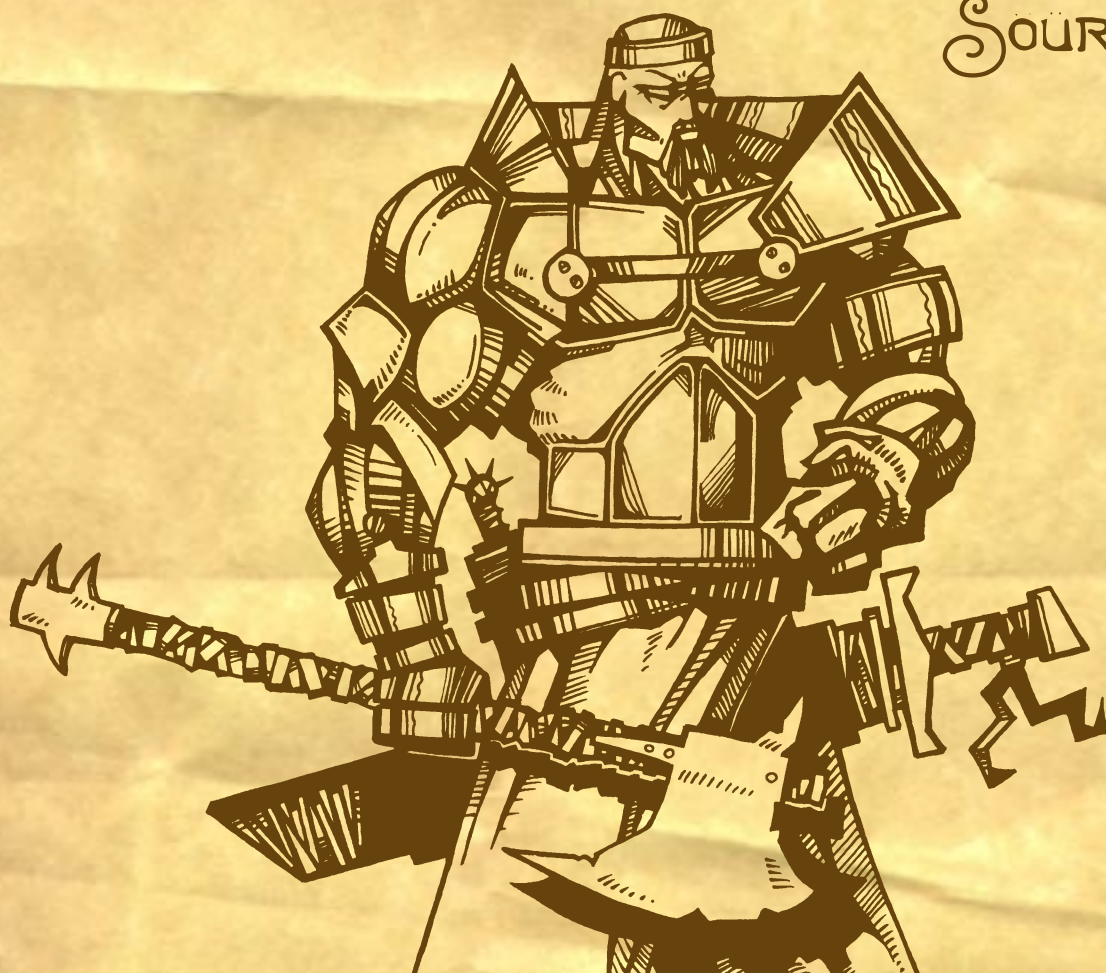


Ravaged Europe Series™

SOURCEBOOK 1



The Kingdom of Norweign

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Active
EXPLOITS
diceless roleplaying

Ravaged Europe Series™

The Kingdom of Norweign

for

Active **EXPL****ITS**

diceless roleplaying

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Written and Designed by Brett M. Bernstein. Illustrations by Dennis J. McGarry.

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Table of Contents

Ravaged Europe	3
The Norweign	7
Rules Addendum	13
Templates	17
Character Sheet	21

i Ravaged Europe



It is a world of magic, horrors and legends. It is one filled with loyal followers, overzealous prophets and conquering warriors. This is the land of Ravaged Europe. Its history bears parallels to our own, yet is distinctly different.

Ravaged Europe is comprised of territories that resemble Europe and Great Britain, and parts of Russia, Norway, Scandinavia, the Middle East, and Africa.

The Era of Antiquity

This was the height of civilization thanks to the Republic, the largest culture in Ravaged Europe at

the time. As the Republic expanded, it united the barbaric lands of Ravaged Europe. At its most influential period, the Republic's reach extended from Iberian in the west to the Sacred Trust in the southeast, and Eesti in the northeast.

Republic lands shared a common government structure and currency. Commerce was encouraged which led to a strong economy. Republic artists and architects of this era were without equal. Romanum, the capital of the Republic was the seat of education, creativity, and freedom.

As the Republic's strength increased, older cultures began to disappear. This was particularly

the case in the Nile Valley area where a proud culture known as the Amratiam was overrun by nomadic hordes. These people would later reemerge as a formidable empire.

The barbaric lands in the north were untouched by the Republic. They were occupied by tribes of primitive warriors and explorers. Legends describe the mythical exploits of these explorers and their epic journeys to distant lands.

Towards the end of this era, fierce, barbaric tribes sprang upon Ravaged Europe from the east. They were said to have been monsters who showed no mercy and laid entire villages to waste as they migrated west.

