

Tekumel World

A set of rules for Tekumel using the Apocalypse World Engine.

Building a Character

- Assign Meta Tags
- Assign your Attributes
- Calculate your Measures
- Choose Flaws based on your Pedhetl.
- Select one or two Childhood Moves.
- Chose a Professional category and select one or two Moves.
- Optionally choose a leisure category and select one Move.

Rolling Dice

This rule set uses only standard six sided dice. The number of dice to be rolled is given as a number followed by an uppercase D. So 3D is to be read as roll 3 six sided dice.

Roll Results

When rolling to check the success of a Move you will either be rolling 2D and adding the results together to get a number between 2 and 12 or you will be rolling 3D and adding the best two scores together again getting a number between 2 and 12. To this base number you will add an Attribute value or a Measure and any bonuses that may apply. In general a modified number of 10 or higher will indicate an unconditional success, a number between 7 and 9 (inclusive) will mean a partial success and a number of 6 or less will mean a failure. Note that the GM may interpret “failure” in many ways and it may still appear that your move was successful but you can be sure harm is coming your way.

When rolling Damage dice the indicated number of dice are rolled and each dice is assessed. Each roll of one is a glancing hit and causes no damage. Each roll of 2 through 5 indicates a normal hit doing one point of damage. A roll of 6 is a superior hit doing 2 points of damage. Sum the results of all the dice together to determine the aggregate damage.

Harm, Damage and Wounds

Harm is anything that makes you further from your goal. It includes Damage and Wounds but may be something else like loss of belongings or status or even a worse negotiating position.

Damage is anything that could potentially cause injury. If you are able to react to the threat you may mark off endurance before marking off wounds. Armour and magical protection can reduce damage even if you are not able to react to the threat.

Wounds are actual instances of injury. When you have marked off all your wounds you are dying.

Levels and Experience

Meta Tags

Select no more than 4 Tags to apply to your character. Total the values in the rightmost column they must total +2 or less. Only the *[Experienced]* Tag may be selected more than once.

<i>[Beautiful]</i>	You are well above average comeliness. Add +2 to your Reaction measure but the GM may exploit your appearance as if it were a flaw. Incompatible with <i>[Cursed]</i> , <i>[Odd]</i> and <i>[Handsome]</i> .	+1
<i>[Cursed]</i>	You are either well below average comeliness or you have a defining physical flaw	-3

	such as blue eyes, pale skin, blond hair or a visible deformity. Add -2 to your Reaction measure and be aware that the GM may also exploit your appearance as if it were a flaw. Incompatible with <i>[Odd]</i> , <i>[Handsome]</i> and <i>[Beautiful]</i> . Note: There are some groups that seek the exotic and will view your <i>[Cursed]</i> status as positive. There is at least one senior priestess of Dalemish who counts her blond hair and pale skin as desirable assets.	
<i>[Determined]</i>	Use your Pedhetl rather than your Bakte to determine your Endurance measure. Requires Pedhetl +1 or higher.	+1
<i>[Experienced]</i>	Start your character one level higher than normal. May be selected more than once.	+2
<i>[Fortunate]</i>	Start with 4 rather than 3 initial Moves.	+1
<i>[Handsome]</i>	You are of above average comeliness. Add +1 to your Reaction measure. Incompatible with <i>[Cursed]</i> , <i>[Odd]</i> and <i>[Beautiful]</i> .	+1
<i>[Lowly]</i>	You are one social level below the base level of the group. You cannot deal directly with any <i>[Ranking]</i> members of the group. Remember the rest of the party are your masters or employers so do not overly trust them for they will drop you in it. Incompatible with <i>[Ranking]</i> .	-2
<i>[Odd]</i>	You are of below average comeliness. Nothing major, but normal Tsoylani are a bit more distant than they should be at first meeting. Add -1 to your Reaction measure. Incompatible with <i>[Cursed]</i> , <i>[Handsome]</i> and <i>[Beautiful]</i> .	-1
<i>[Ranking]</i>	You are one social level above the base level for the group. Remember, the rest of the party are your employees or your servants, do not be too familiar with them or your peers will regard you with disfavour. Incompatible with <i>[Lowly]</i> .	+3
<i>[Tough]</i>	You are harder to kill. You have Wounds 4 rather than Wounds 3. Requires Bakte +1 or higher.	+1

Attributes

Your character has 5 attributes with values that can range from -1 (lowest) to +3 (highest).

