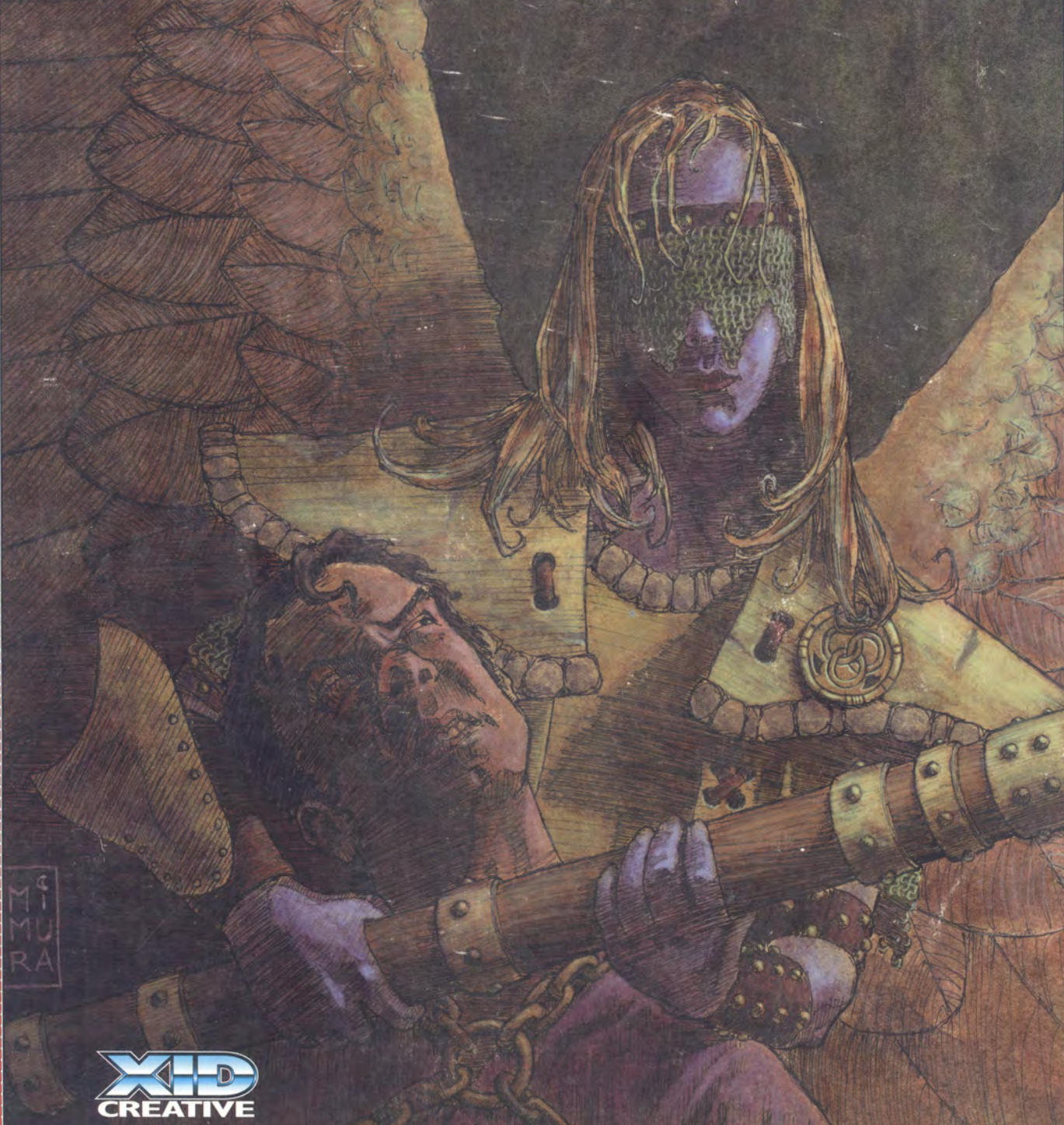


PROVIDENCE

THE RECOGNIZERS



M
I
M
U
R
A

XID
CREATIVE

TABLE OF CONTENTS

4	INTRODUCTION
5	HUNTING HISTORY
5	The Past - Truth and Fiction
5	Hunters by Obligation
5	Aftermath
6	The Present - Then, Into the Now
7	Rebirth of Myths
7	A Modest Proposal
8	The Future - Changing Faces
8	AN INSIDE LOOK AT THE RECOGNIZERS
8	Organization
9	The Administrators
11	Recruitment Festivities
12	Recruitment and Training
13	Recognizer Academies
13	Bastion's Sleepless Eye Academy
13	Cliff-Spider's Sentinel Academy
13	Cry-Star's Sun Talon Academy
14	Haak San Bazaa's Watchtower Academy
14	Water-Sister's Sentry Academy
14	TACTICS AND COMBAT
14	Rule 1 - Information
15	Rule 2 - Observation
15	Rule 3 - Planning
15	Rule 4 - The Trap
15	Rule 5 - Improvise
16	Booby Traps
17	RECOGNIZER WIRD SPELLS
17	Level One Spells
17	Instant Pit
17	Marked Scent
17	Level Two Spells
17	Shadow
17	Level Three Spells
17	Elemental Chains
18	TRAITS
18	NEW TRAITS
18	Organization
19	NEW SKILLS
19	Combat Manoeuvre - Coordinate
19	Quick Study
20	WARRANTS AND COLLECTING BOUNTIES
20	Private Contracts
21	State Contracts
21	Group Contracts
22	Bounties
23	Costing a Contract
24	EQUIPMENT
24	Web-Sticks
24	Standard Web-Stick
24	Large Web-Stick
24	Snare Stick
24	Wird Web-Stick
24	Charges
24	Slick Charge
24	Stun Charge
24	Flash Charge
24	Cloud Charge
25	Hard Charge
25	Bolt Charge

25 TOP 20 OUTSTANDING BOUNTIES

26	Heat Slayer
28	Captain Squall
30	Kwaiyun
32	Singe
34	Mno'mar
36	Jodo Assir
38	Gannatta
40	Feather & Stone
42	Redborn
44	Kannoreese
46	Alliker
48	Ichabbel
50	Carcass
52	Vapour
54	Strike
56	Cauldron
58	Blood Dancer
60	Tatter
62	The Reaver
64	War

CREATIVE TEAM

WRITTEN BY

Lucien Soulban

THE CREATIVE SYSTEM™ CREATED BY

Nicolas Jequier

PROVIDENCE CREATED BY

Lucien Soulban

EDITORS

Michael Scott

Danny Budge

ART DIRECTOR

Jeff Mackintosh

COVER ILLUSTRATION BY

Raven Mimura

ARTWORK BY

Jean Phillippe Dupras

Raven Mimura



XID Creative Inc.
 PO Box 470
 Westmount, Quebec
 H3Z 2Y6
 contact@idcreative.com
 http://www.idcreative.com
Your feedback is encouraged.

XID Creative, Providence, the Creative System and all other specific names, game terms and logos used with this product are Copyright ©1997 XID Creative Inc. All rights reserved.

No part of this book may be reproduced without written permission from XID Creative Inc., except short excerpts for the purpose of reviews.

Any similarity to any real person, place or thing is purely coincidental.

Legal Deposit: April, 1998
 National Library of Canada
 ISBN 0-9682942-3-5

First Printing
 Stock Number: XID 008
 Printed in Canada



INTRODUCTION

When flood, inevitable conflict and an uncertain future overshadow the world, it is easy to overlook the concerns of individuals. What is one murder compared to the potential devastation caused by the marauding Green People? What is significant about one theft when an Elothorin Avatar can destroy entire cities? While nobody professes this

philosophy, it has become the accepted mind-set on Providence.

Many believe that because the Alliance of Kings preoccupies itself with the Sunderlands and the upcoming Lost War, it has forgotten the common citizen. Even the Watchers, the protectors of society, concern themselves with evacuating communities along the Sunderlands and escorting refugee trains. Civil law has become a secondary consideration.

With the powers-that-be thus occupied, it is easier for brigands and murderers to take advantage of the situation. When criminal activity is increasing and there is little hope in sight, the Recognizers step in. The Recognizers are among the strongest voices of the law. They apprehend criminals and bring them to justice, or kill them, depending on which is more convenient. Recognizers protect society against predators. Why are they not seen as heroes then? For one thing, the Recognizers concern themselves with catching criminals, not stopping crimes; furthermore, these individuals are bounty hunters who pursue the wanted for a price; and lastly, people are afraid of the Recognizers. Their history as hunters for the Wardens have forever plagued their reputation. That is not a concern for the Recognizers, however. They are performing their duty, and if fear is a factor, then they will use it like any other tool.

The first half of this book covers the Recognizers and examines their history, tactics, equipment, organization and ideology.

What the populace believes about the Recognizers is mostly hearsay. This book uncovers the truth behind the mask.

The second half of the book lists the top twenty wanted, their abilities and their history. Again, while the Alliance deals with such problems as Warden Elarian, the Lost Tribes and the rogue Jenobay, the Recognizers pursue those who victimize citizens. The scope of many of these villains is, admittedly, less than monumental, but this does not make them any less dangerous.



© Mimura 1998

HUNTING HISTORY

THE PAST TRUTH AND FICTION

History is clouded and subject to the whims of the storyteller. If one listened to every bard who recounted the prison camp days, then every Warden was a monster, every prisoner a freedom fighter and every Recognizer a traitor. Reality is not so absolute, however; there were humane jailers and traitorous prisoners, and there were noble motives behind the formation of the Recognizers.

Before the Wardens created the Ward Dogs, Ravagers or Wird Hounds, they had the Recognizers. According to popular accounts, these individuals did not possess Wird-augmentations; rather, they had the necessary skills to pursue their duties effectively. Loyal to the core, the Recognizers served the Wardens by tracking down escapees and disposing of them, even though they themselves were prisoners. In exchange for this service, the Recognizers enjoyed better living arrangements and limited freedom.

While this may have been true of later bounty hunters, the founding core of Recognizers came together out of obligation. During the formative years of the penal colonies, prisoners escaped by the dozen each week. The Wardens, unwilling to allocate precious manpower to track down these fugitives, tried to stop the growing problem by intimidation.

The Wardens promised that they would execute ten exiles for every prisoner who escaped, but this did not stem the problem. Most prisoners did not begrudge liberty to those who could get it, and many believed it was their duty to flee or die helping others achieve freedom. True to their word, the Wardens executed one thousand prisoners across the various camps and then promised to kill one hundred prisoners for each new fugitive. If the problem persisted, then the Wardens would have no choice but to sterilize the remaining exiles through Wird. The legacy of Yas'Wail's rebels would die within two generations.

HUNTERS BY OBLIGATION

Not all able-bodied men and women escaped from the camps. Many remained behind because they still had family members or loved ones to care for. Others stayed because they did not want freedom in exchange for another's life. When the Wardens threatened mass-executions and sterilization, fewer people escaped, but there were still enough breakouts to constitute a threat. The prisoners grew discontent with fugitives

who prized their own freedom over the good of an entire society. As the resentment grew, exiles betrayed one another to the Wardens to save their own lives or those of their families. The rebels of Yas'Wail fractured into paranoid cells.

The remnants of House De'Tanna were unable to watch as their society crumbled, especially after all the hardships they had endured. The family of Eagles, who had fought as rebels during the war, offered themselves to their jailers. If the Wardens agreed not to sterilize or execute any more prisoners, the De'tanna would hunt down the fugitives. If any De'tanna escaped during their duty, the nearest family member would commit ritual suicide before the Wardens. Intrigued by the proposition, House Andracka of the Sallusturm Chapter, the Wardens of Cry-Star, agreed to the terms.

House Andracka allowed five hunters to leave Cry-Star. They had four months in which to track down as many fugitives as they could, and to execute them. As proof of their actions, they were to return with the heads of their prey. The Wardens moved the remaining members of De'tanna to more secure quarters and kept them isolated for the next four months. Unfortunately, most prisoners were not aware of the promise the De'tanna had made and mistook the House's move to newer quarters as coercion with the enemy. The De'tanna's reputation plummeted further when the four hunters returned after four months (with the body of the fifth who died in combat), carrying the heads of thirty-three fugitives. The exiles cursed the De'tanna's name from that moment on.

AFTERMATH

The De'tanna unknowingly galvanized the prison populace of Cry-Star against them. To their credit, however, they kept silent about their sacrifice, and served House Andracka out of a sense of obligation rather than loyalty. As their reputation spread, the other Wardens created their own hunters from the prison populace; thereafter the Recognizers were born.

The prisoners believed that House De'Tanna had betrayed them, and that the position of Recognizer was the only way out of the crushing oppression of internment. Therefore, subsequent recruitment of hunters consisted mainly of prisoners who had turned against their own kind. Unfortunately, only the De'Tanna Recognizers possessed a noble intent.

Again, the Recognizers galvanized prison society by acting as a traitorous foil. Rather than dividing into paranoid cells, the exiles united, at least in spirit, lest more prisoners fall to the lure of becoming Warden-sanctioned hunters. While the Recognizers fueled the rebels' flagging anger, nobody noticed that the threat of executions and sterilization no longer loomed over everyone's heads.

THE PRESENT THEN, INTO THE NOW

The Recognizers, whether out of greed, ambition or obligation, served the Wardens over the next centuries. In particular, De'tanna hunters never spoke the truth, and bore their burden in silence. According to public belief, they were traitors, and nothing short of death could redeem them. The prisoners believed they got their wish as the last De'tanna died of old age nearly a century before the liberation of Cry-Star; at least that is what people believe.

House Andracka, an even-tempered Warden family, had developed strong relations with the De'tanna during the isolationist period. Slowly, the De'tanna became Andracka's secret but trusted advisors, softening their stance over several generations. What few people realized was that the freedom the prisoners gained over the centuries was due, in part, to the De'tanna.

Eventually, when the Eagles of Andracka feared that inbreeding would pollute the purity and sanity of their family line, they secretly mated with the De'tanna. If House Andracka wanted to avoid the fate of Warden families in Bone-Wail, they had no choice but to marry outside their lineage. It was for this reason that Cry-Star never suffered from the birth of Warden Degenerates. From time to time, other prisoners would also disappear, as the Wardens sought mates from other families. This arrangement continued over the next few generations. Meanwhile, the public believed the family of hunters was dying off because other prisoners refused to marry into the De'tanna (at least publicly) and nobody believed the Wardens would intermix their lineage with rebel blood. According to general perception, the De'tanna line died out; a fate too kind for them, but an acceptable fate nonetheless.

When the camps finally fell a century later, the Recognizers fled with the Wardens, hid in other liberated cities or died at the hands of vindictive mobs. In Cry-Star, the rulers no longer needed the Recognizers since they had liberated their prisoners. The role of Recognizer vanished within a generation on both sides of the conflict. The Wardens replaced the bounty hunters with Wird Hounds and the free-cities killed anyone suspected of conspiring with the enemy. Without a face, the Recognizers went from fact, to memory, to fiction, where they finally became myth. Later generations turned these hunters into monsters to frighten children. It was only a matter of time before someone capitalized on their reputation.



© Dupras 1998

REBIRTH OF MYTHS

Following the formation of the Alliance of Kings, a legal problem arose in apprehending criminals. As part of the original Alliance charter, a group of civil officers known as Watchers would enforce the unified laws of each city. Unfortunately, a Watcher's jurisdiction was confined within the walls of her respective community. City rulers did little to capture criminals who operated outside their territory or beyond the Alliance's borders.

Preoccupied with other problems, the Alliance of Kings set up a reward system for private citizens willing to apprehend criminals, thus creating sanctioned bounty hunters. The Watchers, however, saw these hunters as nothing more than dangerous mercenaries who could easily become criminals for the right price. The Watchers did their best to harass, antagonize and delay the bounty hunters whenever possible.

Individual bounty hunters soon gave way to small groups willing to pool their resources and share their talents. The Watchers attacked these groups as well, undermining their public support by likening them to the monstrous Recognizers. Although centuries had passed since the Recognizers were last seen, their name still evoked strong reactions. The appellation stuck as an insult, isolating bounty hunters from society.

It is ironic that the Watchers' attempts to destroy the hunters only made them stronger. One group in particular, the Tireless Trackers from Cliff-Spider, not only accepted Recognizer as their new title, they also wore masks to heighten their mystery. The Tireless Trackers cemented their enigmatic and dangerous reputation by apprehending Alliance criminals, known as Warrants, across Alliance territory with methodical vigor. Few people escaped these hunters and even fewer survived a confrontation with them. They were cold, brutal and swift in their actions. Society's fear of Recognizers resurfaced with force, and few were willing to challenge them.

The number of Recognizers quickly grew. They taught their members through academies in Cliff-Spider and Haak San Bazaa, and they opened branches in every liberated city. In truth, the disciplined Recognizers trained their recruits better than many military units. This only enhanced their reputation and augmented people's fears.

A MODEST PROPOSAL

Despite their reputation, Recognizers slowly became a part of society. Much to the chagrin of the Watchers, the public both feared and respected Recognizers, and several Alliance rulers even praised their efforts. Nevertheless, not much had changed in how Recognizers operated until the trial of former Regent Jenobay.



© Dupras 1998

With Jenobay's rescue at the hands of the White Crow, Regent Caiylus knew that times were changing for the worse. Jenobay was intimate with all facets of the Alliance's defenses, including her weaknesses. Most militia forces, including the Watchers, were helping to evacuate the Sunderlands or were spread too thin within the Alliance to deal with all the mundane problems. Regent Caiylus needed the Recognizers' support in two ways:

- 1) She needed them to defend the public against criminals taking advantage of the situation,
- 2) She required them to train some of her militia. Jenobay was not familiar with the tactics of the Recognizers and Caiylus needed all the advantages she could find.

After much deliberation, the Recognizers agreed to Regent Caiylus' terms on the condition that their hunters be exempted from the caste-system when pursuing their duties. Rats formed the Recognizers' best trackers and they did not want to lose this valuable asset because of society's prejudices. After some negotiation, the Regent consented that during duty, the Alliance broach automatically conferred the status of Fortuned (glider status) to all lower caste sanctioned members.

The Recognizers became official bounty hunters for the Alliance, a position that opened new levels of influence. Unfortunately, this also intensified the animosity between the Watchers and the Recognizers.

AN INSIDE LOOK AT THE RECOGNIZERS

Despite what the Watchers say, the Recognizers are not a band of undisciplined brigands. They are the only official organization of bounty hunters operating within the Alliance of Kings or the Merchant Band domains. While there are independent bounty hunters, the Recognizers are the most efficient, best trained and largest gathering of Warrant collectors on Providence.

Following the agreement with Regent Caiylus, the Recognizers adopted a more regimented training process from the Guild of Drummers and Archers. The Recognizers have made a concerted effort to improve their image amid continued Watcher criticism.



ORGANIZATION

Officially, if the caste ranking of individual Recognizers is Fortuned or lower, they answer to the three castes above them: Pure, Blessed and Guild. This is more a "polite" suggestion than formal policy, however. The Recognizers will work with the higher tiers, but they take orders only from Regent Caiylus. Although the bounty hunters share no special relationship with the Regent outside their agreement, very few people will test that bond.

The Recognizers refer to Regent Caiylus as Matron, a title that emphasizes her importance as both a sponsor and an employer. Although Caiylus has nothing to do with the day-to-day workings of the organization, she is its leader. This position, while honourary, is still significant; like any army, it places the Recognizers firmly under the dominion of the Alliance.

Matron is a new addition to the Recognizer hierarchy. Previously, each free-city had an Administrator, an individual responsible for handling Recognizer branches in Bastion, Cliff-Spider, Cry-Star, Haak San Bazaa, Sun Guard and Water-Sister. While the Administrators formed their own laws and detailed training requirements for hunters in their domain, they rarely deviated from one another in core philosophy. With the addition of Matron, however, the Administrators met in Haak San Bazaa and settled several key issues. Their first action was to formulate standardized training practices and a code of conduct for all branches. The Administrators also *defined who held domain* over the outlying settlements; disputed territory had been a point of contention between different branches.

The final issue that the leaders settled was the matter of Warrant tithes. Normally, a Recognizer received a percentage for capturing a Warrant, while the remainder of the bounty went to a

THE FUTURE CHANGING FACES

No one is certain what role the Recognizers will play in the fate of Providence. Despite their profession's origins or the light in which the public sees them, the Recognizers are becoming heroes despite themselves. What kind of hero is another matter, however, as conservative sectors of society, such as the Watchers, see the hunters as vigilantes and mercenaries.

The days of apprehending Warrants for the bounty alone are also changing. Regent Caiylus employed the Recognizers to protect society by apprehending criminals. The Recognizers have become aware of factors that pose the greatest threat to the populace (outside Jenobay and the Lost Tribes). Murderers, rapists and thieves, anyone who preys upon the weak, including the Fallen, is also a target of the Recognizer. The plight of victims has touched the Recognizers. They are now trying to bridge the gap between work and social responsibility. If they succeed, then the people of Providence have a better chance of accepting them, and surviving the many dangers in the world.

