

# Glantri Great School of Magic

## Introduction

The following character design sequence has to be passed to create a student of the magical university. Note that almost none of these choices are mandatory and that options can be left out or mixed. However, only a total of 150 points may be spent and only -40 points in non-racial disadvantages may be taken without GM consent.

## Typical Magister Template

This template represents the skills that a character should have after completing the first 4 years of his education (making him 18 to 20 in age). Those who did not do very well in their studies might lack some skills but remember that those who lack most are unlikely to have passed the exam at all.

(Total cost: [47])

Language (Classical Thyatian) [6], Mathematics IQ-1 [2], Public Speaking IQ [2], Literature IQ-1 [2], Poetry IQ-1 [1], Astronomy IQ-2 [1], Thaumatology IQ-1 [4], Literature IQ-1 [2], Law IQ-1 [2], Savoir-Faire IQ+1 [2],

Rank (University) 2 [10], Magical Talent (pick one) 2 [10], Legal Immunity (separate court) [5]

## Chose Patron

The players should decide upon a common agenda that unites them. They will support one of the masters of the school and partake in the complex politics of the Great School.

- Master McCallous, a secret supporter of the People's Spellcaster Company
- Master Phaerun, who wants to become the next grand master
- Master Kamparov, a vampire hunter
- Master di Vendi, who wants to achieve immortality

- Master le Urse, who believes that there is a strange secret order within the school and wants to neutralize it
- Master van der Tulip, who wants to reduce the Alphatian influence in Glantri
- Master del Mano-Negro, who has a pacifist agenda and want to avoid a war with any of Glantri's neighbours.
- Master Wu, who fights against religious infiltration

## Racial Templates

First pick a race and a principality of origin. Consult the gazetteer for details about the Glantrian regions.

### Humans

Humans are the most common race in Glantri. They come in different flavours, depending on the Principality they originate from.

- **Albaanese [6]:** Language (Thyatian), Language (Alphatian, native) [6]
- **Flaem (Bergdhoven) [24]:** Fire Talent 4 [20], Language (Flaemish), Language (Thyatian, accented) [4]
- **Boldavian [-15]:** Delusions (Minor, very superstitious) [-5], Illiterate [-3], Language (Traladaran), Language (Thyatian, accented, illiterate) [2], Low Tech Level (3, 2 for weapons and armour) [-5]
- **Alphatian (Blackhill) [19]:** Air Talent 4 [20], Language (Alphatian), Language (Thyatian, accented) [4], Intolerance (Thyatians) [-5]
- **Thyatian (Caurenze) [-5]:** Language (Thyatian), Intolerance (Alphatians) [-5]
- **Klantlyrian [-1]:** Language (Celtic), Language (Thyatian, accented) [4], Low Tech Level (3, 2 for weapons and armour) [-5]

- **Krondaharian [-15]:** Social Stigma (Minority Group) [-10], Language (Krondaharian, barely literate) [-2], Language (Thyatian, broken, barely literate) [2], Low Tech Level (3, 2 for weapons and armour) [-5]
- **Nouvelle Averoignien [4]:** Language (French), Language (Thyatian, accented) [4]

#### Erewan Elf

Erewan elves are ethereal forest-dwellers who have problems adopting to the strange habits of humans. While they prefer to stay in their home principality of Erewan, they are still quite frequently encountered all over Glantri. [55]

#### Attribute Modifiers

Dexterity 11 [20]

#### Secondary Characteristic Modifiers

Hit Points 8 [-4], Fatigue Points 8 [-6], Perception 12 [10]

#### Advantages

Very Handsome (Androgynous) [16], Weapon Master (Broadsword *or* Rapier, (Composite) Longbow, (Composite) Shortbow) [35], Longevity [2], Less Sleep (4 h) [8], Magical Talent (pick any one - in game world terms it is based on the stellar constellation at birth) 2 [10], Immune to Sleep Magic (Perk) [1], Night Vision 2 [2], Sanitized Metabolism (Perk) [1].

