

<p><b>KUNIBERT, called THE EEL</b>  Freeman, from Famberge  Priest + Sailor</p> <p>Brawn 7, Quickness 8, Wits 5, Charm 7</p> <p>Brutal, Romantic  Formal man, wearing religious emblem</p>	<p>Key Event  <i>He organized people to resist the wizards who warred across the northern sea, until they were hunted down and crushed by spell-tainted monsters. Nothing was left except undead roaming the shores. His words and faith demand action and change; he came to Rolke to find allies and how to use magic against itself.</i></p>
<p>Ship's knife, spear, round shield  Mail, cone helm</p>	<p>Spells: Confuse ●, Warp ●●, Balm ○, Perfection ○</p>
<p>○ ○ ○ ○ ○ ○ ○ ○ ○ ○</p>	

● **Confuse**

Duration: Instant

Target: A single person or beast

Effect: The target cannot communicate or attack. The effect is removed if the target pumps 2 Brawn.

Unnamed characters: The target is completely helpless.

● ● **Warp**

Duration: Instant

Target: An instant or prolonged spell of Amboriyon in the moment of its casting; in the case of targeting another person's spell, the caster must pump Brawn to cast simultaneously with the target spell.

Effect: The target spell is transformed into an Rbaja spell, i.e., it confers black color points upon its caster. The caster of Warp may pump two additional points of Brawn to change the spell's effect into a Curse.

○ **Balm**

Duration: Instant

Target: The caster or one other person, animal, beast, or monster (excluding undead)

Effect: The target's Brawn and Quickness are restored by the result of a 1d6 roll; e.g., a roll result of 3 returns 3 to each. An attribute is not increased above its base level. Balm affects physical injury, not Brawn lost to spellcasting. If cast upon oneself, the Brawn expended is not restored.

Unnamed characters: The target receives complete healing of injury, but not restoration of maimed or missing body parts.

Variants/options: Gain a single additional die by pumping 1 Brawn.

○ **Perfection**

Duration: Prolonged

Target: The caster or one other person, animal, or beast

Effect: The target may see in near-total darkness, hear whispers through walls, smell or taste poison without ingesting enough to be hurt by it, and otherwise sense the barest possible stimulus.

Unnamed characters: The target ascends.

<b>EBBE DEMON'S TEARS</b> Professional, from Rolke Scholar + Entertainer (high)  Brawn 6, Quickness 4, Wits 8, Charm 9  Ambitious, Romantic Stoic, well-groomed woman	Key Event <i>She was possessed and tormented by demons, helpless but sharing her agony with song. Finally she broke their hold and sang for the young king's success instead, making the words which were repeated through Rolke. As she sees it, the epic continues to be made and to be told, and now she strives for words that share something besides pain.</i>
Spear, round shield Mail, cone helm	Spells: Envenom ●, Web ●, Suck ●●●, Throng ○○○
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● **Envenom**

Duration: Prolonged

Target: One weapon or other item used against the skin (cup, clothing, blanket); alternately, food or drink

Effect: The target inflicts 1d6 Damage upon its user upon the contact of ordinary use, or in the case of a weapon, upon suffering ordinary Damage from it after armor.

Unnamed characters: A person or animal affected by the target is instantly killed.

● **Web**

Points, Duration: Instant

Target: Area excluding the caster

Effect: The target area is covered with sticky webs. Persons or creatures are significantly constrained in movement and actions and must make a Brawn vs. 12 roll to act or escape.

Unnamed characters: Persons and animals are trapped and helpless.

Variants/options: The caster may pump 1 Brawn to reduce the roll to 1d6.

● ● ● **Suck**

Duration: Instant

Target: One person, whom the caster must touch with an ordinary action.

Effect: The target loses 3 Brawn as a physical injury and the caster's physical injuries are healed by 3 Brawn.

Unnamed characters: The target ascends.

○ ○ ○ **Throng**

Duration: Prolonged

Target: The caster or one other person

Effect: The target uses the ordinary resolution rolls when addressing a group of people, including increased volume for voice and improved visibility. The effect applies in motivating them to act; it will not calm.

Unnamed characters: The target ascends.

<p><b>HENNING, or "WALDI"</b>  Freeman, from Famberge  Outdoorsman, Martial (low)</p> <p>Brawn 6, Quickness 7, Wits 5, Charm 4</p> <p>Brave, Ambitious  Formal man, wearing copper throat ornament</p>	<p>Key Event  <i>Tired of fleeing burned villages in petty chiefs' endless feuds, he struck back, seeking some new way to live. It only led to more burning, more flight. Killing was not enough. He saw something new in the Circle: to gain something real and to see what a person might become without endless war.</i></p>
<p>Hand axe, spear, round shield  Sling, bow  Mail, cone helm</p>	<p>Spells: Trailtwister ●●, Step ○, Forward ○○</p>
<p>○ ○ ○ ○ ○ ○ ○ ○ ○ ○</p>	

◦ **Step**

Duration: Prolonged  
Target: The caster or one other person, animal, or beast  
Effect: The target gains nearly perfect balance and coordination.  
Unnamed characters: The target ascends.