The Administrators

Bastion

Daja Morrigan the Blind and Allivan Drannarian act as co-Administrators for Bastion. Daja, a male Dragon, is the original Administrator for the city, while Allivan, a Redeemed female Raven, was formerly in charge of Sun Guard. Following the flood of the latter city, however, all of its Recognizers fled to Bastion, creating the largest gathering of the order's members and resources.

The influx of Recognizers forced Daja to enlist Allivan's aid in managing the increased membership. It is fortunate he did, for Bastion rapidly turned into an overpopulated shanty town and the largest black market haven for criminals across Providence. With an overtaxed and often corrupt militia, the Recognizers have become surrogate law enforcers. Business is booming and the Merchant Bands of Bastion are coming to rely more on the Recognizers for help.

Through Daja's diplomatic skills and Allivan's keen mind, Regent Caiylus is using the Recognizers to strengthen the ties between Bastion and the Alliance of Kings. The co-Administrators are cementing the ground for the first round of negotiations between the two groups.

Cliff-Spider

Sierra Kudlow, a Pure female member of Troupial Dove, acts as Administrator for Cliff-Spider. Described as good-natured, but completely professional, she is on excellent terms with King Raldowin IV; she is perhaps the most vocal supporter of the Alliance within the Recognizers. Sierra does not like the caste system, but she does agree with the need for a strong, centralized leadership, especially in the face of future concerns. Her honesty and determination are qualities that Raldowin respects.

As per Regent Caiylus' wishes, the Recognizers are working closely with the Guild of Archers and with Cliff-Spider's militia. Sierra and King Raldowin both agree that the Alliance cannot wait for the war to come to their gates, they have to be ready to bring the fight into the jungle. The Recognizers are teaching soldiers how to survive in the jungle, a difficult task considering most fighters are not used to jungle-style warfare.

Cry-Star

Medammi Consair, a Blessed member of Troupial Eagle, is the Recognizer Administrator for Cry-Star. He is a ruthless individual who demands a great deal from the bounty hunters beneath him.

Cry-Star Recognizers are therefore the best trained and most efficient members of the entire order, much like Consair himself.

Medammi's professional attitude has won him allies within the Guild of Drummers, but has put him at odds with King Gunther. Both men have strong opinions of how things operate, and both believe the other to be wrong. As such, the Recognizers are on dangerous ground in Cry-Star. Gunther keeps them under constant scrutiny and awaits any excuse to remove this Administrator from Cry-Star. Medammi is too cautious to make such mistakes. Because of this uneasy relationship, Medammi is especially hard on his own Recognizers. Whenever they make a mistake, it reflects poorly on him, and he cannot accept that.

Haak San Bazaa

If Sierra Kudlow is the strongest Alliance proponent, then Shaille Stormfist is the strongest voice of dissent. A Fallen Hawk Administrator for Haak San Bazaa, Shaille is a Shard with control over lightning. His powers match his temperament, for Shaille is not a patient man. The Recognizers are a business, and he expects all those under him to act professionally. He is quick to anger, but he is also shrewd. Unlike most Administrators, Shaille is a merchant at heart, and knows how to operate a business efficiently. It is why he gets along with the Merchant Bands of Haak San Bazaa. He understands and appreciates profit.

Shaille's problems with the Alliance, strangely enough, do not stem from their caste-system. He prefers the organization remain neutral and has no interest in becoming a hero, especially if someone else designates him as such. He joined the Recognizers to make money, not to do charity work.

Water-Sister

Carillon the Green, a Fortuned Raven, is the Administrator for the small order of Recognizers in Water-Sister. True to her Troupial nature, she enjoys her enigmatic reputation; few people have seen her without her mask of office, and even fewer know her personally.

When it comes to running her branch, Carillon is liberal. Her core philosophy is to allow all Recognizers freedom in pursuing their contracts, since each person has unique skills and abilities. It is not her place to tell other people how to use their talents. She also avoids politics at all costs, and has little to do with Watcher Preventine, the ruler of Water-Sister. She does, however, deal with Wayson, the leader of Chapter Skoraa, who in turn acts as liaison between the two women.



hunter's home branch. Often, however, hunters captured criminals in other cities, and had to pay tithes to the local branch out of respect. These payments varied widely, depending on which city a Recognizer was in, and how well he got along with the local hunters. The Administrators finally agreed upon a set percentage for all persons (which is discussed later in this chapter).

Currently, Administrators handle the concerns of the Recognizers within their region. They have the final say over all disputes, unless Regent Caiylus states otherwise.

Below the Administrator is the Treasurer, the second-in-command of a branch. It is the Treasurer's duty to manage the finances of the order. This includes payment collection, salaries for full-time personnel (bookkeepers, Taskers, teachers, the Administrator and the Treasurer himself), contract tithes, tax payments to the Alliance, and tuition from the academy.

With the Administrator acting as Alliance liaison, the Treasurers are now helping with the day-to-day operations of the Recognizers. The Treasurer handles most mundane problems and ensures nothing reaches the Administrators without his or her say so. They have become the visible leaders of the Recognizers.

Below the Treasurer are two men and two women known as Taskers. This group of four deals with the hunters directly, handling immediate concerns such as training or disciplinary actions. The public is most likely to deal with a Tasker first rather than meeting with the Treasurer or Administrator for contracts.

The Taskers are divided into two groups of two. The first team works for the Treasurer directly, often conveying orders, assigning Warrants and interviewing people who wish to purchase a private contract. This group deals with the immediate concerns of the Recognizers.

The second pair of Taskers is responsible for training the Recognizers. They run the academy within each city, and offer classes in fighting, hunting, tracking and stalking. All Recognizers, whether experienced or novice, are encouraged to enroll in at least one class per year to refresh, improve or add to their skills as bounty hunters. Many do simply because it also increases their chances of getting more work.

Because contracts do not provide a regular source of income, some bounty hunters can become Assistants. Hired over a short duration of time, Assistants receive regular wages for helping either Taskers or Treasurers with paperwork and research. The most sought after Assistant positions, however, are within the academies. If Recognizers are adept in a certain field and have a knack for tutoring others, then the Taskers will offer them a regular salary to teach for several months each year. Many proficient Assistants go on to become Taskers.

Most of the Recognizer membership consists of Bounty Hunters. As the name implies, these men and women capture Warrants for the reward. Using a variety of skills to track and apprehend criminals, Recognizers specialize according to environment. Some members know the streets well enough to work within the cities while others favour the jungle as their hunting ground. Some members rely on Wird to carry through their duties while others prefer natural talent or even a Shard ability to help them. It is this diversity of ability, talent, experience and skill that strengthen the Recognizers. The order encourages members to share and pool resources. Generally, because the Pure

and the Blessed can usually obtain more prestigious work elsewhere, most Recognizers are lower in caste tier. This does not however, preclude any Pure from becoming a Recognizer, assuming that he or she possesses the necessary skills.

Within the Bounty Hunter rank, there are individuals known as Solitaires whose sole purpose is to collect outstanding or dangerous Warrants. Most contracts are indefinite, but Recognizers cannot afford to pursue the same Warrant for extended periods. If any contract remains outstanding for more than two years, it becomes an open bounty to all Solitaires.

Recruitment Festivities

To gain the public's trust, the Recognizers recently opened a recruitment call for all to see. Over the years, the tests have become an unofficial holiday for many Alliance cities, with thousands attending the "festivities" for the day. These so-called games have become so popular that people often participate to prove their own ability rather than because they wish to join the Recognizers. Players and GMs alike should note that successful contestants are in no way guaranteed a position within the organization. These festivities are simply a way for the Recognizer organization to create links within their respective communities. The actual number of candidates the Recognizers receive from these festivals is low, and the training of candidates is much more arduous and secretive. Once members become Recognizers, they actually have very little interaction with civilians.

The festivities often begin the night before, when merchants erect food and merchandise kiosks, the contestants practice on the game fields and the curious public wanders through the charged environment, making bets and wagers in advance. Serious contestants often retire early to their tents or homes while the amateur players spend the night carousing at the local taverns and inns.

The events take place the next morning, one hour after dawn, when the Recognizers divide the contestants into five weight groups; Wird-users, whether mage or Shard, are in one category. Groups then rotate to the eight game arenas, where they spend an hour in each. Following each set of two tests, there is a one hour break before the next event takes place. The twelfth hour of the event is the announcement of the standings and the award banquet for the winners.

While the tests differ from year to year, the standard ones include:

1) Combat

The most popular test by far, the contestants go through any one of several combat scenarios. Candidates often fight each other in a free-for-all or in teams. In the latter case, the emphasis is on teamwork rather than combat proficiency.

2) Tracking

The Recognizers create an enormous pit with earthen obstacles and labyrinthine passages. With the public peering over the pit's edges, two to three contestants have ten minutes to enter the arena and track down an invisible Recognizer.

3) Obstacle Courses

There are two styles of obstacle courses always present at these games. The first is a standard obstacle course race while the second type, which is far more popular, requires the contestants to navigate through trap-filled terrain.

4) Demonstration

Less aggressive than the other tests, this allows the candidate to display his or her skills before a panel of judges. This includes weapon forms, martial art katas, Wird prowess, feats of strength or agility, a Shard power, acrobatic skill or anything else that is relevant.

5) Darkness Games

The candidates are placed in the center of several objects and given one minute to study their environment. The objects are random items placed atop a small hill, in a shallow trench, on a pedestal, or any other setting. Three candidates are then blindfolded and given a series of instructions such as: "Approach the ball from the western side of the hill, touch it once, then descend the northern slope. Then go to the easternmost item and identify what it is without touching it." Following that, walk backwards through the trench, traveling from west to east, and stop as close to the last object without bumping into it." Following the instructions, a Silence spell is cast on the contestants so that the audience cannot help them.

As the name implies, Solitaires travel outside the company of other Recognizers. They are older and better experienced at tracking criminals, and they prefer working alone. These nomads usually have over twenty outstanding contracts with them, and will move from region to region, following any leads they can on the multiple Warrants. While they are still subject to the order's tithes and laws, Solitaires can operate as they please on condition they capture one criminal per year. If they fail to do so, they must either resign from the Recognizers, or return to the nearest city for assigned contracts. Very few Solitaires fail, however.

RECRUITMENT AND TRAINING

There are three ways to join the Recognizers. The first is through invitation. The Recognizers keep tabs on independent bounty hunters and trackers, offering membership to the most promising individuals. The Recognizers will only make the invitation once, however. If independent hunters refuse their offer, so be it, they won't receive another.

The second way to join the Recognizers is to apply for membership. The third method is to enter the competition during the recruitment drives. Once a year, the Recognizer Academy within each city has an open recruitment call for members. This day-long event places potential candidates in grueling games designed to test the limits of skill knowledge, imagination and stamina. The Recognizers induct those people who excel in the games.

Once a person enters the order, they must spend three months to a year in training, depending on prior experience. The training process includes the Recognizers' method of operating and local laws. The less experienced an individual, the more time the person must spend at the academy learning the necessary skills. This training is free and paid for by the Alliance, but a Recognizer must serve the order for the next three years. Breaking this agreement results in a penalty of 1 Audra Task for every month the order spent training the individual. Failure to pay will result in seizure of property, and a possible contract for the individual's arrest.

All academies can teach the following standard Innate skills up to a Professional level (Level 3):

- Awareness*
- Bartering
- Body Language
- Camouflage*
- Climbing
- CM - Charge
- CM - Coordinate
- CM - Disarm
- CM - Dodge*
- CM - Grapple
- CM - Parry*
- CM - Strike*
- CM- Throw
- Concealment*
- Intimidation
- Quick Draw
- Scavenging
- Stealth
- Tracking*
- Weapon Skill - Any
- Weapon Skill - Web-Stick*

All academies can teach the following standard Learned skills up to a Journeyman level (Level 2):

- Bureaucracy
- Cartography
- First Aid
- Hand to Hand*
- Lock Picking
- Melee*
- Missile Weapon
- Riding
- Survival*
- Thrown Weapon
- Trapping*
- Weapon Skill

All academies can teach the following standard Studied skills at Amateur level (Tier 1):

- Area Knowledge*
- History
- Law*
- Martial Arts.

* All trainees must know these skills before becoming sanctioned Recognizers. They can learn them at the academy within the year.



© Dupras 1998

RECOGNIZER ACADEMIES

Certain academies are renowned for their programs and can teach their specialties at higher levels. Sanctioned Recognizers can study at these academies at a cost of 20 Natlaw Task a month for each skill they wish to pick up. If these schools cannot offer Recognizers the training they want, then they can study under a mentor or a private teacher.

Here is a list of the various academies and their specialties:

BASTION'S SLEEPLESS EYE ACADEMY

The large number of Recognizers in Bastion has turned its Sleepless Eye Academy into the best training center for general studies. Students may learn standard Innate skills up to Expert (Level 4) and standard Learned skills up to Professional (Level 3). They can also learn nonstandard Innate skills up to Journeyman level (Level 2) and nonstandard Learned skills at Amateur rank (Level 1).

CLIFF-SPIDER'S SENTINEL ACADEMY

Sentinel Academy specializes in tracking and survival skills. All the order's best wilderness hunters now teach at Cliff-Spider, thanks to Administrator Sierra's efforts to train the Alliance's militia in guerilla-style warfare. Students can learn Camouflage, Climbing, Concealment, Stealth, Survival, Tracking and Trapping up to Master level (Level 5).

CRY-STAR'S SUN TALON ACADEMY

As befits the city of Eagles, Administrator Medanni has insured that Sun Talon is the best fighting school in the Alliance. Students may learn Battle Tactics, CM - Charge, CM - Coordinate, CM - Disarm, CM - Dodge, CM - Grapple, CM - Parry, CM - Strike, CM - Throw, Hand to Hand, Melee, Missile Weapon, Multiple Strike, Quick Draw, Thrown Weapon and Weapon Skill up to Master level (Level 5). Interested applicants to Sun Talon should be aware, however, that Medanni runs his school like a military camp. Teachers send trainees through grueling physical labour, and challenge them constantly.



© Mimura 1998

HAAK SAN BAZAA'S WATCHTOWER ACADEMY

Due to its proximity to the Grand Repository, Watchtower specializes in the more esoteric skills relating to Wird. Administrator Shaille employs Ravens to teach his hunters how to use spells or recognize the ones used against them. Students can take classes in Wird Lore, Wird Casting and Wird Elemental magic up to Professional level (Level 3). In addition, the Ravens teach Wird spells for one Audra Task per level of spell. Recognizers at Watchtower can learn up to Third Level spells if necessary. There is also talk of expanding the curriculum to help Shard Recognizers fine-tune their powers.

WATER-SISTER'S SENTRY ACADEMY

Unlike other academies, Sentry possesses a huge library and record hall, and specializes in information. This academy can teach recruits the skill Quick Study, as well as any non-Wird related Studied Skill up to level 3 (Professional level).

TACTICS AND COMBAT

Few Recognizers will openly confront and attack a Warrant. Recognizers are smarter than that, or at least the order trains them to be. While some have their own method of operating based on experience or ability, most will follow the basic guidelines hammered into them at the academy. This does not make them predictable, merely efficient.

The following list includes the five basic cardinal rules of apprehending and capturing Warrants. This is hardly a complete list as seasoned Recognizers have picked up some trademark techniques over the years. They are, however, the core laws taught to all Recognizers.

RULE 1 - INFORMATION

As the saying goes, knowledge is king. The number one rule that academy instructors impress upon young pupils is that information is a Recognizer's greatest weapon and tool. It is important to know everything about the Warrant before pursuing the contract. Recognizers can therefore predict how criminals will react in a situation, who are their allies, where they might be hiding and what resources they will draw upon during their flight. The core guideline is to know your enemies better than they know themselves.

Avenues of obtaining information include:

1) Questioning (and often interrogating) friends, family, neighbors and acquaintances.

- 2) Talking to contacts on the streets or in local prisons.
- 3) Speaking with the victims of the Warrant.
- 4) Delving into Alliance archives for previous mentions on the Warrant (this includes prior Watcher investigations, court confessions for crimes, tithe records, etc.).
- 5) Interviewing People's Knights who may have pertinent information.
- 6) Investigating and searching the Warrant's previous home or place of business.

As sanctioned members, Recognizers should have access to all these records. Because many people fear and distrust them however, it is possible that Recognizers will encounter difficulty while attempting to retrieve this kind of information.

RULE 2 - OBSERVATION

Often called the sister law of information, observation is the second cardinal rule of operation. It is always prudent to monitor and follow the activities of the Warrant's family, allies or loved ones. Recognizers have caught many criminals because someone the Warrant trusted inadvertently led the hunters straight to them.

A favoured Recognizer tactic is to question a Warrant's loved ones about the criminal's whereabouts. The interrogation, while not physically harmful, is intimidating and intense. Recognizers will often threaten the Warrant's loved one with seizure of estates and assets should they fail to cooperate. After several hours of this, the hunters release the individual and follow him. Often, the distressed loved one will try to contact the Warrant, leading the Recognizers straight to their quarry.

The law of observation also applies once a Recognizer finds the Warrant. The order trains their hunters to analyze the situation to discover potential threats before moving against a target.

Things to observe:

- 1) The daily rituals of the Warrant. This includes when they eat, bathe, leave their hideout and what inns they frequent. Recognizers can therefore decide when it is best to ambush their targets.
- 2) Who associates with the Warrant. Very few criminals work alone. Many have or belong to a network of allies and acquaintances, and it is best if the Recognizer is aware of all potential enemies.

RULE 3 - PLANNING

If a Warrant follows a daily ritual, or a Recognizer knows the criminal's exact travel plans, then the bounty hunter may want to prepare an ambush. Planning entails knowing where, when and how the ambush will take place.

If multiple Recognizers are involved in the hunt, planning includes detailing each person's role in capturing the Warrant. Whatever the size of a Recognizer party, it is important that one member remain hidden during the attack as both lookout and backup. Should any allies of the Warrant suddenly appear, it is the backup's duty to occupy, delay or even capture the new adversaries before they can pose a threat to the ambush. Often, Recognizers use additional hunters to distract or draw away the Warrant's compatriots - divide and conquer as it were.

Things to plan for:

- 1) Where: Recognizers should pick a location and familiarize themselves with the area thoroughly. Things to watch for include the best place to hide, avenues of retreat should the ambush fail, and potential escape routes of the Warrant.
- 2) When: Timing is equally as important as the location. The Recognizer must plan for when the Warrant is alone or around the fewest people. Generally, bounty hunters will strike when their targets are asleep, relieving themselves or engaged in sex. Some Recognizers even go as far as hiring a prostitute (depending on the target's sexual proclivities) to seduce the Warrant. That way, the Recognizer has control over "when."
- 3) How: Knowing when and where usually determines how.

RULE 4 - THE TRAP

The Recognizers teach that using traps and ambushes are not a matter of cowardice; unfortunately, this lesson is difficult to ingrain in neophyte members. Traps serve several functions, all of which benefit the bounty hunter. At best, they capture an opponent immediately, thus reducing the risk to the Recognizer; at worst they harass the prey. Even if it fails to work, traps are excellent for herding Warrants in a particular direction, for distracting the target from the actual attack, for weakening their resolve, and for exposing the Warrant's assets like a Shard power or a previously undetected ally.

Through the element of surprise, traps give a Recognizer the upper hand in a situation. To efficiently use them, however, the hunter should know the Warrant's daily habits and when to best set the ambush. The type of trap or ambush situation all depends on the circumstances mentioned previously.

RULE 5 - IMPROVISE

Regardless of experience, rehearsal or ability, nothing ever works out completely as planned. There are always unforeseen events that can change the parameters of any bounty hunt. The one lesson a Recognizer must learn is how to improvise when the situation calls for it. The inability to do so is a deadly shortcoming.

Booby Traps

There are many booby traps that a Recognizer can build, especially when *Wird* is involved. The two qualifiers limiting the creation of a trap are imagination and available resources. Two prerequisite skills for building traps are *Trapping* and *Camouflage*. *Trapping* does include hiding the trap properly, but *Camouflage* is a useful secondary skill in making the booby trap less visible. Other pertinent skills are *Survival-Flora* to choose the best material for making the trap, and *Tracking* to figure out the best place to set the trap in the wilderness.

The following list includes the conventional booby traps that most Recognizers learn during training. The Difficulty rating of each example is the base number that players must roll on *Trapping* to build and hide their traps. Damage and Damage Type are self-explanatory while Hit Location is the part of the body the trap is most likely to strike. Note: GMs should increase the Target Number for non-Recognizer player characters trying to emulate these traps.

Catapult

Difficulty 11
Damage 2/3/5/8
Damage Type Hard
Hit Location Upper Body, Arm or Lower Body

The hunter ties a band of intertwined flexible vines from a tree limb to the ground. Parallel to the band is a trigger stick. The band, which holds a spiked paddle, is tightly wound around and kept taut by resting the spiked paddle against the trigger stick. The hunter then attaches the trip wire to the trigger stick; once the target trips the wire, the trigger stick is knocked loose, releasing the spiked paddle and unwinding the band. This, in turn, spins the spiked paddle around with terrific force (Strength of 1) and slams it into the target.

