

DISCOVERED LORE

NEW RACES, TALENTS AND ITEMS FOR
WARRIOR, ROGUE & MAGE



BY ANDREW MODRO
~ SUPPLEMENT #4 ~

Credits

Design: Andrew Modro

Layout: Michael Wolf

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New Player Races

CATLING

Catlings are bipedal felines the size of small children. They are the result of a magical accident which transformed the feline familiars of a group of wizards engaged in a ritual. Bright and quick, catlings retain many of the personality traits of their four-footed forebears, including mercurial affections, an independent streak, a love for hunting and a seemingly inexhaustible supply of good luck. Their natural claws and teeth make them dangerous.

TALENTS: Feline Weapons, Lucky Devil, Weak

MERFOLK

The merfolk are a race adapted to living underwater. They resemble humans with gill-slits on their necks, smooth greenish or bluish skin, weedy hair and webbed fingers and toes. Though capable of coming onto dry land for days at a time, they must return to water every so often. Their beautiful cities are grown from coral reefs and surrounded by waving gardens of exotic sea-life.

TALENTS: Breathe Water, Fish Swim, Dehydration

MOUNTAIN GIANT

Legends tell of a band of mountain-dwelling humans who bonded so tightly with the mighty peaks that they took on some attributes of the Earth itself. These eight-foot-tall giants have the shape of humans, but are completely bald and have skin the color of granite. They are heavy, muscular and solid. Though they have no magic to speak of, they are mighty warriors capable of enduring any hardship. Deliberate

in thought, they record their history with ancient runes carved into stone.

TALENTS: Exceptional Attribute (Warrior), Tough as Nails, No Talent for Magic

SIMIAN

Simians are a race of intelligent primates who reside deep within warm forests. They have a strong tribal culture that relies primarily on oral history, with their tales and ways encoded in chants and songs. Though smaller than humans, simians are incredibly nimble and quite strong, able to move through the dense forests by swinging from vines and branches and make use of their dexterous tails as additional limbs. Simians are also very curious about anything new, often dropping everything to investigate some mystery.

TALENTS: Exceptional Attribute (Rogue), Curious, Prehensile Tail

SORCEROR

Sorcerors are members of an ancient bloodline of mages who intermingled with eldritch non-human entities to gain some of their power. At first glance sorcerors appear human, but they are all marked in subtle ways -- odd hair colors, strange eyes, witch marks, fangs and small tails are just some of the many possible telling signs -- that make others uneasy and fearful around them. Their innate talent for channelling raw magical force makes them both useful and dangerous to adventuring groups.

TALENTS: Blood Mage, Channeller, Outcast

WEREWOLF

Deep in the wild exists a storied race of men and women who run with wolves through the dark of night. Whether by some ancient magic, quirk of fate or dictate of the gods, werewolves have the power to change into the shape of a powerful wolf at will. The light of the full moon afflicts them with an almost irresistible urge to adopt their lupine shapes and run free.

TALENTS: Hunter, Moonbound, Wolfchange



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New Racial Talents

BREATHE WATER: You can breathe underwater with no hindrance.

CURIOUS: When confronted with an object you have never seen before, you must make a Challenging (DL 9) Mage roll or spend at least the next minute investigating it. If you are attacked or otherwise endangered while fascinated, you may make an Easy (DL 5) roll to "snap out" of it.

DEHYDRATION: You may spend a number of days up to your Warrior score on dry land. After this time is up you must spend at least eight hours fully submerged in clean water (fresh or salt water). If you do not submerge yourself, you take 1d6 damage per extra day out of water that does not heal until you submerge.

FELINE WEAPONS: Your claws and bite both do 1d6-2 damage. You do not receive any more attacks than normal, but you may develop the Double Attack talent as if you had the Dual Wielding talent already (only for your natural

weapons; if you wish to use other weapons you must take Dual Wielding for them first before you can take Double Attack for them).

