



# The Dark Eye

# Aventuria Compendium



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## Preface

You hold in your hands the *Aventuria Compendium*, the first book of advanced rules for *The Dark Eye* RPG. This volume concentrates on skills, combat, and related topics. Rules specific to magic and the works of the gods appear in other sourcebooks.

The *Compendium* is roughly separated into two parts. The first part takes a closer look at skills, discusses *uses* and *applications* in detail, provides a list of corresponding *trade secrets*, and suggests sensible ways to interpret Quality Levels for checks.

New *Focus Rules* for every skill group allow you to address specific topics in greater detail than is possible with the *Core Rules* alone. Examples of topics include hunting, research, and item creation. The *Compendium* also presents an abundance of new general special abilities, new languages and scripts to supplement those found in the *Core Rules*, and an introduction to languages from the continents of Myranor and Uthuria.

The second half of the book is dedicated to combat. Aventurian characters must often resort to using their fists or blades. The advanced combat rules presented in this book give players and GMs many new options for conducting exciting combat scenes. Examples include combat in water, in the air, and from horseback. Other rules cover hit zones and tournaments.

One of the most important additions is that of combat styles, which characterize the fighting styles of specific warrior academies, sword societies, or schools of martial arts. Combat will never be the same again! The accompanying new combat special abilities lend tactical depth to your combat scenes.

Furthermore, this book introduces more than 20 new profession packages. These include a selection of warriors and wandering swords, as well as professions that characters practiced before starting their careers as adventurers. Examples include the Thorwalian blacksmith, the Horasian scholar, and the Middenrealmish noblewoman.

Finally, the *Compendium* presents eight new character archetypes, including a mix of fighters and other non-magical adventurers from which you can choose.

I hope you find the professions, special abilities, and combat styles you are looking for in the *Aventurian Compendium*. I wish you great enjoyment in reading and browsing through this book.

Alex Spohr  
(for the German editorial team)  
Waldems-Steinfischbach,  
on an ice-cold day in April, 2016





## Chapter 4: Combat Special Abilities

*“Never underestimate the combat style of an experienced enemy. We Novadi are educated in the twenty-seven stances of the Unau School. This combat technique has helped save my life more than once, but only because I never underestimate my enemies. Mercenaries fight dirty. Their style is crude but deadly if you don’t watch out. One blow from a strong Thorwaler’s fist can smash a table to pieces. A tribal warrior from the Khôm Desert may laugh at the sight of a Vinsaltan Vagabond’s rapier, but that Vinsaltan’s combat style can lure an enemy into making a deadly mistake.*

*The best advice I can give you is this: learn something about as many styles of combat as you can, so that you may prepare for them. After all, to gain true mastery in your own technique, you must anticipate your opponent’s attacks and learn to spot weaknesses in your opponent’s defense.”*

*– Rashim ben Shafir, Novadi desert warrior, current era*

This chapter introduces new *combat special abilities*, new *combat style special abilities*, and new *advanced combat special abilities*. Any character can learn the new combat special abilities presented here. Combat style special abilities are taught by specific tutors or academies and usually take months or years to master. They are intended especially for warriors, wandering swords, and other masters of warfare such as Blessed Ones of Rondra and knights. Advanced combat special abilities expand the options available to characters that purchase a combat style special ability. Characters may purchase them with AP, as usual, but must possess the corresponding combat style special ability as well. All special abilities included here supplement those presented in the *Core Rules*.





# Combat Special Abilities

## Ballistic Shot (Special Maneuver)

Extraordinary marksmen are able to hit a faraway target with a Ballistic Shot. However, this decreases accuracy.

**Rules:** This SA grants a 50% increase in range for weapons using the combat technique Bows, but inflicts a -2 penalty to hit. For example, an archer using a bow with a normal maximum range of 328 feet would be able to reach a target 492 feet away, but at a penalty of -2 to hit.

