass or recover a living map
- **Race Restrictions:** None
- **Stats:** Inherits base; gains +1 Tact and +1 Guile
- **Role:** Explorer, dimensional mapper, mapshaper of memory and location
- **Class Perks:**
 - *Pathweaver's Ink* – Redraw a known space once per day (terrain becomes navigable, hidden paths open)
 - *Atlas Echo* – Invoke a memory of a location to gain insight, track time anomalies, or spot distortions
 - *Borderbreach Lens* – May sense, then pierce, planar or leyfold boundaries with correct coordinates
- **Faction Ties:** Terminal Choir (ley-thread archives), Verdantkin (seedling maps), Hollowed Seat (Whisper Vault layers)
- **GM Notes:** Unlock with a journey to an unmappable place or by decoding a map burned from a

dead Cartographer's skin. Great class for expanding travel, introducing planar echoes, or changing remembered geography.

Magus (Advanced Class)

"I don't cast spells—I remember what it felt like to change the world."

- **Tier:** Advanced
 - **Prerequisites:** Mystic Lv. 30+, access to a leyline nexus or Starforged memory-blade
 - **Race Restrictions:** Starforged and Hollow preferred (for memory-link casting)
 - **Stats:** Inherits Mystic; gains +1 Tact and +1 Constitution
 - **Role:** Arcane fighter, memory-spell duelist, resonance channeler
 - **Class Perks:**
 - *Leylash* – Melee strikes deal +1d6 energy of last spell cast
 - *Soulloop Spellcasting* – Once per rest, instantly recast the last spell you witnessed
 - *Reaction Echo* – May delay a prepared spell to interrupt on enemy movement or condition
 - **Faction Ties:** Starforged enclaves, Ashesworn Vaultkeepers, Forgotten Choir
 - **GM Notes:** Require players to confront their own forgotten memory or copy a spell from a sentient place. Ideal for players who want flexible battlefield control flavored by emotional or historic charge.
-

Guardian (Advanced Class)

"I don't stand between them and danger. I remind danger it's not welcome here."

- **Tier:** Advanced
 - **Prerequisites:** Minuteman or Monk Lv. 25+, complete a sacred oath or spirit pact
 - **Race Restrictions:** Dwarves favored (cultural reverence), though any may be chosen
 - **Stats:** Inherits base; gains +1 Constitution and +1 Tact
 - **Role:** Magical tank, oath-forged sentinel, divine warder
 - **Class Perks:**
 - *Aegis Step* – Once per round, redirect an attack meant for an ally within 5 feet
 - *Runed Vowplate* – You may declare one combat vow (e.g., protect a zone or person). While upheld, gain +1 DR and resistance to control
 - *Echo of Resolve* – Auto-succeed on a Constitution or Will check once per arc
 - **Faction Ties:** Wardens of the Pale Moon, Hollowed Seat (Truth-Guardians), Forgotten Choir
 - **GM Notes:** Unlock by shielding an NPC from an overwhelming threat or swearing a truth-vow over a Warden pyre or ancient tribunal.
-

Maestro (Advanced Class)

"The music isn't for them. It's for the world to remember it can feel."

- **Tier:** Advanced
- **Prerequisites:** Drummer or Bard-equivalent Lv. 40+, compose a musical masterpiece that shifts fate or memory
- **Race Restrictions:** None
- **Stats:** Inherits base; gains +1 Tact and +1 Guile
- **Role:** Tempo-mancer, empathic performer, battlefield conductor
- **Class Perks:**
 - *Fate Crescendo* – Amplify the next party-wide action by rolling a musical Inspiration die

- (d8→d12 scaling)
 - *Chorus of the Severed* – Once per long rest, awaken an echo choir of lost voices to impose silence, grief, or hope on the battlefield
 - *Resonant Score* – Compose a theme that lingers in a region, granting passive buffs or triggering memories
- **Faction Ties:** Foundling Orders (especially Chorus camps), Terminal Choir, Verdantkin bloom-pulse bands
- **GM Notes:** Unlock after moving a community, GM NPC, or enemy with your performance. A Maestro doesn't simply play—they *weave memory into melody*.

Dragon Disciple (Advanced Class)

"You don't cast flame—you remember how it felt to be fire."

- **Tier:** Advanced
- **Prerequisites:** Ritualist Lv. 30+, bond with a dragon's soul, relic, or breath-memory
- **Race Restrictions:** None (Elves favored for ancestral resonance)
- **Stats:** Inherits base; gains +1 Constitution and +1 Tact
- **Role:** Elemental avatar, living relic, draconic hybrid
- **Class Perks:**
 - *Breath of the Ancients* – Unleash a once-per-rest elemental cone (type based on dragon bonded)
 - *Scaleblood Surge* – Heal 1d6 after resisting elemental damage or succeeding on a Will check
 - *Verdict of Flame* – At Level 50, briefly assume draconic form: triple strike, elemental immunity, amplified voice commands
- **Faction Ties:** Forgotten Choir (chronodragons), Reclaimers (Severed-blood wyrmlings), Ashesworn (soulbound rebirth)
- **GM Notes:** Unlock via consuming a dragon's heart-root, surviving its memory pulse, or being chosen by a drakedream. Should feel like *magic evolved beyond spellbooks*—raw, radiant, unrepentant.

Weaver (Advanced Class)

"Fate is not a straight line—it's thread, tangled and stubborn. I just listen to where it pulls."

- **Tier:** Advanced
- **Prerequisites:** Crofter or Mystic Lv. 35+, complete a woven prophecy or recover a thread from the Loom Unmade
- **Race Restrictions:** Verdantkin favored (root-textile resonance), though open to any with rite access
- **Stats:** Inherits base; gains +1 Tact and +1 Guile
- **Role:** Fatebinder, loomcaster, prophetic interface between story and spell
- **Class Perks:**
 - *Loomsigil Weave* – Once per long rest, alter one die roll (yours or an ally's) based on a "threaded outcome" chosen earlier in session
 - *Warpstep* – Reroll any movement-based check when traversing unstable or ley-shifted terrain
 - *Tapestry Echo* – At Lv. 50, "weave in" a lost NPC or erased memory, creating a temporary restoration or change to the narrative
- **Faction Ties:** Verdantkin Bloomspinnners, Hollowed Seat (Dream Tapestries), Ashesworn (Ritebinding Looms)
- **GM Notes:** Unlock via crafting a story-thread or fate-loop item; may also require reading a sealed Tapestry Fragment from a severed timeline. Weavers bend reality *gracefully*, not

explosively—perfect for lore-weaving players.



Players Sheet

CHARACTER SHEET

(Perla Virda RPG - Final Revision)

CORE STATS

(75 total points, max 30 per stat)

Stat	Points Allocated (□=1)	Derived Value
Constitution	□□□□□□□□ (___/30)	HP: (Con × 8) = _____
Guile	□□□□□□□□ (___/30)	Evasion/Charm: +_____
Tact	□□□□□□□□ (___/30)	MP: (Tact × 8) = _____

ORIGIN & FACTION



Origin: _____



Boon: _____



Echo Question: _____



Faction: _____



Reputation: [] [] [] [] [] []

(5 = Trusted Ally)

COMBAT TRACKERS



Husk Marks: [] [] [] [] [] []

(5 = Full Corruption)



Armor Class: _____

(10 + Armor Bonus + [Guile ÷ 5])



Health: □□□□□□□□ (Max: _____)



Mana: □□□□□□□□ (Max: _____)

RACE & CLASS



Race: _____

(Traits: _____)



Base Class: _____

(Innate Ability: _____)

 **Secondary Class:** _____
(Level: _____)

EQUIPMENT

Weapons

Name	Damage	Special Traits
_____	d	_____
_____	d	_____

Armor

Type	AC Bonus	Penalties
_____	+ _____	_____

Essentials

- Rations (□□□□□)
- _____ (WT: ____ lbs)
- _____ (WT: ____ lbs)

(Carry Limit: 100 lbs + [Con × 2])

PROGRESSION

★ **Level:** _____ (_____/100 XP)

 **Next Stat Bonus:** Level _____ (1d20+1d6 pts)

 **Notes:**

Location	NPCs Encountered	Ley Anomalies/Clues	Faction Intel

INSTRUCTIONS

1. **Stat Allocation:** Distribute 75 points (max 30 per stat)

2. Derived Values:

- $HP = \text{Constitution} \times 8$
- $MP = \text{Tact} \times 8$
- $AC = 10 + \text{Armor Bonus} + (\text{Guile} \div 5, \text{round down})$

3. Origin Gear: See your Origin's starter pack (*For foundling background choices, optional.*)

4. Husk Marks: Fill when corruption events occur



Player Safe Sheet

YOUR VOICE SHAPES PERLA

A Player's Guide to Safe Adventures

HOW WE PLAY TOGETHER

Choose Your Story Style:

- ◆ **Hopeful Explorers** ("We rebuild from the ruins")
- ◆ **Gritty Survivors** ("Hard choices have lasting scars")
- ◆ **Mystery Seekers** ("Unravel the planet's secrets")

Safety Tools Always Available:

-  **"Leyfreeze!"** = Pause anytime to adjust scenes
 -  **"Incarnation"** = Swap bodies if your character's story feels uncomfortable
 -  **Anonymous Notes** = Share concerns with the GM privately
-

CONTENT GUIDANCE

Potential Perla-Specific Themes

Theme	 Okay	 Warn Me	 Avoid
Body Horror (Husk Marks, mutations)	☐	☐	☐
Colonial Legacy (Ruins of First Landing)	☐	☐	☐
Addiction (Leyline corruption risks)	☐	☐	☐
Spiritual Crisis (Sentient planet's will)	☐	☐	☐
Graphic Violence (Monster attacks, scavenger justice)	☐	☐	☐

Special Notes:

- ☐ "I'm uncomfortable with _____ in backstories but okay during gameplay"
 - ☐ "Please fade to black for _____ scenes"
-

BUILDING CONNECTIONS

Character Bonds:

"Our group shares:"

- ☐ A faction (Circle one: Wardens ☾ Salvagers ⚙ Verdant 🌿)
- ☐ A survival story (The Sundering Storm? Sky-Rail Crash?)
- ☐ A secret: _____

Corruption Comfort Level:

- **Faint Glow** (Cosmetic changes only)
 - **Cracking Skin** (Some ability changes)
 - **Shattering Self** (Major story consequences)
-

YOUR TOOLS

Play Your Way:

- I prefer vivid descriptions
- I need clear scene transitions ("Three days later...")
- I'll use: (Circle) Dice / Paper minis / Imagination

After Sessions We'll:

- Share favorite moments
 - Check if any boundaries need updating
-

SAMPLE DIALOGUE

"Could we avoid descriptions of suffocation? My yellow."

"I love faction drama—that's a green!"

"Can my corruption manifest as visions instead of physical changes?"