#### Disadvantages

Low TL (3, 2 for weapons and armour) [-5], Low Empathy (non-elves -20%) [-16], Incurious (self-control 12 or less) [-5], Low Pain Threshold [-10], Oblivious (non-elves -20%) [-4]

#### Belcadiz Elf

These elves are small, dark-skinned, and very proud of their lifestyle, heritage, and cultural achievements. Belcadiz elves live

very much like humans, although their dwellings are magically more sophisticated. Their touchiness in matters of honour is legendary. [55]

#### Attribute Modifiers

Dexterity 11 [20]

#### Secondary Characteristic Modifiers

Hit Points 8 [-4], Fatigue Points 8 [-6], Perception 12 [10]

#### Advantages

Handsome [12], Weapon Master (Rapier, (Composite) Longbow, (Composite) Shortbow) [35], Longevity [2], Less Sleep (4 h) [8]. Illusionism Talent 2 [10], Immune to Sleep Magic (Perk) [1], Night Vision 3 [3], Sanitized Metabolism (Perk) [1].

#### Disadvantages

Low Empathy (non-elves -20%) [-16], Easily insulted (Quirk) [-1], Incurious (self-control 12 or less) [-5], Low Pain Threshold [-10], Oblivious [-5]

#### Racial Lenses

A racial lens may be added to a character regardless of basic race.

#### Half-Elf

Depending on the amount of elven blood, a character has one or many of the properties of his elven ancestor. Pick any of the properties desired and pay the appropriate point cost. Obviously, this templates is not available to elves.

#### Progeny

The character has a magical creature among his ancestors. Though the supernatural blood is somewhat "watered down", the character might have a few minor advantages thanks to his ancestry.

- **Dragon Blooded, minor [5]:** Unnatural Features 1 (unusual skin colour, a few scales, or lizard-like eyes) [-1], Perk (ability to produce a small flame, snowball, or electrical spark, depending on dragon race) [1], Social Regard (Respected) 1 [5]
- **Dragon Blooded [35]:** Unnatural Features 3 (scales, horns, lizard tongue etc.) [-3], Damage Resistance 3 [15], Perk (ability to produce a small flame, snowball, or electrical spark, depending on dragon race) [1], Talent (Dracology) 2 [10], Social Regard (Respected) 2 [10], Night Vision 2 [2]
- **Demon Blooded, minor [5]:** Unnatural Features 1 (no shadow, red skin, or horns etc.) [-1], Accessory (Perk, can slightly diminish the light in a room) [1], Social Regard (Feared) 1 [5]
- **Demon-Blooded [40]:** Talent (Smooth Operator) 1 [15], Unnatural Features 3 (horns, cloven foot, red skin, chilling aura etc.) [-3], Magical Darkness (Obscure (Vision) 10) [20], Claws (Sharp) [5], Social Regard (Feared) 2 [10], Night Vision 3 [3]
- **Kartane** (living descendent of a vampire and a mortal being), **minor [0]:** Unnatural Features 1 (blurry mirror image, pointy teeth) [-1], Perk (Deep Sleeper) [1], Social Regard (Feared) 1 [5]
- **Kartane [20]:** Unnatural Features 2 (no mirror image, pointy teeth, deathly pale) [-2], Teeth (Sharp) [1], Charisma 2 (sense-based, must look victim into its eyes) [8], Perk (Deep Sleeper) [1], Social Regard (Feared) 2 [10], Night Vision 2 [2]
- **Dryad-Blooded, minor [5]:** Unnatural Features 1 (green hair) [-1], Accessory (Perk, can re-energize small plants that lack water or nutrients) [1], Social Regard (Venerated) 1 [5]
- **Dryad Blooded [25]:** Green Thumb 1 [5], Plant Empathy [5], Terrain Adaptation (Undergrowth) [5],

Unnatural Features 2 (green hair w/ flowers) [-2], Accessory (Perk, can re-energize small plants that lack water or nutrients) [1], Night Vision 1 [1], Social Regard (Venerated) 2 [10]

## Personality Types

Next, decide upon the kind of person your character is. These personality types are just examples - feel free to mix and match or not to take some of the skills and (dis)advantages.

### Activist

You have a strong sense of right and wrong and you spend a lot of your sparetime lobbying for a specific cause. Typical issues in Glantri are equal rights for undead and lycantrophes, removal of spellcasting taxes, or the legalization of religious worship (the latter being a very dangerous proposition). Thus, you are well trained in the art of debate as well as in the less noble tasks of throwing stones and fighting in bar room brawls.