Bakte (Body)	Your physical prowess.
Hlakme (Mind)	Your intellectual prowess.
Baletl (Spirit)	Your instinct for noble action. Also governs social interactions.
Chusetl (Intuition)	Your empathy and intuition. Also governs artistic endeavours.
Pedhetl (Passion)	The fire of passion and also of magic.

A normal character will distribute the scores +2, +1, +1, 0, and -1 across the 5 attributes.

Measures

Aside from the attributes you have 3 other important measures:

Damage	Your basic damage in combat. Normally 2D but may be modified to 3D by the <i>[Strong]</i> tag or 1D by the <i>[Educated]</i> tag.
Endurance	Normally 2+Bakte but may be modified to 2+Pedhetl by the <i>[Determined]</i> tag.

Reaction	Add your Bakte and Baletl values together and divide by 2 rounding down. Add any reaction modifier from <i>[Cursed]</i> , <i>[Odd]</i> , <i>[Handsome]</i> or <i>[Beautiful]</i> . Further subtract 1 if your Pedhetl is -1. When you can be seen this is used as a Move roll modifier as if it was an attribute value. Reaction has a minimum value of -2 and a maximum value of +4.
Reputation	Starts at +1 see the section on <i>Bonds, Reputation and Loyalty</i> below.
Wounds	Normally 3 but may be modified by the <i>[Tough]</i> tag.

Flaws

High Pedhetl can be a curse. If your Pedhetl is +1 or higher you will have a number of flaws equal to your Pedhetl. These flaws represent the passion that burns within you and drives you to excess. Chose from the list below. You may not choose the same flaw twice. If your Pedhetl increases due to an Attribute increase then you will need to choose an additional flaw. The GM may entertain suggestions of alternative flaws.

- | | | |
|--|-------------------------------------|------------------------------------|
| ☐ Angry | ☐ Greedy | ☐ Miserly |
| ☐ Lecherous | ☐ Gluttonous | ☐ Proud |
| ☐ Overconfident | ☐ Alcoholic | ☐ Impulsive |
| ☐ Violent | ☐ Addicted | |

Flaws may be exploited by the GM to turn a situation against you.

Tags

Tags are a shorthand way of signifying certain statuses and conditions in a player or non-player character.

<i>[Educated]</i>	You have attended a temple school or been educated by tutors. You are literate and numerate and educated in the following areas: Temple dogma, calligraphy, recitation, Tsolyánu epics, Tsolyánu history, music, poetry and versification. Because of your dedication to study your Damage measure is 1D.
<i>[Strong]</i>	Your Damage measure is now 3D. Also gain +1 on any +Bakte roll involving a contest of strength.
<i>[Dangerous]</i>	You are willing to go that extra step in a fight. Your Damage measure is 3D rather than 2D.
<i>[Determined]</i>	Use your Pedhetl rather than your Bakte to determine your Endurance measure. Requires Pedhetl +1 or higher.
<i>[Erudite]</i>	You can read, write and speak a further 2 additional ancient or modern languages and you may specialise in two areas of arcane lore. Requires <i>[Scholarly]</i> .
<i>[Fortunate]</i>	Start with 4 rather than 3 initial moves
<i>[Handsome]</i>	You are of above average comeliness. Apply a +1 on any die roll when you are trying to make a good impression and can bee seen.
<i>[Odd]</i>	You are of below average comeliness. Nothing major, but normal Tsoylani are a bit more distant than they should be. Apply a -1 on any dice roll when you are trying to make a good impression and can be seen.
<i>[Scholarly]</i>	You can read, write and speak 2 additional ancient or modern languages and you have a good general knowledge of uncommon matters. Requires <i>[Educated]</i> .
<i>[Tough]</i>	You are harder to kill. You have Wounds 4 rather than Wounds 3.

Proficiencies

Proficiencies are thing you know about and can do well. Each proficiency will also nominate an attribute. This will be the default attribute when trying to use the proficiency. However depending on the proficiency and the circumstances the GM may request that you use a different attribute.

Pedhetl Dice

High Pedhetl can be a blessing. At the start of the scenario, every character who has a Pedhetl of at least +1 starts the game with one Pedhetl die. This represents the passion that burns within you and drives you to success. Your Pedhetl die or dice should be of a different colour to the rest of your dice so that it stands out in play. You may gain additional dice in play up to the value of your Pedhetl attribute. You lose dice when you play them in a Channel Pedhetl move. At the end of the scenario you lose all Pedhetl dice and start again.