Deep Pit (spiked)

Difficulty 10
Damage (roll d10/2 to determine how many spikes impaled the target) 1/2/4/6 per spike + 1 point per yard the target falls.
Damage Type Hard
Hit Location Roll per spike.

As the name implies, this trap is a deep pit filled with wood spikes at the bottom. If Recognizers want their Warrant undamaged, they can use sticky sap instead of spikes. The appeal of the Deep Pit is that with the Recognizer-exclusive spell *Instant Pit*, the trap is nearly instantaneous.

Foot Trap

Difficulty 9
Damage 1/2/3/4 (special 1/2/4/6, see below for more information)
Damage Type Hard
Hit Location Leg

Recognizers dig a small hole no more than a couple of feet deep. They place spikes along the wall of the hole, facing down. When the target steps in the trap, the spikes catch the foot and anchor it in place. Trying to pull the foot back out will only cause more damage (use special damage listed above).

Recognizers place these traps near the bottom of a decline or at the top of one, essentially where targets are most likely to put all their weight on one foot.

Simple Wire-Tension Traps

Difficulty 8
Damage 2/4/6/8
Damage Type Hard
Hit Location Upper Body, Arm, Lower Body

Wire-tension traps run the gamut of most simple, but effective Recognizer traps. In one version, a stake is tied perpendicular to a flexible shaft. The shaft's base is securely anchored between four pegs and bent to a highest tension point, where it is kept in place with a trigger stick in the ground. The stick, in turn, is attached to a trip wire. Once someone stumbles across the wire, the stick is pulled away, releasing the beld shaft and impaling the target with the stake. Another popular version of this trap uses a drawn bow to fire an arrow.

Web-Stick Traps

Difficulty n/a
Damage n/a
Damage Type Soft
Hit Location General

The Web-Stick is a Recognizer's best non-lethal capture and distraction device. Recognizers use Web-Sticks on items such as cups, dishes, door handles and railings. Touching the object temporarily immobilizes or distracts the Warrant, thus limiting the options available for attack or defense. Another technique is to use the Web-Stick on bedsheets when a Warrant is sleeping. Targets will entangle themselves trying to get out of bed.

RECOGNIZER WIRD SPELLS

Over the centuries, the Recognizers have perfected several spells for members who can use Wird. The Watchtower Academy in Haak San Bazaa teaches them exclusively.

LEVEL ONE

INSTANT PIT

- Available to:** Wylder
Type: Miscellaneous, Elemental
Element: Earth
Casting Time: 15 seconds
Range: Contact
Area: 10 cubic feet.
Duration: Permanent

The caster can magically displace earth to create an instant pit. It is up to the Recognizer to fill the pit with spikes or webbing, and to cover it; the spell simply creates a pit. The displaced earth, however, is not visible. It is compacted and moved sideways into the ground. There are no mounds of soil to warn the prey.

MARKED SCENT

- Available to:** Wird Weavers, Wird Dancers
Type: Miscellaneous, Wird
Element: Air
Casting Time: 11 seconds
Range: 1 mile
Area: Target
Duration: 1 hour + 1 hour / extra Wird

The Recognizers developed this spell to track "marked" Warrants without keeping visual contact. By touching a target's personal possessions, such as a weapon or a piece of clothing, casters infuse it with a charge of Wird that only they can detect normally. The tracking sense then works as a mental compass from as far as a mile away.

Recognizers mark any item the target normally carries around. This includes boots, weapons, jewelry, saddles, clothing, etc. The main drawback, however, is that the caster must first touch the item. Most Recognizers will therefore perform this spell at night, when the target is sleeping or distracted.

Casters can also use this spell to anchor themselves to a base location when they are in unfamiliar territory, such as a jungle. Unfortunately, if Recognizers cast another spell while Marked Scent is active, they lose contact with the infused item. The spell Detect Wird will also reveal the charge on the personal item and the mystical link with the caster. Intelligent adversaries can use this to track the spell back to the caster while the spell is still active.

LEVEL TWO

SHADOW

- Available to:** Wird Weaver, Wylder, Blight Crow
Type: Miscellaneous, Wird
Element: Air
Casting Time: 10 seconds
Range: N/A
Area: Self
Duration: 1 minute + 1 minute / extra Wird

This spell allows the caster to conceal himself within the existing shadows of his environment by allowing him to blend into darkness. It cannot, however, create shadows or augment existing ones. Anyone trying to notice the caster does so with -6 to their Awareness roll.

Because of the delicate nature of the spell, the caster cannot move or shift position. Doing so will reveal the caster for all to see. Shadow does not hide the caster from Infrared Sight, but it does break up the heat patterns. While a person and an animal using Infrared Sight will know something is hiding in the darkness, they will not know what it is. This spell will not counter a direct light source.

LEVEL THREE

ELEMENTAL CHAINS

- Available to:** Wird Weaver, Wylder
Type: Offensive, Elemental
Element: Earth
Casting Time: 5 seconds
Range: 10 yards
Area: Target
Duration: Instant + 1 minute / extra Wird

With this spell, the caster causes elemental chains to burst out from the surrounding environment to bind a target. Regardless, the element does not confer any additional bonuses such as burning damage for fire. Once the spell is cast, the chains remain active for as long as the caster expends Wird.

The chains entangle and hold the target in place, at which point they have a B.P.V. of 14. Until they hit, however, the chains dance around, moving through the air like a snake in water. Spell casters must successfully strike targets with the chains, using Wird - Earth + Coordination.

A bastardized version of Elemental Chains is a Blight Crow spell that uses an opponent's own bones against himself.

TRAITS

The following Traits are available for Recognizer characters. All Recognizers should possess these minimum Traits:

CASTE STATUS - FORTUNED

COST: 0

Thanks to Regent Caiylus, all Recognizers automatically have the rank of Fortuned when performing their duty.

CONTACTS: STREET INFORMERS

COST: +2

Recognizers use informants who serve the order (for a price of course). Even rookie hunters have access to at least one of these individuals.

ENEMY: THE WATCHERS

COST: -2

The Watchers will not kill a Recognizer, but they will harass them. The cost of this Trait reflects the Watcher's intent toward the character.

MILITARY/POLICE RANK: OFFICIAL ALLIANCE BOUNTY HUNTER

COST: +3

Unlike Watchers or militia members, all Recognizers have equal Rank as Alliance bounty hunters. This position never wavers; Recognizers cannot go up or down in Rank.

ORGANIZATION: RECOGNIZERS

COST: +1

See the new Trait listing for more information.

REPUTATION: ENIGMATIC & UNTRUSTWORTHY

COST: -2

The History chapter covers the public bias against the Recognizers best. Although people's fears have died down considerably, the Recognizers' Reputation still exists as a mitigating factor in social situations.

SOCIAL RESPONSIBILITY: HUNT CRIMINALS

COST: -2

Through their agreement with Regent Caiylus, Recognizers must pursue Warrants.

NEW TRAIT ORGANIZATION

Outside the Recognizers, several groups also share this new Trait, including members of the Wayfarers, the various Houses and the Guilds.

ORGANIZATION

COST: +1 TO +10

Characters with this Trait belong to an organization or a support network of like-minded allies. For a limited time, they can draw upon certain inherent resources when necessary (i.e., the Traits Contact or Wealthy, and the help of other members). A member does not keep an organization's Contact as his own, however, and must eventually repay borrowed money and resources. This is not a Trait to exploit; a character within an organization must return favours for services rendered or help others when called upon.

A person with this Trait gains a +1 to +5 bonus on Charisma rolls when dealing with other organization members (the character has a +1 bonus per 2 Trait levels). People are willing to do Recognizers favours, and the organization's hierarchy is more likely to give characters whatever resources they need to pursue their duty.

If Game Masters feel a character is taking advantage of this Trait, they can take one of several actions to teach the player a lesson. One, they can lower a person's standing within an organization, thus limiting the character's ability to exploit the situation. Two, Game Masters can use an organization's drawbacks against the character, such as the Wayfarer's Caste Status of Fallen or the Recognizer's Enemy Trait with the Watchers. Three, the character's positive attribute with the organization becomes a negative value. Rather than wealth, characters owe a debt; rather than allies, they now have enemies.

In essence, their bonus to any Charisma roll with other members has turned into a negative value.

Organization Status Chart

For the purposes of this chart, the Wayfarers are part of a large organization, the Recognizers are medium-sized, while various cults would be small organizations.

Trait Cost	Description
+1	New addition to an organization of any size.
+2	Medium-level member of small organization such as the Crysarius pirates, the Blackguards. Very low-ranking member of large and medium-sized organizations.
+3	High-ranking member of small organization. Beginning medium-level member of intermediate organization. Low, but noted member of large organization.
+4	Leader of small organization. Noted medium-level member of intermediate organization (now part of the hierarchy). Beginning medium-level member of large organization.
+5	Respected medium-level member of intermediate organization. Noted medium-level member of large organization.
+6	High-level member of intermediate organization. Respected medium-level member of large organization.
+7	Respected high-level member of intermediate organization. High-level member of large organization (now part of the hierarchy).
+8	Leader of medium-sized organization. Noted high-level member of large organization.
+9	Respected high-level member of large organization.
+10	Leader of large organization.

NEW SKILLS

COMBAT MANOEUVRE - COORDINATE (COORDINATION)

Type: Active

Category: Innate

Benchmark: Timing two separate attacks with another person to hit the same opponent simultaneously.

Characters with this skill gain a +1 die to all their combat rolls when coordinating with another friendly person engaged in combat. In addition, the other combatant will also gain the +1 bonus. To obtain these bonuses, the character must make a successful roll against a TN of 7. The Target Number is increased by 2 for every dice opponents possess above that of the character's CM - Coordinate plus Coordination. The die totals may vary depending on the type of attack the opponent is using. Characters using this skill must make a roll every combat round to obtain the benefits. Use of this skill does not count as an action.

QUICK STUDY (INTELLIGENCE)

Type: Active

Category: Innate

Benchmark: Trying to absorb as much information about a Warrant in as little time as possible.

This skill represents a person's ability to speed learn one topic, and remember it for the duration of an assignment. This includes all available information on a particular Warrant, an Innate skill the character does not have, cursory area knowledge, etc.

To use this skill, the character must attempt to study the information for one day, either through reading books or with the aid of a tutor. Characters can learn Innate or Learned Skills to Level 1, Studied to Level 2, or add +1 die to their roll if they already possess the skill. Quick Study can't be used to increase a skill past level 6. If the information is for simple recall such as remembering a Warrant's background or associates, the Target Number is 11. If the character is using the skill actively, such as Acting, Disguise or Tracking, the Target Number becomes 14. If the character is actively opposing somebody using Charm or Small Talk, the Target Number is 18.

The main drawback of this skill is that the character forgets the information at a rate of one skill level per week. When it reaches zero, the character has forgotten everything about the subject matter.

WARRANTS AND COLLECTING BOUNTIES

There are generally two types of Warrant contracts: private and state. Individuals, Manors and Houses can request private contracts; state contracts, on the other hand, come from Alliance rulers, the militia, the Watchers or from ruling families in the Merchant Bands. Both styles of contract have their own sets of rules and methods of payment.

PRIVATE CONTRACTS

Private citizens, called sponsors, may hire Recognizers to apprehend individuals. Unlike state contracts, however, the hunter may not track persons for the express purpose of killing them. Killing a private-contract Warrant, whether accidental or intentional, will result in the Recognizer's arrest and trial.

To get a contract, a citizen must present his request at the local Recognizer branch, where one of two Taskers conducts the interview. The first thing a Tasker has to resolve is whether the matter is important enough, both financially and resource-wise, to issue a contract. The Recognizers have pursued unusual Warrants before, including a groom who fled his own wedding (with his bride's dowry), and a misguided Swan who ran away with a Warden Degenerate. They will rarely go after runaway children or a common pickpocket. The Tasker has the final word on whether the Recognizers accept a contract.

Following the interview, the Tasker must then decide if another party has issued a contract on the same individual(s). These are the different circumstances for multiple contracts on the same person:

Both are private contracts on an individual who has committed a crime. Because Warrants are criminals, they are bound for the Watcher's dungeon once captured. Since the Recognizers can fulfill both contracts without breaching the other, the Recognizers may accept and collect on the two bounties.

Both are private contracts on an individual who has not committed a crime (e.g. A member of the Redeemed caste gives birth to a Pure child and offers her to two royal families. Upon accepting the money, the mother vanishes with her child. Both families want the child and are willing to pay handsomely if the Recognizers find her). Then, the Recognizers can only accept the first request, even if the second is more lucrative.

One contract is private while the other is state. The state contract takes precedence and the Recognizers must turn down



© Mimura 1998



the private request. It is also important to note that because the Recognizers work for the Regent now, they will take Alliance contracts over Merchant Band contracts. The latter groups do not know this yet as the situation has not arisen.

Once Taskers accept a contract, they give the sponsor the option of a general call hunt or an assigned hunt. The general call means the Warrant is open to all Recognizers. Assigned hunts are given to specialists who best suit the contract parameters. The latter are obviously more expensive.

After the branch's Treasurer draws up the terms of the agreement, the sponsor must pay half the bounty in advance and the second half upon completion of the assignment. Failure to do so is a crime within the Alliance of Kings and the Merchant Band cities.

STATE CONTRACTS

The branch Treasurer is the only person who can handle state contracts. Unlike private Warrants, the Recognizers will hunt whomever the Alliance or Merchant Bands ask for without question. On these assignments, the Recognizers may bring the Warrant back alive or dead, unless the contract states otherwise. Even then, the death has to be justifiable (self-defense, the Warrant was a threat to innocents, or the death was accidental).

Because state contracts are for dangerous Warrants, the Treasurer will assign two to four Recognizers to that particular task. The bounty is therefore higher and the reward split equally among the assigned hunters after the Treasurer deducts the order's tithes.

GROUP CONTRACTS

A subdivision of a State Contract, the Alliance issues these against all members of a known organization. Blight Crows, known Wayfarers, and all members of The Reaver's organization (covered in the top twenty most wanted list) are automatically Warrants because of the threat they pose to society.

BOUNTIES

The Recognizers use a standard cost to determine the bounty on each contract. Before joining the Alliance, however, the order refused to barter their services away, thus isolating them from most Redeemed and Fallen. Following their employment to Regent Caiylus, the Recognizers became sensitive to the plight of the lower castes, who were also victims of crimes.

Individual hunters began secretly trading their services away for poorer clientele. The Administrators discovered this practice and threatened to expel members caught bartering their skills. Nadasso Tellmar, a Troupial Rat Recognizer, came to the defense of his accused colleagues and presented his case to Cliff-Spider's Administrator.

Tellmar's chief argument was that the lower castes could trade using valuable information and skills. The Fallen were unparalleled in scavenging, foraging and hunting, and they possessed a network of information far superior to that of the Recognizers. Bartering with the Fallen would give the order access to that untapped wealth. The Administrator eventually concurred and allowed Tellmar to present his argument to the other cities.

Because of Nadasso Tellmar, the Recognizers now accept contracts on barters. Now, however, a lower-caste sponsor must still go through a Tasker, and the Recognizers share all bartered knowledge.



© Mimura 1998

Costing a Contract

The list below is based on currency and not Barter. Haggling, the skill of the sponsor, and the Tasker decide the value of a trade.

Base cost for Capture Contract: 1000 Natlaw Tasks

Warrant is outside the city: + 1000 Natlaw Tasks

Warrant is outside Alliance or Merchant territory:
+2000 Natlaw Tasks

Warrant is competent: +15 Natlaw Tasks

Warrant is a skilled warrior: +100 Natlaw Tasks

Warrant is a Wird caster: +600 Natlaw Tasks

Warrant is a Shard: +1000 Natlaw Tasks

Warrant has allies: +10 Natlaw Tasks

Locate but do not apprehend the Warrant: +0 Tasks

Record the movements of the Warrant:
+10 Natlaw Tasks

Open Contract: +0 Tasks

Closed Contract, one or more Recognizers:
+200 to +1000 Natlaw Tasks, depending on their skill level, per Recognizer.

Information on Warrant proved inaccurate:
+1000 Natlaw Tasks beyond (i.e., The Warrant was secretly a Shard)

Group Contract against an Organization:
+600 Natlaw Audra Tasks for low-ranking members; +1000 Natlaw Tasks for known members of the organization; +2000 Natlaw Tasks for members of the ruling hierarchy.

Note: Once the Warrant is brought in, the order automatically deducts a 30% tithe from the reward money before giving it to the bounty hunter. This is normally done in the presence of the hunter, the Treasurer and one Tasker.



© Dupras 1998

EQUIPMENT

WEB-STICKS

STANDARD WEB-STICK

The Web-Stick is the standard piece of equipment for Recognizers. All Recognizers will always have a Web-Stick in their presence when they are on duty. The standard Web-Stick is described in detail on page 143 of the Providence Main World Book. If the character hits, victims must use their Strength against a TN of 9 to escape. If they fail, they may not make any combat action during the round. They may attempt to break free again in the following round. After 6 to 8 hours, the sap becomes brittle.

Charges: The standard Web-Stick has 12 charges.

Range: The short range for hurling charges from a Web-Stick is 3 yards.

LARGE WEB-STICK

The Large Web-Stick was created because many Recognizers wanted to use the Web-Stick as an effective melee weapon. It is made of special resin-reinforced wood, and causes 8 points of Hard damage. Its BPV is 16.

Charges: The stick holds 10 charges.

Range: Same as standard.

SNARE-STICK

The Snare Stick appeals to Recognizers who pursue exceptionally strong individuals. It uses a more potent sap. This stick is not always available to all Recognizers. Taskers may hand them out to experienced Recognizers, or to any members who may require them for a special assignment. Entangled characters must make a Strength roll against a TN of 12 to break free.

Charges: The stick can hold up to 10 charges at a time.

Range: The short range for hurling charges from a Snare-Stick is 2 yards.

WIRD WEB-STICK

Spell Casters and weapon smiths have created a stick that never requires charges. This weapon continually generates its own sap. The Wird Web-Stick is not a common item. Only Recognizers that have been distinguished members of the organization for years possess them. Entangled characters need to roll 12 to free themselves from the magical sap. The Weapon has a BPV of 20.

Charges: Unlimited plus 4 miscellaneous charges

Range: The short range for hurling charges from a Wird Web-Stick is 3 yards.

CHARGES

In an effort to deal with every situation, various charges are available to Recognizers at their local office. Any of the charges can be used in all of the sticks. They are all of the same size as the standard sap charges, approximately 3 inches in diameter.

SLICK CHARGE

Many Recognizers have noted that even the Snare-Stick is not always enough to halt powerful fugitives. To counter Warrants with enhanced Strength, the organization created a charge that releases a slick liquid reducing friction. Targets covered by the liquid must make a Coordination roll against a TN of 12 to stand. If they attempt to keep hold of their weapons, they must make a Coordination roll against a TN of 9 or drop them. Even if targets are able to stand, they are -1 die to all actions. Characters who fall and are engaged in combat make offensive rolls at -2 die, and defensive actions at -1 die.

Range: Standard, varies according to the stick.

STUN CHARGE

This charge enables a Recognizer to stun a victim momentarily because of the sphere's design. The charge gives off an electrical shock that causes a victim's system to overload. A target who has Body of Electricity, any of the other Elemental Bodies, or Electrical Armour, will not be affected by the stun charge. Victims who are successfully hit will suffer a -4 die to all actions for four rounds unless they make a Constitution roll against a Target Number of 7.

Range: Standard, varies according to Stick.

FLASH CHARGE

The Flash charge releases a bright flash upon hitting a surface. Anyone who looks in the direction of the charge suffers the Attacking Blind penalty of -4 dice. The effect lasts two rounds.

Range: Double the standard ranges for all sticks.

CLOUD CHARGE

Recognizers use the Cloud Charge when they are attempting to escape an opponent they are momentarily unable to defeat. The cloud reduces perception by -4 dice. The cloud covers a 10-yard radius area, and it dissipates after 10 rounds.

Range: Doubles the standard range for all sticks.



© Dupras 1998

HARD CHARGE

The Hard Charge is simply a charge designed to cause damage. The charge does 8 points of Hard damage.

Range: Double the standard range of all sticks.

BOLT CHARGE (only available for the Wird Web-Stick)

This charge releases a bolt of electricity upon impact with a target. The charge does 10 points of Hard damage.

Range: 10 yards.

TOP 20 OUTSTANDING BOUNTIES

Know this, Jenobay and Elarian are not the only threats that Yas'Wailians face. The Recognizers' highest priority is the capture of the following 20 criminals. If they discover their location, they will spare no expense in apprehending them. These Warrants are deadly and more than one Recognizer has died trying to capture them.

The following Warrants are in ascending order of priority. They are dangerous and should not be underestimated. Most of these individuals will use their resources, allies, followers or powers to the best of their abilities.