The Dark Ages

Corruption triggered the collapse of the Republic. Officials lost touch with the needs of the people and carried out their own selfish agendas. A new and vicious leader came into power—Chancellor Andochus. Sensing the disloyalties of his officials, they were ordered beheaded, and the Chancellor took complete control over the Republic, assuming the title of Emperor. Each of his succeeding heirs slowly drove the Republic deeper into corruption and despair.

Many thousands of citizens of this once glorious culture died during severe periods of drought, disease, and economic depression. As a result, most of Ravaged Europe regressed back to a primitive culture, while Romanum and its nearby cities flourished.

As nomadic invasions continued, the Republic was plagued with rebellion, which contributed to the contraction of its periphery. The Republic had lost approximately 60% of its territories by the close of the dark ages.

In an attempt to control the rebellious tendencies of his people, Emperor Choraun III instituted a new belief structure which acted as a propaganda machine. All citizens of the Republic were now forced to accept and submit to this system. Meanwhile, a new cult was established in the area of the Sacred Trust. Unable to control them, the Emperor allowed them to function within the Republic, provided they accept a few concessions, including direct control of the

emperor over the new Cardinals. The cult eventually became the dominant religion within the Republic and was referred to as the Hacoran Church. The Sacred Trust still remains a province of the Republic and is accessible to them by boat only. It is a mystery as to why it has not been seized by other cultures.

Loose confederations of tribes in the lands now free of Republic control began to coalesce into small kingdoms with no outside ties. They lacked political and economic expansion, and regular commerce had ceased.

Towards the end of the dark ages, warriors of majesty began to settle in undefended Republic lands in the north, while fierce warriors conquered their lands in the east.

After the Republic's withdrawal from the Nile Valley, the Amratiam priests awakened their entombed leaders who were kept in a state of hibernation for hundreds of years. By the end of the dark ages they attracted a following which would later act as an army.

The Renaissance

It is in this period of new growth and reconstruction which the setting takes place. The current Emperor, Charls I, has commenced in the restructuring of the Republic back to its old ways. Slavery has been abolished and a new committee of officials has been appointed to work for the people. New architectural structures are built atop old ruins and an autonomous commercial organization known as the Gild has emerged with the aid of Charls I to strengthen Ravaged Europe's economy.

Members of the Hacoran Church now travel abroad, intending to broaden their influence.

The northern tribes, now known as the Norweign, have accepted a way of life based on feudalism.

The Nile Valley during the Renaissance is home to the twenty six Pharos in joint rule over their greatly expanding empire in the south.

The mysterious lands of the east were consolidated by a visionary tribe known as the Sibir. Under the command of the brilliant General Temarq, most of eastern Ravaged Europe became a loose confederacy

of villages. Now referred to as Khanate, Temarq rules his lands with an iron fist. Rumors abound that the Khanate has started recruiting learned men from western villages for his growing council of shaman.

These kingdoms feud over territories while an ancient evil awakens. But, how long will it remain dormant?

Magic exists in Ravaged Europe, but it isn't very widespread. It has been practiced in small circles since the beginning of recorded history. Various beliefs have encouraged a diverse range of abilities, and the individuals trained in them offer hope for the future. This is mankind's epic battle for Ravaged Europe.

About This Book

This is the first sourcebook in the Ravaged Europe Series, a fantasy setting for Active Exploits Diceless Roleplaying. As a sourcebook, its purpose is to provide a basic overview of the setting and specific information for one of the culture's present in it. In this case, the Kingdom of Norweign, a society of powerful warriors, explorers, and bards.

In addition to background information, new abilities and skills are presented here. The specific rules are for use primarily with the culture described herein, but may also be present in future books and with alternate uses for the various cultures. Since this setting's new special abilities are constant, they are listed below. These are the only special abilities used for this setting. None of these abilities provide any effects on their own—they must be used in conjunction with skills or gimmicks.

Special Potential Abilities

Spirit

Spirit measures the character's connection with the will of the universe (destiny). It is known for keeping characters alive, providing insight, and influencing others. Spirit is sometimes referred to as the power of the soul.

Essence

Essence measures the connection between the character's mind and body. Essence can be used to generate effects within the body or focused to a

point outside of it. Essence is sometimes referred to as Qi or life force.

Arcanum

Arcanum measures the character's ability to influence the will of the universe. It can be used to create supernatural effects by changing the laws of the universe itself.

Infinite Mutable Abilities

Infinite mutable abilities function in the same manner as special mutable abilities, except that there is no defined limit to their rating. Basically, they can range from zero (0) to infinity (∞); five (5), one hundred (100), and one thousand (1000) are all theoretically possible, but will most likely be limited by actual game usage.

Resonance

Resonance is a measure of the character's accumulation of magical power. It is the residual energy which surrounds the character after using the spirit, essence, or arcanum abilities. The initial rating for resonance is equal to the sum of all the bonuses received from spirit, essence, and arcanum. It resets to this rating at the end of each episode. Unless otherwise noted, resonance is increased by one point for each point of spirit, essence, or arcanum used for effort. Resonance is sometimes referred to as an aura.

How to Use this Book

This book presents the framework for the people of the North. Characters should be larger than life and heroic in nature—as such the pulp reality rules are recommended.

Several templates are included as a guide for both the players and the director to better understand the inter-relationships between the classes. In addition, new gimmicks and skills are described in detail.

The stories are entirely up to the director. The full series, when compiled, will paint a dark picture of Ravaged Europe with plenty of villains and creatures to keep you busy. But, for now, all you need is a little imagination, fantastic journeys, tests of faith, unexpected betrayals, and powerful villains to keep your players busy.