You gain a Pedhetl die when:

- ☐ You fail a Move test on a 6 or less.
- ☐ The GM awards a dice to you.

Bonds, Reputation and Loyalty

Bonds represent your relationship with your peers. Write a bond with each other player character of the same status. The character you know best or trust most gets a +1 Bond and the character you know least or distrust most gets a -1 Bond and the rest get a 0 Bond. The value of the Bond is used as a Move dice modifier in the same way as an Attribute value.

Sample +1 Bonds:

- ☐ I have worked with ____ before. I trust them at my back.

Sample 0 Bonds:

- ☐ I know ____ from around the clan house. They are harmless.

Sample -1 Bonds:

- ☐ ____ is flawed. I need to keep an eye on them.

Reputation is how employees and servants of lower social status relate to you by default. Your reputation starts at +1 and may be changed by your actions.

Loyalty is how you relate to a Manager or Master of higher status. Write a Loyalty value for each player character of higher status than you. The initial value is the other character's Reputation.

Experience

Basic Moves

Take Initiative

When **you wish to take action using one of your proficiencies** tell the GM what you are trying to achieve and roll +attribute as appropriate.

On a 10+ your action is successful.

On a 7-9 your action is partially successful or is successful with complications.

Avoid Disaster

When **you must avert ruin, disaster, or avoid danger**, you may suggest or the GM will advise you which attribute(s) you can to roll to avoid it:

- ☐ Through brawn or speed (+Bakte)
- ☐ Through mental quickness or cleverness (+Hlakme)
- ☐ Through charm and social grace (+Baletl)
- ☐ Through intuition and creativeness (+Chusetl)
- ☐ Through force of will or passion (+Pedhetl)

On a 10+, you succeed and avoid danger or harm.

On a 7-9, you succeed, but you falter or stumble. The GM will give you a trade-off, drawback, or complication.

Warning: The choice of which Attribute to roll against is not arbitrary. The choice must be appropriate to the fiction.

Discern Noble Action

When **your actions are liable to cause offence or you will be under the hostile scrutiny of your peers**, roll +Baletl to determine the socially correct course of action for a person of your rank in this situation.

On a 10+ the GM will advise you on the correct course of action for your situation. Bystanders will approve and no blame will be attached for your actions.

On a 7-9 the GM will offer you the choice of *Playing it Safe* and risking censure from your peers or *Risking Offence* and overstepping the bounds of acceptable behaviour. If the situation is appropriate more choices may be offered. After making your choice the GM will offer you a course of action suited to your choice.

Warning: Failing to take the advised action is equivalent to failing the roll but without marking experience.

Warning: The Noble Action is not always the safe action. The Noble Action may well be to sacrifice yourself and allow that scumbag noble to escape. Failing to do this may earn the enmity of the noble's clan and cause your peers to think of you as a coward.

Defend the Worthy

When **you attempt to defend or aid a character, object, or location**, roll +Bond with another character, +Loyalty for a Superior and +Pedhetl for an object, location or NPC of unknown (but presumed at least equal) status.

On a 10+, hold 3.

On a 7-9 hold 1, but you also expose yourself to disaster, mishap, or misfortune.

As long as you continue to stand in aid or defense of that character, object, or location, you can spend your hold, 1 for 1, to accomplish the following effects.

- ☐ Give that character +1 forward
- ☐ Take an instance of damage instead of that character, object, or location
- ☐ Reduce the damage of an attack or effect by 1

Warning: No proper Tsoylani would attempt to defend a person of lower status without uncommon cause. If you feel there is cause roll +Pedhetl but be prepared for consequences.

Spout Lore

When **you consult your accumulated knowledge about something**, if the query relates to one of your proficiencies, then roll +Hlakme.

On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation.

On a 7-9, the GM will only tell you something interesting—it's on you to make it useful.

Note: The GM might ask you "How do you know this?" Tell them the truth, now.

Discern Realities

When **you attempt to discern information from a person, area, or situation**, roll +Chusetl.

On a 10+, ask the GM 3 questions from the list below, and the GM will answer truthfully.

On a 7-9, ask the GM one question.

Take +1 forward when acting on the answers.

- ☐ Who is really in charge here?
- ☐ What is about to happen?
- ☐ What here seems false or deceitful?
- ☐ What here could be useful to me?
- ☐ What has just happened here?
- ☐ What seems to be the safest path forward?

Note: You must only ask questions from the list!