As a final note, these contracts are also open to bounty hunters outside the Recognizers. Some of these individuals may hamper or directly interfere with the Recognizers to capture the Warrant themselves. Some may even try to steal a Warrant during transport. Remember that there are far more enemies than allies during a bounty hunt.

..WANTED..

6000 NATLAW TASK REWARD FOR CAPTURE DEAD OR ALIVE FOR CRIMES AGAINST THE ALLIANCE OF KINGS.



HEAT SLAYER, A.K.A. DINNA TOROUS - SHARD - FIRST MATE OF PIRATE VESSEL BLACKGUARD
FOR COLLECTION OF REWARD, CONTACT CRY-STAR'S SUN TALON ACADEMY.



Heat Slayer, born Dinna Torous, is the only female captive to join Captain Squall's crew. Torous was travelling to Haak San Bazaa when the Blackguard attacked her ship over nine years ago; she was only eight years of age at the time. Squall, true to his nature, kept a handful of beautiful women, including the young girl, and killed or maimed the remaining passengers. Unlike most of Blackguard's captives, however, the crew treated Torous like a surrogate daughter and never sold her into slavery. The Alliance later learned the reason when Torous was seen helping the pirates assault a merchant scow using her Shard powers. The combination of Squall's water manipulation and the young woman's control over cold made them a deadly pair. Squall had obviously spent the preceding years warping and manipulating the young girl's mind.

Despite her talents, Torous suffers from her own freezing abilities. Her Epiphany split open her skin and contributed to her evident insanity. Although Wird Weavers later healed the wounds, her flesh remained scarred like cracks across ice. After this incident, Squall invested a great deal of money and had Wylders craft a magical talisman. Her amulet, a well-kept secret known only to Squall and Heat Slayer, protects Torous from the ravages of her own power.

If Heat Slayer's story strikes a sympathetic chord with anyone, it should not. Torous is no longer a victim, but a willing and active member of the Blackguard. She is more vindictive and deadly than Squall, though her brand of cruelty is evidence of mental instability. Her brutal efficiency and back-stabbing propelled her to the position of first mate, a role she has held on to like a drowning sailor clutching a piece of flotsam. Heat Slayer's only discernible weakness, however, is her feelings for Squall. Heat Slayer has murdered many female captives after the captain expressed too much interest in them.

Torous is a dangerous woman. She tortures captives for the captain's amusement and enjoys slowly freezing her enemies to death. Often, she will leave a frozen corpse on the deck of the ship and watch as the birds feed on the remains. Those she does not kill she tortures with frostbite, claiming digits and limbs, and forever scarring their faces. She frightens most of the crew and bullies them into complacency. Nearly all shipmates have felt her numbing frost rip through them. Squall tolerates her actions and will kill anyone who suggests he leave the young woman behind. Some suspect Squall is playing a game to see to what murderous ends Heat Slayer will go to gain his affections. This game, unfortunately, is going too far. Some members of the Blackguard are considering betraying the young Shard to the Recognizers. The only hindering factor is their loyalty to the captain himself. Betraying Heat Slayer could also result in Squall's capture.

HEAT SLAYER

Troupial: Rat **Profession:** First Mate of the Blackguard

CHARACTERISTICS

2 Coordination	1 Strength	0 Constitution
0 Intelligence	2 Willpower	1 Psyche
-1 Appearance	-1 Charisma	2 Perception
1 Aura	27 Wird	
7 Body	7 True Body	16 Endurance

SKILLS

INNATE

3 Acrobatics	2 Awareness	2 Bartering
2 Climbing	3 CM - Dodge	3 CM - Parry
1 CM - Strike	2 Concealment	2 Escape Artist
2 Scavenging	3 SP - Freeze Object	1 Small Talk
3 Stealth		

LEARNED

2 Appraisal	2 Cartography
-------------	---------------

STUDIED

3 AK - Crysarius Sea	2 AK - Pendlum Isles	2 AK - Mt. Ailodon
----------------------	----------------------	--------------------

ABILITIES

Unlike most Rats, Dinna does not have Infrared Sight. Her cold powers have somehow altered that ability.

Increased Sense, Smell - Tier 1

Increased Sense, Touch - Tier 1

Freeze Object, Reduced Wird Drain, Increased Range x2 - Tier 6

TRAITS

Abnormal Appearance - Frosted Breath (-1)	Abnormal Appearance - Scars (-2)
Behaviour - Dislike of city smells	Behaviour - Love of Information
Behaviour, Ext - Jealous of beautiful women	Behaviour, Ext - Loves Captain Squall
Behaviour, Ext - Malicious	Caste Status - Fallen
Combat Reflexes	Double-Jointed
Enhanced Sense, Hearing (5)	Enhanced Sense, Sight (2)
Enhanced Sense, Smell (2)	Organization - The Blackguard Pirates (3)
Reputation - Annoying/ Honest (2)	Reputation - Blackguard First Mate (-3)

EQUIPMENT OF NOTE

HEAT SLAYER'S COLD AMULET

Captain Squall had this amulet fashioned to give Heat Slayer resistance to her own abilities. This item provides 12 points of defense against cold-based attacks, including her own.



..WANTED..

6500 NATLAW TASK REWARD FOR CAPTURE **DEAD OR ALIVE** FOR CRIMES AGAINST THE ALLIANCE OF KINGS.



© Dupras 1998

CAPTAIN SQUALL, A.K.A. TRAVI CONROW - SHARD - CAPTAIN OF PIRATE VESSEL BLACKGUARD
FOR COLLECTION OF REWARD, CONTACT CRY-STAR'S SUN TALON ACADEMY.

There is no one better than Captain Squall, and the good Captain will tell you that himself. Born Travi Conrow of Troupial Dragon, the self-involved noble grew up using his position and caste status to his advantage. He took whatever he wanted, regardless of consent, and spent a great deal of his parent's fortune bribing his way through life. When the time came for him to earn his keep within the household, he stole the remainder of his family's fortune and vanished.

Travi reappeared years later. He commanded the Blackguard, a pirate vessel he purchased using the last of his ill-taken wealth, and robbed merchant vessels along the Crysarius. Initially, authorities did not consider him a grave threat, though the Alliance and Merchant Bands wanted him for the four ships he pirated. Eventually, however, Travi earned notoriety by sinking two Alliance gunboats using his previously unseen Shard ability over water. Nicknamed Captain Squall, Travi and the Blackguard earned instant infamy and the Alliance's undying enmity.

Over the last decade, Captain Squall has pirated over twenty merchant vessels and killed 48 sailors. He is narcissistic and enamoured with his own tales and exploits; there is little doubt that if captured, law enforcers would find him guilty by his own proud admission. Captain Squall spares the lives of children and beautiful women. This supposed act of charity is anything but, however. He sells the children into slavery in towns outside the Alliance's influence, and keeps select women as a new audience to hear his tales. Of the men Squall has captured, few survive to recount the experience. The captain has occasionally offered handsome men liberty at the cost of their good looks. Those who accept this macabre price return home disfigured and scarred by the captain's blade or his first mate's icy touch.

By all accounts, Captain Squall seems convinced of his own greatness and nobility. He likens his actions to a knight at war, and all plunder to the spoils of battle, but he is not stupid. He commands the Blackguard and his sailors with great efficiency. His control over water makes him a dangerous opponent and, coupled with Heat Slayer, Squall can surmount most obstacles thrown his way.

Currently, Captain Squall raids the merchant lines between Haak San Bazaa and Cry-Star. Authorities have repeatedly failed to capture him as his base of operations remains hidden. Recent reports, however, suggest Captain Squall may be in the shore villages of Torrayo, Vaslee or Rendoor. If this is true, then one of these villages is either hostage to or a willing accomplice of the pirate band. Another rumour claims that the Blackguard uses abandoned fishing villages within the Pendulum Isles.

The Recognizers are desperate to catch the Blackguard before the Sunderlands flood into the Crysarius sea. If they do not succeed, Captain Squall will raid the refugee caravans and flood-threatened villages.

CAPTAIN SQUALL

Troupial: Dragon Profession: Shard pirate

CHARACTERISTICS

1 Coordination	0 Strength	0 Constitution
1 Intelligence	2 Willpower	1 Psyche
0 Appearance	2 Charisma	0 Perception
1 Aura	27 Wird	
7 Body	7 True Body	16 Endurance

SKILLS

INNATE

2 Bartering	3 Body Language	2 Charm
2 CM - Dodge	2 Oration	2 Quick Draw
4 SP - Control Water	2 Swimming	3 WS - Cutlass

LEARNED

3 Battle Tactics	3 Cartography	3 Leadership
2 Melee	3 Navigation	4 Drive - Water

STUDIED

3 AK - Crysarius	2 AK - Pendulum Isles	2 AK - Cry-Star
------------------	-----------------------	-----------------

ABILITIES

Altered Sense, Sonar - Tier 1
 Increased Sense, Hearing - Tier 1
 Wings - Tier 3
 Tail - 3 point Attack
 Control Water, Extended Range, Reduced Wird Drain - Tier 5
 Water Blast - Tier 4

TRAITS

Bad Flyer
 Behaviour, Ext- Confidant
 Behaviour, Ext - Verbose
 Contact: Cauldron (3) (see Cauldron for more information.)
 Contact: The Reaper (7) (see The Reaper for more information.)
 Enhanced Sense, Sight (1) (Negates Troupial flaw)
 Organization - The Blackguard Pirates (4) Reputation - Pirate (-4)
 Wealth - Pirated booty (6)
 Behaviour- Charming
 Behaviour, Ext- Vain
 Caste Status - Pure

EQUIPMENT OF NOTE

SQUALL'S CUTLASS

Squall found this unique blade during a raid along the coast. A Fallen weapon smith enchanted the cutlass with the ability to generate Wird. In effect, it is a Wird battery. Few people understand the weapon's creation. Squall has never revealed his sword's special property. The blade generates and holds 10 points of Wird that the wielder can draw upon for spells and powers. It replenishes its own supply at a rate of one point per hour, but it will not recharge until after all its current Wird is drained away.

Cutlass Stats
 Skill: Innate, Damage: 2/4/6/8, Type: Hard, BPV: 18, Weight: 2.5 lbs

..WANTED..

7000 NATLAW TASK REWARD FOR CAPTURE **ALIVE** FOR CRIMES AGAINST THE ALLIANCE OF KINGS.



© Dupras 1998

KWAIYUN OF HOUSE SALLUSTURN - CO-CONSPIRATOR WITH THE EXILE JENOBAY MIT'ANG
FOR COLLECTION OF REWARD, CONTACT CRY-STAR'S SUN TALON ACADEMY.



Most criminals deny their crimes, but Kwaiyun is truly innocent of the Alliance's accusations. Authorities doubt his claims, however, and point to the fact he escaped as proof positive of his corrupt nature. Kwaiyun was a knight of Eagle stock; in fact, he was a distinguished member of House Sallusturm. His sole error in life was serving as Regent Jenobay's protector for eight faithful years. He was unaware of his master's true nature. That changed one day when several court Wylders turned on the regent and tried, seemingly, to assassinate him. Kwaiyun protected Jenobay without thought, or at least until the regent unleashed devastating spells of the black arts. The eagle knight did not know much about Wird, but he did recognize Blight Crow effects when he saw them. Stunned, Kwaiyun was easily captured by the assailants.

During the following weeks, the Alliance arrested many of Jenobay's associates. Nobody believed Kwaiyun was innocent, especially when he claimed he had no knowledge of Jenobay's corruption. The Alliance argued that Kwaiyun was always by the regent's side. How could he not suspect Jenobay of being a Blight Crow? Despite the many character witnesses who spoke for the poor eagle knight, including Skor Taran, the courts stood by their decision.

Swiftly, and without much investigation, the Alliance sentenced Kwaiyun to death for helping Jenobay. The execution was never carried out, however. Kwaiyun was waiting in his cell when the White Crow rescued Jenobay. Amid the confusion, a hooded figure, who identified himself only as a compatriot, released Kwaiyun from his cell and smuggled him out of Cry-Star's labyrinthine dungeon. Before his liberator parted company, he told the eagle knight that to redeem his name, Kwaiyun would have to find Jenobay and bring him to justice.

Kwaiyun now wanders Providence, seeking out Jenobay and any of his comrades. Although he has been unable to find the former regent himself, he has killed several of Jenobay's allies along the way. Kannoreese, the Regent's confessor, is next on his list. Kwaiyun's status as an Exile and a warrant, however, hampers his efforts. His face is well known and few people are willing to help him. Most will try to capture him for the reward money, which is ironic since Kwaiyun still tries to help others. The Recognizers, on the other hand, have been hearing different stories about the renegade bodyguard. Kwaiyun still acts as an eagle knight, helping those in need and defending the Fallen against predators. In all reported encounters, he is noble, forthright and even kind. Sure that something is amiss, the Recognizers have told all their bounty hunters to capture Kwaiyun alive; he may not be the criminal the Alliance thinks. To this end, the Recognizers are spreading the word amongst the Fallen to find Kwaiyun and deliver a message. They wish to hear his side of the story.

KWAIYUN

Troupial: Eagle **Profession:** Jenobay's Former Bodyguard

CHARACTERISTICS

1 Coordination	2 Strength	2 Constitution
0 Intelligence	2 Willpower	1 Psyche
-1 Appearance	1 Charisma	2 Perception
0 Aura	30 Wird	
9 Body	9 True Body	24 Endurance

SKILLS

INNATE

2 Athletics	2 Awareness	1 Body Language
2 CM - Dodge	2 CM - Disarm	1 CM - Grapple
3 CM - Parry	3 CM - Strike	1 CM - Throw
2 Disguise	3 Flight	2 Intimidation
2 Quick Draw	2 Tracking	5 WS - Sword

LEARNED

3 Battle Tactics	2 Leadership	2 Missile Weapon
3 Multiple Strike	2 Survival	3 WS - Long Bow

STUDIED

2 AK - Exodus Plain	1 History
---------------------	-----------

ABILITIES

Increased Sense, Sight - Tier 1
Wings - Tier 5

TRAITS

Behaviour - Courageous	Behaviour - Protective of innocents
Behaviour - Stubborn	Behaviour, Ext - Dedicated to hunting Jenobay
Behaviour, Ext - Honourable	Caste Status - Pure
Combat Reflexes	Good Flyer
High Pain Threshold	Light Sleep
Reputation - Jenobay's bodyguard (-6)	Social Responsibility - Eagle Knight (2)

EQUIPMENT OF NOTE

KWAIYUN'S SWORD "MERCY"

Kwaiyun has a crystal short sword that he always keeps sheathed. The sword was a gift from his mother, a once-noted Wird Weaver. She enchanted the item with a Level 3 Heal spell usable twice a day. Kwaiyun only uses it when he or an innocent person is in grave danger. The sword's damage profile is 2/4/6/8 with a BPV 20.



..WANTED..

6000 NATLAW TASK REWARD FOR CAPTURE DEAD OR ALIVE FOR CRIMES AGAINST THE PEOPLE OF PROVIDENCE.



SINCE, A.K.A. KYRUL SEDEE - SHARD - ASSASSIN FOR THE REAVER
FOR COLLECTION OF REWARD, CONTACT HAAK SAN BAZAA'S WATCHTOWER ACADEMY



Kyrul Sedee was the middle child of seven and had an unnatural attraction to fire even before her Epiphany. She refused to sleep without a lit candle present, she constantly burned herself to build up her tolerance to fire, and burned her family's home down on three different occasions. Unfortunately, her parents never sought help for her derangement. Fearing the doctors would judge their daughter insane and take her away, they kept her disorder a secret.

Sedee's powers came to her slowly, over time. She kept them hidden and perfected her control over her abilities by torturing small animals. It did not take long, however, before one of her younger siblings, Ericc, uncovered the grisly remains of her experiments. She burned his tongue out to ensure his silence, but it was not difficult for her parents to realize what happened. Unable to deal with their daughter anymore, Kyrul's parents had no other recourse but to turn her in for the safety of the other children. Unfortunately, the Watchers who came to arrest Sedee were not prepared for a Shard. The young girl killed the two Watchers and her own father, then fled into the streets of Water-Sister.

Unlike most waifs on the street, Sedee's powers gave her an immediate advantage. When word of the presence of a rogue fire Shard hit the streets, local gangs tried their best to enlist Sedee. Finally, however, a mysterious female crime lord known only as the Reaver, contracted her eleven years ago for lifetime employment.

Sedee, now called Singe, has faithfully served the Reaver and her organization as an assassin. The years, however, have not tamed this Shard. She tortures people instead of animals, and she cannot sleep unless a roaring bonfire is present in her chambers. Sedee also brands her lovers (or at least those who survive) with a burning hand print on their chest. The Reaver tolerates her eccentricities, but even she is growing impatient with Sedee. Street vagrants claim that the Reaver is looking for new assassins for her organization, and may have found it with Feather and Stone, twin Gargoyle Shards working as mercenaries. If this rumour is true, then Sedee could be on her way out.

Unbeknownst to anyone (although the Reaver suspects), Sedee's insanity is growing with each passing week. She failed an assassination because she insisted on torturing a victim who fled before she had a chance to kill him. She has also deliberately set several fires across Cry-Star. The Reaver has been forced to relocate Singe to Haak San Baza for the time being. Meanwhile, Singe is losing herself to the desire of engulfing an entire city with her power. She is still cunning enough to realize that the Reaver has not given her any new assignments. Singe may go freelance, after she kills her current employer and burns Haak San Baza down to the roots.

SINGE

Troupial: Hawk Profession: Assassin

CHARACTERISTICS

2 Coordination	1 Strength	1 Constitution
0 Intelligence	1 Willpower	2 Psyche
2 Appearance	-2 Charisma	0 Perception
2 Aura	33 Wield	
9 Body	9 True Body	20 Endurance

SKILLS

INNATE

2 Athletics	2 Awareness	2 Climbing
2 CM - Dodge	2 CM - Grapple	2 CM - Strike
2 Flight	2 Intimidation	3 SP - Flame Blast
3 Stealth	3 Torture	

LEARNED

2 Breakfall	3 Demolition	3 Lock Picking
2 Multiple Strike	3 SP - Ranged	2 Streetwise

STUDIED

2 AK - Cry-Star	2 Area Knowledge	1 History
2 Resist Pain		

ABILITIES

Glider Membranes - Tier 2
 Claws - 3 point attack
 Increased Sense, Sight - Tier 1
 Body of Fire - Tier 3
 Flame Blast - Tier 4
 Resist Heat/Flame - Tier 3
 Wall of Flame - Tier 2

TRAITS

Abnormal Appearance - Garish clothing (-1)
 Absolute Sense of Direction
 Behaviour, Ext - Competitive w/Hawks
 Behaviour, Ext - Pyromaniac
 Caste Status - Fortuned
 Contact - The Reaver (7) (see The Reaver for more information.)
 Good Flyer
 Organization - The Reaver (4)
 Behaviour - Curious
 Behaviour, Ext - Malicious
 Behaviour, Ext - Sadistic
 Combat Reflexes
 High Pain Threshold
 Reputation - Ruthless Assassin (-4)

EQUIPMENT OF NOTE

SINGE'S GARISH CLOTHING

While this is not equipment, Singe likes to dye and wear bright red and orange clothing to suit her garish tastes.



..WANTED..

6500 NATLAW TASK REWARD FOR CAPTURE DEAD FOR CRIMES AGAINST THE PEOPLE OF PROVIDENCE.



© Dupras 1998

MNO'MAR - BLIGHTCROW - MUTATED, HANDLE WITH EXTREME CAUTION
FOR COLLECTION OF REWARD, CONTACT HAAK SAN BAZAA'S WATCHTOWER ACADEMY



Mno'mar was a Wird Weaver working in Haak San Bazaa when a new Blood-Spore epidemic broke out on a nearby island. Mno'mar volunteered to help the afflicted as a healer, and left for the infected fishing village. Idealism is reality's most frequent victim, however, and Mno'mar caught the contagion within a day. Although he would have lived for a couple of days at least, Mno'Mar pilfered the life energies of the dying to prolong his own life. He justified it to himself by saying these people were already dead. At that point, the hero inside Mno'mar died instantly.

Remarkably, Mno'mar's corruption was the swiftest known. Within a week, the nascent Blight Crow had stumbled upon or corrupted a handful of spells to extend his own existence at the cost of others. Ironically, Mno'mar never saw his own downward spiral or even acknowledged his new status as a Blight Crow. His mind went to incredible lengths to justify his actions. He tortured the villagers who survived the spores, not to get more Wird, but because he needed to see what made them immune to the contagion. He infected healthy candidates to study the course of the Blood Spores; he killed the afflicted prematurely to end their suffering, and he took the life energies of others because it was important he continue his research. If he died, then all his vital knowledge would be lost and Providence would be doomed. In essence, Mno'mar saw his actions as one enormous mission of mercy.