**Penalty:** -2

**Prerequisites:** INT 13, AGI 13, Precise Shot/Throw I

**Combat Techniques:** Bows

**AP Value:** 10 adventure points

## Bladestorm (Special Maneuver)

Experienced warriors are able to strike at their enemies with a deadly storm of blows.

**Rules:** Your hero is able to make two attacks in the same action. Both attacks receive a penalty of -2. The second attack receives a penalty of -2 DP. However, the minimum result is always 1 DP. These attacks may be directed against different targets within attack distance. If a Bladestorm is combined with a basic maneuver, it must apply to both attacks. If the first AT results in a botch, the second AT is cancelled. The Bladestorm maneuver cannot be combined with a shield, a parrying weapon, or another one-handed weapon. The bonus from the SA *One-Handed Combat* can be used with Bladestorm.

**Penalty:** -2

**Prerequisites:** One-Handed Combat

**Combat Techniques:** Daggers, Fencing Weapons, Impact Weapons, Swords

**AP Value:** 25 adventure points

## Blind Fighting I-II (passive)

Heroes who cannot see anything in combat, for example due to darkness or fog, are usually at a complete loss. However, some people learn to use their other senses such as hearing to partly offset the disadvantage caused by the lack of sight.

**Rules:** In close combat, reduce your AT and DE penalties due to low visibility (see *Core Rules*, page 239) by an amount equal to your level in this SA. *Blind Fighting* has no effect on ranged combat or other vision-related checks.

**Prerequisites:** Level I: INT 15, Perception 8; Level II: INT 17, Perception 12, Blind Fighting I

**Combat Techniques:** All Close Combat Techniques

**AP Value:** Level I/II: 10/20 adventure points

## Circumvent I-II (Basic Maneuver)

Sometimes characters must fight opponents whose weapons have a longer reach, thus incurring a penalty. Training helps characters reduce this penalty or even ignore it altogether.

**Rules:** For each level in this SA, ignore one level of penalties arising from the longer reach of an enemy's weapon (see *Core Rules*, page 231). Level I deals with the difference between short reach weapons and medium reach weapons, while Level II covers the difference between short reach weapons and long reach weapons. This SA always allows you to reduce a reach penalty by at least one level (to a maximum of no penalty).

You must announce Circumvent before making your attack. Remember to apply any remaining AT modifiers arising from differences in reach. • ○ .....

If your AT fails, the opponent may make an attack of opportunity against you. Circumvent cannot be combined with a special maneuver.

**Prerequisites:** Level I: AGI 13; Level II: AGI 15, Circumvent I

**Combat Techniques:** Brawling, Chain Weapons, Daggers, Fencing Weapons, Impact Weapons, Shields, Swords, Two-Handed Impact Weapons, Two-Handed Swords

**AP Value:** Level I/II: 10/15 adventure points per level

*Example: Carolan, armed with a dagger, is facing a goblin with a saber. The dagger has a short reach, while the saber's reach is medium. Carolan attempts to use circumvent against the goblin. His player announces the maneuver Circumvent I before making*

*the attack. Carolan may now make an attack that does not suffer the usual penalty for the goblin's longer weapon reach. However, if Carolan's attack misses, the goblin gets a free attack of opportunity against him. If the goblin had used a spear (with long reach) instead of a saber, Carolan could have ignored only one reach level (he has Circumvent I) and the attack would still have received a penalty of -2. This could have been negated only with Circumvent II.*

• Apply an AT penalty equal to the bonus from the opponent's *Keep at Distance* SA.

## Combat in Water (passive)

Seafarers and pirates learn to fight in water and have a far easier time using their weapons effectively. However, these tricks are also known to other fighters that spend a lot of time on or in water.