Channel Pedhetl

When **making a move**, you can choose to spend a single pedhetl die (before you make the move!). If you do, roll the Pedhetl die with your move roll (3D instead of 2D) and then pick the two highest of the three rolls. The Pedhetl die is then used up and returned to the GM until you earn another die.

Note: You may Channel Pedhetl even when you are rolling +Pedhetl.

Ply the Market

When **you stride the marketplace looking for goods**, if it's readily available, you can buy it at local prices. If you want it rarer, cheaper, more exotic, or dangerous, roll+Chusetl.

On a 10+, you get it, or something like it.

On a 7-9, you get it, but choose 1 of the following:

- ☐ it is way more expensive
- ☐ it comes with some strings attached
- ☐ it is cheap but bought from someone very suspect

On a 6 or less, your asking around attracts unwanted attention from unsavory or powerful types (or both!).

Respite

When **you have 15 minutes or more to catch your breath and recover your Fatigue**, roll+Bakte and subtract half the number of fatigue points you remove (round up).

On a 10+, you recover all your Endurance.

On a 7-9, you will recover your Endurance if you are able to have a snack and a drink - about $\frac{1}{4}$ of a ration and $\frac{1}{2}$ a litre of water. If you are unable to obtain water then you cannot recover Endurance until you find water or some other thirst quenching liquid. If you have water but no food you gain 2 Endurance.

On a 6 or less You are unable to regain any Endurance. If you are wounded you need one of your companions to perform a Tend Wounds action or you will lapse unconscious with a fever.

You may check respite once per hour of resting.

Travel the Road

Childhood

Childhood	
Temple Foundling	Cadet: You have introductory weapons training, take proficiencies in two of <i>Unarmed Combat</i>, <i>Baton</i> or <i>Staff</i>. Laborer: Add the <i>[Strong]</i> tag to your character and adjust your Damage measure. Servant: Whenever you are dealing with a person of higher status and you need to roll+Baletl, add +1 to the roll. Student: Requires Hlakme +1 or higher. You have studied at the temple school. Add the <i>[Educated]</i> tag to your character and adjust your Damage measure.
Very Low Status	Cadet: You have introductory weapons training, take proficiencies in two of <i>Unarmed Combat</i>, <i>Baton</i> or <i>Staff</i>. Crafter: When you undertake one of the clan craft specialties, roll+Bakte. Laborer: Add the <i>[Strong]</i> tag to your character and adjust your Damage measure. Performer: When you perform in a clan performance art, roll+Chusetl. Petty Thief: When you need to pick a pocket, snatch a purse, or pilfer a stall, roll+Bakte. Warning: Getting caught doing this as an adult is often career ending. Servant: Whenever you are dealing with a person of higher status and you need to roll+Baletl, add +1 to the roll. Student: Requires Hlakme +2 or higher. You have studied at a temple school. Add the <i>[Educated]</i> tag to your character and adjust your Damage measure. Vendor: When you need to sell small items or attract a crowd with a pitch, roll+Baletl.
Low Status	Cadet: You have introductory weapons training, take proficiencies in two of <i>Unarmed Combat</i>, <i>Baton</i> or <i>Staff</i>. Crafter: When you undertake one of the clan craft specialties, roll+Bakte. Laborer: Add the <i>[Strong]</i> tag to your character and adjust your Damage measure. Servant: Whenever you are dealing with a person of higher status and you need to roll+Baletl, add +1 to the roll. Student: Requires Hlakme +1 or higher. You have studied at a temple school. Add the <i>[Educated]</i> tag to your character and adjust your Damage measure. Vendor: When you need to sell small items or attract a crowd with a pitch, roll+Baletl.
Medium Status	Cadet: You have introductory weapons training, take proficiencies in two of <i>Unarmed Combat</i>, <i>Baton</i> or <i>Staff</i>. Crafter: When you undertake one of the clan craft specialties, roll+Bakte. Laborer: Add the <i>[Strong]</i> tag to your character and adjust your Damage measure. Servant: Whenever you are dealing with a person of higher status and you need to roll+Baletl, add +1 to the roll. Student: Requires Hlakme +1 or higher. You have studied at a temple school. Add the <i>[Educated]</i> tag to your character and adjust your Damage measure.
High Status	Cadet: You have introductory weapons training, take proficiencies in <i>Unarmed Combat</i>, <i>Sword</i> and <i>Light Armour</i>. Refined: You have training in etiquette. Whenever you roll+Baletl on any move where politeness is important add +1 to the roll. Student: You have studied at a temple school. Add the <i>[Educated]</i> tag to your character and adjust your Damage measure.
Very High Status	Cadet: You have introductory weapons training, take proficiencies in <i>Unarmed Combat</i>, <i>Sword</i> and <i>Light Armour</i>. Refined: You have training in etiquette. Whenever you roll+Baletl on any move where politeness is important add +1 to the roll. Student: You have had private tutors. Add the <i>[Educated]</i> tag to your character and

	adjust your Damage measure.
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Professional Categories