When a second group of Wird Weavers came to the village to help Mno'mar, they found it gutted by fire; there were no survivors and the Merchant Bands believed Mno'mar was among the casualties. Soon after, fires destroyed three small villages along the coast of the Crysarius. With no survivors to tell the tale, the burnt corpses revealed evidence of Blood-Spore infection. Sensing a pattern, the Merchant Bands sent scouts to investigate. Sure enough, Mno'mar had travelled from village to village to infect the populace and watch the experiment unravel. He murdered anyone trying to leave his "laboratory," then would burn the village down when his tests reached their conclusion. Unfortunately, the Merchant Bands failed to capture Mno'mar, who, realizing that others threatened his research, vanished into the Deep.

Mno'mar is still a healer in his own mind. He admits his techniques are brutal, but what are a million lives when he can save one? Resurfacing once a year or so, Mno'mar claims entire communities with his experiments before vanishing to study the results. Recognizers always arrive after the fact and find nothing but corpses and charred buildings. Blood Spores still infect Mno'mar, but his Wird prevents the toxic sedation and internal damage from killing him. It has not spared his appearance, however. The Blood-Spore seeds, corrupted by Mno'mar's dark spells, sprouted and germinated within him. In an odd display of symbiosis, the plants use Mno'mar to grow and develop while Mno'mar uses their life energies to sustain him. Those who have seen him say he looks like a decaying Green Person with wilting plants.

MNO'MAR

Troupial: Bat Profession: Blight Crow

CHARACTERISTICS

0 Coordination	-1 Strength	0 Constitution
2 Intelligence	1 Willpower	0 Psyche
-3 Appearance	-2 Charisma	3 Perception
2 Aura	30 Wird	
5 Body	5 True Body	16 Endurance

SKILLS

INNATE

3 Awareness	2 Body Language	1 Flight
3 Lang. - Bat	2 Stealth	3 Torture

LEARNED

3 First Aid	2 Meditation	2 Survival
-------------	--------------	------------

STUDIED

2 AK - Haak San Bazaa	3 AK - The Deep	2 AS - The Deep
4 Bio - Anatomy	3 Medicine	4 Surgery
1 Wird Lore	4 Wird - Casting	4 Wird - Air
4 Wird - Earth	4 Wird - Fire	4 Wird - Water

ABILITIES

Enhanced Sense, Hearing - Tier 1		
Enhanced Sense, Sonar - Tier 1		
Enhanced Sense, Touch - Tier 2		
Glider Membranes - Tier 2		
Level 4 Blight Crow (spells below)		
Acidic Touch	Animal Lore	Cause Disease
Drain Wird	Fog	Ignite
Slow Disease Self	Spark Touch	
Darkness of the Deep	Glyph	Magic Resistance
Rust	Shatter	Village Idiot
Acid Bolt	Decompose	Leech Wird
Alter Body - Others	Alter Body Self	Cause Disease

TRAITS

Abnormal Appearance - Wilted Green Person (-5)	
Bad Flyer	Behaviour - Distrustful
Behaviour, Ext - Analytical	Behaviour, Ext - Dedicated to research
Behaviour, Ext - In denial over existence	Behaviour, Ext - Stubborn
Behaviour, Ext - Wary of strangers	Behaviour, Ext - Vain
Caste Status - Fortuned	Impaired Sense, Sight (-5)
Light Sleep	Literate
Photographic Memory	Wird Sensitive

EQUIPMENT OF NOTE

MNO'MAR'S BLOOD SPORE SEEDS

In Mno'mar's mouth is a Blood-Spore seed pack. Like the flower of the same name, Mno'mar can spray the spores at will. This is how he infects his victims. Mno'mar's Blood Spores have the same range, statistics and effects listed in the Providence Main World Book (See page 206).



..WANTED..

5000 NATLAW TASK REWARD FOR CAPTURE ALIVE FOR CRIMES AGAINST THE ALLIANCE OF KINGS.



JODO ASSIR - WYLDER - WAYFARER COLLABORATOR
FOR COLLECTION OF REWARD, CONTACT CLIFF-SPIDER'S SENTINEL ACADEMY.



Jodo belongs to a Wayfarer group the Alliance is hunting. Members of his group are free citizens within the domains of the Merchant Bands. Wanted for terrorism, these Fallen try to liberate their brethren from the Alliance's caste-shackles. Unfortunately, to them any means justifies the end. Jodo Assir is one such Warrant. While he has taken no part in any direct confrontations with the Alliance, he is still a dangerous man. Jodo is an accomplished Wylder who teaches Wird through several underground schools. In essence the Alliance sees him as an agitator and weapons supplier for rebels.

Jodo grew up in Water-Sister, a city known for its moderate enforcement of the caste system. During his youth, Jodo's family served as attendants to Chapter Skoraa, a very liberal-minded family. Despite Jodo's Fallen status, the Ravens of Skoraa allowed him to take private schooling with their own children. It was here the young boy displayed a knack for Wird, and here where he received early tutelage. Unfortunately, House Dennagga, an Eagle family in Water-Sister, learned of the liberties that the Assir family enjoyed and lodged an official complaint. House Skoraa lost many allies over the incident, and while they were unwilling to fire the Fallen family, Jodo's parents knew their presence would only make life difficult for their kind employers. The Assirs fled to serve the Skoraa in Haak San Bazaa. Before leaving, however, Wayson, Jodo's closest friend, gave him a simple spell book as a gift. Jodo has carried it around ever since.

Jodo never forgot the treatment his family received under the caste system, nor the way it made him feel inferior. Upon reaching adulthood, Jodo journeyed back to Alliance territory to liberate the Fallen from the wasting ignorance imposed by the caste system. Secretly travelling between Cliff-Spider and Cry-Star, he taught people to read and opened underground schools for education. Although the Alliance arrested him on three different occasions, his crimes were not serious enough for prolonged incarceration.

After each jail term, Jodo grew bolder and more inspired to change the caste system. It was not until he began teaching Wird to his capable students, however, that the Wayfarers contacted him. In exchange for teaching them spells, the Wayfarers offered Jodo a stable network to educate more Fallen, safe-havens to hide from authorities, and the real opportunity to attack the caste system; Jodo agreed.

Since that decision, Jodo has trained dozens of Wayfarer rebels in the art of Wird and taught hundreds more how to read and write. His knowledge of low level spells is impressive, despite his lack of truly powerful effects. Jodo may not participate in violent acts, but he does support the Wayfarer's cause. Essentially, he arms dissidents with powerful weapons. His teachings are having an effect, enough so that the Alliance has upgraded his contract to the top twenty. Unfortunately, the Recognizers are having a difficult time catching this fish. The Fallen throughout Cry-Star and Cliff-Spider see Jodo as a father figure and will not betray him, and the Wayfarers will protect him at any cost.

JODO ASSIR

Troupial: Jackal **Profession:** Wayfarer Wylder

CHARACTERISTICS

0 Coordination	0 Strength	-1 Constitution
2 Intelligence	1 Willpower	1 Psyche
-1 Appearance	0 Charisma	1 Perception
2 Aura	27 Wird	
6 Body	6 True Body	12 Endurance

SKILLS

INNATE

1 Awareness	2 Bartering	2 CM - Dodge
3 Concealment	3 Oration	2 Scavenging
1 Stealth	4 Teaching	

LEARNED

2 First Aid	1 Hand to Hand	2 Lang - Wayfarer Code
1 Lip-Reading	2 Meditation	2 Streetwise

STUDIED

3 AK - Cliff-Spider	3 AK - Cry-Star	2 AK - Haak san Bazaa
2 Biology - Flora	2 History	2 Philosophy
2 Wird Lore	2 Wird- Casting	2 Wird - Air
2 Wird - Earth	2 Wird - Fire	2 Wird - Water

ABILITIES

Wylder Level 2

Armour of Air	Awaken Self	Bolt of Air
Detect Wird	Far Speaking	Fog
Ignite	Levitation	Light
Resist Cold	Resist Heat	Sandstorm
Spark Touch	Stone Missile	Weapon of Ice
Air Elemental	Analyze Wird	Bolt of Earth
Bolt of Water	Create Water	Darkness of the Deep
Flash	Flight	Glyph

TRAITS

Behaviour - Calm	Behaviour - Dignified
Behaviour, Ext - Dedicated to educating the Fallen	
Behaviour, Ext - Dedicated to ending Caste system	
Behaviour - Heroic	Behaviour, Ext - Protective of Fallen
Caste Status - Fallen	Contacts - Wayson, Chapter Skoraa (5)
Literate	Organization - Wayfarers (5)
Phobia, Ext - Confined Spaces	Poverty - Level 2
Reputation Among Fallen (+5)	Social Responsibility - Wayfarers (4)
Wird Sensitive	

EQUIPMENT OF NOTE

WAYSON'S GIFT

All the spells that Jodo knows come from this book, a gift from his childhood friend Wayson. It contains many first and second-level spells, but its true value is sentimental.



..WANTED..

5000 NATLAW TASK REWARD FOR CAPTURE DEAD OR ALIVE FOR CRIMES AGAINST THE ALLIANCE OF KINGS.



GANNATTA DR'KLIC - GUILD MASTER OF CRY-STAR'S THIEVES GUILD
FOR COLLECTION OF REWARD, CONTACT CRY-STAR'S SUN TALON ACADEMY.



As the Recognizers uncover more information on the Reaver's organization, they encounter more connections to leading criminal figures. Gannatta, the thieves' guild master for Cry-Star, is one such example. The Recognizers suspect her to be the organization's strongest figure outside of the Reaver herself.

Gannatta was an orphan at five years of age, after a cholera epidemic wiped out her entire family. Raised as a ward of Dragon House Dr'klic of Cry-Star, the young Bat learned the finer points of the Royal Court as an attendant for her matron and mentor, Earil the Tonguehook. Gannatta learnt the arts of blackmail, manipulation and bribery as part of normal life.

As Gannatta grew older, she tried to find a niche of power for herself. This proved impossible as the Dr'klic were fiercely competitive and far more skilled in diplomatic subterfuge than she. As luck would have it though, the Guild of Cartographers was desperately seeking support. Gannatta seized the opportunity and hammered out a deal with the new Guild Master, SIRRUS KHOHALL; in exchange for her House's favour, she wanted the Guild to help her gain power. SIRRUS put her in contact with the Reaver.

The Reaver and Gannatta met and discovered they shared many things in common, including mutual respect for each other's skills. Following their meeting, Gannatta worked under the Reaver for the following years, handling communications between the various thieves' guilds and smoothing organizational conflicts. The Reaver, satisfied with her protégé's progress, assigned Gannatta to head the failing Cry-Star thieves' guild. The Recognizers had recently swept through the guild, arresting or killing most of their hierarchy.

Using her "diplomatic" skills, Gannatta reorganized the thieves' guild of Cry-Star and averted a power struggle with the minor factions. Her main advantage was her adopted family. House Dr'klic had recently fallen after making too many enemies in the court, so Gannatta took in many of her family members and allowed them to work in her new criminal empire. This elite family foundation of talented Dragons solidified Gannatta's position within Cry-Star's underworld and stabilized her hold on the guild.

Because of Gannatta and the Dr'klic Dragons, Cry-Star's thief guild is one of the strongest factions of the Reaver's organization and the best-organized criminal guilds in the Alliance. Gannatta, despite her ambition, will not move against the Reaver; she made this decision out of respect rather than fear. Similarly, Gannatta has proven herself enough that the Reaver will not interfere in her business. She likes the way Gannatta is tending to matters.

GANNATTA

Troupial: Bat **Profession:** Thief Guild Master

CHARACTERISTICS

1 Coordination	0 Strength	1 Constitution
2 Intelligence	1 Willpower	1 Psyche
0 Appearance	1 Charisma	2 Perception
0 Aura	27 Wird	
7 Body	7 True Body	20 Endurance

SKILLS

INNATE

1 Acrobatics	3 Acting	2 Athletics
3 Awareness	2 Bartering	4 Body Language
4 Bribery	2 Camouflage	3 Charm
2 Climbing	2 CM - Disarm	3 CM - Dodge
3 CM-Parry	3 CM - Strike	3 Flight
2 Gambling	3 Intimidation	4 Lang. - Thieves Code
2 Small Talk		

LEARNED

3 Appraisal	2 Breakfall	3 Bureaucracy
2 Dance	2 Etiquette	2 Finance
3 Hand to Hand	2 Leadership	1 Melee
3 Missile Weapon	4 Streetwise	2 WS - Long Bow

STUDIED

4 AK - Cry-Star	3 AK - Under City	3 AS - Cry-Star
3 AS - Under City	2 History (Cry-Star)	

ABILITIES

Increased Sense Hearing - Tier 1
 Altered/Inhuman Sense Sonar - Tier 1
 Increased Sense, Touch - Tier 2
 Glider Membranes - Tier 2

TRAITS

Absolute Sense of Direction	Behaviour - Wary of Strangers
Behaviour, Ext - Cynical	Behaviour - Distrustful
Behaviour, Ext - Sarcastic	Caste Status - Fortuned
Contact - SIRRUS KHOHALL (7)	Good Flyer
High Pain Threshold	Impaired Sense, Sight (-2)
Light Sleeper	Literate
Organization - The Reaver (7)	Reputation - Thief Guild master (-3)
Wealthy (6)	

EQUIPMENT OF NOTE

GANNATTA'S BRACERS

Gannatta owns two magical bracers that she always wears. The first bracer unfolds and forms into a longbow at her command, while the second carries 10 magically enhanced arrows (+2 to hit). In either bracer, arrow or bow form, the items have a BPV of 25. The longbow causes normal damage 3/6/9/12.



..WANTED..

5000 NATLAW TASK REWARD (EACH) FOR CAPTURE DEAD OR ALIVE FOR CRIMES AGAINST THE PEOPLE OF PROVIDENCE.



© Dupras 1998

FEATHER & STONE, A.K.A. GADRO AND SADRAM NAZRO - SHARDS - ASSASSINS
FOR COLLECTION OF REWARD, CONTACT HAAK SAN BAZAA'S WATCHTOWER ACADEMY.



Nobody feels comfortable around these twin Gargoyle Shards. Identical in every manner, they are aloof and humourless. The twins are, however, topnotch mercenaries with no evident moral compunctions; they have rarely failed an assignment and are in high demand.

Born Gadro and Sadram Nazro of Troupial Gargoyle, the two boys displayed none of their racial stereotypes. While most Gargoyles were aggressive, the Nazro twins simply watched and remembered any slights against them. While Gargoyles were straightforward and honest, the twins played games with their identities. By the time the twins were seven, the other Gargoyles believed that even their mother had lost track of which son was which.

As Gadro and Sadram grew older, they acted more alike. Both answered to either name and they even went as far as wounding themselves to share each other's scars. Frustrated by the twin's actions, several tribesmen finally decided to teach the two a lesson by branding them. Their efforts failed as Gadro and Sadram experienced their Epiphany. They were more than capable of handling their assailants. The twins killed four of the tribe's best warriors, then razed the entire village. Those who survived fled to the neighbouring communities and warned them of the twins. Unfortunately, by the time revenge parties had returned, the two Shards had already left.

The twins survived in seclusion over the next five years, living in the Tyon Expanse and relying on each other. They eventually entered Haak San Bazaa and offered their services to local guilds as enforcers. It did not take them long to earn a reputation as efficient mercenaries. Strangely enough, as is always the case with Gadro and Sadram, they rarely remained employed with one group or another for long. As their reputation grew, it became easier for them to obtain assignments regularly. The two were in high demand as Shard troubleshooters who were unafraid to tackle Recognizer, Watcher and Guild targets.

Following the assassination of a Rat Drummer, the Guild of Drummers issued a contract on Gadro and Sadram. The twins, realizing the Recognizers would be the first to come after them, decided to preempt the bounty hunters by hitting them first. They killed four Recognizers in Haak San Bazaa, and killed two more Drummers in the following week. The Recognizers increased the priority of the Warrant on Gadro and Sadram.

The Reaver has considered replacing Singe with Feather and Stone, a nickname others have given the twins. Unfortunately, the main stumbling block is the twins' preference on remaining freelance agents and the Reaver's policy of hiring people on an exclusive basis. The Reaver, however, has deduced that Feather and Stone's insistence on independence may stem from a need to remain mysterious. She is working on an arrangement that will be satisfactory.

FEATHER & STONE

Troupial: Gargoyle **Profession:** Shard Mercenaries

CHARACTERISTICS

1 Coordination	9 Strength	2 Constitution
-1 Intelligence	0 Willpower	0 Psyche
-1 Appearance	0 Charisma	0 Perception
1 Aura	33 Wield	
23 Body	10 True Body	24 Endurance

SKILLS

INNATE

2 Athletics	2 Awareness	1 Bartering
3 CM - Coordinate	3 CM - Charge	2 CM - Dodge
2 CM - Grapple	1 CM - Parry	3 CM - Strike
1 CM - Throw	3 Intimidation	
3 WS - Drummer's Hammer		

LEARNED

3 Hand to Hand	3 Melee	1 Multiple Strike
2 Streetwise	3 Survival	

STUDIED

2 AK - Tyon Expanse	2 AK - Haak San Bazaa
2 AS - Tyon Expanse	1 Bio - Flora & Fauna

ABILITIES

Armour - Tier 1

Bite - 3 points Hard Damage

Wings - Tier 1

Feather's Shard Powers

Increase Size, self, Permanent - Tier 3

Decrease Density, Others - Tier 6

Stone's Shard Powers

Increase Size, self, Permanent - Tier 3

Increase Density, Others - Tier 6

Note: Feather uses his power to weaken opponents while Stone will augment his brother's density to make him stronger.

TRAITS

Abnormal Appearance - Twins (-1)

Bad Flyer

Behaviour - Enjoy slaying Drummers

Behaviour, Ext - Humourless

Combat Reflexes

Contacts - GM's discretion (+5)

Heavy Boned

Abnormal Appearance - 12 feet tall (-5)

Behaviour - Calm

Behaviour - Hard-nosed

Caste Status - Blessed

Contact - The Reaver (7)

Enemy - The Drummers (-8)

High Pain Threshold

EQUIPMENT OF NOTE

THE DRUMMERS' HAMMERS

Feather and Stone each use hammers stolen from murdered Drummers. They have a collection of three thus far, and plan to collect more.



..WANTED..

7500 NATLAW TASK REWARD FOR CAPTURE DEAD FOR CRIMES AGAINST THE ALLIANCE OF KINGS.



REDBORN - SHARD - SERIAL KILLER
FOR COLLECTION OF REWARD, CONTACT CLIFF-SPIDER'S SENTINEL ACADEMY.



Redborn is exactly that, a Swan born with red skin instead of the customary black or white pigmentation of his Troupial. Redborn was also different from other Swans in that he lacked their artistic grace and empathic insight. Worse yet, he decided at a young age that the woman he wanted to spend his monogamous life with was his own mother, a winged Dove. Once that idea set, he was never able to find companionship with anyone else.

As Redborn grew older, the need to be with his mother became an overwhelming desire. By 19 years of age, when he was no longer able to contain himself, he raped and killed his mother. He then cannibalized her remains. A Watcher patrol, responding to reports of screaming, entered Redborn's home and found the young Swan. Enraged at what he saw, the lead Watcher sank his blade deep into Redborn's chest, but the young man simply stood there, grinning. Redborn had evidently undergone his Epiphany during the bloody rite and was completely mad. He slaughtered the two Watchers and left before another patrol could arrive.

Redborn has been free for the last six years, hiding in Cliff-Spider's labyrinth caverns and tunnels like a nightmare in a child's mind. He believes his powers are a gift of his mother's love and tries to recreate his act of horror. To this end he stalks winged Dove women, then rapes, murders and cannibalizes them. Redborn has killed twenty one people and brutalized six women thus far.

Because Redborn kills Pure caste women, there has been a great outcry from noble Houses. The Alliance gave the contract to the Recognizers; unfortunately, they have been unable to stop Redborn for the last three years. The few times people manage to apprehend him, they can never do enough damage to incapacitate the insane Swan. Redborn either escapes, almost instantly healing the wounds, or he attacks his pursuers and kills them. To aggravate matters, Redborn knows Cliff-Spider's labyrinth tunnels by heart. He has discovered empty pockets, abandoned passages and forgotten caverns where he can hide. This unparalleled knowledge allows Redborn access to any part of Cliff-Spider, including certain sectors of the Royal Domains. If the bounty hunters do not catch Redborn quickly, Regent Caiylus will have no other option but to ask the Archers to hunt down the powerful Shard.

Fortunately, Redborn has no allies. His particular brand of madness drives everyone to hunt him. Redborn does not need allies, however. He knows his way through the Crysarius Bridge Spire and may be the only person who can travel beyond the three-mile ceiling mark at which the city ends. If so, he could be beyond the reach of most Recognizers. Consequently, some have suggested bringing Redborn into the open by using a winged Dove as bait. Because no volunteers have come forward as of yet, the Recognizers may resort to altering a Shard to look like a potential victim.