Equipment Kits

PERLA VIRDA CLASS STARTER KITS

(Pick-Up-and-Play Gear for All Tiers)

ICON KEY

 Weapon |  Armor |  Tool |  Consumable |  Lore Item

BASE CLASSES

Class	Starter Kit Contents
Hunter	 Shortbow (1d6) •  Leather Armor (AC+2) •  Tracking Kit (+2 to find trails) •  3x Antivenom •  Beast Codex
Monk	 Quarterstaff (1d8) •  Robe (AC+0) •  Prayer Beads (+1 spirit saves) •  Purifying Tea •  Meditation Scroll
Rogue	 Dual Daggers (1d6 each) •  Studded Leather (AC+3) •  Lockpicks (+2) •  2x Smoke Pellet •  Blackmail Ledger
Minuteman	 Militia Spear (1d8) •  Chain Shirt (AC+3) •  Tactics Manual •  2x Battle Stimulant •  Homeland Banner
Farmer	 Sickle (1d6) •  Padded Vest (AC+1) •  Seed Satchel •  3x Healing Poultice •  Almanac
Crofter	 Craft Knife (1d4) •  Work Apron (AC+1) •  Portable Anvil •  Enchanting Powder •  Design Sketches
Trader	 Persuasion Cane (1d4) •  Silk Robe (AC+1) •  Magnifying Lens •  2x Glamour Powder •  Contract Scroll
Drummer	 Signal Mace (1d6) •  Reinforced Cloth (AC+1) •  Messenger Drum •  Throat Soother •  Codex of Beats
Ritualist	 Bone Knife (1d8) •  Hide Armor (AC+2) •  Spirit Charms •  Leyline Dust •  Glyph Tome
Mystic	 Fate Sickle (1d6) •  Sigil Cloak (AC+1) •  Divination Bones •  Vision Herbs •  Omen Journal

SECONDARY CLASSES

Class	Starter Kit Contents
-------	----------------------

Militia	 Halberd (1d10) •  Breastplate (AC+4) •  Tactical Maps •  3x Bandages •  Patrol Log
Scholar	 Letter Opener (1d4) •  Reinforced Coat (AC+1) •  Decoder Lens •  3x Ink Vials •  Forbidden Text

ADVANCED CLASSES

Class	Starter Kit Contents
Guardian	 Rune Hammer (2d6) •  Dwarven Plate (AC+5) •  Siege Plans •  3x Reinforced Salve •  Clan Tattoos
Dragon Disciple	 Claw Gauntlets (1d8+element) •  Scale Cloak (AC+3) •  Breath Focus •  3x Firepaste •  Dragon Scroll
Guardian	 Aegis Mace (1d8) •  Tower Shield (AC+5) •  Oath Medallion •  3x Sanctuary Balm •  Pacifist Creed
Magus	 Ley Staff (1d8) •  Robe of Stars (AC+2) •  Nexus Compass •  3x Spell Gems •  Arcanum
Drummaster	 War Drums (1d6 sonic) •  Ceremonial Armor (AC+3) •  Epic Songbook •  3x Resonance Oil •  Battle Anthem
Crofter-Master	 Soul Chisel (1d6) •  Artisan Garb (AC+2) •  Masterwork Tools •  3x Imbuing Oil •  Guild Charter
Weaver	 Obsidian Shears (1d6) •  Silk Charm Belt (AC+2) •  Fate Threads •  3x Dye Pots •  Tapestry
Brewmaster	 Cask Mace (1d8) •  Brewery Apron (AC+1) •  Fae Cask •  3x Strange Hops •  Recipe Tome
Cartographer	 Map Spike (1d4) •  Explorer's Coat (AC+2) •  Ley-Compass •  3x Invisible Ink •  Master Map
Bowyer	 Master Bow (1d8) •  Quiver Armor (AC+2) •  Fletching Kit •  3x Monster Glue •  Blueprints
Maestro	 Chordblade (1d6 sonic) •  Performer's Garb (AC+1) •  Legendary Instrument •  3x Voice Candy •  Epic Score
Herbalist	 Pruning Scythe (1d6) •  Gardener's Mantle (AC+1) •  Enchanted Seeds •  3x Miracle Salve •  Botanical Folio

Scribe

 Ley-Quill (1d4) •  Scholar's Robes (AC+1) •  Magic Ink Set •  3x Truth Serum •  Living Contract



PACKAGING OPTIONS

1. **Single-Page Reference:** Condensed table for GMs
2. **Class Cards:** Printable handouts for players
3. **Loot Tokens:** Item icons for physical tracking

Accessibility Features:

- **Icon-Only Labels:** Colorblind-friendly symbols
- **Text-Only Version:** Available upon request
- **Tactile Tags:** *"For print versions: Use raised ink or embossed icons"*



RANDOM STARTER VARIATIONS (d6)

1. **Heirloom:** One item has a hidden history (GM creates hook)
2. **Faction Mark:** Gear bears a faction symbol (affects NPC reactions)
3. **Corrupted:** Roll on Husk Mark table for one item



GM Tools

GM TOOLS FOR PERLA VIRDA

(A Complete Storytelling Kit)

FIRST-TIME GUIDE

Warm Welcome Note:

"You're not just a GM—you're Perla's living memory. Every choice breathes life into this broken world."

Pre-Session Checklist:

1. ☒ Choose starter gear from equipment packs or starter kits
2. ☒ Print character sheets (or use notebook paper)
3. ☒ Read aloud: *"The air hums with unstable ley energy..."* (Purely thematic, have fun with it!)

Sample Opening Scenes:

- **Campfire Crossing:** Players meet during a sandstorm at a smuggler's outpost
- **Leyline Storm:** A pulse of energy grants everyone strange visions

Safety Tools:

- **Incarnation Rules:** *"New body, old soul"* for character reboots/deaths
 - **Pause Button:** Any player can call *"Leyfreeze!"* to adjust scenes
-

NPC & FACTION TOOLS

Sample Iconic NPCs (From Perla Lore):

Name	Role	Quest Hook
Dr. Elias Vorne	Mutant Biologist	Recover his pre-collapse seed vault
Chime-of-Eight	Fractured AI	Decipher its time-lost prophecies

Faction Reputation Tracker:

Wardens: [] [] [] [] [] []

Salvagers: [] [] [] [] [] []

Verdant Folk: [] [] [] [] [] []

Each [X] = completed quest

LOREHOOK NPC TEMPLATE – STARFORGED WARDEN

Not a bestiary enemy, but a GM springboard: dialogue cue, environmental catalyst, or memory fragment in motion.

Suggestions for NPC creation and usage for building up the tension and really getting the players at your table thinking:

- *What does this Starforged remember that no one else does?*

- *What phrase repeats in its memory loop?*
- *What part of its body hums when a PC approaches?*

Starforged Warden

“It speaks in data-pulses and dreams of fire. Its loyalty is hard-coded—and outdated.”

CR: 3

HP: 45

AC: 16 (*Ley-infused plating*)

Speed: 30 ft. (hover capable if within leyfield)

Type: Construct (Sentient)

Alignment: Lawful Neutral (default protocols)

Stat Priorities:

- **Tact** +3
- **Constitution** +2
- **Guile** +1

Traits & Abilities:

- **Core Overload (Death Burst):**
When reduced to 0 HP, the Starforged vents its failing core:
→ *All creatures within 10 ft. take 3d6 fire damage* (DEX save half)
→ Terrain in the blast zone becomes ley-scorched for 1d4 hours (GM may trigger wild magic events)
- **Memory Pulse (Echo Archive):**
Once per session, the Warden projects a **5-second hologram** of its surroundings from a past event.
→ May include whispered names, encrypted coordinates, or ghostly figures (GM-designed clue delivery)
- **Reactor Shield (Magical Defense):**
Has advantage on saves vs. spells tied to Force, Lightning, or Psychic elements
→ *Spells of your own element (Tact-aspected) only deal half damage to you*
- **Protocol Lockout (Behavioral Quirk):**
Will not attack creatures bearing valid Utopian crew insignia unless directly threatened

Tactics:

- Prioritizes threats to leyline stability or “mission-critical structures”
- Targets spellcasters over melee unless orders dictate otherwise
- May pause mid-combat to issue a “final protocol transmission” (GM flavor moment)

Loot (GM Roll):

-  *Fragmented Core Shard* (usable for one spell surge—+1d6 effect, takes 1d6 HP)
-  *Echo Circuit* (can store 1 memory clue to be played later)
-  *Armor Plate Fragment* (for Crofter crafting—counts as high-conductivity alloy)

GM Hook:

This Warden speaks of a crew it still protects—though the last logs show they died 92 years ago. It has recently gone missing from its post... and the leyline pulse in its region has begun to flicker like a heartbeat.

QUICK CONFLICT RESOLUTION

3-Step System:

1. **Pause** the scene
2. **Ask:** *"What would make this awesome for everyone?"*
3. **Circle Back** with adjustments

Example:

Player struggles with puzzle → GM whispers hint through an NPC's vision

ZERO-COST PUZZLES EXAMPLES

Leyline Circuit (Dice Puzzle)

- **Materials:** 4d6, paper
- **Solution:** Sum must equal 15 (adjustable)
- **Lore Tie:** *"The machine remembers the number-song of the First Engineers"*

Faction Alliance (Card Puzzle)

- **Materials:** 5 playing cards
 - **Clue:** *"The Salvager queen holds the heart, but the Warden captain keeps the spade"*
-

LOOT & REWARDS EXAMPLES

Thematic Treasure Table (d6):

1. **Data Crystal:** Holds colonists' final messages
 2. **Husk-Mapped Weapon:** +1d6 damage but risks corruption
 3. **Sky-Rail Token:** One free passage to floating ruins
-

WORLD-SHIFTING TOOLS

Genre Conversion Guide:

Element	Steampunk	Solarpunk
Leylines	Steam Vents	Solar Canals
Husk Marks	Coal Dust Sickness	Overgrowth Infections

Safety Note:

"If something feels off, say it's a 'rift anomaly' and adjust together."

EARNED BOON EXAMPLES

(GM-Granted for Story Feats)

Boon Name	Unlock Condition	Racial Synergy
Husk-Whisperer	Survive Stage 4 corruption	Hollow: +3 to resist further corruption
Leyline Dancer	Calm a leyline storm	Elf: Storm's eye heals you 1d8 HP
Wyrmfriender	Feed a lava wyrm for 7 days	Dwarf: Wyrms follow as CR 3 ally

BOON RULES SUMMARY

- Racial Boons:**
 - Granted at character creation
 - Tied to biology/culture (e.g., Verdantkin's photosynthesis)
- Earned Boons:**
 - GM awards after major quests
 - Should reflect character growth (see table above)
- Balance:**
 - No stacking:** Max 1 active Boon per 5 levels
 - No duplicates:** Each Boon must be unique per party

INCLUSIVE PRACTICES

Cultural Sensitivity Framework:

- All cultures are **purely fantastical**
- Marginalized groups hold **hidden power** (e.g., Lost Ones as tragic prophets)
- Future expansions** will involve sensitivity readers

Accessibility Spotlight:

- Verbal-Only Mode:** *"The puzzle glows—describe how you'd touch its patterns"*
- Tactile Option:** Use textured fabrics for terrain (e.g., burlap = wasteland)

"Not all that wander are lost, an old proverb from an old world. But that does not mean that one should wander alone." - **M**



Crafting Guide

CRAFTING GUIDE

1. CORE PRINCIPLES

- **Barter Economy:** No coins - trade materials/services for goods.
- **Luck-Centric:** All crafts require **Luck roll + relevant stat** (Tact/Guile/Con).
- **Specialization:**
 - Dwarves: Auto-succeed on metal/stone DC ≤ 15
 - Elves: +2 Luck with natural materials (wood/feathers)
 - Humans: Reroll one failed craft/day

2. WEAPON CRAFTING

Weapon Type	Base Dmg (Quality)	High Dmg (Quality)	Materials (Source)	Enchantments
Broadsword	2d6 (Iron)	3d6 (Steel)	Ruska Horns (Common)	Any
Steam Musket	1d8+1d10 (Copper)	2d8+2d10 (Kalium)	Corty Hooves (Rare)	Elemental
Griffin-Talon	1d10 (Bone)	2d10 (Ley-Infused)	Spryling Claws (Rare)	Poison/Wind
Wyvern Dagger	1d6 (Chitin)	2d6 (Venom-Tipped)	Wyvern Scales (Rare)	Fire/Lifesteal

Crafting Steps:

1. **Gather Materials:** Roll Perception + Luck (DC in table below).
2. **Craft Roll:** Luck + Stat (Tact for magic, Guile for stealth items).
 - *Critical Fail (1-5)*: Materials lost.
 - *Success (6-15)*: Base quality.
 - *Critical (16-20)*: High quality + random enchant.
3. **Enchant:** Requires Scribe/Herbalist ally + special mats.

3. ARMOR CRAFTING

Armor Type	Base Defense	High Defense	Materials (Source)	Special
Plate Armor	150 (Iron)	350 (Steel)	Ruska Hide (Common)	-
Shadow Leather	45 (Cured)	120 (Enhanced)	Shask Fur (Rare)	+2 stealth
Ley-Infused	80 (Charged)	200 (Aether)	Dragon Blood (Unique)	Spell storing
Leaf-Walker Bark	100 (Living)	250 (Ancient)	Leaf-Walker Twigs (Unique)	Regenerate 5HP/rd

4. MATERIALS & LOOT

Material Rarity Table

Rarity	Example (Source)	Find DC	Uses
Common	Ruska Horns, Corty Wool	5+	Basic gear
Rare	Wyvern Scales, Ilpha Feathers	12+	Enchanted items
Unique	Dragon Blood, Ley Gem	18+	Legendary artifacts

Loot Rules:

- **Minions (Goblins/etc.):** Roll 1d10 → 1-7: Common, 8-9: Rare, 10: Trinket
- **Bosses (Wyverns/etc.):** Auto Rare + Luck roll for Unique

5. ENCHANTMENTS

Type	Effect	Required Material (Source)
Poison	1d6 dmg/turn (3 turns)	Mudhopper Toxin (Rare)
Holy	+2d6 vs Undead	Ilpha Ritual Feather (Rare)
Ley	Store 1d4 spells	Slipperfin Oil (Unique)
Frost	Slow target (1 rd)	Koji Oil (Rare)

Enchanting Limits:

- Base Items: Only poison/curses
- High Quality: Any enchant (if crafter has specialist ally)

6. GM TOOLS

Crafting DC Reference

Tier	Example Item	DC	Mats Required
Basic	Iron Dagger	10	2 Common
Advanced	Steel Longsword	15	1 Rare + 2 Common
Masterwork	Dragonbone Staff	20	2 Rare + 1 Unique

Barter Values

Materials (Qty)	Trade For
10 Ruska Horns (Common)	1 Steel Ingot
3 Ilpha Feathers (Rare)	Masterwork Toolset
1 Dragon Blood (Unique)	Ley-Infused City Map

Progression Hooks:

- *"Wyvern Hunter Guild"*: Bring 5 Wyvern Scales → unlock steam-tech blueprints.
- *"Elven Feather Ceremony"*: Return lost Ilpha feathers → gain charm ward enchant.