Lay Priest - Sorcerer	
Conditions	Requires <i>Student</i> during childhood, Pedhetl +1 or higher and Baletl +1 or higher. Certain spells or spell aspects are only available to members of certain temples.
Initial	Control of Self: When you need to perform a feat of more than human strength or self control, roll+Pedhetl. On a 10+ your action succeeds, on a 7-9 you take damage or some other appropriate harm. When you have this skill you may start any session “In Control”. In this state you have -1 to your Reaction Measure and you may neither receive or spend Pedhetl dice also the GM may not use any of your flaws against you. You may voluntarily drop the state at any time or involuntarily when you fail a +Pedhetl roll or become intoxicated with drugs or alcohol. You may resume the state at the next respite or rest if you are no longer intoxicated. Healing: When you use a Ritual spell to repair damage or to alter the performance of the target’s nervous system, refer to casting spells below. Refer to the Healing table for details of the spell aspects. Telepathy: When you use a Psychic spell against a member of your own species to send a message, read their mind, give a command or cause hallucinations, refer to casting spells below. Refer to the Telepathy table for details of the spell aspects. Telekinesis: When you use a Psychic spell to move or damage objects or people, refer to casting spells below. Refer to the Telekinesis table for details of the spell aspects.
Levels 2-6	
Levels 7-10	Inscription: When you wish to create a spell scroll for a Ritual or Psychic spell you know, roll+Hlakme. On a 10+ the scroll is perfect, on a 7-9 chose a defect from the list: ☐ The scroll takes twice as long as expected. ☐ The scroll costs twice as much as expected. ☐ The scroll has a Flaw (roll when the scroll is read). Inscribing a scroll is expensive and arduous. ☐ Group 1 spells take 2 weeks and cost 10 Kaitars. ☐ Group 2 spells take 4 weeks and cost 20 Kaitars. ☐ Group 3 spells take 8 weeks and cost 40 Kaitars. If the Spell has an enhancement then the exact enhancement must be specified at creation time and the time and cost will be for a spell one group higher.
When Casting spells use the following criteria unless overridden by the spell descriptive text: ☐ Psychic spells require a few seconds of concentration to activate. ☐ Ritual spells require a sequence of ritual movements to activate. This requires a stable place with sufficient space to move around. Armour, encumbering loads and restraints all prevent spellcasting. ☐ The caster must have an uninterrupted line of sight to the target. ☐ The spell affects a small area no more than 3 metres across with no more than one individual or a single object targeted. ☐ Psychic spells roll+Pedhetl for success. ☐ On a 10+ the spell is successful and as long as the caster does not force the victim to act against their will the victim will be unaware they have been targeted. ☐ On a 7-9 You may: ☐ Fail silently and remain undetected ☐ Spend 2 Endurance and force the connection but the victim and any Psychic spell user within 30 metres will be aware of you.	

- ☐ On a 6 or less you fail silently and lose one Endurance.
- ☐ **Ritual Spells** roll+Hlakme for success. A ritual spell may be cast while maintaining other Ritual spells. No more than spells may be simultaneously maintained than the caster's Hlakme value.
 - ☐ On a 10+ the spell is successful.
 - ☐ On a 7-9 You may:
 - ☐ Spend 2 Endurance to force success.
 - ☐ Roll a die and consult this table:
 - ☐ 1 - The spell is successful but requires you spend 1 Endurance.
 - ☐ 2-3 - the spell is noisy. Everyone (even non-psychics) within 30 meters will be aware of your location.
 - ☐ 4-5 - You are locked into the spell for the duration. Any other spells you are maintaining immediately expire and you are unable to perform any other action until this spell expires. You may voluntarily terminate the spell after a few seconds.
 - ☐ 6 - The spell effect is distorted, reversed or affects the caster rather than the target. GM decides effect.
 - ☐ On a 6 or less you fail silently and lose one Endurance.
- ☐ Duration and range from caster to target are linked as follows:
 - ☐ Touch - 5 minutes.
 - ☐ Less than 7.5 meters - 4 minutes.
 - ☐ Less than 15 meters - 3 minutes.
 - ☐ Less than 22.5 metres - 2 minutes.
 - ☐ Less than 30 metres - 1 minute.
- ☐ When one member of a [Group] is affected the group may suffer damage or need a morale check as decided by the GM. There is no additional effect against a [Horde].
- ☐ The spell continues until it is resisted, the duration expires, the target moves out of range or the caster's concentration is broken. The caster may move around sedately but not engage in vigorous activities without losing concentration.