Typical Advantages and Disadvantages are: Charisma 2 [10], Fanaticism [-15], Obsession (The Cause, self-control roll 12 or less) [-10], Xenophilia (self-control 15 or less) [-5]

Typical skills are: Current Affairs (E) IQ [1], Administration (A) IQ-1 [1], Law (H) IQ [4], Philosophy (H) IQ [4], History (H) IQ+1 [8], Geography (H) IQ [4], Expert Skill (related to agenda) (H) IQ+1 [8], Acting (A) IQ-1 [1], Streetwise (A) IQ-1 [1], Research (A) IQ [2], Intimidation (A) Will [2], Fast Talk (A) IQ+1 [4], Area Knowledge (Glantri City) (E) IQ+2 [4], Urban Survival (A) Per-1 [1], Detect Lies (H) Per [4], Interrogation (A) IQ-1 [1], Propaganda (A) IQ+1 [4], Public Speaking (A) IQ+1 [4], Escape (H) DX-2 [1], Throwing (A) DX+1 [4], Axe/Mace (A) DX-1 [1], Brawling (E) DX [1], Knife (E) DX [1], Riding (A) DX-1 [1], Hiking (A) HT-1 [1], First Aid (E) IQ [1], Swimming (E) HT [1], Stealth (A) DX [2].

### Artsy Dude

The Artsy Dude (or Dudette) is extravagant in style, well-informed about the avantgarde, and often talented in one or two arts. However, many other students consider the Artsies to be somewhat eccentric.

Typical Advantages and Disadvantages are: Curious (self control 12 or less) [-5], Easy to Read [-10], Gregarious [-10], Hard of Hearing [-10], Impulsiveness (self-control 9 or less) [-15], Jealousy [-10], Laziness [-10], Loner (self-control 12 or less) [-5], Obsession (become best artist ever, self-control 12 or less) [-10], Acute Vision +5 [10], Eidetic Memory [5], Gifted Artist 2 [10], Versatile [5], Trademark [-5]

Typical skills are: Artist (pick specialty) (H) IQ+1 [8], Current Affairs (E) IQ+1 [2], Philosophy (H) IQ-1 [2], Literature (H) IQ [4], Symbol Drawing (H) IQ [4], Dancing (A) DX+1 [4], Singing (E) HT+2 [4], Streetwise (A) IQ-1 [1], Connoisseur (A) IQ+1 [4], Research (A) IQ [2], Disguise (A) IQ [2], Fast Talk (A) IQ-1 [1], Sex Appeal (A) HT-1 [1], Area Knowledge (Glantri City) (E) IQ [1], Carousing (E) HT [1], Poetry (A) IQ [2], Public Speaking (A) IQ [2], Musical Instrument (pick one) (H) IQ-1 [2], Brawling (E) DX [1], Savoir-Faire (E) IQ [1].

### Athlete

Your magical talent is very limited but you are an excellent athlete, representing your university in competitions. You like physical activity a lot and you are easily bored by classroom study and long theoretical discussions.

Typical Advantages and Disadvantages are: Ambidexterity [5], Combat Reflexes [15], Danger Sense [15], Enhanced Defenses (Dodge) [15], Fearlessness 2 [4], Very Fit [15], High Pain Threshold [10], Rapid Healing [5], Resistant (Metabolic Hazards +3 HT) [10], Single-Minded [5], Bully (self-control 15 or less) [-5], Chummy [-5],

Dull [-1], Gluttony (self-control 12 or less) [-5], Hidebound [-5], Gregarious [-10], Honesty (self-control 12 or less) [-10], Impulsiveness (self-control 9 or less) [-15], Jealousy [-10], Killjoy [-15], Post-Combat Shakes [-5], Stubbornness [-5], Wounded [-5]

Typical skills are: Dancing (A) DX+1 [4], Streetwise (A) IQ-1 [1], Holdout (A) IQ [2], Climbing (A) DX+2 [8], Area Knowledge (Glantri City) (E) IQ+2 [4], Jumping (E) DX+2 [4], Escape (H) DX-2 [1], Axe/Mace (A) DX [2], Bow (A) DX+1 [4], Spear (A) DX+1 [4], Brawling (E) DX+3 [8], Knife (E) DX+3 [8], Riding (A) DX+1 [4], Hiking (A) HT+1 [4], Acrobatics (H) DX [4], Swimming (E) HT+2 [4], Survival (A) Per [2], Games (Sport Rules) (E) IQ [1].

### Bootlicker

The Bootlicker is a spineless little creature that prefers living in the shadows of someone stronger and more skilled. While often underestimated, some bootlickers are experts at the manipulation of others.