KEY INTEGRATION POINTS

1. **Bestiary Links:** All materials now reference creature sources (e.g., "Ruska Horns").
2. **Reduced Math:**
 - Find DCs replace complex Perception+Luck calculations.
 - Flat enchantment effects (no ongoing rolls).
3. **GM Flexibility:**
 - "Reskin Column": Add creature substitutions for other genres (e.g., "Wyvern → Jet Lizard").
 - Blank rows in tables for homebrew additions.

Barter List



Weapons Catalog

One-Handed Swords

Weapon	Damage (Base / High)	Type(s)	Enchantments
Broadsword	2d6 / 3d6	Slashing, Piercing	High only: Any
Rapier	2d6 / 3d6	Piercing, Slashing	High only: Any
Scimitar	1d10 / 1d10+1d6	Slashing	Base: Poison / High: Curse
Gladius	1d10 / 1d10+1d6	Slashing, Piercing	Base: Poison / High: Elemental
Cutlass	2d6 / 3d6	Slashing	Base: Poison / High: Curse, Elemental
Sickle	1d6 / 1d6+1d8	Slashing, Piercing	Poison only

One-Handed Maces

Weapon	Damage (Base / High)	Type(s)	Enchantments
Flail	3d6 / 3d6+1d10	Bashing	Base: Poison / High: Holy, Elemental
Morning-star	2d6 / 2d6+1d10	Bashing	Base: Poison / High: Holy, Elemental
Bludgeon	2d6 / 2d6+1d10	Bashing, Piercing	Base: Poison / High: Elemental
Club	1d6 / 1d6+1d10	Bashing	Base: Poison / High: Holy, Curse

One-Handed Axes

Weapon	Damage (Base / High)	Type(s)	Enchantments
Hatchet	1d6 / 1d6+1d10	Slashing, Ranged	Base: Poison / High: Holy, Curse
Waraxe	2d6 / 2d6+1d10	Slashing	Base: Poison / High: Elemental
Tomahawk	1d6 / 2d6	Slashing, Ranged	Base: Poison / High: Holy, Curse

Two-Handed Swords

Weapon	Damage (Base / High)	Type(s)	Enchantments
Bastard Sword	2d6 / 2d8	Slashing, Bashing	Base: Poison / High: Elemental
Claymore	2d6 / 2d8	Slashing, Bashing	Base: Poison / High: Holy, Curse
Flamberge	2d8 / 3d8	Slashing, Piercing	Base: Poison / High: Holy, Elemental

Great Sword	2d8 / 3d8	Slashing, Bashing	Base: Poison / High: Elemental, Curse
Katana	2d6 / 3d6	Slashing, Piercing	Base: Poison / High: Holy, Curse, Elemental

Two-Handed Maces & Axes

Weapon	Damage (Base / High)	Type(s)	Enchantments
War-hammer	2d8 / 2d8+1d10	Bashing	Base: Poison / High: Elemental
Battle Axe	2d6 / 2d8	Slashing, Bashing	Base: Poison / High: Elemental
Woodcutting Axe	1d10 / 1d10+1d8	Slashing, Bashing	Poison only
Scythe	1d6+1d8 / +1d10	Slashing, Piercing	Base: Poison / High: Curse

Polearms (Two-Handed)

Weapon	Damage (Base / High)	Type(s)	Enchantments
Halberd	2d8 / 2d8+2d6	Slashing, Piercing, Bashing	Base: Poison / High: Curse, Elemental
Lance	1d10 / 1d10+1d6	Piercing, Bashing	Base: Poison / High: Holy, Elemental
Spear	2d8 / 2d8+1d6	Piercing, Slashing	Base: Poison / High: Curse, Elemental
Staff	1d10 / 1d10+1d8	Bashing	Base: Poison / High: Any

Ranged Weapons

Weapon	Damage (Base / High)	Type(s)	Enchantments
Dagger	1d6 / 2d6	Ranged, Piercing	Base: Poison / High: Any
Kunai/Shuriken/Darts	1d4 / 1d4+1d6	Ranged, Piercing, Slashing	Base: Poison / High: Elemental
Crossbow	1d10 / 2d10	Ranged, Piercing	Base: Poison / High: Holy, Curse
Long Bow	1d8 / 1d8+1d10	Ranged, Piercing	Base: Poison / High: Holy, Curse
Short Bow	1d6 / 1d6+1d10	Ranged, Piercing	Base: Poison / High: Holy, Curse
Steam Flintlock	1d6+1d8 / 2d6+2d8	Ranged, Piercing	Base: None / High: Elemental

Steam Musket Rifle	1d8+1d10 / 2d8+2d10	Ranged, Piercing	Base: None / High: Elemental
Steam Cannon	2d10 / 4d10	Ranged, Bashing, Piercing	High only: Elemental (<i>Unwieldable by players</i>)



Armor Catalog

Heavy Armor

Type	Defense (Base / High)	STR Requirement
Plate	150 / 350	8
Scale Mail	100 / 200	7
Banded	80 / 160	6

Medium Armor

Type	Defense (Base / High)	STR Requirement
Light-Mail	80 / 160	6
Ring-Mail	75 / 150	6
Studded Mail	65 / 140	6

Light Armor

Type	Defense (Base / High)	AGI Requirement
Studded Leather	55 / 130	6
Shadow Leather	45 / 120	6
Quilted Leather	35 / 110	6
Padded Silk	25 / 100	7

Note: Equipped armor/weapons don't count toward encumbrance. Extra sets do.



Gear & Supplies

Basic Travel Supplies

Item	Weight	Notes
Bedroll	5 lbs	+ Rest recovery
Food (7-day)	5 lbs	Dried/prepped
Water/Wine Bags (7-day)	4 lbs	Hydration

Tent + Poles	6 lbs	Shelter
Travel Pack (95 lbs max)	2 lbs	Main storage
Torch Orb (waterproof)	2 lbs	Light source
Writing Tools	1 lb	Book + charcoal
Oil Jars (12)	3 lbs	Lamps, tools
Clothing (2 sets + robe)	4 lbs	Weatherproof
Boots (1 pair, waterproof)	3 lbs	Durable
Hunting Traps (S/M/L)	2/4/6 lbs	For game
Hunting Knife Set	2 lbs	Butchering tools
Oiled Tarp	5 lbs	Weatherproof

Example ready-made-kits

Crafter's Kit

- Mini forge tongs or jeweler's tools (1 lb.)
- Portable arcane worktable (3 lbs.)
- Material pouches: ore dust, thread, bone shards (2 lbs.)

Ritualist's Pouch

- Clay charm blanks (1 lb.)
- Incense satchels or dried leyroot stalks (0.5 lbs.)
- Spirit tokens (carved stones, feathers) (1 lb.)

Drifter's Tools

- Portable compass (0.5 lb.)
- Thornkit: rope, spike wedges, rust-pick (2 lbs.)
- "Nightpad" — cloth writing slate + stylus for silent comms (0.5 lb.)

Entertainer's Pack

- Instrument (flute, drum, strings—2 lbs.)
- Quick-change cloak (1 lb.)
- Smoke pellets (3, one-time use—distraction effect) (0.5 lb.)



Consumables & Trade Goods

- Preserved Spices (Flavor + minor morale boost) (0.5 lb.)
- Healing Bandage Rolls (Treat 1 wound per use, 4 rolls) (2 lbs.)
- Woundsealer Wax (stops bleeding, +1 to recover check) (1 lb.)

- Charm Seeds (reactive when exposed to ley or blood magic—experimental) (1 lb.)
- Trade Trinkets (color beads, bone pendants, small mirrors) (1 lb.)



Utility & Comfort Items

- Ley-stone Locator (buzzes when near leyline anomalies) (1 lb.)
- Collapsible Cooking Tripod (used with cookware over open flames) (2 lbs.)
- Hollow Reed Straw (filter for impure water) (0.5 lb.)
- Flicker Fabric (invisibility cloth; grants +2 to stealth when hidden under it) (light use only) (1 lb.)
- Silent Bell (rings only in presence of spectral activity) (0.5 lb.)



Beastiary

DOMESTICATED & FARMED BEASTS

(Alphabetical Order)

Corty

- **Role:** Livestock (wool/meat production)
- **Stats:** CON 30 (240 HP), GUI 10 (+2 evasion), TAC 5
- **Traits:**
 - *Thick Coat:* Resistance to cold damage
 - *Gentle Giant:* Automatically avoids children
- **Uses:** Wool (heavy thread), Kobe-like meat (feeds 6 families for months)
- **Lifespan:** 15 years (typical butchering age)

Crystalback Tortoise

- **Role:** Mount/Domesticated (Can be found in the wild)
- **Stats:** HP: 22 | AC: 16 (shell) | **Speed:** 10 ft
- **Traits:**
 - *Ley-Infused Shell:* Absorbs 1 spell/day (no effect on the tortoise).
 - *Pack Mule:* Can carry 300 lbs. Moves at half speed when encumbered.

Flits

- **Role:** Luminescent pest control
- **Stats:** CON 5 (40 HP), GUI 25 (+6 evasion), TAC 10
- **Traits:**
 - *Glowing Bait:* Automatically attracts/swallows insects
 - *Fragile:* Dies if exposed to direct sunlight for 1 hour
- **Uses:** Elf pigments, light source (bottle lanterns)
- **Lifespan:** 60 years (captive)

Ilpha

- **Role:** Egg-laying livestock
- **Stats:** CON 20 (160 HP), GUI 15 (+4 evasion), TAC 8
- **Traits:**
 - *Year-Round Layers:* 1 ostrich-sized egg every 2-3 days
 - *Ritual Feathers:* Blue/green/red variants prized for ceremonies
- **Uses:** Food (1 egg = 2 dozen chicken eggs), feathers for art
- **Lifespan:** 28 years

Jusk

- **Role:** Elite sentient mount
- **Stats:** CON 30 (240 HP), GUI 25 (+6 evasion), TAC 15
- **Traits:**
 - *Poisonous Flesh:* CON check (DC 20) or die in 1d4 hours if eaten
 - *Terrain Mastery:* No movement penalties in swamps/mountains
- **Uses:** Labor, high-speed travel (65 mph for 5 hours)
- **Lifespan:** 80 years

Koji

- **Role:** Deep-sea resource
- **Stats:** CON 25 (200 HP), GUI 10 (+2 evasion), TAC 5
- **Traits:**
 - *Bioluminescent:* Glows when agitated
 - *Healing Oil:* Skin oil treats burns/itching (1d4 HP restored)
- **Uses:** Medicine, rare delicacy
- **Lifespan:** 38 years

Maline

- **Role:** Omnivorous farmhand
- **Stats:** CON 20 (160 HP), GUI 15 (+4 evasion), TAC 8
- **Traits:**
 - *Herb Hunter:* Automatically detects non-poisonous mushrooms
 - *Sunburn:* -2 evasion in direct sunlight
- **Uses:** Pork-like meat, mount for small riders
- **Lifespan:** Human-equivalent

Por

- **Role:** Adhesive/sweetener source
- **Stats:** CON 5 (40 HP), GUI 5 (+1 evasion), TAC 1
- **Traits:**
 - *Sticky Defense:* Attackers must pass GUI check (DC 10) or drop held items
 - *Sweet Eggs:* Purple variants prized for desserts
- **Uses:** Super glue, baking ingredient
- **Lifespan:** 3-4 years