Spell Resistance	Caster is PC	Caster is NPC
Target is PC	Caster subtracts Target's Pedhetl from success roll if Target wishes to resist. If additional resistance is possible Target attempts Avoid Disaster roll+Pedhetl.	PC Avoids Disaster on roll+Pedhetl or other as appropriate.
Target is NPC Magic User or Priest	Caster subtracts 2 from success roll.If additional resistance is possible GM makes Avoid Disaster roll+2.	GM determines outcome.
Target is any other NPC or unintelligent animal.	Caster makes success roll.If additional resistance is possible GM makes Avoid Disaster roll-1.	GM determines outcome.

Spell Aspects

Healing
When you use a Ritual spell on a member of the same species to repair damage or to alter the performance of the target's nervous system.
When you first gain this Move choose the <i>Healing</i> aspect and then choose another aspect each time you gain a level.

Aspects	Effects
<i>Healing</i>	

Telepathy	
When you use a Psychic spell against a member of your own species to send a message, read their mind, give a command or cause hallucinations:	
Choose one aspect from the list below and a further aspect each time you gain a level. Each different <i>Domination</i> command counts as a single aspect. Automatons and androids are never affected by any aspect of Telepathy.	
Aspects	Effects
<i>Ascertainment</i>	You may read the surface thoughts of the target if they are in a language you understand.
<i>Comprehension:</i> [Hn, Hr, Ks, Th]	You may understand an unknown language by looking at the underlying imagery in the speaker's mind.
<i>Communication</i>	You may hold a telepathic conversation with one target within range. The target will always be aware someone is communicating with them.
<i>Derangement:</i> [Be, Hn, Hr, Sa]	You may disrupt normal thought processes. PC victims must roll+Hlakme whenever they wish to make a Move. On a 10+ they make their move, on a 7-9 the GM may modify or replace the Move on a 6 or less you are unable to take action. NPC's act in an erratic and uncoordinated manner.
<i>Domination</i>	You may take coarse control of the target and give a simple command such as Flee, Sleep, Attack, etc.. The Target may resist each new order. Each order is at most one Move.
<i>Intentions</i>	You may look at the underlying imagery of the target's mind to determine their intentions.
<i>Semblances:</i> [Be, DI, Hn, Hr, Sa]	You may cause hallucinations that can cause damage to the victim. The victim takes damage according to the caster's Damage measure. The victim believes they have been injured in a manner consistent with the hallucination but no external marks are visible on the body.

Telekinesis	
When you use a Psychic spell to move or damage objects or people.	
When you first gain this Move choose the <i>Translocation</i> aspect and then choose another aspect each time you gain a level.	
Aspects	Effects
<i>Advanced Translocation</i>	The caster may move a single object up to around 2 Kg at damaging speeds. A weapon may be used but gains no additional damage. Apply the casters Damage to a single individual. Damage is [Piercing 1].
<i>Aeriality</i> [Av, Be, DI, Hn, Hr, Ks, Th]	A living target of less than 75 Kg can be raised up to 10 metres or drifted laterally by 1 metre at a sedate pace. Ritual spells cannot be cast while aloft but Psychic Spells can and physical combat can take place.

<i>The Hands of Kra the Mighty</i> [Av, Be, DI, Sa]	Applies casters Damage to one individual or inanimate target. Squeezes the target and ignores armour. May also tear doors off hinges and topple statues or columns. The spell expires after a single attack. Damage is [Messy] and [Destructive].
<i>The Missile of Metallya</i> [Ks, Th]	A silent, invisible bolt of force that does either stunning or the casters Damage. Roll damage and double it. Armour protects normally. The spell expires after a single attack. Damage is [Destructive].
<i>Robustness</i>	Reduce the effective weight of any burden by up to 150Kg. The weight will never become less than 5% of the true weight. The spell duration is trebled.
<i>Translocation</i>	You may move a small object or a contiguous group of small objects such as a few coins or a gem at a sedate pace.