Map of the World

as charted by
Tudero Feraccio

Great Sea of the Abyss
The ghosts of those who have died here roam the sea for all eternity.

Romanum
The great center of the world.

City of the Pharos
The Pharos' seat of power.

Sveineign
Stronghold of the Norseign King.

Kyyito
Home of the tyrannical Khamate and his tribal council.

Vindelacorom
The Gold's headquarters.

Gate of Tiberius
This narrow strait, is now controlled by the Pharos, making travel through it impossible.

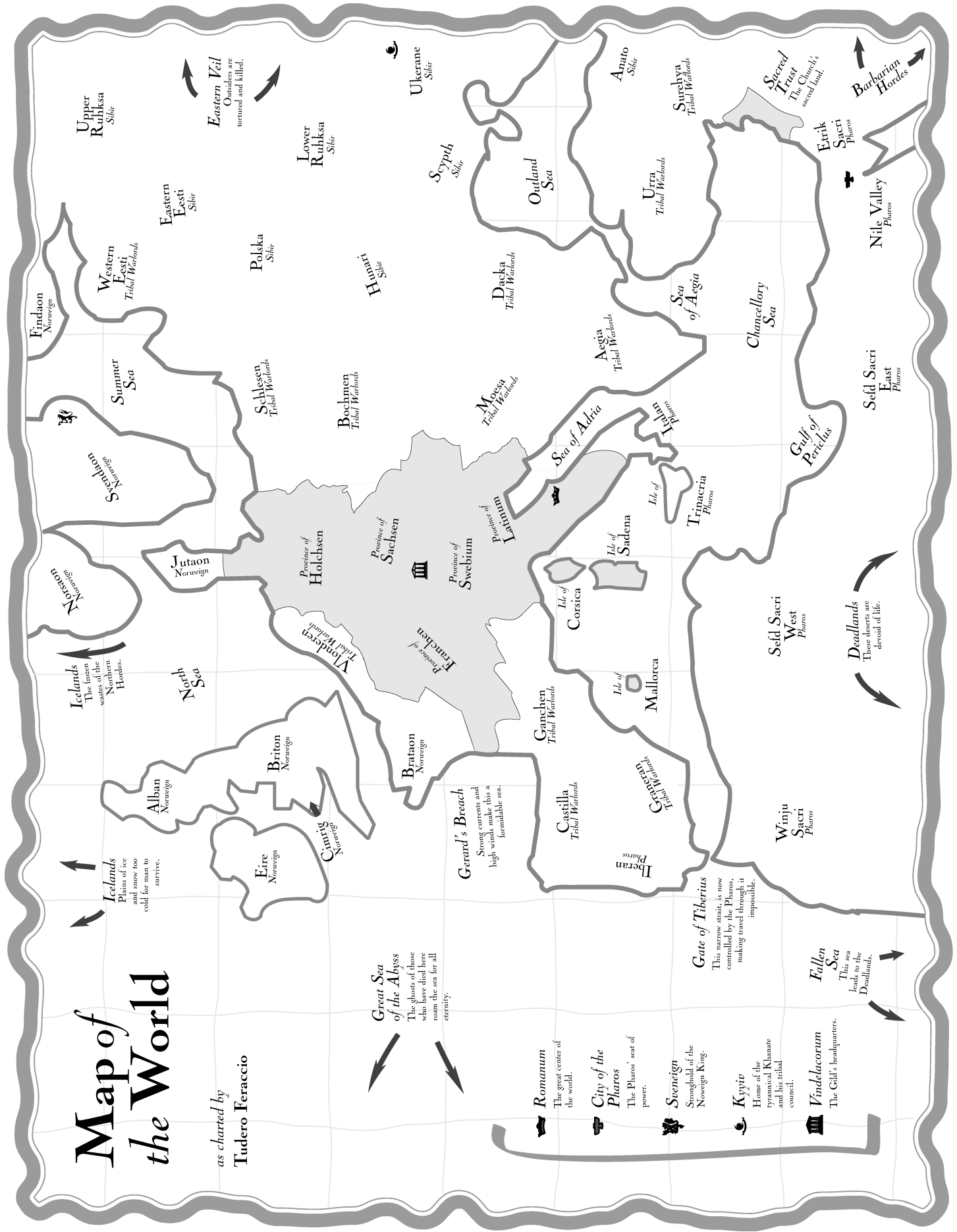
Fallen Sea
This sea leads to the Deadlands.

Icelands
Plains of ice and snow too cold for man to survive.

Icelands
The frozen wastes of the Northern Hordes.

Gerard's Breach
Strong currents and high winds make this a formidable sea.

Deadlands
These deserts are devoid of life.



ii The Norweign

The Norweign began as a tribal society of fearless explorers navigating the seas in search of new lands. During the dark ages, they subdued the natives of Jutaeon and Alban, and began their conquest of Briton and the Isle of Eire. The renaissance period introduced their warriors to Brataon.

After decades of infighting, the Norweign nobility agreed to elect a King based on his valor in combat. King Sveyn the Conqueror began his rule of Norweign and its settlements at the end of the dark ages. King Sveyn is as equally just as he is cunning. Only his most loyal servants have been granted duchies, and those abroad are held only by the King's relatives.

Noble Title

Titles are based on a feudal system of land grants and recognition for bravery. Those with land collect taxes, while those working the land pay the taxes. A landlord swears an oath of protection to his vassal, while those under a lord's employ (typically peasants) swear an oath of loyalty and must pay tributes to their masters. Because swords and metal armor are reserved for nobility, peasants must not be seen to use them. Those who do are often executed or enslaved.

