

Dvegr Names

Naming contention for Dvegr first names can be drawn from German.

Example Male Dvegr Names:

Ásbjorn, Ásgeirr, Ásmundr, Bjorn, Einarr, Eysteinn, Eyvindr, Egill, Grímr, Hallr, Jorundr, Eiríkr, Ketill, Ormr, Olvir, Skeggi, Snorri, Thorkell, Torfi, Ulfr

Example Female Dvegr Names:

Aesa, Ghuidrun, Halla, Hallbera, Rannveigt, Horuin, Yngvildr

Dvegr Clan Names are specific:

Ironbeard (Yrnbyre)
Highaxe (Yspart)
Skyborn (Aschadt)
Stoneheart (Bragdahn)
Brightforge (Fyrflhor)
Oreseeker (Hurshaht)
Warhammer (Voldhuern)

Although usually left unrendered into Albaen.

Fomoradgh

The Fomoradgh is a race of lightly furred, wild-maned creatures with catlike eyes and strong, claw-like nails. They have long fox-like (some say horse-like) muzzles and tusked jaws. They are bestial of countenance but noble of heart, at least as much so as any of the races of man. They are exceedingly tall, long of limb, and—though Fomoradgh despise them—they are distantly related to trolls. Fomoradgh were created by the Fane as one of their shocktroops to war upon the Sidda.



Fomoradgh Names

Naming of Fomoradgh is drawn from Gaelic

Male Names: Athdar, Aherne, Aodh, Bearach, Braeden, Cadwgawn, Cathal, Daragh, Deaglain, Iarlaith, Kian, Muiras, Naomhan, Niall

Female Names: Aoibhe, Aoife, Bevin, Blaid, Ciannait, Derval, Doireann, Eabha, Fiona, Nessa, Niamh, Odhairnait, Onora, Sadbh, Talulla, Treasa

Tribe names are commonly taken from location, such as Aherne of the River's Edge Tribe, albeit some Fomoradgh also take their village name as an identifier, such as Derval of Tal Lmn.

Kinship Traits: Beast of the Fens and Moors: Fomoradgh are adept at semi-aquatic life. They are strong swimmers and can hold their breath for up to half a candlemark. The Fomoradgh have great senses to track prey at night—they can see in the dark, hear long distances, and follow scent with ease, as well as being armed with claws and tusks. (Greater)

Challenge: Feral: Fomoradgh were created by the Fane, warped in the ancient past, and they have great trouble expressing anger without succumbing to a feral, bestial rage.

Playing Fomoradgh:

The Fomoradgh are fierce and free. They tend to group with others of their kind in any given situation, enjoying the company of their own a great deal. However, Fomoradgh also tend to enjoy human company and treat them with cautious respect. They are not afraid of humans, nor do they let go of their own desires, but will tend to accept a human in a leadership position or as an ally worthy of respect so long as the human

returns the same. However, this is juxtaposed against aggression and a fierce bloodlust; their ancestors did eat other races of men, and so they often come across as barely tamed beasts when they are angered, frustrated, or otherwise riled. Their keen senses drive them to be reclusive and they seclude themselves from celebrations or social activities around the other kinships of men, finding the stench of their sweat, their overcooked food, and the noise of their voices a bit of an irritant.

Fomoradgh growl out their words, warped through tusked jaws and long snouts, but speak often softly due to the keenness of their own senses. They really are a living example of “speak softly but carry a big stick.”

Humans

Of all the races of man, humans are the most widespread, adapting to nearly any climate and any adversity, though not with ease. They have an innate tenacity, which lets them achieve virtually anything they set themselves in doing. The once widely wandering race, men were made to fight, to face down darkness and evil, and were made well. It is this same quality that terrifies the Fane, and does not endear man to other races.

Kinship Traits: Humans are adaptable and flexible, they may choose one additional heritage trait (Greater).

Challenge: Humans must select one additional challenge as well as their additional trait (above).

Playing Humans:

Humans are what one would expect. They are superstitious, fearful, arrogant, and foolhardy. Yet, in the same light they are brilliant, accepting, open-minded and heroic. They can show the bright side of their natures right along their worst. Long years of nomadic travels, and their slavery to the Fane-Lords has in time shaped them to be able to accept their own dichotomies with a shrug and plow on towards their own ends. [If this seems difficult a

Stalemates

In the case of a roll that ties the target number for a Feat action, there are two options. One is to simply accept the tie and try again with a new action, strike, or attempt. The other option is to accept a minor setback of some sort. A scratch on the arm from clambering up a dangerous slope, a sword stuck in a foe, or similar minor things that can occur in the scene that fits the action attempted. This minor setback still allows you to claim victory and just barely succeed at your Feat.

Tellers, however, if the situation involves a non-player characters they're representing, may take a minor setback for that character. This will let them win control over the conflict, unless the hero also took a setback. If both sides take a setback, they are both again at stalemate, and must up the stakes, pushing from a minor ("Lesser") setback up to more significant and long-term issues. If they don't however, their foe may win the day!

Types of Rolls

Now, there are three dice pools that may be drawn upon in play, each covering a certain range of feats that may be attempted. For example, Valor is important in combat and other conflict centered around battle. It is not so useful for tracking a foe through the forest or asking the High Lord to intervene on your behalf.

What does Valor cover?

Conflict that falls under the Valor pool covers armed and unarmed battle, the ability to face

down a terrifying foe and stay on the battlefield, or avoiding injury through risky actions. (Such as leaping across a chasm, or running across a rain-slicked ledge) Anytime courage or physical ability is necessary.