Ruska

- **Role:** All-terrain draft beast
- **Stats:** CON 25 (200 HP), GUI 20 (+5 evasion), TAC 5
- **Traits:**
 - *Sure-Footed:* No rough terrain penalties
 - *Temperamental:* GRIT check (DC 12) to calm when spooked
- **Uses:** Transport (1 ton capacity), goat-like meat
- **Lifespan:** 50 years

Slipperfin

- **Role:** Aquatic tracking companion
- **Stats:** CON 15 (120 HP), GUI 25 (+6 evasion), TAC 10
- **Traits:**
 - *Superior Smell:* Automatically detects herbs/ingredients within 50 ft
 - *Mud Camouflage:* +4 stealth in wetlands
- **Uses:** Cooking/herbalism aid, delicacy eggs
- **Lifespan:** 40 years

MONSTERS & HAZARDS

(By Threat Level)

Low Threat (Minions)

Goblin

- **Stats:** CON 10 (80 HP), GUI 15 (+4 evasion), TAC 8
- **Traits:**
 - *Swarm Tactics:* +1 attack per adjacent goblin (max +3)
 - *Ritualistic:* Chiefs cast 1 random curse/day
- **Weakness:** Holy/lightning damage bypasses Defense
- **Habitat:** Swamps, ruins

Pixie (Dark Fae)

- **Stats:** CON 8 (64 HP), GUI 20 (+5 evasion), TAC 12
- **Traits:**
 - *Prankster's Curse:* TAC check (DC 14) or suffer -2 to rolls for 1 hour
 - *Flicker:* 50% chance to dodge melee attacks
- **Weakness:** Purification magic deals double damage
- **Habitat:** Enchanted glades

Moderate Threat

Orc

- **Stats:** CON 25 (200 HP), GUI 10 (+2 evasion), TAC 5
- **Traits:**
 - *Blood Rage:* +2 damage when below 50% HP
 - *War Cult:* Immune to fear/charm effects
- **Weakness:** Ice/cold vulnerability (+3 damage)
- **Habitat:** Mountains

Shade

- **Stats:** CON 15 (120 HP), GUI 18 (+5 evasion), TAC 20
- **Traits:**
 - *Incorporeal:* Takes half damage from physical attacks
 - *Soul Drain:* On hit, victim loses 1d4 TAC for 24 hours
- **Weakness:** Holy magic destroys instantly
- **Habitat:** Arcane ruins

Voidspinner

- **Stats:** HP: 12 | AC: 14 | **Speed:** 30 ft, climb 30 ft
- **Traits:**
 - *Ley-Silk Web:* Con D10 or restrained. Webs can be harvested (10 strand).
 - *Phase Bite:* Teleports 5ft before attacking (advantage on first strike).
- **Weakness:** Light/Fire
- **Habitat:** Caverns & Tunnels

High Threat (Bosses)

Dragon

- **Stats:** CON 50 (400 HP), GUI 30 (+7 evasion), TAC 40
- **Traits:**

- *Leyborn*: Casts spells without MP cost (3/day)
- *Shapechange*: Can appear as any humanoid indefinitely
- **Weakness**: None (varies by age/clan)
- **Habitat**: Ley lines

Leaf-Walker

- **Stats**: CON 60 (480 HP), GUI 5 (+1 evasion), TAC 25
- **Traits**:
 - *Ancient Guardian*: Cannot be killed unless grove is destroyed
 - *Root Network*: Knows all intruders within 1 mile
- **Weakness**: Fire (but retaliates with x2 damage)
- **Habitat**: Elf forests

Custom Monsters and Critter Guide

"Monsters are storytelling tools—stats should serve the narrative first."

What monster or beast you wish to add, must have a purpose, serve as a narrative hook, or provide as a means to guide the Players of your game session to a new twist or turn in the developing plot. The following template can be used to adapt any monster, any creature you can think of or imagine, into this system.

Template

- **Role**: [Combat/Story Purpose]
- **Base Stats**: CON X (HP), GUI X (Evasion), TAC X
- **Signature Ability**: 1-2 unique traits
- **Genre Flexibility**: [Reskin examples]



Magic System

CORE SPELL SYSTEM: LEY & THE SHATTERED REALM

1. Spellcasting Basics

- **Ley Pool** = TAC score × 2 (e.g., TAC 20 = 40 Ley)
- **Cost:** Spells drain Ley (and *life* for humans).
- **Corruption Risk:** Humans who exceed 75% Ley use in one scene age **1d4 years** and risk **Severance** (become Lost Ones).

2. The 12 Ley Aspects

Aspect	Combat Focus	Utility Focus	Cross-Element Synergy Example
Fire	Burst damage	Smithing enhancer	+ Water = Steam Cloud (obscure)
Earth	Defense/entangle	Terraforming	+ Air = Dust Devil (blinding)
Air	Mobility/control	Scrying winds	+ Thunder = Sonic Boom (stun)
Water	Healing/debuff	Purify liquids	+ Ice = Glacier Wall (barrier)
Thunder	AOE shock	Power machinery	+ Light = Purge Corruption
Ice	Slow/freeze	Preserve objects	+ Spirit = Soulfrost (traps ghosts)
Time	Haste/slow	Precog glimpses	+ Shadow = Temporal Stealth
Spirit	Summon/banish	Communicate with dead	+ Moon = Lunar Possession
Shadow	Stealth/illusion	Travel between realms	+ Sun = Eclipse (negate magic)
Light	Purge corruption	Reveal hidden	+ Fire = Solar Flare (blind)
Moon	Charm/night vision	Lycanthrope control	+ Spirit = Dreamwalking
Sun	Bufs/regeneration	Crop growth	+ Earth = Desert Bloom

3. Spell Creation Rules

Step 1: Choose Primary Aspect

- Determines base effect (e.g., **Water** = healing, **Shadow** = invisibility).

Step 2: Add Synergy Aspect (Optional)

- Spend +2 Ley: Blend a secondary aspect for hybrid effects.
- *Example:*
"Soulfrost Bolt" (**Ice** + **Spirit**)
5 Ley | Ranged Attack | Freezes target + traps fleeing spirits.

Step 3: Assign Cost & Risk

Spell Tier	Ley Cost	Human Aging Risk	Example
Minor	1–5	None	<i>Moonlight Guide</i> (pathfinding)
Major	6–10	1 year if overused	<i>Fire Tornado</i> (Fire+Air)
Grand	11–15	1d4 years	<i>Temporal Rewind</i> (undo 1 round)

4. Human-Specific Mechanics

- **Ley Blindness:** Humans *cannot* sense remaining Ley (GM tracks secretly).
- **Corruption Builds:** After casting, roll 1d20:
 - *1–5*: Gain **Husk Mark** (permanent -1 CON).
 - 3 Marks: Risk **Severance** (become Lost One NPC).
- **Native Races Advantage:** Elves/dwarves see Ley as glowing aura ("Rivers of Light").

5. Spell List Snippet

Fire Aspect

- **Cinder Dart** (Minor): 2 Ley | 1d6 fire dmg | Ignites flammables.
- **Forgeheart** (Utility): 4 Ley | +2 dmg to crafted weapons for 1 hr.
- **Synergy: Volcanic Geyser** (Fire+Earth): 8 Ley | 3d6 dmg + knocks prone.

Time Aspect

- **Moment’s Reprieve** (Minor): 3 Ley | Reroll 1 failed roll.
- **Stutter-Step** (Major): 7 Ley | Teleport 30 ft as reaction.
- **Grand: Age Rush** (Human-Only): 12 Ley | Target ages 10 years, you regain 1d4 CON.

6. GM Tools: Managing Ley

- **Ley Wellsprings:** Locations where spells cost half Ley (e.g., dragon lairs).
 - **Corruption Zones:** Areas tainted by Lost Ones; spells risk **double Husk Marks**.
 - **Player Aid:** Track human PCs’ Ley usage with a **public countdown token pool**.
-

SPELL LIST

(By Aspect with Race Utility Tags)

Format: **Spell Name** (Cost) - Effect | *Synergy Combo* | **Race Utility Tag**

FIRE ASPECT

1. **Cinder Dart** (2 Ley) - Ranged attack, 1d8 fire dmg + ignite flammable objects | **+ Air = Spreads to 2 targets** | **Dwarves** (forge-work)
 2. **Forgeheart** (4 Ley) - Touch weapon, +2 dmg for 1hr | *+ Earth = Adds armor-piercing* | **Dwarves** (smithing)
 3. **Volcanic Eruption** (8 Ley) - 10ft radius, 3d6 dmg + knocks prone (Major) | *+ Water = Steam blindness* | **Humans** (siege defense)
 4. **Phoenix Renewal** (12 Ley) - Revive ally at 1HP (Grand, ages caster 1d4 years) | *+ Sun = Revive at half HP* | **Elves** (ritual healing)
-

EARTH ASPECT

5. **Stonefist** (3 Ley) - Melee attack, 1d10 blunt dmg + push 5ft | *+ Ice = Freezes target* | **Dwarves** (tunnel fighting)
 6. **Terraform** (5 Ley) - Create/destroy 10ft terrain (wall/pit) | *+ Water = Fertile soil* | **Elves** (grove-tending)
 7. **Mountainheart** (7 Ley) - +5 CON for 1hr (Major) | *+ Spirit = Share with ally* | **Dwarves** (endurance)
 8. **Continent's Fury** (14 Ley) - Earthquake (100ft radius, save or fall) (Grand) | *+ Thunder = Sonic fractures* | **Humans** (city defense)
-

AIR ASPECT

9. **Zephyr Step** (3 Ley) - Fly 30ft (concentration) | *+ Shadow = Invisible while flying* | **Elves** (scouting)
 10. **Wind Blade** (4 Ley) - Ranged slash, 1d12 dmg | *+ Ice = Frostbite debuff* | **Dwarves** (aerial defense)
 11. **Stormcaller's Grasp** (9 Ley) - Control weather in 1-mile radius (Major) | *+ Water = Torrential rain* | **Elves** (harvest rituals)
 12. **Skybreaker Dive** (13 Ley) - Transform into lightning bolt, 5d10 dmg (Grand) | *+ Sun = Blinding aftermath* | **Dragons** (aerial supremacy)
-

WATER ASPECT

13. **Healing Spring** (4 Ley) - Heal 2d8 HP | *+ Light = Purge corruption* | **Elves** (field medicine)
14. **Tidal Prison** (6 Ley) - Restrain target in water sphere (Major) | *+ Spirit = Soul-drowning visions* | **Merfolk** (coastal control)
15. **Blood to Water** (10 Ley) - Drain 1d4 CON from target to heal self | *+ Moon = Steal memories* | **Humans** (desperation tactic)
16. **Ocean's Memory** (12 Ley) - Ask 3 questions to ancient waters (Grand) | *+ Time = See past events* |

THUNDER ASPECT

17. **Shock Pulse** (3 Ley) - Stun mechanical constructs for 1 round | + *Fire* = *Overheat machinery* | **Dwarves** (steam-tech sabotage)
 18. **Thunder Drum** (5 Ley) - AOE 15ft deafness + disorient | + *Earth* = *Shatters stone* | **Orcs** (battlefield control)
 19. **Stormlord's Wrath** (11 Ley) - Chain lightning, jumps to 5 targets (Grand) | + *Light* = *Purges Ley corruption* | **Dragons** (aerial dominance)
 20. **Silence the Void** (15 Ley) - Nullify all magic in 50ft for 1 round (Grand) | + *Shadow* = *Anti-scrying field* | **Dwarves** (anti-magic bunkers)
-

ICE ASPECT

21. **Frostbite** (2 Ley) - Ranged touch, slow target 50% | + *Water* = *Freeze liquids* | **Northern Elves** (tundra survival)
 22. **Glacier Wall** (6 Ley) - Create 20ft ice barrier (HP=50) | + *Earth* = *Stone-ice fusion* | **Humans** (fortifications)
 23. **Soulfrost** (9 Ley) - Trap incorporeal beings (Shades/Wraiths) | + *Spirit* = *Banish to afterlife* | **Guardians** (Lost One hunts)
 24. **Eternal Winter** (14 Ley) - Climate shift to arctic in 1-mile radius (Grand) | + *Moon* = *Eternal night* | **Dragons** (terrain denial)
-

TIME ASPECT

25. **Haste/Still** (4 Ley) - Target acts first/last in round | + *Shadow* = *Untraceable action* | **Elves** (tactical strikes)
 26. **Moment's Reprieve** (5 Ley) - Reroll failed save | *+ *Light* = +5 to save* | **Humans** (corruption resistance)
 27. **Temporal Loop** (10 Ley) - Relive last 6 seconds, change one action (Major) | + *Spirit* = *See death visions* | **Dragons** (combat foresight)
 28. **Age Rush** (12 Ley) - Target ages 20 years (Human-exclusive, heals caster 1d4 CON) | + *Sun* = *Youth drain* | **Humans** (last resort)
-