REDBORN

Troupial: Swan Profession: Insane Shard

CHARACTERISTICS

1 Coordination	0 Strength	0 Constitution
2 Intelligence	1 Willpower	-2 Psyche
2 Appearance	-3 Charisma	1 Perception
1 Aura	27 Wird	
5 Body	5 True Body	16 Endurance

SKILLS

INNATE

2 Athletics	3 Awareness	1 Body Language
3 Climbing	3 CM - Dodge	2 CM - Strike
4 Concealment	2 Flight	2 Scavenging
3 Stealth	2 Weapon Skill	

LEARNED

2 Breakfall	2 Melee	2 Survival
-------------	---------	------------

STUDIED

4 AK - Cliff-Spider	3 AK - Crysarius Spire	3 AS - Cliff-Spider
3 AS - Crysarius Bridge		

ABILITIES

Wings - Tier 3
Regeneration, Permanent - Tier 5
Running - Tier 2

TRAITS

Abnormal Appearance - Blood-Red Skin (-5)	Absolute Sense of Direction
Behaviour - Emotional	Behaviour - Must kill Pure female Doves
Behaviour, Ext - Malicious	Behaviour, Ext - Monogamous
Behaviour, Ext - Psychotic	Caste Status - Pure
Enhanced Sense, Hearing (5)	Good Flyer
Phobia - Lose powers if he doesn't kill (-5)	Poverty - Level 10
Reputation - Psychotic murderer (-5)	

EQUIPMENT OF NOTE

DOVE FEATHERS

Redborn keeps a handful of feathers from each of his Dove victims as a memento of his crimes. They are his prized possessions.



..WANTED..

7000 NATLAW TASK REWARD FOR CAPTURE **DEAD OR ALIVE** FOR CRIMES AGAINST THE ALLIANCE OF KINGS.



© Dupras 1998

KANNOREESE - TORTURER AND CO-CONSPIRATOR WITH THE EXILE JENOBAY MIT'ANG
FOR COLLECTION OF REWARD, CONTACT CRY-STAR'S SUN TALON ACADEMY.



While Kwaiyun, the rogue Eagle knight, is innocent of any wrong doings, Kannoreese is the opposite. While working as Jenobay's Chief Confessor, Kannoreese questioned Alliance prisoners, also practicing illegal torture in a special sanctum known only to Jenobay and himself.

Although Kannoreese was born of Eagle blood, he disgraced his family by possessing three-taloned hands, and was therefore not Pure. Although his family never abandoned him, Kannoreese felt emotionally ostracized from his parents and siblings. He grew up with an inferiority complex and always managed to injure himself as a child. As he grew older, the accidents turned to deliberate injuries and finally to self-flagellation. Kannoreese was attempting to atone for whatever affliction he felt made his parents hate him.

Upon reaching adulthood, Kannoreese tried to find his self-worth in the lost religions. They never offered him the solace he sought, however, and he could never drive away his self-loathing. The young Eagle eventually drifted from religions to cults until, finally, the cult of Veckull found him. Under a priest named Go'kha, who encouraged his self-mutilating rites, Kannoreese embraced Veckull as his new goddess and found a cult that justified his pain. The cult practiced orgiastic rites, ritual murder and drug consumption, followed by self-flagellation and group torture. Kannoreese, already an expert with his own pain threshold, discovered he administered torture with a skilful hand. His cult brethren and sisters soon turned to him to conduct all pain rites.

Kannoreese never displayed much Wird talent, and therefore never learnt any spells. He was more interested in the study of pain. The Blight Crows who worshipped Veckull, however, appreciated his knowledge of torture and did much to educate him in the anatomy of people and animals. He soon participated in the dark rituals of various Blight Crows and used slow torture to extract Wird from his victims. After decades of practice, Kannoreese was a master of his craft and a high priest to Veckull. That is when he met Ichabbel, a powerful Blight Crow.

Ichabbel was looking for a torturer to help his new protégé, Jenobay. Kannoreese agreed to help, and after months of tutoring the regent, he joined Jenobay's employ as Confessor. Following Jenobay's fall from grace, when all associates of the ex-regent were under suspicion of corruption, Kannoreese managed to escape the Watchers by staying hidden in his secret sanctum. The cult of Veckull swiftly hid their chief torturer.

Since then, Kannoreese continues to worship Veckull, and enjoys plying his craft on the innocent. While there is little of the past to concern him, he has heard a rumour that Jenobay's ex-bodyguard Kwaiyun is out to avenge his name by killing him. Kannoreese is preparing for the confrontation by sending cultists to capture Kwaiyun. He wants to see how many years it takes to slowly kill a man.

KANNOREESE

Troupial: Eagle **Profession:** Confessor for Jenobay/ Torturer

CHARACTERISTICS

2 Coordination	1 Strength	2 Constitution
2 Intelligence	1 Willpower	-2 Psyche
-1 Appearance	-1 Charisma	2 Perception
0 Aura	30 Wird	
7 Body	7 True Body	24 Endurance

SKILLS

INNATE

1 Acting	2 Awareness	3 Body Language
2 CM - Dodge	3 CM - Strike	2 Intimidation
1 Oration	2 Small Talk	2 Teaching
5 Torture	3 WS - Torture Blade	

LEARNED

3 Animal Husbandry	3 First Aid	2 Hand to Hand
2 Meditation	2 Melee	

STUDIED

4 Bio - Physical Anatomy	3 Bio - Fauna	2 History
3 Philosophy	2 Politics	2 Psychology
3 Resist Pain	3 Surgery	1 Wird Lore

ABILITIES

Wings - Tier I
Increased Sense, Sight - Tier I
Claws - 3 point Attack

TRAITS

Abnormal Appearance - Scarred (-2)	Bad Flyer
Behaviour - Deceptive	Behaviour - Cowardy
Behaviour - Verbose	Behaviour - Excited by pain
Behaviour, Ext - Arrogant	Behaviour, Ext - Malicious
Caste Status - Blessed	Enhanced Sense, Hearing (1)
High Pain Threshold	Light-Sleep
Literate	Organization - Cult of Veckull (3)
Reputation - Corrupt Torturer (-4)	Wealthy (4)

EQUIPMENT OF NOTE

TORTURE BLADE

Kannoreese uses a special crystal dagger as a torture tool and a weapon. The blade's serrated edge is web-thin, allowing it to slice into material and flesh with little resistance. The blade does 2/4/6/8 damage, and has a BPV of 23.



..WANTED..

6000 NATLAW TASK REWARD FOR CAPTURE **ALIVE** FOR CRIMES AGAINST THE ALLIANCE OF KINGS.



© Dupras 1998

ALLIKER - SHARD - KING OF THE MOCKINGBIRDS
FOR COLLECTION OF REWARD, CONTACT CLIFF-SPIDER'S SENTINEL ACADEMY.



The Recognizers hunt most Warrants for acts of treason or murder. Alliker, on the other hand, is the Recognizers' oldest contract. Many Recognizers consider him to be a trophy to win rather than a bounty to collect. Unlike other Warrants, Alliker has never murdered anyone or done anything worse than pinch someone's money-purse. In the last century, however, few Recognizers have gotten close to catching this whimsical thief. His contract is now merely a test for agents who believe they can catch the best.

Alliker has many different claims to fame, including the title of King Mockingbird. Mockingbirds also use of his name to describe diversionary props. Furthermore, Alliker once stole a kiss from Regent Caiylus while impersonating her court jester, and managed to kiss King Raldowin IV shortly after that. Despite his seemingly innocuous nature, Alliker has also robbed countless noblemen of their jewellery, stolen the hearts of many young maidens and donated all he stole to the Fallen. To the lower castes he is a hero and even a legend; to the nobility, he is a nuisance.

Alliker is not one person, but a family line of Mockingbirds within Troupial Jackal. Over the century there have been four Allikers, all of whom have escaped capture. The current incarnation is Bealzy Corro, an extremely talented Mockingbird with the added benefit of Shard powers that boost his Strength, Constitution and Coordination. Like all Allikers before him, Bealzy is a good-natured man, if not a bit of a scoundrel. Unlike his predecessor, however, this Alliker is happily married and not interested in pursuing any young maidens.

As tradition dictates, Bealzy robs the rich for the benefit of the poor. He rarely keeps what he takes, and always gives his loot to the poorest of the community. Even if the Fallen knew who Alliker was, nobody would willingly help capture him. Alliker also has a special fondness for children, Pure and Fallen alike, and will perform for their amusement. Several less-scrupulous bounty hunters have tried using this to their advantage, only to be royally embarrassed at the hands of King Mockingbird.

Alliker senses the competition with the Recognizers and baits them "just for the chase." He is rarely disappointed. The Recognizers also admire and respect this Mockingbird. Many Recognizers will not admit this, but they would probably release Alliker if they were fortunate enough to capture him.

ALLIKER

Troupial: Jackal **Profession:** Mockingbird

CHARACTERISTICS

16 Coordination	4 Strength	16 Constitution
2 Intelligence	0 Willpower	2 Psyche
0 Appearance	1 Charisma	1 Perception
0 Aura	72 Wird	
25 Body	23 True Body	80 Endurance

SKILLS

INNATE

3 Acrobatics	2 Acting	1 Athletics
3 Bartering	2 Bribery	2 Camouflage
2 Charm	2 Climbing	2 CM - Disarm
2 CM - Dodge	1 CM-Parry	1 CM - Throw
3 Concealment	2 Disguise	3 Escape Artist
1 Imitation	3 Jumping	1 Oration
1 Scavenging	1 Stealth	2 WS - Throw Globes

LEARNED

2 Breakfall	3 Pick Pocket	3 Sleight of Hand
3 Streetwise	1 Thrown Weapon	

STUDIED

2 AK - Exodus Plains	3 AK - Cliff-Spider	2 AS - Cliff-Spider
2 Chemistry		

ABILITIES

Modify Characteristic Coordination, Permanent - Tier 5
 Modify Characteristic Constitution, Permanent - Tier 5
 Modify Characteristic Strength, Permanent - Tier 2

TRAITS

Absolute Sense of Direction	Ambidexterity
Behaviour - Charming	Behaviour - Courageous
Behaviour; Ext - Confident	Behaviour; Ext - Jovial
Behaviour; Ext - Loves children	Behaviour; Ext - Practical Joker
Contacts - Various Mockingbirds (7)	Contacts - Fallen (5)
Caste Status - Fallen	Combat Reflexes
Double Jointed	Poverty (-2)
Reputation - King of Thieves (-6)	Secret ID

EQUIPMENT OF NOTE

ALLIKER'S THROW-GLOBES

Alliker uses brightly coloured and decorated throw-globes against opponents; it is his trademark move. During intense battles, however, Alliker has five special globes that explode into a brief but intense light. He can make these flash globes through his rudimentary Chemistry skill. They are equivalent to a Tier 2 flash effect (see the power Light Control in Providence Main Rule Book page 139).



..WANTED..

8500 NATLAW TASK REWARD FOR CAPTURE **DEAD OR ALIVE** FOR CRIMES AGAINST THE PEOPLE OF PROVIDENCE.



ICHABEL - BLIGHTCROW - CO-CONSPIRATOR WITH THE EXILE JENOBAY MIT'ANG
FOR COLLECTION OF REWARD, CONTACT CRY-STAR'S SUN TALON ACADEMY.

Ichabbel the Raven is a powerful individual, possibly one of the most dangerous Blight Crows in Providence. He was skilled enough to seduce Jenobay and cunning enough to remain free. Worse yet, the Alliance knows nothing about him save his name. Before Jenobay had arrogantly allowed Ichabbel's name to slip before a Confessor, the Alliance had never heard of this Blight Crow. Newly-appointed Regent Caiylus demanded that the royal archivists find some reference to this "Ichabbel." They found eleven confessions made during the last twenty years from other Blight Crows that all mentioned Ichabbel during the interrogation; none of these Blight Crows elaborated on the man other than to speak his name with awe and reverence. Regent Caiylus issued a contract on reputation alone.

Ichabbel is real, but he is more than people know. This enigmatic Raven was a Warden in Bone-Wail under House Tritatia. Like his mother before him, Ichabbel was a member of the Soonadi, a group of cultist-spies who worshipped Elarian with ecstatic fervour. Ichabbel's Hawk father, however, was of Warden House Jalastakar, practitioners of Wird who used Blight spells to create the Ward Dogs and Ravagers.

Under the tutelage of both parents, Ichabbel was well-educated, sharp, quick-witted and fanatically loyal to Bone-Wail. Ichabbel impressed Elarian enough that the Warden tailor-made an assignment to capitalize on the young Raven's skills. Ichabbel was to enter Alliance and Merchant Band territories, possibly for the rest of his life, and use his abilities to turn influential people into Blight Crows, essentially to undermine Bone-Wail's enemies.

Warden Elarian never thought Ichabbel would succeed in corrupting a regent, or that it would have profound and broad effects for the Alliance. Even without this accomplishment, however, Ichabbel has fared as well as Bone-Wail expected. He has corrupted several influential Wylders and Wird Weavers along the way and even has a Merchant Band family under his thrall. Ichabbel is also a member of the Cult of Veckull and has converted a sect of Ravens in Haak San Bazaa to the dark goddess' worship. This has allowed him access to the Raven's Grand Repository, a font of priceless information.

If this seems fortuitous for Warden Elarian and Bone-Wail, it is not. Ichabbel has found greater power outside the Wardens and now follows a new cult, the Cult of Veckull. Those who know of him say he has seen Veckull herself, and switched allegiances following this revelation. Under the cult, Ichabbel's potential for evil is limitless. He dreams of a throne built of corpses, palaces of bones and fountains of blood. He can see a place so corrupted that every mortal breath draws in burning draughts of sulphuric air. The black sun in this world's sky would draw away life rather than offer it. This is the world Ichabbel desires, and this is the place he tries to create by corrupting others. If this serves Warden Elarian's needs for the time being, then so be it; he'll use him for as long as necessary.

ICHABEL

Troupial: Raven **Profession:** Blight Crow

CHARACTERISTICS

1 Coordination	-1 Strength	-1 Constitution
2 Intelligence	2 Willpower	2 Psyche
0 Appearance	2 Charisma	1 Perception
2 Aura	27 Wird	
7 Body	7 True Body	12 Endurance

SKILLS

INNATE

1 Acting	2 Awareness	1 Bartering
1 Body Language	1 Bribery	3 Charm
1 Concealment	2 Disguise	1 Flight
2 Intimidation	2 Quick Study	1 Stealth
1 Teaching	3 Torture	

LEARNED

3 Meditation	2 Strategy	1 Streetwise
--------------	------------	--------------

STUDIED

3 AK - Bone Wail	2 AK - Cry-Star	2 AK - Cliff-Spider
3 AS - Bone Wail	2 Bio - Physical Anatomy	1 Chemistry
2 History	2 Medicine	1 Philosophy
2 Psychology	2 Resist Pain	2 Wird Lore
3 Wird - Casting	3 Wird - Air	3 Wird - Earth
3 Wird - Fire	3 Wird - Water	

ABILITIES

Level 3 Blight Crow

Acidic Touch	Awaken Self	Blur
Cause Disease	Detect Wird	Drain Wird
Fog	Ignite	Infravision
Levitation	Resist Heat	Resist Pain
Spark Touch	Weapon of Ice	
Darkness of the Deep	Extinguish Flame	Flight
Glyph	Leave Message	Magic Resistance
Rust	Reflexes of the Rilbec	Shatter
Wilder-beast's Skin		
Acid Bolt	Counter Spell	Decompose
Leech Wird		

TRAITS

Ambidexterity	Behaviour - Calm
Behaviour - Confidant	Behaviour - Curious
Behaviour - Distrustful	Behaviour - Malicious
Behaviour, Ext - Arrogant	Behaviour, Ext - Deceptive
Behaviour, Ext - Dedicated to Veckull	Contact - Warden Elarian (8)
Caste Status - Pure	Deep Secret - Warden Spy (-5)
Enhanced Sense, Sight (+5)	Literate
Organization - Cult of Veckull (3)	Organization - Wardens (5)
Reputation - Mystics (2)	Wealthy (2)

..WANTED..

7500 NATLAW TASK REWARD FOR CAPTURE DEAD OR ALIVE FOR CRIMES AGAINST THE PEOPLE OF PROVIDENCE.



© Dupras 1998

CARCASS, A.K.A. KHRACK DH'OON - SHARD - BODYGUARD OF THE REAVER
FOR COLLECTION OF REWARD, CONTACT HAAK SAN BAZAA'S WATCHTOWER ACADEMY.

Carcass was born Khrakk Dh'oon, and a member of the Stone-Drop tribe, the largest Gargoyle tribe in Providence. As a typical member of his Troupial, Khrakk demanded honesty and loyalty from his friends. His standards, however, were far more demanding than what most expected. He took offense at the most innocuous statements, and abandoned those who he believed had wronged him. It was difficult for Khrakk to keep acquaintances, and he spent most of his time alone.

When Khrakk's powers erupted, he took leave of his tribe and journeyed to Cry-Star to join the fabled Drummers. He had heard of them through reputation alone; they were supposed to be forthright, noble and, most of all, honest. Believing he could find in them the qualities that other people lacked, he petitioned the Drummers for membership. Although it took a good while to debate his case, the Drummers invited him into the Guild, where he trained and served over the next seven years.

Eventually, Khrakk found himself alienated from his own Guild much as he had been from his tribe. The Drummers were not the pinnacle of truth or honesty he expected. In pursuit of a little lie called nobility, they were deluding themselves by fighting against their base nature. They espoused virtue yet participated in a caste system that discriminated against the weak, and that was something Khrakk could not condone. Following this realization, he met the Reaver. She had heard of a disenchanting Drummer causing problems within the Guild, and wanted to know if he sought employment. Khrakk and the Reaver spent hours talking, enough time for the Reaver to convince the Gargoyle Drummer to join her organization. The crux of her argument was that criminals were essentially true to their nature. They did what suited them, they followed their own laws and did not bow down to the Alliance's deceptive code of ethics. While everyone had their share of falsehoods, criminals, like the Reaver, followed their own laws. They were true to themselves.

Khrakk, now calling himself Carcass, defected to the Reaver's organization as her bodyguard and enforcer. He also kept his Drummer's hammer, earning him the enmity of the Drummers as a traitor and a thief. Khrakk does not care, however, in his mind, he is a forthright individual. While this Gargoyle still alienates everyone around him, he enjoys serving the Reaver. She is brutally honest and direct, and she makes no excuses for whom she is. She also allows Carcass to do what he wishes, and places no constraints on him other than to be careful. Fortunately, Carcass is a quiet individual outside his duties, and has yet to betray his location or compromise the organization through his actions. He will not do anything to hurt the Reaver, who has become his best ally. Carcass, in turn, has become the Reaver's confidante and knows many of her secrets, including knowledge of a place called the Mirror Labyrinth (see the Reaver for more information).

CARCASS

Troupial: Gargoyle **Profession:** Bodyguard to The Reaver

CHARACTERISTICS

0 Coordination	19 Strength	18 Constitution
-1 Intelligence	1 Willpower	0 Psyche
-1 Appearance	0 Charisma	2 Perception
0 Aura	54 Wird	
34 Body	26 True Body	72 Endurance

SKILLS

INNATE

3 Athletics	3 Awareness	1 Bartering
1 Body Language	2 Climbing	4 CM - Charge
3 CM - Disarm	3 CM - Dodge	2 CM - Grapple
2 CM - Parry	4 CM - Strike	2 CM - Throw
3 Intimidation	2 Sprinting	1 Swimming
2 WS - Drummer's Hammer		

LEARNED

1 Animal Husbandry	2 Battle Tactics	1 Breakfall
3 Hand to Hand	3 Melee	2 Multiple Strike
2 Survival		

STUDIED

2 AK - Green Barrens	2 AK - Haak San Bazaa	2 Politics
----------------------	-----------------------	------------

ABILITIES

Horns - 3 points Soft damage
 Bite - 3 points Hard damage
 Wings - Tier 3
 Armour, Permanent - Tier 2
 Increase Density/ Self, Permanent - Tier 4
 Modify Characteristic Strength, Permanent - Tier 3
 Modify Characteristic Constitution, Permanent - Tier 3

TRAITS

Absolute Sense of Direction	Bad Flyer
Behaviour - Aggressive	Behaviour - Confidant
Behaviour - Cynical	Behaviour - Hard-Nosed
Behaviour - Likes to be close to nature	Behaviour - Stubborn
Behaviour, Ext - Dedicated to The Reaver	Behaviour, Ext - Honest
Behaviour, Ext - Protective of The Reaver	Caste Status - Pure
Combat Reflexes	Contact - The Reaver (7)
Enemy - The Drummers (-8)	Enhanced Sense, Hearing (+5)
High Pain Threshold	Organization - The Reaver (5)
Reputation - Barbaric/Violent (-3)	Wealthy (3)

EQUIPMENT OF NOTE

CARCASS' HAMMER

Carcass still owns and uses his Drummer's hammer. This has put him at odds with the Drummers, who now see him as a traitor.

..WANTED..