While Valor covers certain areas when you win, it also sets the tone for any setback that occurs when one fails. More on types of setbacks is covered in the Challenges and Setbacks chapter.

What does Will cover?

Although there might seem some overlap with Valor, Will covers a bit broader area of mental concentration and stubborn behavior. It is used most often for magic because magic demands one be strong enough of self to shape it. Will covers concentration—this comes up most often in scenes where a skill type trait needs to be used to fashion an item or focus on a task for some length of time. Tracking a foe after they have a significant lead, observing details about an enemy encampment, or clinging to a rope in frigid water that is rising—these are all tasks of will.

Will is primarily covering ground where there is only the self that can fail—no actual opponent or ongoing conflict except for the internal one.

Just like Valor, Will also determines the nature of a setback when you fail at tasks associated with it. Often these setbacks are temporary and immediate—you simply fail at the given Feat you were attempting and cannot retry it unless something significant changes.

Use Valor For:

- Armed combat
- Unarmed combat
- Arm wrestling
- Maneuvering around a battlefield
- Chasing a foe
- Staring down an enemy
- Intimidation
- Physical actions that risk life and limb

Use Will For:

- Magic spells success
- Staring contests
- Resisting magic
- Concentrating on a task
- Utilizing a skill over time
- Tracking
- Scavenging
- Observation
- Memory

What does Faith cover?

Faith covers just what it suggests, the belief in the greater forces in life—in the High Lord and His servants.

Faith is most often invoked when a task seems too great or too extreme for one person, adding a bit of hope that the High Lord's hand will move in either tasks of Will or Valor. (See Borrowing Dice below) Faith covers the surety in the divine and helps to deflect dark magics and corruption from the faithful. It also will allow them to hold back temptation against evil or selfish acts. It can also be used to influence events or people due to the strength of faith alone. A priest standing on a battlefield may manage to stand down an army by walking unarmed and giving a moving speech in the name of the High Lord.

Faith's failures often come up in the breaking of faith itself, of rejection of the High Lord, or His will. In most circumstances it brings forth some measure of doubt as to the rightness of the hero's cause.

Use Faith For:

- Blessings
- Miracles
- Smiting/Deterring Evil
- Sacrifice of self for Good
- Turning back Dark magic
- Aiding someone else
- Desperate actions

Challenges and Setbacks

Challenges are ongoing limitations that a hero may face; they simply **increase the difficulty of any Feat attempted when the challenge is involved.**

For example, a hero with the challenge "Drunkard" is trying to overhear bandits drinking around a campfire. The temptation of ale is so strong that as he listens he mishears things and cannot pay attention to what they are saying. Make the entire

scene an issue of his drinking versus his task.

Most challenges will be preexisting situations that have occurred sometimes in the past and are included in character generation. However, some challenges occur in play as the result of a **Heroic or greater setback.** These things include permanent injuries such as losing a limb or an eye, or being cursed by a dark fate.

Ordinarily setbacks will be temporary, impacting the character for several scenes, though the length of time a setback impairs should be based on the Feat rating he is aiming for when he fails.

Setbacks

Valor

- Physical injury
- Breaking of courage
- Death
- Fleeing from battle
- Being captured or overcome
- Being disarmed
- Being Delayed
- Knocked out or Stunned

Will

- Magical setback (See Magic)
- Loss of concentration
- Failure to perform action
- Flaw in the outcome
- Breaking of will
- Blinded or Deafened
- Looking away at critical moment
- Being Surprised
- Losing a trail
- Convinced/Seduced

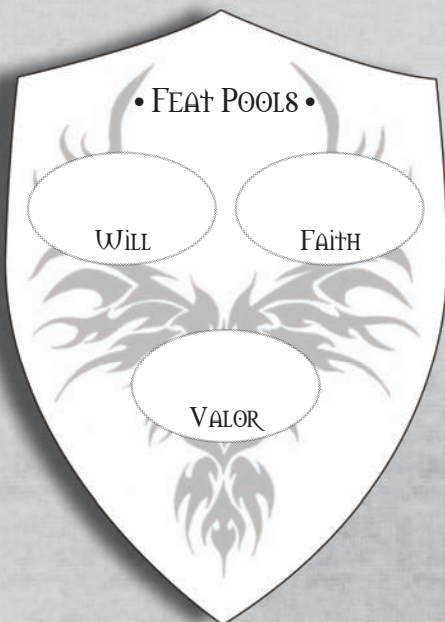
Faith

- Doubt
- No influence on action
- Failure of Blessing or Miracle
- Broken faith
- Rejection of belief
- Magic setback (See Magic)

High Valor

NAME: _____ KINSHIP: _____

PROFESSION OF RECORD: _____



• FEAT TARGET NUMBERS •

LESSER	8<
GREATER	12<
HEROIC	16<
LEGENDARY	22<
MYTHIC	28<

• FATE'S HAND •

TRIUMPHS:	DOOMS:

• TRAITS •

<i>Kinship</i>	<i>Free</i>
<i>Kinship</i>	<i>Free</i>
<i>Background</i>	<i>Free</i>
<i>Background</i>	
<i>Background</i>	
<i>Profession</i>	
<i>Profession</i>	
<i>Profession</i>	

• CHALLENGES •

• VOWS, OATHS AND CRAFTINGS •

• DESCRIPTION AND TRAPPINGS •