Squire

All offspring from a Baron, Count, or Duke are automatically considered squires—this is the lowest form of nobility. They are usually present at their master's side in order to learn the ways of a warrior. They remain squires until their ability is proven in combat. Some are never elevated to a higher position, however.

Knight

Knights are squires or peasants which have proven themselves in combat and are generally granted marginal title to land.

Baron

Baron is the least prestigious title of the upper aristocracy. Slightly more powerful than a knight, they are granted considerably more land in which to rule and collect tribute.

Count

Counts fall in the middle of the noble structure and rule even more land than barons.

Duke

Dukes govern provinces called duchies. They rule the duchies as well as collect taxes from them. Dukes are the only men of title (other than the King) who may grant land within their duchies. They are also permitted to entitle knights.

The Masses

In a nutshell, the Norweign are an amalgam of the Vikings, feudal Europe, and the Celtic peoples.

The people of the North are very loyal, but players are free to betray their comrades in exchange for promises of power by nobles in neighboring duchies.

Courage is an important quality in the northern culture. Indeed, their entire ruling structure is based on courage and honor.

The Norweign also believe in cleanliness and etiquette when in the presence of nobility. This

includes bathing with soap, the use of perfumes to mask odors, and clean, proper attire. Leather and goatskin are commonly used for clothing during the winter months.

Color is an important aspect of everyday life and is a part of clothing and buildings by way of dyes made from plants. Bracelets, necklaces, pendants, earrings, and rings are worn by both men and women as a symbol of family status and title.

Peasant dwellings are constructed of wood and house the immediate family. Tribal villages include several of these dwellings and are most likely home to the entire family (save for women who marry into other families).

Groups of villages sometimes band together to form a city. This adds the benefits of increased protection, wealth, and knowledge. These cities are sometimes fortified with stone walls, guard towers, and organized guards.

Those of title, live in stone castles (of various sizes) and manors. Both are heavily cared for by servants. Remember no matter how high the stone walls are, they offer no protection against poison.

Armies

The armies of Norweign are controlled exclusively by the King and his knights. There are some rare dukes who maintain their own armies for the sole purpose of protecting their duchies.

Armies typically consist of knights, squires, scouts, and peasants in active positions. Bards also stay close to chronicle the valiant efforts of their masters.

Language

Although the dialects of the Norweign settlements may vary, **Norsmal** is the language of these people. Only nobles and bards can typically write, so literacy is quite low. In fact, the written word is frowned upon by most peasant families.

Commerce

Commerce is mostly based on bartering within the Norweign society, while currency is used to trade with foreign kingdoms or the nobility. Peasants who settle on lands not directly controlled by nobility often trade other goods with nearby tribal communities. Explorers trade their invested currency for goods, while investigating new conquests.

The **silver penny** is the standard form of currency for all transactions among nobles within Norweign territories. A second coin called the **gold crown** was designed to simplify foreign trade because of the common value of gold. Both coins feature the face of King Sveyn on one side, and a dragon on the other. One **gold crown** is the equivalent of fifty **silver pennies**.

Slavery is also considered a commodity in Norweign culture. It is not taken lightly, however, as the position of a slave is his own doing—slavery is a punishment for theft and other crimes. It is often paid off in five to ten years.

Belief System

The people of the north believe in a heavenly caste system comprised of gods, celestial spirits, and exiled spirits.

Gods

Gods are the creators and guardians of man. They are said to bear a resemblance to serpents, birds of prey, and more commonly, dragons. The gods are attributed with the creation and release of celestial spirits to the realm of man and nature, thereby creating mortal life. The gods exist in the realm of **Aesard**; the highest kingdom of the heavens.

Celestial Spirits

Celestial spirits are believed to belong to disembodied and enlightened mortals, and reside in the realm of **Hehsard**; the destination of the soul after death (in preparation for its rebirth by the gods). Bards and seers are believed to be descended from the most ancient of the celestial beings. Cutting off a man's head is said to

prevent him from entering Hehsard; most executions result in beheading.

Exiled Spirits

Exiled spirits were once celestial spirits which sought to overthrow the gods and were exiled to the realm of **Shadard**; the lowest kingdom of heaven (akin to hell). They are capable of infiltrating our world by possessing a human or animal host. Legends of demonic animals and people stem from this belief.

The Living

Mortals exist in the realm of **Mihdard**; the manifestation of nature.

Calendar

Special ceremonies are performed during the festival days. These festivals are celebrated in order to appease the various gods.

Sowen symbolizes the convergence of the Hehsard and Mihdard Realms.

Yule is celebrated by lighting candles in order to help the gods light the dark sky.

Disting is the celebration of the cleansing of the land in preparation for the new crop.

Eostre is the celebration of the balance between night and day.

Beltane is celebrated to insure the fertility of crops for the upcoming harvest.

Midre is the celebration of the longest day of the year.

Harvest is celebrated during the crop-harvesting period.

Autumn is celebrated by resting during the period of balance between night and day.

Worship

Many centuries ago, stone megaliths were used as sacrificial alters to the gods. The element of sacrifice was eventually discontinued and the megaliths became tributes as an expression of personal faith. Deity worship is performed each month, and before and after important events.

Magic

Each culture views and utilizes magic differently. The following academia are used by the Norweign:

Spiritual Attunement

Spiritual attunement provides knowledge which originates from a time when the spirit was in the realm of Hehsard; when the spirit has complete awareness of the universe.