7000 NATLAW TASK REWARD FOR CAPTURE DEAD FOR CRIMES AGAINST THE PEOPLE OF PROVIDENCE.



© Dupras 1998

VAPOUR, A.K.A. TADIA KILOTAR - SHARD - GUILD OF DUSK ASSASSIN
FOR COLLECTION OF REWARD, CONTACT BASTION'S SLEEPLESS EYE ACADEMY.



Tadia Killotar was kidnapped when she was a child and raised by the Guild of Dusk. Guild members trained Tadia in her abilities to become smoke and create a vacuum. Although her powers were never as overt as many other assassins, they were deadly nonetheless and subtle enough for the Guild's more delicate assignments.

The Guild of Dusk also trained Tadia to be a pleasure assassin, seducing targets before killing them. They also taught her to impersonate a man. Through a Guild Shard named Facade, Tadia's identity and gender changed from assignment to assignment; nobody has ever caught her or even identified her as the same person twice. The only reason the Recognizers know they are hunting one assassin and not a dozen is because of Tadia's signature mark; she finishes off her victims with her Vacuum power.

Like most members within the Guild, Tadia only knows her trainers and the other assassins she grew up with. Dusk, the founder of the guild, compartmentalized the entire organization into tiny cells. She receives her orders from spell-words that appear on the walls of her home, and learned a long time ago not to ask questions.

Over the recent years, Tadia has grown dissatisfied with the Guild. She is tired of killing people and living lives that are not her own. Unfortunately, while she has considered various methods of escape, none were viable until recently. If she tried to surrender to authorities, Dusk would find a way of killing her; if she fled, the Guild would track her down; if she deliberately failed at too many assignments, the assassins would kill her as a liability. While considering her options, inspiration struck when Facade commented that it was becoming easier to manipulate Tadia's form. Tadia realized that if she could maintain her altered form even after returning from a gaseous state, then what prevented her from trying to alter her own appearance when she turned to gas or revert back to a prior disguise. With her new identity, she could leave the Guild forever, and they would never know who she had become.

After months of trying, Tadia only recently succeeded in making cosmetic alterations to her face. While she knows it will take another few years to master full changes to her form, this bit of hope has rejuvenated her weary soul. Meanwhile, Tadia, or Vapour as the Recognizers have coined her, continues to assassinate people for the Guild of Dusk. She is no longer as concerned with completing her assignments as she is with surviving the next few years. This attitude may affect her performance in future assassinations, but it has not been a factor yet.

VAPOUR

Troupial: Hawk **Profession:** Guild of Dusk

CHARACTERISTICS

2 Coordination	-1 Strength	1 Constitution
1 Intelligence	1 Willpower	2 Psyche
1 Appearance	0 Charisma	1 Perception
1 Aura	30 Wird	
8 Body	8 True Body	20 Endurance

SKILLS

INNATE

3 Acting	2 Awareness	1 Bartering
2 Body Language	1 Bribery	2 Camouflage
3 Charm	1 Climbing	3 CM - Dodge
2 CM - Strike	1 CM - Throw	3 Concealment
2 Disguise	1 Flight	1 Imitation
2 Quick Draw	3 Quick Study	3 SP - Vacuum
3 Small Talk	2 Stealth	2 WS - Dagger

LEARNED

1 Appraisal	1 Artistic Expression	2 Breakfall
2 Dance	2 Etiquette	2 Hand to Hand
2 Lip-Reading	4 Melee	1 Multiple Strike
2 Sleight of Hand	2 Streetwise	2 Thrown Weapon

STUDIED

2 Bio - Flora (poisons)	2 Bio - Fauna (poisons)	2 Chemistry (poisons)
-------------------------	-------------------------	-----------------------

ABILITIES

Glider Membranes - Tier 1
 Claws - 3 point Hard damage
 Increased Sense, Sight - Tier 1
 Change Shape - Tier 1
 Gaseous Form, Reduced Wird Drain - Tier 5
 Vacuum, Reduced Wird Drain - Tier 6

TRAITS

Absolute Sense of Direction	Ambidexterity
Behaviour - Charming	Behaviour - Curious
Behaviour, Ext - Competitive with Hawks	Behaviour, Ext - Deceptive
Behaviour, Ext - Distrustful	Behaviour, Ext. - Wants to quit Dusk
Caste Status - Fortuned	Combat Reflexes
Deep Secret - Wants to quit (-2)	Double-jointed
Light Sleep	Literate
Organization - Guild of Dusk (2)	Phobia - Secret being uncovered (-2)
Secret I.D.	Wealthy (1)

EQUIPMENT OF NOTE

TADIA'S DAGGER

Tadia uses a dagger that does normal damage, but has a BPV of 20, and can administer a poison of Tadia's making. This is her standard poison type: 10 points of Soft damage per round for 6 rounds



..WANTED..

9000 NATLAW TASK REWARD FOR CAPTURE DEAD OR ALIVE FOR CRIMES AGAINST THE ALLIANCE OF KINGS.



© Dupras 1998

STRIKE, A.K.A. CHORAL QUOA - SHARD - WAYFARER CAPTAIN
FOR COLLECTION OF REWARD, CONTACT CLIFF-SPIDER'S SENTINEL ACADEMY.



As is true for most Fallen, Strike has seen his fill of injustice; unlike his lower-caste brethren, however, Strike is willing to go to extremes to rectify the situation. Raised in Sun Guard, Strike, born as Choral Quoa, lived all his life around Wayfarers. Both parents belonged to a rebel cell and neither hid their affiliations from their children. Choral grew up despising the caste system.

Over the years, Choral watched his two siblings fall in raids against Alliance targets. His mother was also captured by Recognizers and his father died while trying to rescue his wife from the dungeons. In Choral's mind, not only did the Alliance rob him of his dignity, they also took his immediate family from him. Choral, however, was not without relatives. His uncle was none other than Kyle Stronghammer, better known as War, a Shard leader of the Wayfarers outside the Alliance territory. Under his uncle's tutelage, Choral joined the Wayfarers and has served ever since.

The death of Choral's mother in prison served as the catalyst for his Epiphany. The rain of electricity from his wailing body was so tremendous that it brought recruiters from the Guild of Archers to his front door the next day. Choral displayed his power by blasting the unprepared Archers, then vanished underground before the smoke even cleared. With his newly found abilities and a thirst for vengeance, Choral launched a string of guerilla assaults against Alliance targets. Many innocents died over the following weeks, and the count seemed destined to rise until Arturia Sanquade, the Archer Guild mistress, finally stopped and nearly killed the Wayfarer Shard. Choral escaped the confrontation only because the visiting War intervened and held off the Guild mistress.

Following the fight with Arturia, Choral learned to control his temper and power. His thirst for vengeance remained, however. Over the years, Strike, as he has christened himself, has become a valued asset to the Wayfarers. He is the captain of one of two Wayfarer clusters in Cliff-Spider and is in charge of training their Shards. Despite this, Strike and War are feuding over the direction of their rebellion, and this is causing a rift between them. With the recent Lost Tribe problems, both men realize the Alliance needs the Wayfarers. War, on the advice of the Anodynes, is adopting a softer stance toward the Alliance and is willing to negotiate. Strike, on the other hand, believes that the time to strike is now. He believes that the Wayfarers can make their enemy capitulate through force.

While this dispute has not turned into open conflict yet, it has galvanized many Wayfarers into two camps. Strike, afraid that War will go ahead with the negotiations, is preparing for a campaign of terror to undermine the peace talks. He is gathering those forces loyal to him within Haak San Bazaa, but this move could cost him should the Alliance learn of these meetings. Strike does not care. Whether he strikes first or the Alliance does, it is all the same to him. He wants revenge and he wants a war.

STRIKE

Troupial: Jackal **Profession:** Wayfarer Commander

CHARACTERISTICS

1 Coordination	1 Strength	1 Constitution
0 Intelligence	0 Willpower	2 Psyche
1 Appearance	-1 Charisma	1 Perception
2 Aura	33 Wird	
9 Body	9 True Body	20 Endurance

SKILLS

INNATE

1 Acrobatics	1 Athletics	2 Awareness
3 Bartering	2 Camouflage	2 CM - Dodge
2 CM - Grapple	3 CM - Strike	2 Concealment
3 Flight	3 Intimidation	1 Oration
3 Scavenging	2 SP - Blast	2 Stealth
2 WS - Spear		

LEARNED

2 Battle Tactics	1 First Aid	2 Hand to Hand
3 Leadership	1 Lock Picking	2 Melee
1 Missile Weapon	2 SP - Ranged	2 Strategy
4 Streetwise	3 Weapon Smith	

STUDIED

2 AK - Cliff-Spider	3 AK - Cliff-Spider	2 AS - Cliff-Spider
2 History	1 Metallurgy	

ABILITIES

Body of Electricity - Tier 3
Electrical Blast, Increased Range x2 - Tier 5
Flight - Tier 4

TRAITS

Behaviour - Aggressive	Behaviour - Distrustful
Behaviour - Hard-nosed	Behaviour - Hates Alliance targets
Behaviour - Stubborn	Behaviour, Ext - Arrogant
Behaviour, Ext - Dedicated to revenge	Behaviour, Ext - Destroy the Alliance
Behaviour, Ext - Protective of Wayfarers	Caste Status - Fallen
Contact - War, Wayfarer Captain (6)	Contact - Jodo Assir (3)
Enemy - Arturia Sanquade (7)	Good Flyer
Light Sleep	Literate
Organization - Wayfarers (6)	Poverty (-2)
Reputation - Violent Wayfarer (-4)	Reputation - Wayfarer hero among Fallen (+4)
Social Responsibility - Wayfarers (3)	

EQUIPMENT OF NOTE

CHORAL'S CRYSTAL SPEAR

Taken from the body of an Eagle Knight, this crystal item is a medallion that grows into a spear upon command. It does 3/5/8/10 damage and has a BPV of 24.



..WANTED..

8500 NATLAW TASK REWARD FOR CAPTURE DEAD OR ALIVE FOR CRIMES AGAINST THE PEOPLE OF PROVIDENCE.



CAULDRON, A.K.A. INKATHA - SHARD - SLAVER
FOR COLLECTION OF REWARD, CONTACT WATER-SISTER'S SENTRY ACADEMY.

The one quality that Eagles possess to counteract their elitist nature is their compassion. Unfortunately with any rule, there are exceptions. Inkatha, a nobleman's son, grew up taking all the Eagles' negative qualities and assuming none of the positive. As far as he was concerned, the weak were too stupid for him to protect; the strong were too gifted to curtail their ambitions.

From an early age, Inkatha knew about the caste system and took full advantage of his elevated station. There was no explanation for his behaviour, Inkatha was simply an ill wind passing through life. He abused and tormented his servants; he belittled the Fallen peasantry and used his family's wealth to bypass the law. Growing older did not soften his outlook either. Inkatha grew more tyrannical with each passing year and the emergence of his powers did nothing to tame his growing egotism. His abilities fed his delusions that he was now elite among the elite.

Inkatha eventually fled his home on the eve of his arranged marriage. His parents, blissfully ignorant of their son's violent tendencies, hired Recognizers to bring him back. Inkatha slaughtered the two hunters sent after him and scripted his farewell to society in their blood. The Recognizers issued their own contract for Inkatha's death (with permission, of course, from then Regent Jenobay).

It is doubtful Inkatha would have accomplished much if he had not been a Shard. His ability to mimic other powers, however, made him a threat in any encounter. Inkatha killed anyone coming after him, and this of course, enhanced his reputation. The Wayfarers tried killing him for being a Pure Shard, the Watchers and Recognizers hunted him for his crimes, while various illegal organizations wanted to hire him for his powers. Nobody succeeded until Tracc, a slave trader, convinced Inkatha to join his organization as an enforcer. Dealing directly in misery worked well for Inkatha.

For three years he worked for Tracc and moved quickly up the organization's ladder like a predator moving through the food chain. Once he was third-in-command, he killed Tracc and his lieutenant, then assumed the helm of the slave trading operation. There was little opposition.

Inkatha, now called Cauldron, has been a slave trader for seven years, but does not plan to stay put. He controls a large thief's guild in Water-Sister, another in Bastion, and wants to run all the crime-syndicates in Providence. Unfortunately, his main obstacle is the Reaver's organization. Initially Inkatha tried to join the Reaver, but the female crime boss already knew of the slave-trader's treacherous reputation and refused. Since then, Inkatha has tried to interfere with the Reaver's syndicate in every way. Having little success thus far, Inkatha is willing to raise the stakes, which could mean Providence's first underground crime war. The Recognizers realize that should this happen, then more innocents will die. Either Cauldron or the Reaver must fall, and the Recognizers are more willing to topple Inkatha than tackle the Reaver.

CAULDRON

Troupial: Eagle Profession: Slaver

CHARACTERISTICS

1 Coordination	2 Strength	2 Constitution
0 Intelligence	1 Willpower	1 Psyche
1 Appearance	0 Charisma	-1 Perception
1 Aura	33 Wirt	
9 Body	9 True Body	24 Endurance

SKILLS

INNATE

2 Athletics	2 Awareness	2 Bartering
1 Body Language	2 Bribery	1 CM - Disarm
3 CM - Dodge	2 CM-Parry	3 CM - Strike
3 Flight	2 Gambling	2 Intimidation
2 Quick Draw	1 Torture	3 WS - Long Sword

LEARNED

3 Appraisal	2 Breakfall	1 Bureaucracy
1 Etiquette	2 Finance	2 Hand to Hand
2 Leadership	3 Melee	2 Multiple Strike
1 Strategy	3 Streetwise	

STUDIED

3 AK - Water-Sister	3 AK - Bastion
2 AS - Water-Sister	2 AS - Bastion

ABILITIES

Mimic Shard Powers - Up to Tier 6 (see Equipment)

Mimic Shard Power - Up to Tier 5

Wings - Tier 3

Increased Sense, Sight - Tier 2

TRAITS

Behaviour, Ext - Aggressive	Behaviour - Arrogant
Behaviour, Ext - Confident	Behaviour, Ext - Deceptive
Behaviour - Lecherous	Behaviour, Ext - Vain
Behaviour - Verbose	Caste Status - Pure
Contact - The Blackguard (3)	Enemy - The Reaver (7)
Organization - Inkatha Slave Traders (4)	Wealthy (3)

EQUIPMENT OF NOTE

INKATHA'S MIMIC ABILITY

Note: Game Masters should limit the use of this power among player characters. Mimic allows characters to imitate a Shard Power up to the level that it is being used or the level of Mimic, whichever is lower. For example, if Inkatha saw Skor Taran use his Flame Blast at Tier 3, then he could Mimic that ability up to Tier 3. Should Skor then use his Shard power at Tier 5, then it could be Mimicked up to the higher Tier. Characters using Mimic can retain an ability until they change it for another, at which point the old one is lost. In the above example, Inkatha has Tier 6 Mimic. If he mimics an ability at Tier 3, he cannot use his extra levels to Mimic something else. During character creation, Mimic costs 10 points to purchase, after which the Tiers cost the usual number of points.

..WANTED..

7500 NATLAW TASK REWARD FOR CAPTURE **DEAD** FOR CRIMES AGAINST THE ALLIANCE OF KINGS.



BLOOD DANCER, A.K.A. ILLIAN BORHAI - SHARD - RENEGADE GATH HADATCHI
FOR COLLECTION OF REWARD, CONTACT CLIFF-SPIDER'S SENTINEL ACADEMY.

© Dupras 1998



In life, there are always fears within fears. The Kestrels frighten society with their fighting prowess while the inquisitorial Gath Hadatchi scare the Kestrels. No matter how well trained they may be, however, the Gath Hadatchi, a branch of Kestrels, do have a nightmare of their own. His name is Blood Dancer and a century ago, he was an inquisitor. Now he is a renegade. (For information on the Gath Hadatchi see page 139 of the Main World Book).

Like all members of the Gath Hadatchi, Illian Borhai grew up in the order. The Kestrels raised him, trained him and taught him to be the best, and he was. Illian excelled at all physical challenges, but was never encouraged mentally. The Kestrels, who trained the Gath Hadatchi to follow orders and obey without question, often berated Illian for being too inquisitive. When verbal reprimands no longer worked, his tutors resorted to corporal punishment. After a few years of this treatment, Illian grew quiet and the Gath Hadatchi assumed he simply fell in line. Illian did not, but learned how to stay silent, observe all weaknesses and take advantage of them when the time was right.

Although he did not understand their nature, Illian's powers came to him slowly and he was careful not to reveal them. Initially, he could kill and wither small animals simply by touching them. Not to leave too much evidence of his handiwork, he tested his gift on small insects. As he grew experienced, he discovered he could control his drain touch, weakening instead of killing. It was not until he tested the scope of his powers on a sleeping student that he realized what he could do. By killing his fellow chamber-mate (the Kestrels mistakenly called it a heart attack), Illian absorbed his life essence. He felt rejuvenated and healed. It would take Illian a few more years to realize that his powers retarded his own aging process, but that awareness also came with a drawback; Illian needed to continue draining life to survive. His powers were a physical and psychological addiction.

Illian kept his powers a secret and eventually became a Gath Hadatchi. The Kestrels gave him a Moss Mask, the name Blood Dancer, and assigned him to protect Heriks, a member of the Kestrel's ruling Trian. Unfortunately, Illian's addictions got the better of him and he took to stealing small quantities of life-essence from other Kestrels. The Gath Hadatchi eventually became suspicious at the growing number of members suffering from fainting spells and general malaise. It did not take long before they caught Blood Dancer draining a fellow student. Illian killed two Gath Hadatchi and three Kestrels while escaping. The Kestrels hunted Blood Dancer for the better part of three decades before the Recognizers even knew he existed.

Blood Dancer has stayed alive over the last century by draining victims, then using the Moss Mask to impersonate them. He is completely degenerate and lives to feed his addiction. While Illian targets other Kestrels out of revenge, he seems more content to impersonate elite nobility and live in the lap of luxury. This is how he became an Alliance Warrant.

BLOOD DANCER

Troupial: Hawk Profession: Renegade Gath Hadatchi

CHARACTERISTICS

2 Coordination	1 Strength	2 Constitution
2 Intelligence	1 Willpower	1 Psyche
-1 Appearance	-2 Charisma	0 Perception
1 Aura	33 Wird	
9 Body	9 True Body	24 Endurance

SKILLS

INNATE

3 Acrobatics	2 Acting	3 Athletics
2 Awareness	2 Body Language	1 Bribery
1 Camouflage	1 Charm	2 Climbing
3 CM - Charge*	3 CM - Disarm	4 CM - Dodge*
2 CM - Grapple	4 CM - Strike*	2 CM - Throw
1 Concealment	1 Disguise	1 Escape Artist
2 Flight	1 Imitation	1 Quick Draw
3 Shard Power	2 Small Talk	2 Stealth

LEARNED

3 Breakfall	1 Dance	
2 Meditation	3 Multiple Strike	1 Streetwise

STUDIED

4 Martial Arts - Hard	2 Resist Pain
-----------------------	---------------

ABILITIES

Wings - Tier 1

Claws - 3 point attack

Increased Sense, Sight - Tier 1

Decay - Tier 6

Vampiric Touch - Tier 7

Note: Instead of draining physical Characteristics, Blood Dancer can choose to stave off the aging process. To counteract a year of aging, however, he must rob thirty victims of all their Wird.

TRAITS

Absolute Sense of Direction	Amidexterity
Behaviour - Curious	Behaviour - Deceptive
Behaviour - Revenge against Kestrels	Behaviour - Social Degenerate
Behaviour, Ext - Arrogant	Behaviour, Ext - Competitive with Hawks
Behaviour, Ext - Greedy	Behaviour, Ext - Sarcastic
Caste Status - Blessed	Combat Reflexes
Enemy - The Kestrels (5)	Enhanced Sense, Hearing (+2)
Enhanced Sense, Sight (+5)	Good Flyer
Light Sleep	Phobia - Turning old (-5)

EQUIPMENT OF NOTE

GATH HADATCHI MOSS MASK

Illian uses his old Moss Mask to steal other people's identities. This item functions as Disguise Self (Page 168 of the Providence Main Rule Book).



..WANTED..

10 000 NATLAW TASK REWARD FOR CAPTURE **DEAD** FOR CRIMES AGAINST THE ALLIANCE OF KINGS.



TATTER, A.K.A. CHILGUM - SHARD - SERIAL KILLER AND CHILD MOLESTER
FOR COLLECTION OF REWARD, CONTACT CLIFF-SPIDER'S SENTINEL ACADEMY.



There are many degrees of evil, but sometimes a person appears forcing people to reevaluate the definition of depravity. Chilgum Senerrod, known as Tatter, is one such individual.

Born a Rat in Cliff-Spider, Chilgum's mother died at childbirth. His father, who regularly prostituted himself for his Bronze-Dust habit, raised the boy in an environment of abuse and pain. When Chilgum was only five, his father realized his son was worth money and sold him to a black-market brothel. For the next four years, Chilgum suffered unimaginable abuse at the hands of the perverse clientele. Molested, tortured and beaten, he would have died before turning ten had the Watchers not raided the brothel and rescued the children. Unfortunately for Chilgum, the damage was already done.