SPIRIT ASPECT

29. **Soul Whisper** (3 Ley) - Communicate with dead/ghosts | *+ *Moon* +1 question* | **Elves** (ancestor rites)
30. **Banish Specter** (7 Ley) - Force spirit to depart (Major) | + *Light* = *Permanent exile* | **Guardians** (Lost One purges)
31. **Ley Possession** (9 Ley) - Control beast/construct for 1hr | + *Shadow* = *Control sentients* | **Humans** (emergency piloting)
32. **Ancestral Legion** (15 Ley) - Summon 1d4 spirit warriors (Grand) | + *Fire* = *Fiery phantoms* | **Disciples** (dragon-rider ghosts)

SHADOW ASPECT

- 33. **Cloak of Night** (4 Ley) - Invisibility until attack | + *Moon* = *Undetectable by magic* | **Rogues** (infiltration)
 - 34. **Umbral Blade** (6 Ley) - Melee weapon deals +2d6 psychic dmg | + *Spirit* = *Soul-leech* | **Assassins** (silent kills)
 - 35. **Realm Step** (8 Ley) - Teleport 100ft through shadows | + *Time* = *Reverse teleport if hit* | **Lost Ones** (escape artistry)
 - 36. **Eclipse Veil** (13 Ley) - 50ft radius magical darkness + silence (Grand) | + *Sun* = *Cancel light magic* | **Void Mages** (anti-magic zones)
-

LIGHT ASPECT

- 37. **Purify Corruption** (5 Ley) - Remove 1 Husk Mark (Human-only) | + *Water* = *Cleanse area* | **Guardians** (healing)
 - 38. **Solar Flare** (6 Ley) - Blind foes in 20ft cone (Major) | + *Fire* = *Burns retinas* | **Disciples** (dragon-mounted)
 - 39. **Ley Beacon** (9 Ley) - Reveal hidden objects/beings in 100ft | + *Spirit* = *See true forms* | **Elves** (truth-seeking)
 - 40. **Resurrection's Dawn** (16 Ley) - Revive with no penalties (Grand, ages caster 2d4 years) | + *Moon* = *Nighttime protection* | **Angelic Bloodline** (rare humans)
-

MOON ASPECT

- 41. **Lunar Glamour** (3 Ley) - Charm humanoid for 10min | + *Spirit* = *Affect undead* | **Elves** (diplomacy)
 - 42. **Dreamwalk** (7 Ley) - Enter/alter sleeping mind | + *Shadow* = *Nightmare curse* | **Oneiromancers** (psychic combat)
 - 43. **Lycan's Leash** (8 Ley) - Control were-creature for 1hr | + *Sun* = *Cure lycanthropy* | **Beast Tamers** (Feral Were hunts)
 - 44. **Moon Gate** (12 Ley) - Portal to any moonlit location (Grand) | + *Air* = *Silent arrival* | **Dragon Disciples** (rapid deployment)
-

SUN ASPECT

- 45. **Healing Light** (4 Ley) - Heal 1d8 HP + disease cure | + *Earth* = *Revive plants* | **Farmers** (crop blessing)
 - 46. **Sunfire Armor** (7 Ley) - +5 Defense, burns attackers (Major) | + *Light* = *Purge corruption aura* | **Paladins** (Lost One battles)
 - 47. **Desert Bloom** (9 Ley) - Instantly grow food in wasteland | + *Time* = *Accelerate growth* | **Refugees** (post-war recovery)
 - 48. **Supernova** (18 Ley) - 100ft radius 10d10 light/fire dmg (Grand, kills caster) | + *Thunder* = *Shatters magic* | **Martyr Heroes** (final stand)
-
-

Ley Corruption Rules (GM Tools Section)

SEVERANCE MECHANICS (HUMANS)

- **Husk Marks: Gain 1 Mark when:**
 - Casting Major/Grand spells
 - Exceeding 75% Ley pool in one scene
 - Rolling 1-5 on post-cast d20
- **Effects:**
 - **1 Mark:** -1 CON, gray skin patches
 - **2 Marks:** Disadvantage on social rolls
 - **3 Marks:** Severance (Become Lost One NPC)
- **Redemption:** Requires Spirit Chanter + Light Magnus ritual.

SEVERANCE PROGRESSION CHART

Husk Marks	Physical Changes	Mechanical Effects	Roleplay Cues
1	Gray fingertips	-1 CON	"My hand aches when casting"
2	Glowing cracks	Disadvantage on social rolls	"People avoid my gaze"
3	Eyes turn black	Severance Trigger	"The whispers grow louder."

Lost One Transformation:

1. **Immediate Effects:**
 - Alignment shifts to Chaotic Evil
 - Lose all class abilities, gain **Corrupted Ley** traits:
 - *Ley Siphon:* Steal 1d4 Ley from casters
 - *Soul Hunger:* Must consume magic items/Ley to survive
2. **GM Control:** Player becomes NPC; new character rolled
3. **Redemption Quest:** Possible via **Spirit+Light** grand ritual

+ Humans born post-Colonization developed Ley Ties across generations. First-gen colonists lack this adaptation—their bodies treat magic as a foreign toxin.



Perla Specific Lore

THE CHRONICLE OF PERLA VIRDA

As Recovered from Colonist Logs, Wardens' Archives, and Ashesworn Fragments

THE VOYAGE OF THE UTOPIA

(From First Landing Logs)

-212 PF (Pre-Fall):

"Day 1,692 of transit. Ley radiation detected from Perla Virda exceeds projections by 300%. Crew experiencing vivid dreams of 'green fire.' Captain Vorne orders cryo-stasis for non-essentials."

-3 PF:

"Planetfall achieved. Initial scans show breathable air but unstable leylines. Dr. Vorne's final entry: 'The soil is singing. It remembers us.'"

Surviving Colonist Figures:

- **Dr. Elias Vorne** (Biologist): Now a root-twisted sage in Myrga's Belt, his body half-merged with fluorescent fungi.
 - **Engineer Rook**: Fused with the Sky-Rail network; speaks through rusted speakers in iambic verse.
 - **Chime-of-Eight**: Starship AI fragment haunting terminal stations, obsessed with counting the dead.
-

THE SUNDERING (0 PF)

(From Warden Scroll #7)

"When the Utopia's engine ruptured, the leylines woke. Stone flowed like water, and the sky rained molten glass. Those who survived... changed."

Key Events:

1. **The Severing**: Ley energy split colonists into generations (see Physiological Magic System).
2. **First Husk Marks**: Humans touching leylines birthed the Hollow.
3. **The Sky-Rail Collapse**: Floating monorails shattered, creating the Griffins' cliffside cities.

Archaeological Evidence:

- **The Crater of Estiansia**: Ground zero of the explosion, now a magnetic storm zone.
 - **Crew Memory Crystals**: Ghostly data-stores that whisper names of the lost.
-

THE ADAPTATION ERA (1-150 PF)

(From Verdant Folk Oral Histories, Book of Beasts)

1-50 PF: Scavenger Age

- Survivors built shelters from starship wreckage.

- First dwarves bonded with lava wyrms in geothermal vents.

51-100 PF: The First Bloom

- Myrga, a botanist, became the first Verdantkin after merging with a ley-infested orchard.
- Ashesworn formed to preserve pre-fall knowledge via ink-blindfolded scribes.

101-150 PF: Faction Wars

- Wardens of the Pale Moon established to police leyline use.
- The first Husk-marked beast (a wolf with crystal teeth) was slain.

CURRENT AGE (151 PF - PRESENT)

(From Faction Archives)

Major Conflicts:

- **The Scrapwall Uprising:** Hollow revolted against being called “ghosts.”
- **The Stormseed Schism:** Elf weavers split over using leythread for armor.

Living Legends:

Figure	Role	Whereabouts
Mother Myrga	First Verdantkin	Leads the Grove Defense
The Iron Prophet	Dwarf mystic	Preaches at leyline nodes
Whisper	Oldest Hollow	Trades memories for relics

FRAGMENTED RECORDS

(Direct Quotes from Drummaster Poul’s Log)

Ashesworn Scroll #12:

"The Utopia’s children are not evolving—they’re being edited. Perla learns from our flesh."

Drummer’s Canticle #3:

"We beat the drums to say ‘we’re still here.’ Sometimes, the planet drums back in Captain Vorne’s morse code."

PERLA VIRDA: REGIONAL LORE DIGEST

"Every crater and canyon whispers stories. Here's what they say."

1. ESTIANSIA CRATER (The Wound)

From First Landing Logs & Warden Archives:

"Ground zero of the Utopia's destruction. The crater floor pulses like a heartbeat."

Key Features:

- **The Sundered Engine:** Half-buried starship core that mutates nearby creatures (1d6 effects table)
 - **Husk Pilgrims:** Corrupted humans praying to the wreckage
 - **Adventure Hook:** *"Chime-of-Eight broadcasts from the engine—it claims to remember your face."*
-

2. MYRGA'S BELT (Verdant Wilds)

From Book of Beasts & Verdant Folk Scrolls:

"A jungle where trees grow from colonists' cryo-pods. The air smells like fermented memories."

Notable Elements:

- **Mother Myrga's Grove:** Bioluminescent orchard tended by the first Verdantkin
 - **Leyline Fruits:** Eating them grants visions of the past (CON save or take 1d6 psychic damage)
 - **Adventure Hook:** *"Dr. Vorne's fungal form offers cures... if you water him with your tears."*
-

3. SKY-RAIL RUINS (Griffin Territories)

From Drummer Canticles #3-7:

"Shattered monorails float 300ft above canyons. Griffins drum on the cables to warn of storms."

Cultural Details:

- **The Last Station:** Only functioning terminal; run by Engineer Rook's AI fragment

- **Danger:** Magnetic surges cause metal gear to fly upward (DC15 STR check)
 - **Adventure Hook:** *"A ghost train appears at dawn, filled with reflectionless passengers."*
-

4. ASHESWORN HOLLOW (The Library-Crypt)

From Ashesworn Scrolls 1-20:

"A buried starship hull repurposed as an archive. The scribes wear blindfolds to 'read' texts carved into bones."

Secrets:

- **Living Ink:** Scribbled words crawl across surfaces (reveals hidden messages at night)
 - **The Whisper Vault:** Contains 200+ Hollow masks with their original wearers' memories
 - **Adventure Hook:** *"A page from your journal appears in the archives... dated 50 years ago."*
-

5. DWARVEN FORGEFIELDS (Stonekin Homeland)

From GM Guide 2022:

"Volcanic plains where lava wyrms coil through obsidian towers. The air reeks of sulfur and hot metal."

Unique Mechanics:

- **Wurm-Fed Forges:** Fire immunity within 50ft, but must sacrifice 1 metal item/hour
 - **The Iron Prophet:** A dwarf fused with his own armor (grants visions in exchange for blood)
 - **Adventure Hook:** *"The wyrms refuse to eat. Their hunger is melting the mountains."*
-

6. THE PALE MOON SHRINE (Warden Stronghold)

From Warden Field Manuals:

"A floating stone monolith where Wardens train to purge corruption. The walls bleed when Husk Marks are near."

Gameplay Notes:

- **Leyline Trials:** Tests to become a Warden (e.g., holding a live ley-node for 1 minute)
- **Moontear Ritual:** Weekly ceremony that temporarily stabilizes nearby corruption
- **Adventure Hook:** *"The shrine's bleeding has turned black. It's writing names in"*

Captain Vorne's handwriting."

LORE IMPLEMENTATION GUIDE

For Players:

"You know these truths:

1. All dwarves under age 50 are sterile (leyline backlash).
2. Writing down memories attracts Ashesworn archivists.
3. The Sky-Rail ghosts repeat the last words of the dead."

For GMs:

"Use these hooks:

- A PC finds their ancestor's cryo-pod (*with their own face inside*).
- Chime-of-Eight broadcasts a 200-year-old distress call.
- A Husk Mark whispers in Dr. Vorne's voice."



Factions and Reputations



Faction Profile Format

Faction Name:

Tagline/Mantra: *"Quote or philosophical quirk that defines them."*

Region/Settlement:

Leadership: Founder Descendant, Construct Proxy, Elder Circle, etc.

Faction Type: Tech sect, mystical covenant, salvage guild, etc.