Physical Attunement

True warriors are capable of incredible feats when the celestial spirits temporarily join with them.

Animathropy

Elder warriors who have befriended the celestial spirits are able to call upon them for assistance and are endowed with the virtues of the wild.

Glamour

It is said that bards are born from the eldest of the celestial spirits and that they can create emotional stimuli which affect the human mind.

Sacrificium

The practice of sacrificium relies on a seer's will and connection to his deities. Great feats of faith can be accomplished through careful prayer and devotion. Megaliths must not only be erected for worship, but also bear a likeness to the god which they are to honor.

Common Names

Male

Adilas, Aeger, Aram, Arlen, Armad, Artri, Asal, Bergfinn, Dion, Eirik, Elatra, Eogan, Esu, Freder, Gerr, Gert, Grimar, Grimer, Grimolf, Hammr, Heber, Heidar, Hreign, Imidd, Ketilvast, Ketill, Krupsa, Learr, Madolf, Maine, Marki, Odraihn, Olaf, Olvir, Ragnir, Sencha, Senias, Skula, Snorrid, Solsikar, Sturla, Syr, Tahnu, Tandri, Thilfar, Thorgaut, Veran, Vidafar, Vigaut, Waelis, Willibald

Female

Agnus, Ailia, Alof, Amora, Asta, Biorg, Botilda, Catia, Ceithlenn, Disa, Eala, Ellisif, Ethernais, Fiana, Giera, Grimhild, Hetha, Hlao, Ingemund, Jodis, Lia, Liath, Locha, Medana, Nud, Rane, Rora, Rusila, Saba, Sinna, Svalla, Svera, Teleri, Tola, Thorelf, Tjotta, Ulidia, Una, Upsala, Vibrog, Vingvild, Wenna

Special Equipment**Bows**

All bows fire arrows which are made up of a metal head, a wooden shaft, and feathers (for stabilization in flight). Arrows can be fired directly at a target or upward, allowing its trajectory to arc over an obstacle. Arrows can also be set aflame in order to start fires or ignite oil.

Basic Bow (C2 damage)

This is a makeshift bow made of one piece of wood and a bowstring. Because of its small, crude design, all ranges are considerably short compared to larger bows. This bow is mostly used by hunters.

Crossbows

These weapons are similar to bows except that they must be aimed directly at a target and are loaded by fitting a bolt which resembles a small arrow into a groove, and locking a catch. This action is called cocking and takes up to two turns depending on the skill of the user.

Light Crossbow (C3 damage)

A small crossbow which is manually cocked and used by city guards.

Swords

These are weapons consisting of a long, sharp-edged blade fixed in a hilt (handle). Swords come in varying sizes and shapes.

Long Sword (B2 damage)

These swords are typical battlefield weapons for noble warriors. Long sword blades are double edged and measures up to thirty-six inches.

Bastard Sword (B3 damage = 3[☼])

These wide bladed, heavy swords often require the use of two hands by smaller individuals (fitness rating of 1+11 or less). Bastard sword blades are double edged and measures up to forty inches long.

Great Sword (B3 damage = 3[☼])

This is the largest bladed weapon found in Ravaged Europe. It requires the use of two hands and a strong warrior (fitness rating of 1+21 or greater). The double edged blade measures up to sixty inches. It is common among the legendary Norwegian warriors.

Other Weapons**Battle Axe** (B3 damage = 3[☼])

This is a large and extremely heavy axe intended for battle. Characters with a fitness rating less than 1+21 must use two hands.

War Maul (A3 damage = 3[☼])

This is a two handed staff with a hammerhead fitted on the end and is used to punch through armor or walls.

Shields

Shields operate as the indicated armor type when blocking or parrying.

Heater (medieval armor)

This is the traditional shield of the Norwegian warriors. They often bear a very colorful coat of arms.

Armor

The following pieces of armor are used to cover specific areas of the body. It is possible for characters to wear only some of these, thereby utilizing partial armor protection. A character is protected by individual armor components if a specific area is targeted by an opponent. General attacks cannot take advantage of the armor protection unless the armor coverage is full.

Chain Cuirass (medieval armor)

Cuirass is an armor component similar to a vest. It protects the chest, abdomen, and back. It consists of a metal chain mesh.

Gauntlets (medieval armor)

Gauntlets are molded leather gloves which are sewn into a chain mesh. They add **1** to climbing tasks and precision hand maneuvers are not possible.

Spiked Gauntlets (medieval armor; B1 damage)

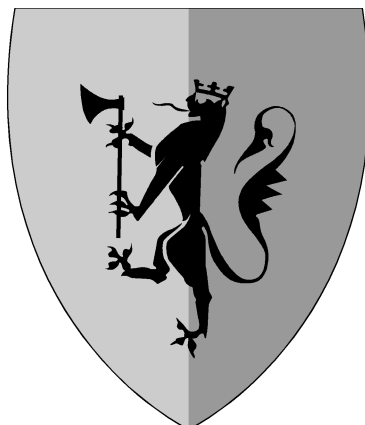
These gauntlets have small metal spikes which are molded into the leather.

Chain Hauberk (medieval armor)

Hauberk is a metal chain mesh component which covers the chest, abdomen, back, shoulders, groin, and upper legs.

Helm (medieval armor)

This is a molded leather helm sewn into a chain mesh which covers the head, neck, and shoulders.



N



Ice Sea



NORWEIGN LANDS

iii Rules Addendum

New Aptitudes

Archery (fitness)

Characters skilled in archery are familiar with the use and construction of bows and crossbows.