To their credit, the Watchers gave homes to the abused children, but they did not possess the means to help the truly needy ones like Chilgum. The boy's troubled nature first manifested in tantrums, and soon turned to sadistic behaviour against younger children. Finally, at sixteen, Chilgum molested and scarred an eight year old boy. Chilgum's adopted parents placed him under the care of a Wayfarer rebel, hoping that a military way of life would help cure his afflictions. Chilgum did not change, he simply got better at hiding his urges.

After several years of fighting with the Wayfarers, Chilgum underwent his Epiphany. He discovered he could control his own flesh, fashioning weapons from his bone structure and altering his shape. Each alteration was permanent, however, and Chilgum discovered whatever he added to his body remained. If he created bony hooks on his shoulders, they were there to stay. The powers also heightened his depraved urges and slowly weakened his grip on reality. Eventually, however, he could no longer hide his body's physical mutation. Chilgum molested, tortured and murdered eleven children over the following months. It did not take long for the Wayfarers to realize it was Chilgum killing Fallen children. He fled before the Wayfarers could deal with him, however, and has remained free ever since.

Over the last seven years, Chilgum has molested and murdered over sixty-two children. The Fallen call him Tatter, after the childhood bogeyman that stalks nightmares. Hooks, barbs, thorns, blades, talons, extra appendages and even new mouths cover Chilgum's small Rat frame. He is a walking torture rack. Due to his Wayfarer training, however, he is calm, directed, skilled at wilderness survival and coldly efficient. Coupled with his natural cunning and his overwhelming urges, Chilgum is dangerous prey and a deadly predator. He travels alone between the known cities. Nobody, except the occasional Blight Crow admirer, will offer him shelter or work alongside him. Even the Wayfarers hunt Chilgum, but they, along with the Recognizers, realize he is too well trained for them to capture him so easily. Meanwhile, Chilgum continues his bloody path, killing and moving to a new location. He is frustratingly erratic and gaining more abilities with each passing year.

TATTER

Troupial: Rat

Profession: Serial Murderer & Shard

CHARACTERISTICS

2 Coordination	1 Strength	2 Constitution
2 Intelligence	-2 Willpower	-3 Psyche
-3 Appearance	-2 Charisma	3 Perception
2 Aura	36 Wurd	
7 Body	7 True Body	24 Endurance

SKILLS

INNATE

1 Acrobatics	2 Awareness	2 Bartering
1 Body Language	1 Bribery	2 Climbing
3 CM - Charge	1 CM - Disarm	3 CM - Dodge
2 CM-Grapple	1 CM-Parry	3 CM - Strike
2 CM - Throw	1 Concealment	2 Escape Artist
2 Intimidation	4 Scavenging	2 Small Talk
3 Stealth	1 Swimming	3 Torture

LEARNED

2 Animal Husbandry	3 Cartography	3 Hand to Hand
3 Strategy	3 Streetwise	3 Survival
3 Trapping		

STUDIED

2 AK - Tyon Expanse	3 AK - Exodus Plains	2 AK - Green Barrens
2 AS - Exodus Plains	2 AS - Green Barrens	3 AS - Tyon Expanse
2 Bio - Physical Anatomy	2 Bio - Fauna	3 Bio - Flora
1 Medicine	2 Surgery	

ABILITIES

Increased Sense, Infrared Sight - Tier 1
 Increased Sense, Smell - Tier 2
 Increased Sense, Touch - Tier 1
 Change Shape, Permanent - Tier 4
 Natural Body Attacks, Permanent - Tier 7
 Regeneration - Tier 2

TRAITS

Abnormal Appearance (-5)	Ambidexterity
Behaviour - Deceptive	Behaviour - Dislike of city smells
Behaviour - Shy	Behaviour, Ext - Cunning
Behaviour, Ext - Malicious	Behaviour, Ext - Sexual predator
Caste Status - Exiled	Combat Reflexes
Contact - Various Blight Crows (+5)	Double-Jointed
High Pain Threshold	Phobia - Being caught (-2)
Poverty (-5)	Reputation - Child killer (-8)

EQUIPMENT OF NOTE

TATTER'S WARP CLOAK

Chilgum received this as a gift from a Blight Crow admirer. When he wears it, the cloak works as a Disguise Self spell to make Tatter look normal. There are no bulges from his extra appendages or protruding hooks.



..WANTED..

12 000 NATLAW TASK REWARD FOR CAPTURE ALIVE FOR CRIMES AGAINST THE PEOPLE OF PROVIDENCE.



© Dupras 1998

THE REAVER, A.K.A. ALENNA CRAYKORA - SUSPECTED WIRD MANIPULATOR - CRIMINAL MASTERMIND
FOR COLLECTION OF REWARD, CONTACT HAAK SAN BAZAA'S WATCHTOWER ACADEMY.



There is only one reason the Reaver is not the number one menace in Providence: She has no powers. In many ways, though, this makes her more dangerous, for she excels through her own talents. The Reaver got where she is on will alone.

The Reaver was born Alenna Craykora, a Fallen daughter of Raven parents. The two things which set her apart from other children were her mental acumen and her parents' role as custodians for the Grand Repository. Alenna avoided other children and spent her days reading books and exploring the exhibits while her parents worked. By the age of five, she knew more about the library than most Ravens; by the age of seven, she knew more than her parents did, and by nine, she had discovered the ancient Mirror Labyrinth of the Repository.

The Ravens constructed the Mirror Labyrinth as a place to store all the dark knowledge of Providence. It was a place cast in mirrors and hidden beneath the skirt of darkness. Few people knew how to reach it, but many could feel its resonating evil. When Sky-Spite destroyed Haak San Bazaa, the Ravens believed the Mirror Labyrinth had burned down with the rest of ancient Repository. It did not. Most access points were gone, but the labyrinth itself was still intact.

Alenna found the remaining access point through an ancient forgotten mirror, and vanished for three years. When she reappeared, she was an albino and refused to say where she had been or what had happened to her. Although happy to have her back, Alenna's parents noticed remarkable differences in their daughter. Her thirst for knowledge turned into fevered hunger, and she was far more intelligent than people remembered. Her ability to recall information was nothing short of phenomenal and her wisdom far belied her tender age of 12.

How Alenna turned to crime is unknown, but ever since her emergence from the Mirror Labyrinth, all sorts of shadowy characters seem drawn to her dark charisma. As she grew up, she became increasingly involved with various crime guilds around Haak San Bazaa. A natural, if not unsettling leader, she eventually dominated whatever organization she joined. By seventeen, she was leading a minor thief's guild in Haak San Bazaa and by twenty-five, she controlled most of the city's guilds. She spread her control to Bastion, then on to Sun-Guard, Cliff-Spider and Cry-Star. Some crime rings joined her willingly; the remainder she took by force. Authorities believe the Reaver now controls 38% of all of Providence's criminal activities. This is the largest single organization of its kind and it is steadily increasing each year.

The Reaver has an agenda that is currently a mystery. Unbeknownst to anyone save her bodyguard Carcass, Alenna can still reach the forgotten Mirror Labyrinth through the access point in her possession. What she does there is a mystery, but despite her criminal behaviour, Alenna still hungers for knowledge. The following are rumours surrounding her activities:

- 1) She is trying to enter the Wardens' ancient libraries.
- 2) Her growing criminal empire is a front for a hidden agenda.
- 3) The Reaver is a White Crow and not an albino Raven.

THE REAVER

Troupial: Albino Raven **Profession:** Crimelord & Mastermind

CHARACTERISTICS

0 Coordination	-1 Strength	0 Constitution
3 Intelligence	2 Willpower	2 Psyche
0 Appearance	2 Charisma	2 Perception
0 Aura	24 Wird	
7 Body	7 True Body	16 Endurance

SKILLS

INNATE

2 Acrobatics	2 Athletics	3 Awareness
3 Bartering	2 Body Language	3 Bribery
1 CM - Disarm	3 CM - Dodge*	2 CM-Parry*
2 CM - Strike*	2 Intimidation	3 Oration
1 Stealth	3 WS - Broad Sword	

LEARNED

2 Appraisal	3 Bureaucracy	4 Cartography
4 Finance	2 Hand to Hand	4 Leadership
1 Lip-Reading	2 Lock Picking	1 Meditation
4 Melee	4 Strategy	4 Streetwise

STUDIED

4 AK - Cry-Star	4 AK - Haak San Bazaa	3 AK - Mirror Labyrinth
5 AK - Grand Repository	4 AS - Haak San Bazaa	2 Cryptography
1 Engineering	1 Heraldry	4 History
3 Martial Arts - Soft	3 Philosophy	2 Politics
2 Psychology	2 Wird Lore	

TRAITS

Abnormal Appearance - Albino Raven (-5)	Behaviour - Confidant
Behaviour - Dignified	Behaviour - Uncomfortable in light
Behaviour, Ext - Calm	Behaviour, Ext - Dedicated
Behaviour, Ext - Humourless	Behaviour, Ext - Loves knowledge
Caste Status - Fallen	Contact - Gannatta of Cry-Star (4)
Contact - Feather and Stone (3)	Contact - The Blackguard Pirates (2)
Contact - GM's discretion (+20 variable)	Contacts in Grand Repository (4)
Deep Secret - The Mirror Labyrinth	Enhanced Sense, Hearing (+2)
Enhanced Sense, Sight (+2)	Light-Boned
Literacy	Organization - The Reaver (7)
Photographic Memory	Reputation - Mystics (2)
Reputation - The Reaver (-7)	Wealthy (9)

EQUIPMENT OF NOTE

MIRROR LABYRINTH ACCESS POINT

This small wooden mirror looks innocuous in every way, but by concentrating on it, Alenna and the item vanish into the Mirror Labyrinth. Only she knows what to do to reach it. The Mirror Labyrinth itself was once a small library of sorts used to store dark, blighting books and artifacts. It has been neglected over time and suffused with the very essence of the evil it held. It is now a dark labyrinthine place where the shadows have a will of their own and the breeze entices the eager ear.



..WANTED..

12 000 NATLAW TASK REWARD FOR CAPTURE DEAD OR ALIVE FOR CRIMES AGAINST THE ALLIANCE OF KINGS.



© Dupras 1998

WAR, A.K.A. KYLE STRONGHAMMER - SHARD - WAYFARER CAPTAIN
FOR COLLECTION OF REWARD, CONTACT BASTION'S SLEEPLESS EYE ACADEMY.



Kyle Stronghammer, better known as War, is the leader of the Wayfarers in the free territories. He commands the largest number of Wayfarers in Providence. He is the most dangerous man within the top twenty list, but he is also the Alliance's best hope for peace.

Kyle's father was a Fallen Eagle in Sun Guard who accepted his caste position. Society was not so kind, however, and spit on him for having no wings. Kyle watched as this gentle-spirited man grovelled and begged just to feed his family. All people saw, though, was a Fallen Eagle they could ridicule. Kyle was angry with society for allowing this injustice and even angrier at his father for not fighting back.

Unable to swallow his family's loyalty to the Alliance, Kyle ran away from home at nine and joined a Wayfarer cell. He wanted to fight, but mostly he wanted to sate his rage. Over the next few years, he had more than enough opportunity to do so. Kyle was dedicated and adept at whatever task faced him, and impressed his superiors with his motivation. They rewarded him with better assignments as he grew older.

Kyle's powers erupted in one bold measure when he was fourteen. He turned into a giant of living stone and impossible strength. The Wayfarers now had a potent weapon in their hands, and Kyle was more than willing to help. He became War, a self-contained army and an engine of inevitable change. He now had the means to fight in a way that reflected his anger.

Over the next thirty years, Kyle was an instrumental force in the Wayfarers. With each victory, he gained status and moved up in rank. He displayed a talent for inspiring others and there was little doubt he would lead a Wayfarer group when the time came. When Sun Guard fell, he moved to Bastion and took over a cluster of Wayfarers in the city. Because of his great organizational skills and military genius, War accomplished what no other Wayfarer was ever able to do. He became the representative and leader figure of the Wayfarers in Bastion and Haak San Bazaa. Kyle, however, also changed during those thirty years. While he fought for a cause he believed in, he knew the blood of innocents was on his hands. He had a difficult time separating his ideology from the truth of his actions. While this was not enough to change his ways, one event did. Kyle's father was dying and wanted to make peace with a son he had not seen in thirty years. Kyle went to his father's deathbed and spent the night talking to him. Of everything they discussed, his father's most profound words were also his last. He said: "I believe that there are causes to fight for and battles worth winning. I also believe that not every battle needs a fight. These victories will come through other means. War only spoils the prize."

Kyle has spent the last few years understanding his father's message. He has approached the Anodynes to help him open lines of communications with the Alliance. Unfortunately the process of trust is extremely slow and Kyle fears his people are not patient enough to wait anymore. Strike, his nephew, has proven to be the loudest voice of dissent among many Wayfarer captains, and may fracture the possibility for peace. As such, Kyle is preparing for a possible conflict with his nephew.

WAR

Troupial: Jackal Profession: Wayfarer Leader

CHARACTERISTICS

2 Coordination	1/37 Strength	1/17 Constitution
2 Intelligence	1 Willpower	0 Psyche
0 Appearance	2 Charisma	1 Perception
1 Aura	30/78 Wird	
8/68 Body	7/23 True Body	20/84 Endurance

SKILLS

INNATE

1 Acrobatics	2 Athletics	4 Awareness
3 Bartering	2 Body Language	1 Camouflage
1 Charm	2 Climbing	3 CM - Charge
2 CM - Disarm	3 CM - Dodge	4 CM-Grapple
1 CM-Parry	3 CM - Strike	1 CM - Throw
2 Concealment	2 Disguise	3 Gambling
3 Intimidation	2 Oration	2 Scavenging
2 Stealth	2 Teaching	3 WS - Broadsword

LEARNED

1 Animal Husbandry	2 Appraisal	4 Battle Tactics
2 Breakfall	2 Bureaucracy	1 Demolition
2 First Aid	4 Hand to Hand	4 Leadership
3 Melee	2 Riding	3 Strategy
4 Streetwise	2 Survival	2 Trapping

STUDIED

3 AK - Bastion	2 AK - Green Barrens	2 AK - Haak San Bazaa
3 AK - Sunderlands	2 AK - Tyon Expanse	3 AS - Bastion
1 AS - Green Barrens	2 AS - Haak San Bazaa	3 AS - Sunderlands
2 AS - Tyon Expanse	2 Cryptography	3 History
1 Math	2 Politics	

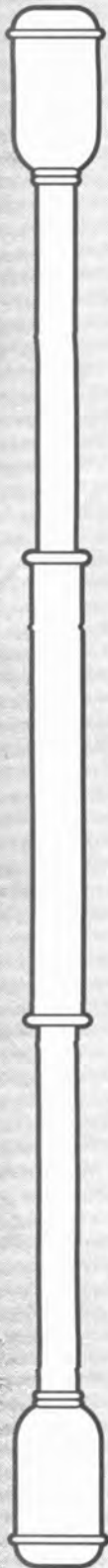
ABILITIES

Body of Earth - Tier 6
 Increase Size, Linked to Body of Earth, Reduced Wird Drain - Tier 4
 Density Increase, Linked to Body of Earth, Reduced Wird Drain - Tier 4
 Modify Strength, linked to Body of Earth, Reduced Wird Drain - Tier 3
 Modify Constitution, Linked to Body of Earth, Reduce Wird Drain - Tier 3

TRAITS

Absolute Sense of Direction	Behaviour - Calm
Behaviour - Confidant	Behaviour - Dedicated to the Wayfarers
Behaviour - Looking for peace	Behaviour - Tired of killing
Behaviour, Ext - Courageous	Behaviour, Ext - Dedicated to Fallen
Behaviour, Ext - Protective of Fallen	Caste Status - Fallen
Combat Reflexes	Contacts - Anodynes (+4)
Contacts - Fallen (+20)	Contacts - Merchant Band Families (+10)
Enhanced Sense, Hearing (+5)	Enhanced Sense, Sight (+2)
Heavy-Boned	Impaired Sense, Smell (-5)
Literate	Organization - Wayfarers (8)
Phobia - Will have to kill Strike, nephew (-2)	Phobia - Will fail in peace process (-2)
Poverty (-2)	Reputation - Wayfarer Captain (-7)
Reputation - Wayfarer freedom fighter among Fallen (+7)	





HEAD

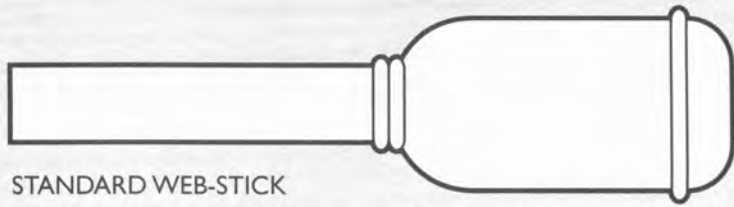
The head of the Web-Stick varies, depending on the model. Also, individual Recognizers often make modifications to their Web-Stick. The head of the Web-Stick is where the charges are stored.

HANDLE

The handles of most Web-Sticks are wrapped in leather, most often from a Bawk'sha. Many Recognizers also adorn their Web-Sticks with feathers, skulls and other decorations appropriate to their personality.

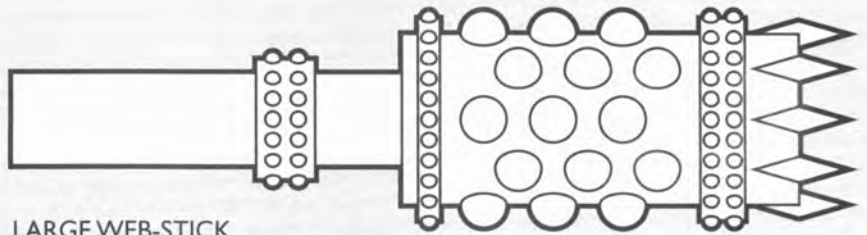
SHAFT

The shaft of the Web-Stick is built from the Rubywood tree and coated with Stratyte resin, making it exceptionally strong. Some special Web-Sticks are coated in Rubywood resin, making them about 25% stronger than the average Web-Stick.



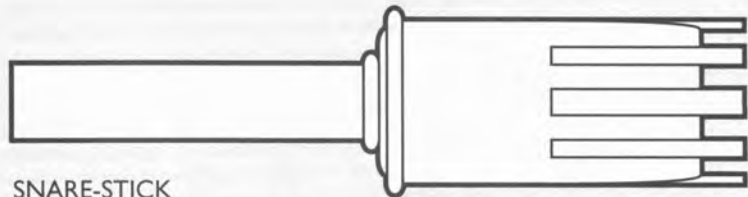
STANDARD WEB-STICK

The head of the standard Web-Stick is a simple design, holding 12 charges. Once the charges are expended, it takes 10 seconds to refill the Web-Stick.



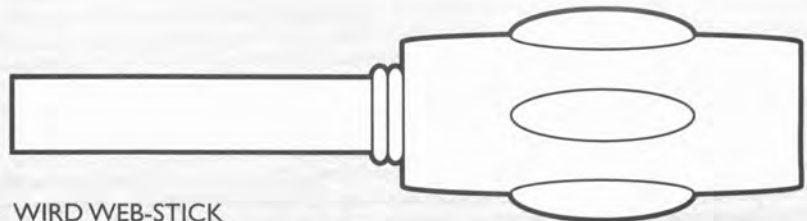
LARGE WEB-STICK

The head of this Web-Stick has been designed to inflict a great deal of damage to targets. Because of the added weight and mass, the stick is only capable of holding 10 charges. Also, recharging the Web-Stick requires 15 seconds.



SNARE-STICK

This slightly modified Web-Stick is designed to hold and deliver a more concentrated sap. The modified design allows the head to hold only 10 charges and it requires 10 seconds to recharge the Web-Stick once the charges are expended.



WIRD WEB-STICK

This extremely rare Web-Stick is custom made by special weapon smiths for highly distinguished Recognizers. After it is manufactured, it is imbued with Wird, enabling it to operate as a standard Web-Stick normally without the need for charges. The Wird Web-Stick can hold an 4 miscellaneous charges which require 10 seconds to replace once expended.

PROVIDENCE

THE RECOGNIZERS

The Lost Tribes are about to attack.

The world is about to collapse.

Providence's criminals think the authorities
are too busy to notice them.

They're wrong.

The **Recognizers** includes the history and organization of Providence's bounty hunters, as well as 20 of the most wretched, depraved and lucrative bounties available.

In addition, this source book presents aspiring hunters with a variety of new skills, spells, items, traps, and hunting strategies.

Finally, the book provides a detailed description of the Recognizer's weapon of choice, the Web-Stick.

Discover Providence

Learn how to be a hero again.



\$14.95

XID
CREATIVE

PO Box 470
Westmount, Quebec
H3Z 2Y6
Canada
<http://www.idcreative.com>
contact@idcreative.com



6 27938 39808 7