◦ ◦ **Forward**

Duration: Prolonged  
Target: The caster or one other person, animal, or beast  
Effect: The target perceives the route which affords the least immediate danger and is not subject to the perceptual effects of Storm.  
Unnamed characters: The target ascends.  
Opposes: Trailtwister

● ● **Trailtwister**

Duration: Prolonged  
Target: An area  
Effect: People, animals, and beasts go anywhere, even backwards, except where they wished to go. A person or beast may roll Wits vs. 12 to overcome the effect.  
Unnamed characters: People and animals are hopelessly lost.  
Opposes: Forward

<b>ANSGAR von ERNST</b> Gentry, from Tamaryon Martial (high)  Brawn 7, Quickness 5, Wits 5, Charm 3  Brave, Brutal Blunt man, white blaze in his hair	Key Event <i>He killed his kin – siblings, children, everyone – with this axe. No one believed that they were turned by a Guide, that smiling little man, or that he had saved the community from white magic by taking its force into his own body. Outlawed, he found a home in the Rolke war and the ideals of the Circle, but very little is left of his human feelings or codes.</i>
Great axe (steel), spear, francisca, kite shield Bow Mail, spangenhelm	Spells: Stop ◦, Soothe ◦◦, Berserk ●● <b>Gift of Amboriyon:</b> for 1 Brawn, raise the spirit of a just-killed person to fight
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◦ **Stop**

Duration: Prolonged

Target: The caster or one other person, animal, beast, or monster

Effect: 1-point spells cast toward upon the target are negated.

Unnamed characters: The target ascends

Opposes: Either caster may pump Brawn to overcome the other, but the outcome does not terminate the Stop spell.

◦ ◦ **Soothe**

Duration: Instant

Target: One person or beast

Effect: The target becomes sleepy and less capable of action, reducing rolls by one die. The effect is terminated if the target is attacked or subjected to forceful interaction.

Unnamed characters: The target ascends.

Opposes: Berserk; it also counters the berserk component of Rage and the effects of Hate for one victim, but it does not cancel either spell or oppose its casting.

● ● **Berserk**

Duration: Prolonged

Target: The caster or one other person, animal, or beast

Effect: The target suffers no Quickness penalty and may neither all-out defend nor retreat. They cannot communicate or make Wits rolls.

Unnamed characters: The target ascends.

Opposes: Soothe

<p><b>HELLA</b> Peasant, from Spurr Martial (low), Fisherman</p> <p>Brawn 6, Quickness 5, Wits 7, Charm 4</p> <p>Brave, Ambitious Friendly woman, bright green headcover</p>	<p>Key Event <i>Seashore peasant life was misery and toil, ultimately to rise in death as still more of the same. Rebellion only meant becoming an example to the others, until the fighting in Rolke came to Spurr and she took up arms for the new king. The Circle is a new way and a new life. This “dumb animal” can fight and think for herself.</i></p>
<p>Hand axe, spear, round shield Sling Mail, cone helm</p>	<p>Spells: Palsy ●, Seem ●, Curse ●●, Blade ○, Dazzle ○○</p>
<p>○ ○ ○ ○ ○ ○ ○ ○ ○ ○</p>	

◦ **Blade**

Duration: Creation

Target: The caster or one other person

Effect: An ordinary sword is safely created in the person's grasp.

Unnamed characters: A person ascends if they are given the sword.

Variants/options: Additional blades are created by pumping Brawn 1:1.

◦ ◦ **Dazzle**

Duration: Prolonged

Target: One person, animal, or beast

Effect: The target's Quickness rolls lose a die, including in combat, but they also gain a bonus die to Wits rolls. The target may pump 2 Brawn to remove the effect.

Unnamed characters: The target is unable to move, communicate, or act effectively.

● **Palsy**

Duration: Instant

Target: One person, animal, or beast

Effect: The target becomes unable to change position significantly or move coherently enough to attack. Resist. They must succeed with a Brawn vs. 12 roll to speak or cast spells. The effect is removed if the target pumps 2 Brawn.

Unnamed characters: The target is rendered completely helpless.

● **Seem**

Duration: Prolonged

Target: The caster or one other person

Effect: The target appears to be anything else of the caster's choice, subject only to size constraints. The spell confers no abilities. It is ineffective against Perfect Senses.

Unnamed characters: The target ascends.

● ● **Curse**

Duration: Prolonged

Target: Person or beast

Effect: The target loses a die for rolls using a designated attribute.

Unnamed characters: The target is incompetent at any attempted task.

Opposes: Bless

<p><b>OTTOMAR OBERGANG</b>  Professional, from Rolke  Martial (high), Merchant</p> <p>Brawn 7, Quickness 7, Wits 5, Charm 7</p> <p>Cunning, Brutal  Fierce man, facial scar from eye to chin</p>	<p>Key Event  <i>He lived by commanding killers for hire, fighting those like himself hired by others, and he was the best at this work. He fought for the king because victory would prove this yet again; the contest was everything. He earned his name in the final confrontation and he means to keep it, because this war is not over. But now, he will never change sides again.</i></p>
<p>Spear, round shield  Bow, crossbow  Mail, cone helm</p>	<p>Spells: Die ●●●, Glamor ○○</p>
○ ○ ○ ○ ○ ○ ○ ○ ○ ○	

○ ○ **Glamor**

Duration: Prolonged

Target: The caster or one other person, animal, or beast

Effect: The target gains 3 Charm.

Unnamed characters: The target ascends.

Variants/options: The caster may pump 1 Brawn to increase the gain to 6.

● ● ● **Die**

Duration: Instant

Target: One person, animal, or beast

Effect: The target makes a Brawn vs. 12 roll; failure means their Brawn and Quickness are reduced to 0 as for physical damage.

Unnamed characters: The target is instantly killed.