Cartography (creativity)

The drawing and reading of maps. This includes the proper use of scale and topographical features.

Riding (fitness)

The knowledge of riding horses and other beasts of burden. Controlling a horse under stressful circumstances or performing stunts increases the difficulty accordingly.

Swordsmanship (fitness)

The sword is the weapon of choice for both nobles and warriors. It requires considerable training to be wielded at its full potential. This skill covers all types of swords. Characters who do not possess this skill are considered unskilled with swords.

New Academia

Animathropy (arcanum)

Animathropy is the practice of becoming one with creatures from the wild. It provides the following effects:

- **Trepidation** (no task required)
The character's stare causes panic and fear. Any individual observing it, can choose to either receive 1♥ or run away/cower in fear.
- **Rapport** (no task required)
The character may use his arcanum ability

to exert effort towards all animal handling tasks, provided he has not used any effort from his arcanum ability this turn. In such cases, animal handling may also be used to either pacify animals or incite them into a bloody rage.

- **Command the Beast** (challenging difficulty)
The character may speak simple one-word commands to a wild animal which it must obey. Each command is a separate task.
- **Summon the Beast** (see table below)
The character may call nearby animals to come before him. Once present, they will be docile and may be issued commands with the effect described above.

number of animals	difficulty
1 small	trivial
1-2	routine
3-4	challenging
5-6	improbable
7+	impossible

- **Nature of the Beast** (see table below)
The character may change aspects of his physical form into that of a wild animal. Each change is a separate task and lasts the duration of the current focus situation.

Fur: acts as heavy skins (armor)
Eyes: gains night vision gimmick
Nose: +2| effort on trapping tasks
Claws: claw attacks do B1 damage
Ears: +2| effort on all awareness based tasks
Fangs: bite attacks (1♥) do B1 damage
Spit: spit attacks (ranged) do A2 damage
Gills: the character can breathe underwater
Fins: +2| effort on swimming (athletics) tasks

Tough Hide: acts as medieval armor

Skin Folds: the character can leap about 8m

Glamour (arcanum)

Glamour is the practice of manipulating the senses and provoking emotional responses through imagery. It provides the following effects:

- **Enchant** (difficulty based on range)
The character can make another individual believe that they are close friends (loyalty compulsion) or cause an attraction in members of the opposite sex (passion compulsion) while in view.
- **Illusory Appearance** (routine difficulty)
The character may create the illusion that he is someone else and is only effective on anyone in the immediate vicinity. Changing his apparent size makes adds **1D**.
- **Work of Art** (not task required)
The character may use his essence ability to exert effort towards all creativity based tasks, provided he has not used any effort from his arcanum ability this turn.
- **Work of Glamour** (improbable difficulty)
The character may control the emotional state of anyone examining or listening to something that he has created using the WORK OF ART effect.

Physical Attunement (essence)

Physical attunement is the path of physical balance and discipline. It provides the following effects:

- **Hardened Physique** (no task required)
The character may ignore all penalties received from fatigue or injury, provided he has not used any effort from his essence ability this turn.
- **Perceptual Awakening** (no task required)
The character may use his essence ability to exert effort towards all awareness based tasks, provided he has not used any effort from his essence ability this turn.
- **Heightened Reflexes** (no task required)
The character may use his essence ability to

exert effort towards all fitness based tasks, provided he has not used any effort from his essence ability this turn.

- **Augmented Strength** (no task required)
The character may use his essence ability to exert effort towards all punch and kick actions, provided he has not used any effort from his essence ability this turn. This effort is not used to determine if a task is successful—it adds 1% of damage per point of effort exerted from essence.
- **Augmented Mass** (see table below)
The character may convert all damage directed at him from one source that causes injury to fatigue instead.

damage class	difficulty
B	routine
C	challenging
F	improbable
DE	impossible

Sacrificium (arcanum)

Sacrificium is the practice of consecrating land for the purpose of worshipping the gods. Stone megaliths are erected in order to be used as altars and call upon the intervention of a deity. All sacrificium effects are considered sustained and do not receive any bonus associated with that condition. Worshipping any of the gods in a ceremony which lasts at least five turns provides the following effects:

- **Healing Touch** (see table below)
The character may call upon a deity to heal another individual's injuries.
- | injury grade | difficulty |
|---------------|-------------|
| bruised | trivial |
| sprained | routine |
| wounded | challenging |
| incapacitated | improbable |
| dead | impossible |
- **Grounding Touch** (see table below)
The character may call upon a deity to alter the composition of earth around him.
- Lake:** area is now under water
Swamp: area is now swamp land
Mud: area is now muddy and slippery

Sand: area is now a desert
Dirt: area is now a dry patch of dirt
Stone: area is now pebbles and stones

radial coverage	difficulty
up to 10m	trivial
11m to 50m	routine
51m to 100m	challenging
101m to 500m	improbable
501m to 1km	impossible

- **Heavenly Touch** (see table below)
 The character may call upon a deity to alter the weather in an area around him.

Rain: may penalize visibility and movement
Snow: may penalize visibility and movement
Hail: may penalize visibility and movement
Wind: may penalize movement and balance
Lightning: target a character with D damage
Fog: may penalize visibility

radial coverage	difficulty
up to 10m	trivial
11m to 50m	routine
51m to 100m	challenging
101m to 500m	improbable
501m to 1km	impossible

- **Cleansing Touch** (challenging difficulty)
 The character may call upon a deity to expel an evil spirit from another individual's body.