Typical Advantages and Disadvantages are: Acute Hearing +5 [10], Cultural Adaptability [10], Empathy [15], Pitiabile [5], Smooth Operator 1 [15], Social Chameleon [5], Cowardice (self-control 9 or less) [-15], Feafulness 3 [6], Hunchback [-10], Intolerance (pick one group) [-5], No sense of humour [-10]

Typical skills are: Current Affairs (E) IQ [1], Acting (A) IQ-1 [1], Detect Lies (H) Per [4], Diplomacy (H) IQ+1 [8], Search (A) Per [2], Observation (A) Per [2], Shadowing (A) IQ+1 [4], Connoisseur (A) IQ [2], Fast Talk (A) IQ+2 [8], Area Knowledge (Glantri City) (E) IQ+2 [4], Carousing (E) HT [1], Savoir-Faire (E) IQ+2 [4].

### Bully

A Bully enjoys pushing others around, especially Nerds and other undesirables.

Some bullies are also somewhat cowardly, avoiding stronger targets. Note that a bully will not be the most popular character and there should be a strong tie to the rest of the group. Also, the bully should overcome his bad habits during play.

Typical Advantages and Disadvantages are: Fit [5], Peripheral Vision [15], Bad Temper (self-control 12 or less) [-10], Bully (self-control 12 or less) [-10], Callous [-5], Cowardice (self-control 15 or less) [-5], Personality Change (Low Self-Image when drunk) [-1], Odious Personal Habits 2 [-10], Selfish (self-control 9 or less) [-10], Shyness 1 [-5], Trickster (self-control 15 or less) [-7]

Typical skills are: Search (A) Per+1 [4], Observation (A) Per [2], Streetwise (A) IQ-1 [1], Shadowing (A) IQ+2 [8], Intimidation (A) Will+2 [8], Holdout (A) IQ [2], Climbing (A) DX [2], Area Knowledge (Glantri City) (E) IQ+2 [4], Interrogation (A) IQ [2], Gesture (E) IQ [1], Axe/Mace (A) DX-1 [1], Brawling (E) DX+2 [4], Knife (E) DX+1 [2], Stealth (A) DX [2], Tracking (A) Per [2].

### Career Type

You have money on your mind big time and always tell people about your side business performing lesser rituals for money.

Typical Advantages and Disadvantages are: Greed (self-control 6 or less) [-30], Jealousy [-10], Miserliness (self-control 12 or less) [-10], Nervous Stomach [-1], No Sense of Humour [-10], Overconfidence (self-control 9 or less) [-7], Selfish (self-control 9 or less) [-7], Stubbornness [-5], Unfit [-5], Workaholic [-5], Business Acumen 2 [20], Charisma 1 [5], Fashion Sense [5], Honest Face [1], Independent Income 5 [5], Indomitable [15], Rapier Wit [5], Serendipity 1 [15]

Typical skills are: Current Affairs (E) IQ+3 [8], Administration (A) IQ+1 [4], Law (H) IQ [4], Occultism (A) IQ [2], Mathematics

(H) IQ-2 [1], Accounting (H) IQ-1 [2], Propaganda (A) IQ [2], Merchant (A) IQ+2 [8], Symbol Drawing (H) IQ [4], Thaumatology (VH) IQ-1 [4], Observation (A) Per [2], Connoisseur (A) IQ [2], Research (A) IQ [2], Forgery (H) IQ-1 [2], Fast Talk (A) IQ+1 [4], Area Knowledge (Glantri City) (E) IQ [1], Detect Lies (H) Per [4], Riding (A) DX+1 [4], Savoir-Faire (E) IQ+3 [8].

### Cheerleader

You are either a mimbo or a bimbo, relying on good looks and/or popularity to reach your goals. You might also be a bit of a dandy, even though there are many "Cheerleader" types to whom popularity comes quite natural.

Typical Advantages and Disadvantages are:

Fashion Sense [5], Squeamish (self-control 12 or less) [-10], Charisma 3 [15], Fit [5], Honest Face [1], Voice [10], Absent-Mindedness [-15], Gregarious [-10], Lecherousness (self-control 15 or less) [-7], Overconfidence (self-control 12 or less) [-5], Short Attention Span (self-control 12 or less) [-10]

Typical skills are: Current Affairs (E) IQ+3 [8], Acting (A) IQ+1 [4], Makeup (E) IQ+1 [2], Dancing (A) DX+1 [4], Observation (A) Per [2], Fast Talk (A) IQ+1 [4], Sex Appeal (A) HT+2 [8], Area Knowledge (Glantri City) (E) IQ+3 [8], Carousing (E) HT+2 [4], Jumping (E) DX+2 [4], Musical Instrument (pick one) (H) IQ-1 [2], Erotic Arts (A) DX [2], Acrobatics (H) DX [4].