**Rules:** This special ability lowers the penalties for combat in water (see *Core Rules*, page 239) by 2.



## Chapter 6: Professions



*"My dear girl. Soon you will be of an age at which you must decide what to do with your life. Did you know that Ferun the blacksmith asked if you wish to start an apprenticeship with him? You do have strong arms, but judging from the way you've been complaining about Praios' Disk this summer, I suspect the heat from the forge would do you no good at all. Elkwine has asked about you, too. She is old, has no children, and is in need of a reliable serving girl, and in a few years you could take over her tavern. It would guarantee you a living, but then again, I worry about you alone with all those guests. Drunkards, the lot of them, just like your Uncle Valpolo.*

*I don't want you to follow in my footsteps. You are a terrible farmer, we both know that. But I'm not upset. Not everyone is born to farm.*

*Which brings us back to your plans: Are you sure you want to go to Elenvina? I'm not hesitant about the cost of training. Aunt Emerantia put money aside for that because you are her favorite niece, but the life of a warrior is dangerous. And just think of the ogres! Yes, ogres exist, my daughter. They are no fairy tale.*

*I suppose everyone must follow their calling. And after all, you proved you could beat up your older brothers when you were still a little child..."*

*– Galpo Windflight, Northmarches farmer, to his daughter Zorla, 1031 FB*

This chapter presents more than two dozen new, mundane professions to supplement those from the *Core Rules*. These include many types of warriors from different academies, as well as new wandering swords and more down-to-earth Aventurian professions such as farmer, shepherd, scholar, soldier, and artist. Each uses the terms and description found in the *Core Rules* on page 128, and each offers a selection of variants. Even so, these represent only a fraction of those available from all the warrior academies, wandering sword schools, and other mundane sources in Aventuria. Feel free to use these examples as inspirations for creating your own professions. Also, look for new mundane professions in future publications.





## Hylailian Warrior

On the island of Hylailos, the unusual warrior academy, called Mother Rondra by locals, teaches its pupils to master the use of a barbaric-looking weapon known as the pailos. Despite the terrifying wounds caused by this exceptionally long polearm, Hylailian warriors are not barbaric. Warriors learn philosophy and history and

### Equipment and Garb

This warriors' primary weapon is a polearm commonly known as a pailos. Almost every Hylailian warrior also carries a parazonium, a type of Cyclopean short sword, for fighting in tight spaces. They tend to wear armor fashioned from cloth or leather that preserves elements of traditional Cyclopean clothing styles. This can be seen, for example, in the typical leather skirt.

## Hylailian Warrior

### Profession Package

**AP Value:** 416 adventure points

**Prerequisites:** AGI 13 (for the SA Feint I and Hylailos Style), STR 13 (for the SA Forceful Blow I and Takedown), disadvantage Principles II (Sense of Honor, Loyalty, Protection of the Weak) (-20 AP)

**Special Abilities:** Languages and scripts for a total of 4 adventure points, skill specialization Body Control, Feint I, Hylailos Style, Forceful Blow I, Takedown

**Combat Techniques:** Brawling 10, Daggers 8, Polearms 11, Shields 11, Swords 11, Slings 10

### Skills:

Physical: Body Control 8, Carousing 2, Climbing 6, Feat of Strength 5, Perception 3, Riding 2, Self-Control 5, Swimming 6

Social: Empathy 3, Fast-Talk 2, Intimidation 3, Willpower 3

Nature: Animal Lore 4, Fishing 6, Orienting 4, Plant Lore 2, Survival 3

Knowledge: History 5, Law 3, Magical Lore 2, Math 4, Mechanics 3, Myths & Legends 5, Religions 4, Warfare 6

Craft: Commerce 3, Metalworking 3, Sailing 4, Treat Wounds 3, Woodworking 3

**Suggested Advantages:** Good Looks, Improved Regeneration (Life Points), Increased Life Points, Rich, Rugged Fighter, Socially Adaptable, Weapon Aptitude

**Suggested Disadvantages:** Personality Flaw (Arrogance, Vanity)

**Unsuitable Advantages:** Unremarkable Appearance, all magical and Blessed One advantages

**Unsuitable Disadvantages:** Fat, Frenzy, Not Free, Personality Flaw (Prejudice), Poor, Weak Regeneration (Life Points), all magical and Blessed One advantages

participate in extended debates on a myriad of subjects, and can still cut the enemy to pieces. As one of the academy's mottos relates, "Fighting with a barbaric weapon does not make one a barbarian."