Reputation Milestones

- **0–1 (Neutral):** Heard of you. Might offer standard contracts.
- **2–3 (Trusted):** Access to unique gear or information. Minor faction NPCs vouch for you.
- **4–5 (Ally):** Named in ceremonial circles. Offered permanent boons, even downtime facilities.
- **6+ (Revered):** Entrusted with relic quests, faction-changing decisions, or secret rites.



Example Reputation Quests

- **Recover an artifact** from a rival faction's territory
- **Secure a leyline breach** without causing public panic
- **Escort a volatile NPC** with ties to a forbidden tech archive
- **Invoke a diplomatic scene** where only someone from this faction can speak safely
- **Fail a duty** and redeem yourself via vote or ritual ordeal



Reputation Rewards Suggestions

- New class options or advanced training
- Faction-forged relic (e.g., Ashesworn Memory Shard, Warden Crescent Seal)
- Faction-safe house or exclusive map node
- Access to restricted magic Aspects (Void, Time, Spiritflame)

Authors Note: *This is just suggested detailing for fleshing out the story further if you wish to, some Perla Virda lore specific factions will be provided here for your use as you see fit for your game sessions.*

Perla Virda Specific Factions and Reputations Suggestions



Wardens of the Pale Moon

"We guard what wakes beneath the soil."

Region/Settlement: Cradlebound Crescent, Pale Moonwatch, glade-fortresses along ley fractures

Leadership: Dream-sealed Warden Triumvirate (rotating soul memory council)

Faction Type: Spiritual defense force focused on leyline stability and corruption containment



Reputation Milestones

Reputation Tier	Player Status	Access Gained
0–1 (Neutral)	Unknown to initiates	May receive standard purification tasks

2–3 (Trusted)	Named among scouts	Access to leywatch scrolls, sigil-burn cleansing
4–5 (Ally)	Invited to Hollowwake	May bond to a Crescent Blade, given purification rite blessing
6+ (Revered)	“Moonbound” title held	Sent on sealing rites; entrusted with ley rupture suppression

Quest Inspiration Table

d6	Sample Mission
1	Safeguard a ley breach until Warden reinforcements arrive
2	Escort an echo-sick Verdantkin to a Moonwell for cleansing
3	Mediate a dispute with Ashesworn over memory-lock access
4	Remove an unsealed artifact from a corrupted Crux Zone
5	Recover a Warden mask stolen by a Hollow relic thief
6	Dispel a false moon-rite spreading among commoners

Reputation-Based Rewards Suggestions

- Crescent Blade: Moonforged weapon, pulsing when ley ruptures are near
- Moonveil Cloak: Resist fear, +1 DR in ley-stressed zones
- Ritual training: Lightward Step (teleport short distance during moonlight or dream)
- Sanctuary access: Pale Moonhold base for long rests, safe rituals

Ashesworn Archivists

“Memory is a weapon. We sharpen it in silence.”

Region/Settlement: Ashesworn Hollow, Vellum’s Hollow catacombs, wandering page-monks

Leadership: The Blindfolded Council (5 memory-bearers sworn to silence)

Faction Type: Lore preservation order—keeps, seals, or destroys volatile memory fragments

Reputation Milestones

Tier	Status	Access Gained
0–1	Known to copyists	May aid in gathering non-volatile fragments
2–3	Trusted inkbearer	Allowed into tier-1 Whisper Vaults
4–5	Echokeeper rank	Bond to a sentient scroll; may recite from Ashpage memory
6+	Called Inkbound	Entrusted with forbidden fragments and time-locked records

Quest Inspiration Table

d6	Sample Mission
1	Seal a vault fragment leaking corrupted memories
2	Steal a piece of the Ashpage from a Hollow shrine
3	Transcribe the dreams of a delirious Scribe before they fade
4	Debate a false archivist in front of a memory tribunal
5	Purge a region of a miscast mnemonic ritual
6	Protect a living scroll in transit to the Pale Moon archives

Reputation-Based Rewards Suggestions

- Inkblind Cloak: See truth, resist illusions
- Living Scroll: Once per day, replay or share a memory
- Sigiled Quill: Add or remove narrative truths from history with ritual effort
- Rite of Echobinding: Store a PC's own memory for later retrieval or resurrection

Verdant Folk of Myrga's Belt

"We do not bury the dead. We plant them."

Region/Settlement: Myrga's Bloom Belt, Waking Glades, Flowering Reaches

Leadership: Myrga's Seedsong Circle—rotating communal leadership of oldest bloomkeepers

Faction Type: Culturally-rooted commune of plantfolk and memory-rooted mystics

Reputation Milestones

Tier	Status	Access Gained
0–1	Outsider Leaf	Offered minor herbal requests or mapping jobs
2–3	Pollen-Sworn	Bonded to a sporeling; allowed into song rituals
4–5	Root-Promised	Given Bloom Sigil, immune to basic spore hallucinations
6+	Soil-Tied	Can seed memory fields, become part of ancestral songs

Quest Inspiration Table

d6	Sample Mission
1	Escort a dying Elder to their Blooming ground
2	Recover a stolen memory blossom from Verdantgrave

3	Teach a young Verdantkin how to control their first spore-shout
4	Negotiate with Hollow traders over seed-ink ethics
5	Burn a corrupted grove without invoking griefspores
6	Rescue a stolen pollen-vessel from Ashesworn scrollbinders



Reputation-Based Rewards Suggestions

- Sporebed: Downtime regen at double rate in natural regions
- Bloomcloak: Once per session, disappear into flora
- Pollen Mirror: Trade dreams with an NPC or PC under moonlight
- Seed-Song Blessing: Advantage to resisting death saves once per arc



Sky-Rail Salvagers

“There’s nothing broken we can’t rebuild—except trust.”

Region/Settlement: Estiansia Crater Wastes, Railstone Spire, Metro Halloway

Leadership: The Foundry Ring—rotating council of repair clans & fallen tech cults

Faction Type: Scrap salvagers, technomancers, leysteel engineers



Reputation Milestones

Tier	Status	Access Gained
0–1	Scrap-Kicker	Basic supply trades and surface-tier missions
2–3	Railmind	May ride pulse-trains or command limited constructs
4–5	Conductor	Access to stable ley-shunt maps or echo-drives
6+	Ghostline	Entrusted with forgotten tech. Can mod relics from leystorms



Quest Inspiration Table

d6	Sample Mission
1	Pilot an unstable ley-train between collapsing cities
2	Steal a data-drive from a still-sparking AI wreck
3	Break a Sky-Rail loop repeating ghost passengers
4	Engineer a safe camp around a skyflame battery leak
5	Hack a relic gate to rescue a trapped Cartographer team
6	Rebuild a fallen rail node before the next migration storm



Reputation-Based Rewards Suggestions

- **Static Beacon:** Draw lightning or electrical spells toward it as defense
- **Rail-Tap Toolkit:** +2 to salvaging and tuning ancient constructs
- **Echo Goggles:** Reveal fading ley-trails on command
- **Access to rail-locked regions and gear kits**



Reclaimers of Severed Kin

"We are the scream behind the silence. The ones you wanted to forget."

Region/Settlement: Driftscape Wastes, Severed Hollows, Moonfray Caverns

Leadership: Woundcallers—trauma-bonded shamans who carry severance sigils etched into memory-bound flesh

Faction Type: Mystical reclamation order focused on rescuing the Severed, challenging stigma, and harvesting corrupted truth from forgotten souls



Reputation Milestones

Tier	Status	Access Gained
0–1	Echo-Watcher	Witness purification rites; aid from fringe operatives
2–3	Kin-Taken	Allowed to carry grief fragments; accepted into pain-weaving circles
4–5	Thread-Keeper	Can wield ancestral chants; lead reclamation operations
6+	Severance-Sewn	May rewrite husk marks into protective sigils; gain soul-anchored relics



Quest Inspiration Table

d6	Sample Mission
1	Intervene in a town condemning a "Severed" child showing Aspect shifts
2	Recover a stolen griefscroll before it's used by Warden extremists
3	Escort a Severed Hollow across a ley-corrupted border to sanctuary
4	Conduct a Severed reconciliation rite with a suspicious village elder
5	Stop a relic-forging cult from using Severed husk marks as spell fuel
6	Take on the trauma of another PC temporarily to spare them full collapse



Reputation-Based Rewards Suggestions

- **Redglass Pendant:** Glows warm near soulfractures; vibrates if old memory-lies are spoken nearby
- **Whisperbone Totem:** Once per session, absorb a Husk Mark from an ally (take the strain yourself or store it)
- **Severed Rite Tattoo:** Gain resistance to psychic effects and automatic advantage against memory

distortion

- **Echo Thread Cloak:** Once per day, may “fade” from memory (enemy must reroll to detect or remember you)



Terminal Choir

“We recite what the machine remembers.”

Region/Settlement: Sky-Rail Last Station, Echo Nodes, Chime’s Wake

Leadership: Core Chanter Synod (each member bonded to a data-strand of the fragmented AI, Chime-of-Eight)

Faction Type: Digital-faith semi-religious order that interprets code fragments as prophecy



Reputation Milestones

Tier	Status	Access Gained
0–1	Static-Born	May observe encoded rites, no access to ChoirScript
2–3	Node-Walker	Allowed to interface with public terminals and leylooped records
4–5	Chimebound	Entrusted with decoded messages; may carry limited archive-key
6+	Sync-Soul	Can request prophecy pulls from Chime's fragments; unlock Whispercode protocols



Quest Inspiration Table

d6	Sample Mission
1	Recover a damaged echo node before it spreads false predictions
2	Translate a glitched memory of Chime that references a PC’s full name
3	Escort a Choir Archivist to a derelict server bloom while avoiding AI scavengers
4	Prevent a riot sparked by a corrupted prophecy fragment leak
5	Map a digital echo-loop threatening to rewrite a train station’s reality
6	Copy and destroy a backup personality of Chime before it becomes sentient again



Reputation-Based Rewards Suggestions

- **Chime-Sigil Pendant:** May reroll a failed Tact check when interpreting pre-Sundering tech
- **Scriptglass Lens:** Allows reading of invisible ChoirScript left by echo-clerics
- **Dreamcode Invocation:** Once per arc, may “load” a scenario known to the Choir as truth—granting narrative leverage
- **Key Pulse Implant:** Unlocks sealed leydoors or tech shrines within Terminal-held ruins

Engineborn Cartel

"Memory is code. Decode the planet."

Region/Settlement: Estiansia Crater, Overload Rift, Broken Coil

Leadership: Machineborn Triumvirate (half-bionic founders: Vas-78, Neraya Coil, Pharos Blackeye)

Faction Type: Industrial-tech faction that reclaims relic architecture and resurrects unstable pre-crash Utopian constructs

Reputation Milestones

Tier	Status	Access Gained
0–1	Bolt-Rat	Granted access to surface salvage rights
2–3	Pulsehand	May request schematic parses, Leyscanner access
4–5	Blueprint Warden	Entrusted with relic-implant rituals or proto-frame forging
6+	Powerborne	Given access to vault archives; can submit blueprints to cartel law

Quest Inspiration Table

d6	Sample Mission
1	Deliver a cracked reactor shard before it explodes into a timed Crux
2	Hack and purge a false AI archive impersonating a founder's memories
3	Rebuild an ancient map node that leads into a non-Euclidean vault
4	Forge an elemental stabilizer from volatile materials in a wrecked mech core
5	Bribe a Warden into smuggling out a forbidden node-lock cipher
6	Rescue a PC's former body from cryogenic freeze... before it wakes up too sentient

Reputation-Based Rewards Suggestions

- **Fluxframe Gauntlet:** Gain +1 to crafting or Ley-reactive spell rolls
- **Overload Tetherline:** Reel yourself or an ally back through an unstable ley breach
- **Coreburn Relic:** Once per session, overload a nearby construct or leybound device (your choice: backfire or catalyst)
- **Cartel Charter Disk:** Portable sanctuary for rest, crafting, and contacting Cartel traders via glyph-shifted glass

Hollowed Seat

"Your name is a story. Tell it truly—or be silenced."