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Group 1 Psychic Spells	
Name [Temple affiliations]	Effect
Artfulness [Av, Hn, Ks, Th]	For the duration of the spell the target carries +1 Forward to a Crafter or Scholar Move.
Elicitation	The caster may sense the psychic residue of the last person to handle in inanimate object.

Group 1 Ritual Spells	
Name [Temple affiliations]	Effect
Light and Darkness	Either a dim light or else dark shadows suffuse the area of effect.
Phantasms	A thin film of “ectoplasm” can be conjured to appear as any common homogeneous substance such as rock, masonry, wood or cloth. If touched it collapses and disappears.
Sagacity [Ks, Sa, Th]	For the duration of the spell the target carries +1 Forward to any Roll+Hlakme.
Zoic Domination [Av]	The caster may take coarse control of a single non-intelligent animal. The animal may be forced to attack, flee, hold or any other valid Move for its species. The animal will again roll resistance with each new order.
Invisibility	The target, an approximately human sized being or object is put slightly out of synchronisation with the plane of existence. The target becomes invisible in dim light and visible only as a faint haze in bright light.
Perception of the Energies	The caster perceives the presence of extra-planar energy within inanimate objects (including automatons and androids). Enchanted objects appear to have a glittering halo.
Healing	This spell heals 1 wound but does not alleviate any other effects.

Group 2 Psychic Spells

Name [Temple affiliations]	Effect
Excellence [Ka, Vi]	For the duration of the spell the target carries +1 Forward to any +Bakte Combat roll.
Nimbleness [Av, DI, Ka, Vi]	For the duration of the spell the target carries +1 Forward to any +Bakte Craft or Profession roll where dexterity is important. Note: This includes any dexterity roll that is not a combat roll or an avoid danger.
Clairvoyance/Clairaudience	The caster is able to see and hear through one barrier. To be able to see there needs to be light beyond the barrier. The range is from the caster to the barrier. The radius of effect starts one radius from the caster side of the barrier. Note: This puts an effective limit on the thickness of wall that can be seen through. For the standard spell a 3 metre wall would fully block the spell.
Prorogation [Av, DI, Hr, Ks, Sa, Th]	This spell slows the target's perception of time.
Stealth	
Acceleration [Be, Hn, Ka, Vi]	For the duration of the spell the target carries +1 Forward to any +Bakte Avoid Disaster roll.
Intrepidity	

Temple Spells

All	Control of Self Healing Execration Inscription Phantasms Disenchantment The Seal upon the Powers The Sphere of Impermeable Quiescence Warding Light & Darkness Nutrifaction Vallation The Web of Kriyág, Lover of Spiders Ascertainment Domination Soporiferousness Terrorisation Zoic Domination Robustness Translocation Clairvoyance/Clairaudience Elicitation Invisibility Perception of the Energies Transportation
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Hnálla Drá	Acceleration Doomkill Semblances Benefaction The Blessing of the Planes Guarding The Inimitable Defender The Speculum of Retribution Tranquillisation Artfulness Comprehension Derangement Aeriality Metastasis Visitations of Other Planes
Karakán Chegárra	Acceleration Empowering & Enervation Excellence Nimbleness The Perfected Gem of Obliteration The Blade of Inexorable Dissection Doomkill The Radiant Gaze The Speculum of Retribution The Replication of Heroes Intrepidity Far-Seeing
Thúmis Keténgku	Prorogation Benefaction The Blessing of the Planes Guarding The Speculum of Retribution Artfulness Benignity Comprehension Sagacity Aeriality The Missile of Metállja Seismism Necromantic Domination The Gate of the Grey Pentacle Visitations of Other Planes
Avánthe Dilinála	Empowering & Enervation Nimbleness Pestilence Prorogation Adornment Benefaction The Speculum of Retribution Desiccation Tranquillisation

	Artfulness Aeriality The Hands of Kra the Mighty Zoification
Belkhánu Qón	Acceleration Stealth Semblances Benefaction The Blessing of the Planes Guarding Tranquillisation Derangement Aeriality The Hands of Kra the Mighty The Silver Halo of Soul-Stealing The Viaticum of the Yellow Robe Etherealisation Visitations of Other Planes
Hrǔ'ǔ Wurú	Prorogation Stealth Semblances Benefaction Guarding The Speculum of Retribution Congelation Desiccation The Vapour of Death Comprehension Derangement Aeriality Reanimation The Silver Halo of Soul-Stealing Decorporealisation Visitations of Other Planes
Vimúhla Chiténg	Acceleration Empowering & Enervation Excellence Nimbleness Enhancement & Debilitation The Blade of Inexorable Dissection Doomkill Infrangible Orb The Radiant Gaze The Carpet of Conflagration The Vapour of Death Intrepidity Far-Seeing
Ksáruł Grugánu	Prorogation Stealth Enhancement & Debilitation The Azure Scarab