The school teaches riding, but pupils mainly focus on shield and Cyclopean short sword. Besides combat, students learn art and philosophy. Pupils must prove their skill at the beginning of their education by, for example, walk across a row of amphorae without breaking them or slipping and falling. Legend holds that graduates can even cut a falling olive in half in mid-air with their pailos.

After graduation, most warriors enter the service of a Cyclopean noble as a bodyguard.

Others strive to complete heroic deeds and venture to faraway lands. While they maintain their cultural peculiarities and beliefs, Cyclopeans are tolerant of others' opinions and integrate themselves well.





## The Dajin-Buskur

*“A Tuzak knife must be sharp enough to cut even a falling Dysdychonda leaf in half.”*

*“The lesson of King Dajin V teaches us that Buskurs draw their weapons only when they intend to kill. Don’t make me draw my blade for you.”*

*“Yes, my blade is a real Al’Azzim sword.”*

*As Master Dajin always said, “When two dogs fight over a piece of meat, wait until the battle ends and follow the winner.”*

Malaziber watched the cutthroats from his hiding place in the bushes. Three villains on one side, four on the other. Malaziber had no doubt a fight was about to erupt. The group of four were Maraskani. They carried sickles and each of them wore a red bandana.



*They dress like resistance fighters, but they are mere bandits.*

The group of three had an obvious leader—a large, brawny Tulamyde with a warhammer and a pierced nose. His companions carried swords and wore armor made of Iryan leather.

*I have no idea who these three are, but they will win.*

Malaziber was correct. The Tulamyde single-handedly defeated two opponents despite taking a blow to his leg, but he lost a man in battle, too.

The Buskur chased the two survivors, who had made off with something that did not belong to them.

*A piece of meat in the form of a map.*

Malaziber motioned his companion Elaria to his side. She had been hiding a bit farther away. “We will follow them and ambush them,” he explained briefly.

As they walked, he tried to recall how they had ended up in this situation in the first place.

When he graduated, Malaziber had not immediately known what he should do. Master Dajin had raised him like a son. Malaziber’s parents lost everything when they fled their home ahead of the Borbaradian Invasion and moved in with relatives in Sinoda. Malaziber was fortunate that his uncle, Alrech the Hard-Working, shared a friendship with the great Buskur, Master Dajin. This friendship convinced Master Dajin to accept Malaziber as a student.

Malaziber learned much about subjects such as philosophy and fighting with a Tuzak knife, but in all the years of his training he had never thought about his future.

First he had traveled through the southern part of Maraskan, always looking for new challenges. However, in village taverns and even in Sinoda he found only scoundrels and soldiers against whom to test his skill, and he always emerged victorious. When he finally decided to leave Maraskan and cross over to the mainland in search of new challenges, he found more than enough.

While staying in the Aranian city of Elburum, he met an explorer named Elaria Bosvani. She had been searching the taverns of Elbria for local guides with good knowledge of the terrain to join her expedition to Maraskan. Malaziber took a liking to the Horasian at first sight. She





was adventurous and quick-witted, and seemed fearless. Besides, she provided him with coin in the name of the Lodge of the Friends of Aves, which would more than cover his services.

He agreed to serve as guide and bodyguard for her and her hirelings—a pair of cartographers, and they travelled to Maraskan. On more than one occasion, he warned Elaria of poisonous plants and defended her against wild animals. Their trust soon deepened and she told him of a secret treasure map that pointed to a legendary citadel somewhere in the Rain Mountains of southern Aventuria. Malaziber knew then that he would take Elaria there.

However, the task soon became more difficult. One day, he and Elaria returned with water from a nearby stream only to find the two cartographers slain and the tents destroyed and plundered. The dishonorable dogs who committed this atrocity had not vanished without a trace. With Elaria's aid, Malaziber found the trail of the three culprits and gave chase. As far as he could tell, Malaziber did not know the thieves. The bandits had probably come upon their camp by chance and took an opportunity to make some quick money.