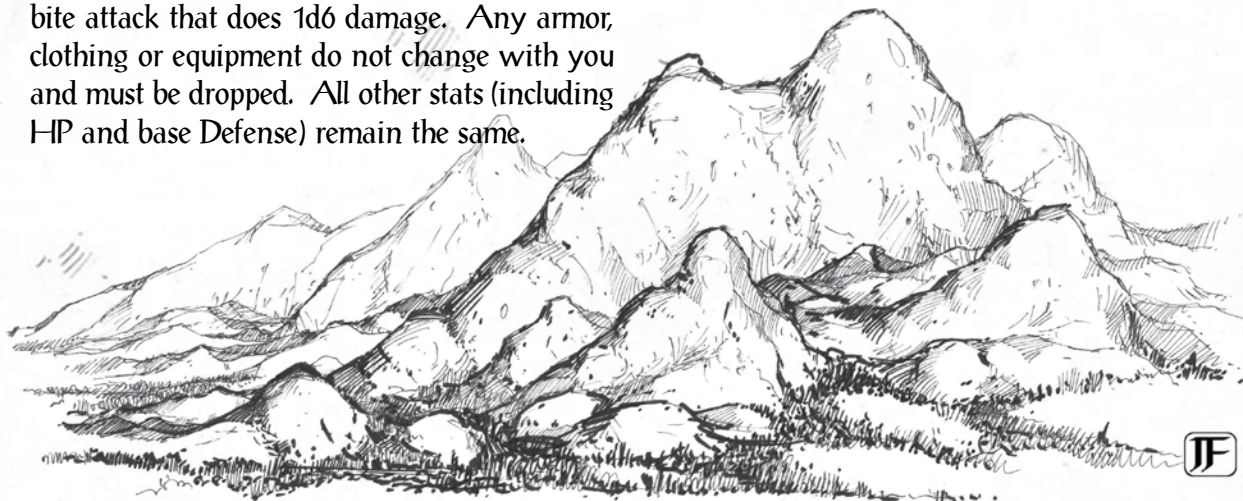
FISH SWIM: You may move underwater at your full normal speed without having to make rolls, and you gain a +2 bonus to any rolls for swimming in difficult conditions.

MOONBOUND: You must make a Challenging (DL 9) Mage roll when the full moon rises (three days out of every lunar cycle) or wolfchange until the moon sets.

PREHENSILE TAIL: You may use your tail as a fifth limb. Though you may not make attacks with your tail, you may use it to grasp and lift objects and to hold your weight from a limb, vine or other hanging surface.

WOLFCHANGE: You may shapechange into the form of a large wolf at will. While in this form you gain a +2 bonus to all Mage rolls involving

your senses, but suffer a -2 penalty to all other rolls involving the Mage attribute. You gain a bite attack that does 1d6 damage. Any armor, clothing or equipment do not change with you and must be dropped. All other stats (including HP and base Defense) remain the same.



New Magic Items

BREATH PEARL: A beautiful ocean pearl that, when swallowed, allows the user to breathe underwater (as the Breathe Water talent) for three days. Once the pearl is swallowed, it is destroyed.

CATFOOT AMULET: A silver or gold chain anklet with small charm in the shape of a cat. When worn, it grants the wearer a +2 bonus on all Rogue rolls to move without being heard.

MASK OF THORNS: This plain white porcelain mask is lined on the inside with small, sharp thorns. When worn, the thorns dig into the flesh of the wearer. While the mask is being worn, the wearer can appear to others as a nondescript human of the same sex and build, hiding any obvious distinguishing features. This means that while the mask is worn, if the user has the Outcast negative talent, the mask suppresses the penalty. However, while the mask is worn, the user suffers 1d6-2 damage

per hour that cannot be healed until the mask is taken off. The mask cannot be used by anyone abnormally large or small (such as a mountain giant, or a halfling or simian) unless it was specially crafted for a user of that size, and even then it will not hide the user's abnormal size.

STONESKIN RUNE: A polished semi-precious stone marked with a rune of endurance. When invoked, it grants the user the Tough as Nails talent (damage taken from each individual attack is reduced by 2) for one hour. Once invoked, the rune shatters and cannot be used again. If invoked by a character with the Tough as Nails talent, it has no effect, but still shatters.