### Frat Guy

You are conservative, chauvinistic, and well trained in the art of ritual fencing. You proudly display your scars and are quick to challenge those belittling your Corps.

Typical Advantages and Disadvantages are: Code of Honour (Gentleman's) [-10], Combat Reflexes [15], Danger Sense [15], Enhanced Defenses (Parry) [5],

Fearlessness 2 [4], Fit [5], High Pain Threshold [10], Rapid Healing [5], Single-Minded [5], Bully (self-control 15 or less) [-5], Dull [-1], Hidebound [-5], Honesty (self-control 12 or less) [-10], Post-Combat Shakes [-5], Stubbornness [-5], Intolerance (other races) [-10], Chauvinism [-1], Ally (the corps, 25% of own point value [1], group size 20 x8, appears on 6 or less x1/2) [4]

Typical skills are: Hidden Lore (Frat Rites) (A) IQ+1 [4], Law (H) IQ [4], History (H) IQ+1 [8], Geography (H) IQ [4], Streetwise (A) IQ-1 [1], Connoisseur (A) IQ [2], Intimidation (A) Will [2], Area Knowledge (Glantri City) (E) IQ+2 [4], Carousing (E) HT+2 [4], Gambling (A) IQ+1 [4], Interrogation (A) IQ [2], Gesture (E) IQ+2 [4], Musical Instrument (War Horn) (H) IQ-2 [1], Bow (A) DX+1 [4], Rapier (A) DX+2 [8], Brawling (E) DX+1 [2], Knife (E) DX [1], Riding (A) DX+1 [4], First Aid (E) IQ [1], Savoir-Faire (E) IQ+3 [8], Swimming (E) HT [1], Disarming (Rapier) +2 [3]

### Goth

Depressed and obsessed with death and undeath, Goths like to dress in black and wear silver. While they seem like serious people, they are also a bit on the theatrical side. Many strive to become necromancers.

Typical Advantages and Disadvantages are: Fearlessness 1 [2], Night Vision 2 [2], Pitiable [5], Disturbing Voice [-10], Incurious (self-control 12 or less) [-5], Loner (self-control 12 or less) [-5], Low Pain Threshold [-10], Lunacy [-10], Nightmares (self-control 9 or less) [-7], Obsession (Fascination with Death) [-5], Odious Personal Habits 1 [-5], Chronic Depression (self-control 15 or less) [-7]

Typical skills are: Occultism (A) IQ+2 [8], Literature (H) IQ [4], History (H) IQ [4], Geography (H) IQ [4], Expert Skill (Undead Lore) (H) IQ+1 [8], Symbol Drawing (H) IQ [4], Thaumatology (VH)

IQ-1 [4], Archaeology (H) IQ-1 [4], Gesture (E) IQ [1], Poisons (H) IQ-1 [2], Poetry (A) IQ-1 [1], Stealth (A) DX+1 [4].

### Mad Scientist

Related to the Nerd, the Mad Scientist is obsessed with his studies and his knowledge sometimes puts his teacher to shame. On the other hand, he is uncomfortable outside a classroom setting, due to his improper grasp on reality.

Typical Advantages and Disadvantages are: Delusions (minor, nobody minds if you harvest body parts from the graveyards) [-5], Clueless [-10], Xenophilia (self-control 12 or less) [-10], Workaholic [-5], Weirdness Magnet [-15], Bad Sight, Gullibility (self-control 12 or less) [-10], Intuitive Mathematician [5], Unfazeable [15], Unfit [-5], Megalomania [-10], Missing Digit [-2], Obsession (Build Golem) [-5]

Typical skills are: Alchemy (VH) IQ [8], Esoteric Medicine (H) Per [4], Pharmacy (Herbal) (H) IQ [4], Surgery (VH) IQ [8], Occultism (A) IQ+2 [8], Mathematics (H) IQ+1 [8], Machinist (A) IQ+1 [4], Engineer (H) IQ [4], Symbol Drawing (H) IQ [4], Thaumatology (VH) IQ [8], Research (A) IQ+3 [12], Forgery (H) IQ [4].