And now Malaziber would do the same with the Tulamydes. The Buskur gave Elaria a sign as they neared their quarry and motioned to her to take care of the mercenary. Preparing for action, the Buskur once again recalled Master Dajin's wisdom...

*Strike as quickly as the spitting cobra, and preferably from behind. If the Blessed Ones of Sister Rondra complain about it, smile.*

Malaziber drew his Tuzak knife, glided towards his opponent like a snake, and struck, but his enemy twisted unexpectedly and blocked the attack with his warhammer.

*This fight has turned out more interesting than I expected.*

Malaziber stepped back, smiling.

## The Dajin-Buskur in the Game

The first duty of Dajin-Buskurs is to uphold their master's code of honor. Any insult to a Busker, a Busker's master, or a Busker's sword demands vengeance. However, this does not always mean blood must be spilled. Sometimes a slap is sufficient. The Buskur's sense of honor also demands that an adherent never betray sworn loyalty. Little is more odious to a Busker than betrayal. Like all Maraskanis, Buskura are strongly influenced by their faith in the twin gods, Rur and Gror, and freely share their wisdom with companions, though most foreigners find it incomprehensible. Buskura themselves are notably tolerant towards other cultures and attitudes.

**Social Standing:** Free

**Advantages:** Exceptional Sense (Hearing), Increased Toughness, Nimble, Resistant to Poison I

**Disadvantages:** Personality Flaw (Arrogance), Principles II (Sense of Honor, Loyalty, Protection of the Weak)

**Special Abilities:** Alertness, Combat Reflexes I, Dajin Style, Feint I, Forceful Blow I, Inured to Encumbrance I, Onslaught, Quick Draw, Skill Specialization *Body Control (Jumping)*

**Languages:** Garethi III, Tulamidya II

**Literacy:** Kuslik Signs

**Combat Techniques:** Brawling 12 (AT 13/PA 8), Chain Weapons 6 (AT 6/PA -), Daggers 12 (AT 13/PA 8), Fencing Weapons 6 (AT 7/PA 5), Impact Weapons 6 (AT 7/PA 5), Lances 6 (AT 7/PA 5), Polearms 6 (AT 7/PA 5), Shields 6 (AT 7/PA 5), Swords 6 (AT 7/PA 5), Two-Handed Impact Weapons 6 (AT 7/PA 5), Two-Handed Swords 12 (AT 13/PA 8), Bows 6 (RC 7), Crossbows 6 (RC 7), Thrown Weapons 6 (RC 7)

**Skills:**

Physical: Body Control 8, Carousing 0, Climbing 3, Dancing 0, Feat of Strength 5, Flying 0, Gaukelei 0, Perception 8, Pickpocket 0, Riding 0, Self-Control 8, Singing 0, Stealth 5, Swimming 3

Social: Disguise 0, Empathy 3, Etiquette 4, Fast-Talk 2, Intimidation 4, Persuasion 0, Seduction 0, Streetwise 0, Willpower 6

Nature: Animal Lore 6, Fishing 0, Orienting 4, Plant Lore 6, Ropes 0, Survival 4, Tracking 6

Knowledge: Astronomy 0, Gambling 0, Geography 2, History 3, Law 4, Magical Lore 0, Math 4, Mechanics 0, Myths & Legends 4, Religions 7, Sphere Lore 0, Warfare 5

Crafts: Alchemy 0, Artistic Ability 0, Clothworking 0, Commerce 0, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 0, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Treat Disease 0, Treat Poison 6, Treat Soul 0, Treat Wounds 3, Woodworking 0

**Equipment:** Wood Harness, Clothes (normal), Heavy Dagger, Tuzak Knife, 5 Silverthalers

COU	13
SGC	10
INT	13
CHA	16
DEX	13
AGI	14
CON	13
STR	14
LP	31
AE	-
KP	-
MOV	8
INI	14+1D6
SPI	1
TOU	3
DO	6
FtP	3
PRO/ENC	4/1