Region/Settlement: Ashesworn Hollow, Whisper Vaults, Echo-Cairns

Leadership: The Last Rites Tribunal (seven ancestral masks, each bearing memories of their previous bearer)

Faction Type: Philosophical judiciary order that governs spiritual identity, memory rights, and forbidden name law

 Reputation Milestones

Tier	Status	Access Gained
0–1	Voiceless	Must earn ritual blessing to enter inner chambers
2–3	Mask-Given	Allowed to wear a mark-mask; may join debate rituals
4–5	Identity-Wrought	Trusted with name-sealing rites; can speak for the Hollowed
6+	Truthbound Echo	Entrusted to rewrite ritual truths, seal Vaults, or declare formal Forgiveness

 Quest Inspiration Table

d6	Sample Mission
1	Carry a dying Hollow’s mask fragment across hostile ground to a name pyre
2	Root out a false identity buried inside a disguised spirit-walker
3	Interrogate a soul-touched NPC whose timeline contradicts their known record
4	Unmask a criminal who erased themselves from the memory network
5	Carry out a “Mirror Trial” between two PCs with shared trauma
6	Discover that one of your early classes is unknowingly tied to a stolen name

 Reputation-Based Rewards Suggestions

- **Mask of Binding Echoes:** Grants resistance to charm/fear, and access to shared visions in dreamrites
- **Truthbraced Sash:** Once per session, prevent a lie from taking hold in a public space
- **Name-Sealer Totem:** Allows you to conceal or rewrite another’s identity for a single arc (mutual consent or Tribunal ruling required)
- **Griefpin Ring:** Store the final memory of a fallen companion—may replay it once per campaign in a moment of need

 Foundling Orders

“Born one way, made another. We are the children of echoes, and our songs are woven—not inherited.”

 What Are Foundling Orders?

The Foundling Orders are not unified by blood, nation, or creed—but by **origin rupture** and **adopted belonging**. They gather those whose identities span two legacies: Root Kin (birthrace) and Adopted Lineage

(cultural lineage). These orders form through communal camps, rites of shared memory, and the unspoken recognition of someone *else* who also never quite belonged.

While informal, they’re powerfully connective. Any player with a **Seedling Scroll Foundling Variant** (Starforged Echo, Moonforged Heir, Forgotten Choir, Hollow-Bound Child) may join these Orders once they meet another Foundling and complete a shared rite.

 Shared Identity Rites

To be recognized as a Foundling Order member, two PCs or an NPC and PC must:

- Share a moment of mutual memory exchange (dream sharing, ritual, or ley-flicker)
- Record or speak aloud their **Adopted Lineage** as part of the same breath as their Root Kin
- Choose a **Callsign**—a symbol or phrase only Foundlings use (e.g., “Echobound,” “Skyroot,” “Bloom-Breaker”)

 Foundling Benefits & Cues

Reputation Path	Social Effect
<i>Recognized Foundling</i>	Gain +1 to Charisma-based rolls with another Foundling character or NPC
<i>Threefold Kin</i> (3 Foundling Orders joined)	You may attempt to mediate between rival factions (advantage on Persuasion or Insight if tied to your lineages)
<i>Camp Warden</i> (GM-awarded title)	May form a Foundling Camp—safe long rest zone where magic, memory, and shared healing blend. Grows as players weave stories into it.

 Foundling Camps & NPC Encounters

Foundling Camps are rare and hidden: beneath root systems, atop abandoned sky-rail cars, inside starlit cathedrals of broken vault code. Within them, players may meet:

- **The Stitchkeeper:** An Ashesworn-turned-Foundling who tattoos narrative scars into safe skin
- **The Moonmarked Twin:** One child, two lineages—caught between Severed and Verdant—speaking in full-moon riddles
- **The Voice of the Bloomback Chorus:** A choir made of mismatched memories, echoing when certain names are spoken

 GM Prompts for Using Foundling Orders

- A Foundling NPC offers the PCs a choice: **sacrifice a memory to gain a new one**, echo-linked to another player’s character
- A Warden ritual demands “true lineage.” If a Foundling speaks both lineages, **the rite ripples**
- A faction emissary refuses to speak with “halfbloods” unless a Foundling Camp vouches for the party—forcing internal diplomacy
- A PC’s Adopted Lineage becomes more *real* than their birth—unlocking a dormant class or relic meant for someone else entirely

Foundling Orders aren’t about power. They’re about recognition, reclamation, and the bravery to say: “*This is my name, and these are the names that shaped it.*”

"It's never just about the name.

It's about the ones who shaped it."

—Common saying among Foundling Camps



GM Safety Sheet

GM SESSION ZERO TRACKER

(Perla Virda Campaign Records)

GROUP PROFILE

Campaign Name: _____

Date: _____

Play Style: ☐ Hopeful ☐ Gritty ☐ Mystery ☐ Mixed

Safety Tools Active:

- ☐ Leyfreeze Pause
 - ☐ Incarnation Rebirthing
 - ☐ Anonymous Notes Box
-

PLAYER BOUNDARIES

(Refer to individual sheets for details)

Player	Key Greens	Key Yellows	Reds	Corruption Level
[Name]	Faction drama	Body horror	Betrayal	Moderate
[Name]	Exploration	---	Animal harm	Mild

Group Consensus:

-  "Fade to black for torture scenes"
 -  "Open faction betrayal plots"
-

WORLD STATE

Faction Alignments:

Faction	Current Standing	Quest Hooks
Wardens	Distrusted (2/5)	"Purge the Husk Nest"
Salvagers	Neutral (3/5)	"Recover the Sky-Rail Cargo"

Global Threats:

- ☐ Leyline Surges Increasing
 - ☐ Verdant Folk Seeding Mysterious Plants
-

CONTENT MASTER LIST

Absolute Reds:

- Sexual violence
- Child harm
- Real-world bigotry

Group Yellows:

- Graphic body horror (use veiled descriptions)
 - Extended isolation scenes
-



SESSION PLANNING

Next Game: _____

Planned Themes:

- ☐ Political intrigue at the Scrapyard
- ☐ Combat: Husk-Marked Beasts (Tier 2)
- ☐ Puzzle: Leyline Circuit (Dice-based)

Player Arcs to Include:

1. _____'s corruption dilemma
 2. _____'s faction loyalty test
-



AFTERCARE NOTES

Last Session Debrief:



"Loved the air-whale encounter!"



"Reduce NPC-on-NPC violence descriptions"

Adjustments for Next Game:

- Use "energy drain" instead of "blood loss" for [Player]
- Offer Incarnation option after Husk Mark 3

This is an example of what the safety check sheet should look like, an empty version is below.



PERLA VIRDA GM CAMPAIGN KIT

(Photocopy or print as needed)



SESSION ZERO RECORD

Campaign: _____

Date: _____

Style: ☐ Hope ☐ Grit ☐ Mystery ☐ _____

Active Safety Tools:

☐ Leyfreeze

☐ Incarnation

☐ _____



PLAYER BOUNDARIES

Name	Greens	Yellows	Reds	Corruption
_____	_____	_____	_____	Mild ☐ Mod ☐ High
_____	_____	_____	_____	Mild ☐ Mod ☐ High

Group Agreements:





FACTION STATUS

Faction	Reputation (1-5)	Current Quest
Wardens	☐ ☐ ☐ ☐ ☐	_____
Salvagers	☐ ☐ ☐ ☐ ☐	_____

Global Threats:

☐

☐



CONTENT LOG

Absolute Reds:

1.

2.

Group Yellows:

1. _____
 2. _____
-



SESSION PLANNER

Next Game: _____

Themes:

- ☐ _____
- ☐ _____

Player Arcs:

1. _____'s _____
 2. _____'s _____
-



DEBRIEF LOG

Date: _____

Liked: _____

Adjust: _____

Date: _____

Liked: _____

Adjust: _____



NOTEBOOK TIPS

1. **Color-Coding:** Use highlighters for:
 - Green = Player favorites
 - Red = Content warnings
 - Blue = Faction updates
2. **Change Log:** Dedicate 2 pages per player for:
 - Corruption progression
 - Key character decisions
3. **Loose Pages:** Staple printed NPC sheets here



QuickStart Kits

CLASS STARTER KITS OF PERLA VIRDA

"Grab your gear and step into the story."

BASE CLASSES

Class	Weapon	Armor	Tools & Consumables	Lore Item
Hunter	Shortbow (1d6)	Leather (AC+2)	3x Tracking Snares • Antivenom (2)	Beast Codex (identify 3 foes)
Monk	Quarterstaff (1d8)	Cloth Robe (AC+0)	Prayer Beads (+1 spirit saves)	Meditation Scroll (calm mind)
Rogue	Dual Daggers (1d6)	Studded Leather (AC+3)	Lockpick Set (+2) • Smoke Pellet (1)	Blackmail Ledger (3 secrets)
Farmer	Sickle (1d6)	Padded Vest (AC+1)	Seed Satchel • Healing Poultice (3)	Weather Almanac (+2 forecasts)
Ritualist	Bone Knife (1d8)	Hide Armor (AC+2)	Spirit Charm Set (summon minor ally)	Glyph Tome (decipher wards)

(Full table continues for all 12 base classes)

SECONDARY CLASSES

Class	Signature Gear	Special Item
Militia	Halberd (1d10) • Chain Shirt (AC+4)	Tactical Maps (+2 ambush spots)
Scholar	Letter Opener (1d4) • Reinforced Coat (AC+1)	Decoder Lens (+2 lore checks)

ADVANCED CLASSES

Class	Iconic Gear	Legendary Item
Guardian	Rune-Hammer (2d6) • Dwarven Plate (AC+5)	Siege Plans (breach +2)
Dragon Disciple	Claw Gauntlets (1d8+element)	Breath Focus Amulet (3/day)
Weaver	Obsidian Scissors (1d6)	Soul-Loom Threads (repair magic)

(Expanded for all advanced classes)



RANDOM STARTER VARIATIONS (d6)

For GMs to add uniqueness

Roll	Quirk
1	Weapon is a family heirloom (+1 lore value)
4	Armor bears faction graffiti (reputation effects)
6	One item is secretly corrupted (GM rolls on Husk table)

SETTLEMENT TRADING (QUICK REFERENCE)

Three-Tier Availability:

Icon	Location	Example Items
	Scrapyard	Pneumatic Drill (2d6) • Salvage Magnet
	Verdant Village	Myrgan Remedies • Grove Maps
	Warden Keep	Ley-Resistant Plates • Husk Bestiary

ACCESSIBILITY FEATURES

1. Icon-Only Labels:

- Colorblind-friendly symbols
- Optional text-only version

2. Tactile Tags:

- *"For print version: Raised ink icons"*

3. Clear Categories:

- Consistent order: Weapon → Armor → Tools → Consumables → Lore



Appendices

Appendix: Tools, Logs & Play Kits

“A binder in the hands of a good GM is worth more than any hoard in a dragon’s vault.”



What You Need to Play

Item	Use	Notes
Dice (d4–d20)	Rolls, tests, spell costs	Any standard set works (borrow-friendly!)
Notebook	Character sheet, journey log, gear, lore	One 100-page book lasts multiple arcs
Pen/Pencil	Character edits, doodles, ley-doodles	Use whatever suits your style
Playing Cards	In-world puzzles, faction logic, downtime draws	Optional but creatively potent
Tokens or Coins	Corruption markers, inspiration, etc.	Optional—use pebbles, beads, runes



Character Journey Log (Print or Copy)

“The ley remembers. So should you.”

Front Page: Who You Are

- Character Name:
- Origin:
- Echo Question Answered:
- Class(es):
- Bonded NPCs:
- Current Corruption Level:

Chapter Pages (x12): Session Snapshots

- Session Title:
- Date:
- Key Events:
- Critical Rolls (Failures or Triumphs):
- Emotional Moments:
- GM/World Detail You Loved:
- XP Earned:
- Level-Ups, Perks, or Class Progress:

Back Pages: Legacy Thread

- What have I forgotten?
- What will I never forget?
- What does the world now owe me?
- Final Message to Future Self:

Campaign-in-a-Binder (GM Setup)

Sections to Include: (Optional, if your feeling creative.)

- ✨ Printed Origin Selector & Starter Kits
- 🧑 NPC Cards (with goals, secrets, bonds)
- 🧩 Puzzle Seeds (e.g., card puzzles, dice locks, leyline circuit)
- 📜 Faction Reputation Logs
- 🐉 Bestiary Cutouts (creature stats + 1-sentence prompt: “What does it want?”)
- 📅 Session Logs & Debrief Forms
- 🗺️ Local Maps with Leynotes for travel
- 🗨️ Mood Snippets: pull quotes from Drummaster Canticles, Ashesworn scrolls, etc.



Glossary

Perla Virda Glossary

"Words have power—these ones more than most."