All characters which possess the sacrifice skill must choose one god with which he has a special bond. Worshipping that god in a ceremony which lasts at least two turns provides the following effect (all are of challenging difficulty):

- **Deyr**, god of nature
 The character receives +1 effort if his next action is the grounding touch effect of sacrifice.
- **Freta**, god of health
 The character receives +1 effort if his next action is the healing touch effect of sacrifice.

- **Gefyon**, goddess of virtue
 The character receives +1 effort if his next action is the cleansing touch effect of sacrifice.
- **Horda**, god of prosperity
 The character receives +1 effort if his next action is farming or gambling.
- **Naeu**, goddess of transformation
 The character receives +1 effort if his next action is the nature of the beast effect of animathropy.
- **Sojon**, goddess of love
 The character receives +1 effort if his next action is the work of art effect of glamour.
- **Thonar**, god of storms
 The character receives +1 effort if his next action is the heavenly touch effect of sacrifice.
- **Thrig**, goddess of morals
 The character may act against a conviction without penalty or dementia gain.
- **Vraggi**, god of wisdom
 The character receives +1 effort if his next action is any reasoning based skill which he possesses.
- **Wotin**, king of the gods
 The character receives an automatic triumph if his next action is augmented with the eternal hero gimmick (one point of a mutable ability must still be expended).

Spiritual Attunement (spirit)

Spiritual attunement is the gift of insight and experience derived from the universe itself. It provides the following effects:

- **Visions** (improbable difficulty)
 Upon intense concentration, the character may gain insight into the personality, background, and ability of a chosen individual. This may also be performed as a sustained task while in a dream-state. This effect increases the character's resonance rating by an amount equal to the number of turns used.

- **Incarnate** (improbable difficulty)
Upon intense concentration, the character may perform one task for a skill which he does not possess at a rating determined by the table below. This may also be performed as a sustained task while in a dream-state. This effect increases the character's resonance rating by an amount equal to the number of turns used.

spirit rating	skill level
+1	apprentice
+2	proficient
+3	proficient
+4	expert
+5	expert

New Gimmicks

Apprentice

There are two types of apprentices for Norweign characters: **squires** and **followers**. A **squire** is constantly at his master's side and offers him aid in exchange for learning the ways of a warrior. A **follower** is someone who idolizes the character and may accompany him on long journeys in order to provide for his needs. This gimmick may only be possessed by characters with a noble title of knight or greater.

Eternal Hero

This gimmick is the ultimate link with fate. An eternal hero is luck incarnate. Before attempting any task, the character may expend one point of

luck, revelation, or discipline to automatically succeed. A second point makes the task a triumph. This may only be used a number of times per gaming session equal to the number of bonuses received from the character's spirit ability. Only one character per group may possess this ability. Each point of a mutable ability expended for this purpose adds two points to the character's resonance rating.

Foe

Someone has a burning hatred for the character and will stop at nothing to foil his plans or even kill him. This gimmick is not to be taken lightly, as it can interfere with even the best laid plans and at the most inopportune moments.

Noble Title

The character was either born into a noble family or was granted title which is hereditary. A specific title must be chosen, but the director must not allow characters to go overboard. Each title is assigned a rating. Add the ratings for each character together—this number may not be more than the total number of characters in the group plus two. The following titles are available: squire (1), knight (2), baron (3), count (4), duke (5).

Obligation

The character is indebted to a noble or other liege and must act when asked to do so. The character will find this debt very difficulty to repay, if it can even be repaid.

iv Templates

These templates are designed to allow players to immerse themselves into the setting quickly. They may be modified with the director's permission. It is recommended that all characters be made using the pulp reality rules in the Active Exploits core rules book.

Norweign Tribal Warrior

Norweign tribal warriors are the most dreaded in all of Ravaged Europe. They have come to be known as the Northern Dragons by way of legends describing their ability to change form and take on animal features.

+3 fitness	+1 awareness	-1 creativity	-1 reasoning
			+2 arcanum

luck

discipline

gimmicks
eternal hero, prestige, dependent

convictions
pious (commitment), impulsive (commitment)

aptitudes & academia
brawling (proficient), melee (expert), riding (proficient), athletics (proficient), animathropy (expert)

equipment
axe or maul, partial armor components, horse

Norweign Seer

Great monuments and stone arrangements fill the Norweign countrysides. Designed and erected by the seers, these places of worship are the backbone of Norweign religion. Seers are advisors to the people and are granted insights by the Gods.

-1 fitness	⊗ awareness	+1 creativity	+2 reasoning
			+2 arcanum

luck

discipline

gimmicks
prestige, apprentice (follower)

convictions
pious (compulsion), worship (commitment), duty bound (commitment)

aptitudes & academia
herbal medicine (proficient), legends (proficient), performance (expert), masonry (proficient), sacrificium (expert), literacy (apprentice)

equipment
map of the heavens, parchment, ink, and quill; hammer and chisel, wooden chest filled with research materials

Norweign Adventurer

Adventurers offer their services to travellers. They act as guides and protectors to those exploring or traversing wild areas. Adventurers are also referred to as scouts.

+1 fitness	+1 awareness	+1 creativity	+1 reasoning
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luck	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
discipline	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

gimmicks
connections, internal compass

convictions
pious (inclination), impulsive (commitment)

aptitudes & academia
athletics (expert), riding (proficient), melee (proficient), survival (expert), cartography (proficient)

equipment
dagger or machete, pack animal or horse, maps, rope

Norweign Treasure Hunter

Treasure Hunters are the seekers of legends and buried coffers. They not only desire priceless riches but also the adventure and notoriety.