**Race:** Human (Middenrealmer)

**Culture:** Maraskan

**Profession:** Dajin Buskur

**Experience Level:** Experienced





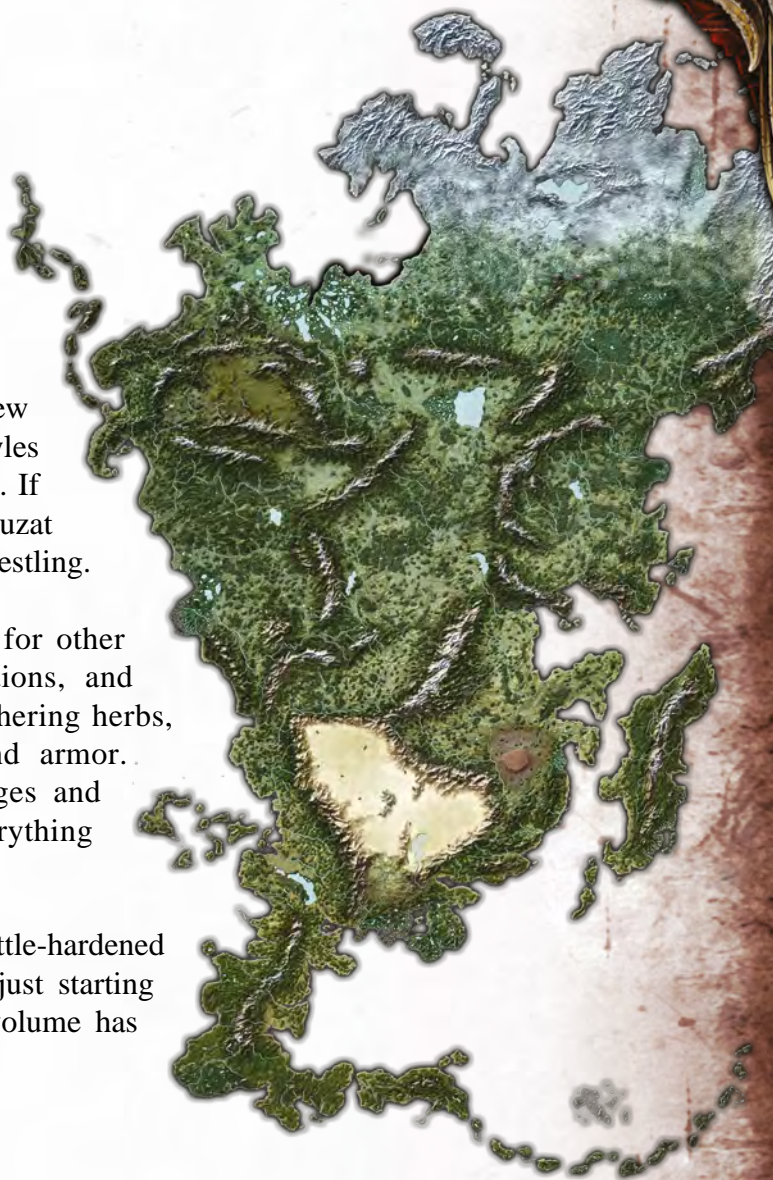
## Aventuria Compendium

Aventuria is a dangerous place. Whether strolling down peaceful, sunny streets or leading troops in epic battles, heroes must know how to defend themselves.

The *Aventuria Compendium* presents many new options for combat. Learn powerful fighting styles known only to the best warriors and swordmasters. If you prefer unarmed combat, train in the art of Hruruzat or learn to take down an enemy with Cyclopean Wrestling.

This book also includes a wealth of new rules for other professions, tips for using skills and applications, and new Focus Rules for topics such as hunting, gathering herbs, conducting research, and crafting weapons and armor. Learn new special abilities, study new languages and scripts, and discover new trade secrets for everything from forging paintings to creating horoscopes.

Whether your character is a battle-hardened veteran or a new adventurer just starting out on a heroic career, this volume has something for you!



Recommended for  
1 GM and  
3-6 Players  
10 Years and Older



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