	Benefaction The Blessing of the Planes Guarding The Speculum of Retribution Desiccation Food of the Ssú The Vapour of Death Artfulness Comprehension Sagacity Aeriality The Missile of Metállja Necromantic Domination Visitations of Other Planes
Sárku Durritlámish	Pestilence Prorogation Stealth Enhancement & Debilitation Semblances The Blessing of the Planes Guarding The Speculum of Retribution Desiccation The Vapour of Death Derangement Sagacity The Hands of Kra the Mighty Necrofacture Necromantic Domination Reanimation The Summoning of the Spectral Hosts Visitations of Other Planes
Dlamélish Hriháyal	Empowering & Enervation Nimbleness Pestilence Prorogation Adornment Emulation Semblances Benefaction The Speculum of Retribution Enthrallment Aeriality The Hands of Kra the Mighty

Clan Skills

Background	Clan	Skill	
Butcher or Hunter	Scarlet Planet of Knives (VL)	Butcher or Hunter	
Prostitute or Entertainer	Emerald Circlet (VL)	Courtesan or Entertainer (type)	
Wheelright	Turning Wheel (VL)	Wheelwright	

Slaver	Collar of Bronze (VL)	Slaver	
Sewer worker	Wicker Image (VL)	Swimmer	
Tomb guard	Open Sepulchre (L)	Sword	
Herdsmen	Sapphire Bird (L)	Livestock	
Woodcutter	Blue Water (L)	Woodcutter	
Forester	Blue Water (L)	Survival (forest)	
Carpenter	Flat Peak (L)	Carpenter	
Mason	Flat Peak (L)	Mason	
Cabinetmaker	Flat Peak (L)	Cabinetmaker	
Tanner	Sapphire Bird (L)	Tanner	
Weaver	Round Rock (L)	Weaver	
Baker or Cook	Very Low to Medium	Baker or Cook	
Woodworker	Blue Water (L)	Woodworker	
Bowyer	Blue Water (L)	Bowyer	
Scribe	Plume of White (L)	Calligrapher	
Farmer	Open Hand (L)	Farmer	
Winemaker	Weeping Stone (M)	Brewer-Winemaker	
Jeweler	Silver Lightning (M)	Jeweler	
Pottery	Blue Kirtle (M)	Potter	
Moneylender	Golden Lintel (M)	Moneylender	
Scholar	Scroll of Wisdom (M)	Historian	
Merchant	Black Monolith (M)	Merchant	
Physician	Staff of Beneficence (H)	Physician	
Apothecary	Staff of Beneficence (H)	Apothecary	
Acolyte	Any clan	Priest	
Clan guard	Any clan	Spear	
Bureaucrat	White Stone (H)	Bureaucrat	
Noble	Cloak of Azure Gems (VH)	Sword	
Woodcutter	Forest of Shadow (L)	Woodcutter	
Forester	Forest of Shadow (L)	Survival (forest)	
Cabinetmaker	Forest of Shadow (L)	Cabinetmaker	
Weaver	Green Opal (L)	Weaver	
Tailor	Round Rock (L)	Tailor	
Tailor	Green Opal (L)	Tailor	
Woodworker	Forest of Shadow (L)	Woodworker	
Scribe	Black Stone (M)	Calligrapher	
Farmer	Black Pinnacle (M)	Farmer	
Farmer	Broken Bough (M)	Farmer	
Farmer	Golden Sheaf (M)	Farmer	
Winemaker	Blue Kirtle (M)	Brewer-Winemaker	
Scholar	Amber Cloak (H)	Historian	
Merchant	Rising Sun (H)	Merchant	
Physician	Amber Cloak (H)	Physician	
Apothecary	Amber Cloak (H)	Apothecary	
Bureaucrat	Domed Tomb (H)	Bureaucrat	
Bureaucrat	Cloak of Azure Gems (VH)	Bureaucrat	
Bureaucrat	Golden Bough (VH)	Bureaucrat	
Noble	Golden Bough (VH)	Sword	
Noble	Jade Diadem (VH)	Sword	