+2 fitness	Ⓢ awareness	+1 creativity	+1 reasoning
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luck	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
discipline	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

gimmicks
eternal hero, apprentice (follower)

convictions
pious (inclination), money hungry (commitment), impulsive (inclination)

aptitudes & academia
athletics (proficient), cartography (proficient), survival (expert), riding (proficient), legends (expert)

equipment
horse, maps, ancient scrolls

Norweign Raider

Raiders are quick and stealthy scouts employed in battle for infiltration and sabotage missions. They also report enemy positions and battlefield terrain. Many act as squires, assisting warriors in battle.

+1 fitness	+2 awareness	Ⓢ creativity	+1 reasoning
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luck	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
discipline	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

gimmicks
noble title (squire)

convictions
pious (inclination), loyalty (commitment)

aptitudes & academia
riding (apprentice), swordsmanship (apprentice), survival (proficient), brawling (proficient), subterfuge (expert), cartography (expert)

equipment
dagger, maps

Norweign Sailor

Sailors are the explorers of the high seas. Among this group are deck hands, laborers, and officers.

+2 fitness	Ⓢ awareness	+1 creativity	+1 reasoning
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luck	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
discipline	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

gimmicks
noble title (for officers only; title varies), internal compass

convictions
pious (inclination)

aptitudes & academia
sailing (expert), melee (proficient), cartography (expert), court etiquette (officers only; proficient), legends (proficient), survival (proficient)

equipment
sea maps, long sword (officers only), armor (officers only)

Norweign Bard

The Norweign culture is rich in literature dealing with historical deeds and legends of their greatest warriors and gods. These epic stories propagate the bravery and beliefs in their people. Ever at the side of his leader, the bard is charged with the writing of these stories and other works of art. Bards have been granted special privileges by King Sveyn and his ruling nobles. See below.

+3 fitness	-1 awareness	+2 creativity	+1 reasoning
			+2 arcana

luck
discipline

gimmicks
prestige, obligation, multilingual

convictions
pious (inclination)

aptitudes & academia
crafts (proficient), design (proficient), literacy (expert), legends (apprentice), glamour (expert), court etiquette (apprentice)

equipment
parchment, ink, and quill; scrolls containing mythical legends.

Norweign Knight

Norweign knights are honorable fighters and respectful of their families and lieges. They display both mercy and piety in the face of battle; treating the enemy wounded as their own and erecting giant megaliths as homage to their gods. All knights follow a code of loyalty, mercy, courage, and faith. Those caught violating it are brought before the King for judgement. See below.

+3 fitness	+1 awareness	-1 creativity	⊖ reasoning
			+1 essence

luck
discipline

gimmicks
eternal hero, apprentice (squire), noble title (knight), authority

convictions
pious (commitment), loyalty (commitment), worship (commitment), honor bound (commitment)

aptitudes & academia
brawling (proficient), swordsmanship (expert), riding (expert), court etiquette (proficient), physical attunement (proficient)

equipment
any type of sword, full medieval armor, heater, horse with riding tack

Bard's Privileges

Warrior's Protection.

Because bards are the authors of legends, violence against them is prohibited. Norweign Warriors are not only required to protect bards, but also to seek out and take vengeance against their attackers.

Reverence.

Bards are the most honored members of any Norweign village or group because of their abilities to create legends and rally troops.

Knight's Code

A warrior shall never betray the King or Kingdom of Norweign.

A warrior shall never betray his liege unless it conflicts with his loyalty to King or Kingdom.

A warrior shall never betray the peasants or nobility of Norweign unless it conflicts with his loyalty to King, Kingdom, or liege.

A warrior shall assist the King, liege, fellow warrior, or innocent in need.

A warrior shall never slay the vanquished and defenseless.

A warrior shall never dismiss himself from a conflict until it is resolved.

A warrior must pay homage to those that have fallen before and after each battle.

A warrior must pay homage to the gods before and after each battle.

A warrior's weapons and mount are sacred, and as such shall not be handled by another.

Norweign Trader

Traders are the merchants and deal makers. Ambition and wealth drive these explorers. They are constantly in search of the perfect swindle or get rich scheme.

Ⓜ fitness	+1 awareness	+2 creativity	+1 reasoning
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luck

discipline

gimmicks
foe

convictions
pious (inclination), money hungry (compulsion)

aptitudes & academia
crafts (proficient), criminal (proficient), performance (expert), diplomacy (expert), gambling (proficient)

equipment
pack animals, wagon, commodities

Norweign Constable

Constables are the noble appointed guardians of an estate. They patrol the lands for criminals and invaders alike. Although they do not make the laws, constables can often use any means necessary to enforce them.

+2 fitness	+2 awareness	Ⓜ creativity	Ⓜ reasoning
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luck

discipline

gimmicks
authority, prestige

convictions
pious (inclination), judicial (commitment)

aptitudes & academia
riding (proficient), melee (expert), survival (proficient), brawling (proficient), archery (expert)

equipment
bow and arrows or machete, horse, any combination of meshed armor

Norweign Trapper

Trappers are adept at setting traps made with natural terrain or forged metals. Their livelihood depends on catching wild animals and taking them to market.

+1 fitness	+2 awareness	Ⓜ creativity	+1 reasoning
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luck

discipline

gimmicks
dependent

convictions
pious (commitment)

aptitudes & academia
melee (proficient), trapping (expert), forging (proficient), animal handling (expert), farming (apprentice), herbal medicine (apprentice)

equipment
dagger, traps, rope, hunting dog