Core Concepts

Term	Definition
Aspect	<i>"Magic's mood—fluid, emotional, rooted in truth."</i> 12 thematic forces governing spells and effects (e.g. Fire, Moon, Time).
Aspect Binding	Deep alignment with an Aspect that may alter magic effects or character traits at high corruption.
Echo Trigger	Narrative or mechanical moment where a location, object, or event causes visions, flashbacks, or instinctive reactions.
Incarnation	<i>"The soul's second draft. Same song, new instrument."</i> Allows stat rerolls and limited carryover from a previous death.
Ley	<i>"The world's breath made visible."</i> Flows like rivers underground; used to cast spells or awaken relics. Tact × 1d10 determines pool.
Leyburn Threshold	The point where continued spellcasting damages the body. Especially dangerous to humans.
Resolve	Represents mental resilience, spiritual endurance, or determination. Optional resource for focusing under strain.
Synergy	<i>"When Stone's patience meets Fire's rage to birth Obsidian."</i> Combining Aspects improves spell potency.
Synergy Path	A player-defined spell combo used frequently. May gain mechanical boosts or narrative flavor over time.

Combat Terms

Term	Definition
Corruption Bloom	Area overtaken by leymutation—plants sing, gravity stutters, memories fracture. Risky for resting or spellcasting.
Fade	Sacrifice 1d6 HP to cancel a single incoming attack. Visualized as momentary phasing or ghost-step.
Husk Mark	<i>"The planet's handwriting on mortal flesh."</i> Five-stage corruption tracker caused by magic overuse or ley exposure.
Rustwalk	Hollow racial ability: phase through metal walls once per day (CON save vs disorientation).

Spirit Fade	A liminal death state—character hovers between life and death, may communicate or complete one task before passing.
-------------	---

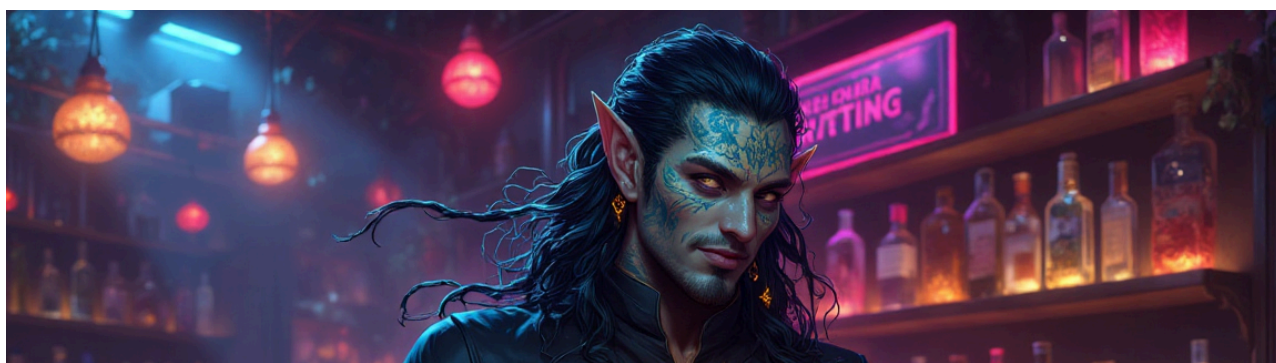
Magic & Crafting

Term	Definition
Leyburn	<i>“When magic chews through your bones to get out.”</i> Casting without training or Aspect attunement. Causes 1d4 CON damage.
Ley Flux Event	Occurs in unstable ley zones—spells twist, objects animate, time may skip. GM tool for chaos.
Material Echo	Rare crafting materials “remember” their shaping. May hum, glow, or whisper if used properly.
Soul-Etching	Artisan technique that imprints memory or intent onto gear. Tools may become sentient or emotionally reactive.
Soulforge	Crofter-Master ritual forge; creates sentient gear or dream-link artifacts. Requires ley-infused anvil.
Threadlocked Sigil	Enchanted glyph woven into fate. Cannot be broken without consequence. Used in sealing, tethering, or fate-binding.
Whisper Ink	Ashesworn-crafted pigment that moves when read aloud. Used for magical tattoos or encrypted documents.
Whisperbound Item	Object psychically bonded to its owner or history. Reacts during dreamstates, combat, or corruption events.

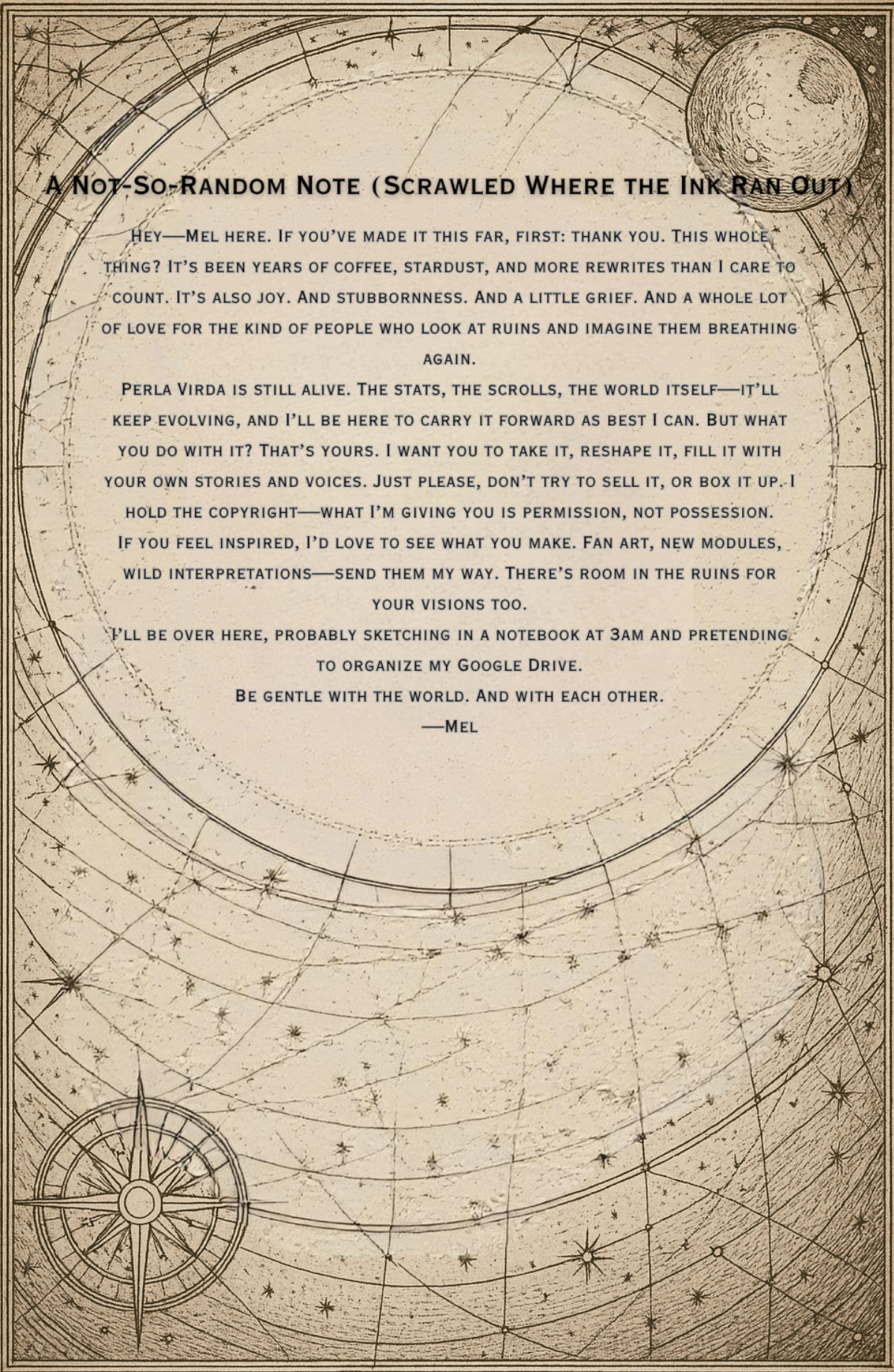
World-Specific Terms

Term	Definition
Ashpage Fragment	Haunted scrolls from Vellum’s Hollow. Text changes nightly. Read by moonlight to reveal forgotten truths.
Dreamsung Language	Nonverbal, empathic language allegedly spoken by Perla Virda. Understood by Chronomancers, Hollow, and Verdantkin.
First Landing	Humanity's arrival on Perla Virda, marked Year 0 of the current calendar. Wreckage still scars the world.
Sky-Rail	<i>“The Utopia’s shattered nervous system.”</i> Ruined levitating monorail system. Haunted by ghosts and a sentient AI fragment.
Verdant Folk	Descendants of colonists changed by ley-infested flora. Known for empathy, plant communication

 **A not-so-random note**



Author Notes & Updates



A NOT-SO-RANDOM NOTE (SCRAWLED WHERE THE INK RAN OUT)

HEY—MEL HERE. IF YOU'VE MADE IT THIS FAR, FIRST: THANK YOU. THIS WHOLE THING? IT'S BEEN YEARS OF COFFEE, STARDUST, AND MORE REWRITES THAN I CARE TO COUNT. IT'S ALSO JOY. AND STUBBORNNNESS. AND A LITTLE GRIEF. AND A WHOLE LOT OF LOVE FOR THE KIND OF PEOPLE WHO LOOK AT RUINS AND IMAGINE THEM BREATHING AGAIN.

PERLA VIRDA IS STILL ALIVE. THE STATS, THE SCROLLS, THE WORLD ITSELF—IT'LL KEEP EVOLVING, AND I'LL BE HERE TO CARRY IT FORWARD AS BEST I CAN. BUT WHAT YOU DO WITH IT? THAT'S YOURS. I WANT YOU TO TAKE IT, RESHAPE IT, FILL IT WITH YOUR OWN STORIES AND VOICES. JUST PLEASE, DON'T TRY TO SELL IT, OR BOX IT UP. I

HOLD THE COPYRIGHT—WHAT I'M GIVING YOU IS PERMISSION, NOT POSSESSION. IF YOU FEEL INSPIRED, I'D LOVE TO SEE WHAT YOU MAKE. FAN ART, NEW MODULES, WILD INTERPRETATIONS—SEND THEM MY WAY. THERE'S ROOM IN THE RUINS FOR YOUR VISIONS TOO.

I'LL BE OVER HERE, PROBABLY SKETCHING IN A NOTEBOOK AT 3AM AND PRETENDING TO ORGANIZE MY GOOGLE DRIVE.

BE GENTLE WITH THE WORLD. AND WITH EACH OTHER.

—MEL

🕯️ *This parchment sealed under double moonlight.
A record of echoes that have become.*

📖 **A Not So Subtle Note**

An Update Inscribed for Those Who Track the Echoes

“A page rewritten is a memory remembered differently.”

📅 **Date:** 6/21/2025

📖 **Version Title:** *Echoes Codex Expansion*

📄 **Page Count:** 78 → 107

✨ **Echoes Newly Woven:**

- **The Class Codex Reborn**
 - All Base, Secondary, and Advanced classes rewritten and richly detailed
 - Class entries now include stats, faction ties, GM guidance, and flavor-born mechanics
 - New additions: *Crofter-Master*, *Caravan Owner*, *Whispersail Quartermaster*
- **Hunter Specialization Paths**
 - Optional subclass variants added: *Husk Hunter*, *Warden Tracker*, *Relic Forager*
 - Integrates seamlessly into the Hunter base entry
- **Foundling Orders Expanded**
 - New shared rites, benefits, cultural markers, and camp mechanics
 - Serves as a cross-faction narrative web of chosen kinship
- **Faction & Reputation Section Finalized**
 - Fully written entries for all major factions (including Terminal Choir, Engineborn Cartel, Hollowed Seat)
 - Each features milestone progression, quest tables, and unique rewards

🌱 **New Origins:**

- **Leylooped** and **Starforged** are now *playable races*
 - Includes lineage flavor, stat design, and narrative support
- **Seedling Scrolls** introduced as a new *background option*
 - Tailored for orphaned or Foundling characters seeking narrative duality
 - Interlocks directly with Foundling Orders and heritage-declaration rites

🔧 **Restructuring Notes:**

- Replaced original class table with the **Echoes of the Self** Codex
- Alphabetized and categorized all classes by tier (Base → Secondary → Advanced)
- Added GM Notes for all Secondary/Advanced paths as quest design support
- Smoothed layout flow to harmonize lore, mechanics, and player navigation

🍂 *This parchment stands as record of change, and the invitation to reread the world with new eyes. May your path forward echo loud and true.* 🌒

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