TALESTICK: A two- to three-foot long stick an inch thick, peeled of bark and rubbed smooth. When activated, this stick stores perfect recall of one story or set of information of similar length. Symbols and pictures appear on the stick related to the information it is storing. Once the infor-

mation is retrieved, the symbols disappear and the stick is empty, ready to be used again. Only one story or set of information can be stored at any given time.

WOLF BELT: A belt constructed from the hides of slain werewolves, decorated with bone fe-

tishes. When put on, it transforms the user into a wolf as per the Wolfchange talent; the belt shifts with the user. The user can change back at will, in which case the belt falls off, ready to be put on again. Werewolves will attempt to kill anyone using a wolf belt, stopping at nothing.

Sample Characters

These are example characters built as starting PCs. They are given trappings appropriate to their concepts, but have not generally spent all their starting SP. These characters may be advanced as the GM wishes to provide more experienced NPCs.

CATUNG THIEF

ATTRIBUTES: Warrior 1, Rogue 6, Mage 3
HP: 4, **MANA:** 6
DEFENSE: 7 (+2 for leather armor)
SKILLS: Acrobatics, Awareness, Thievery
TALENTS: Feline Weapons, Lucky Devil, Weak
TRAPPINGS: dark leather clothing, belt and pouches, tools

MERFOLK SCOUT

ATTRIBUTES: Warrior 3, Rogue 4, Mage 3
HP: 9, **MANA:** 6
DEFENSE: 7 (+1 for shell chestplate)
SKILLS: Awareness, Lore, Polearms
TALENTS: Breathe Water, Fish Swim, Dehydration
TRAPPINGS: short trident

MOUNTAIN GIANT SMASHER

ATTRIBUTES: Warrior 6, Rogue 2, Mage 2
HP: 12, **MANA:** 4
DEFENSE: 8 (+5 for chain armor)
SKILLS: Athletics, Blunt, Unarmed
TALENTS: Exceptional Attribute (Warrior),

Tough as Nails, No Talent for Magic
TRAPPINGS: two-handed warhammer, backpack

SIMIAN TALECHANTER

ATTRIBUTES: Warrior 3, Rogue 3, Mage 4
HP: 9, **MANA:** 8
DEFENSE: 7
SKILLS: Acrobatics, Herbalism, Lore
TALENTS: Exceptional Attribute (Rogue), Curious, Prehensile Tail
TRAPPINGS: carved stick hung with baubles and fetishes

SORCERER WANDERER

ATTRIBUTES: Warrior 1, Rogue 3, Mage 6
HP: 7, **MANA:** 12
DEFENSE: 6 (+1 for padded cloth robes)
SKILLS: Alchemy, Daggers, Lore
TALENTS: Blood Mage, Channeller, Outcast
SPELLS: Frostburn, Sense Magic, Magic Armor
TRAPPINGS: staff, dagger, scroll case with map fragments

WEREWOLF RANGER

ATTRIBUTES: Warrior 5, Rogue 4, Mage 1
HP: 11, **MANA:** 2
DEFENSE: 8 (+2 for leather armor)
SKILLS: Awareness, Bows, Herbalism
TALENTS: Hunter, Moonbound, Wolfchange
TRAPPINGS: Bow and quiver, belt and pouches or backpack, bedroll



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NEW RACES, TALENTS AND ITEMS FOR YOUR GAME

Discovered Lore contains six new playable races for your Warrior, Rogue & Mage campaign. Smash your foes as a hulking Mountain Giant or explore the depths of the oceans as a member of the ancient merfolk. In addition to that this book provides you with new magic items and a set of sample characters that can be used as starting player characters or as NPCs.

What is Warrior, Rogue & Mage?

WR&M is a simple, lightweight roleplaying game that allows a group of players and a game master to experience epic adventures in a fantasy world filled with wondrous magic. This book contains the complete game rules, including character creation, combat, magic, equipment and monsters, as well as a complete fantasy setting, the Fallen Imperium of Vaneria.



wyrm
Roleplaying System



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