### Nerd

You like books, collecting magical toys, and working alone. On the other hand, your social skills are as lacking as is your personal hygiene. On the other hand, the fact that others underestimate you sometimes works to your advantage.

Typical Advantages and Disadvantages are: Clueless [-10], Low Self-Image [-10], Stuttering [-10], Bad Sight [-25], Bad Smell [-10], Gullibility (self-control 12 or less) [-10], Easy to Read [-10], Loner (self-control 12 or less) [-5], Oblivious [-5], Very Unfit [-15], Social Stigma (Nerd) [-5], Language Talent [10], Deafness [-20], Disturbing Voice [-10], Honesty

(self-control 12 or less) [-10], Hunchback [-10], Unluckiness [-10]

Typical skills are: Alchemy (VH) IQ [8], Philosophy (H) IQ+1 [8], Occultism (A) IQ+2 [8], Mathematics (H) IQ+1 [8], Literature (H) IQ [4], History (H) IQ+1 [8], Geography (H) IQ+1 [8], Archaeology (H) IQ+1 [8], Research (A) IQ+3 [12], Crossbow (E) DX+4 [12], Stealth (A) DX+1 [4].

### Party Dude

You know how to have a good time, often at the cost of your work. On the up side, you usually know about all parties and other events taking place.

Typical Advantages and Disadvantages are: Lecherousness (self-control 12 or less) [-15], Danger Sense [15], Curious (self control 12 or less) [-5], Gregarious [-10], Hard of Hearing [-10], Impulsiveness (self-control 9 or less) [-15], Laziness [-10], Charisma 2 [10], Fashion Sense [5], Overconfidence (self-control 12 or less) [-5], Short Attention Span (self-control 12 or less) [-10]

Typical skills are: Current Affairs (E) IQ+3 [8], Acting (A) IQ+1 [4], Makeup (E) IQ+1 [2], Dancing (A) DX+1 [4], Law (H) IQ [4], Search (A) Per+1 [4], Smuggling (A) IQ [2], Streetwise (A) IQ-1 [1], Holdout (A) IQ+1 [4], Fast Talk (A) IQ+1 [4], Sex Appeal (A) HT+1 [4], Area Knowledge (Glantri City) (E) IQ+2 [4], Carousing (E) HT+3 [8], Gambling (A) IQ+1 [4], Urban Survival (A) Per-1 [1], Erotic Art (A) DX+1 [4], Brawling (E) DX+1 [2], Knife (E) DX+1 [2], Hiking (A) HT [2], Savoir-Faire (E) IQ+2 [4].

### Slacker

You love to hang out, with or without friends and always have a stash of herbs ready. More ambitious slackers grow herbs themselves and often become expert horticulturalists.

Typical Advantages and Disadvantages are: Unfazeable [15], Resistant (Metabolic Hazards +3 HT) [10], Luck [15], Plant Empathy [5], Green Thumb 2 [10], Addiction (cheap, incapacitating, illegal) [-15], Confused (self-control 15 or less) [-5], Indecisive (self-control 15 or less) [-5], Klutz [-5], Laziness [-10], Motion Sickness [-10], Unfit [-5]

Typical skills are: Alchemy (VH) IQ [8], Law (H) IQ [4], Esoteric Medicine (H) Per [4], Pharmacy (Herbal) (H) IQ+1 [8], Expert Skill (Horticulture) (H) IQ+1 [8], Acting (A) IQ [2], Search (A) Per-1 [1], Smuggling (A) IQ+1 [4], Streetwise (A) IQ+1 [4], Forgery (H) IQ-2 [1], Holdout (A) IQ+2 [8], Lockpicking (A) IQ-1 [1], Fast Talk (A) IQ+1 [4], Area Knowledge (Glantri City) (E) IQ [1], Filch (A) DX-1 [1], Carousing (E) HT+3 [8], Merchant (A) IQ [2], Urban Survival (A) Per-1 [1], Detect Lies (H) Per-1 [2], Poisons (H) IQ-1 [2 or 0], Pickpocket (H) DX-2 [1], Escape (H) DX-2 [1], Knife (E) DX [1], Camouflage (E) IQ [1], Stealth (A) DX [2].

### Snob

You are very proud of your family, dress only in the finest clothes, and find little of value in others. However, snobs are very much at home in the higher circles and can be useful due to their connections.

Typical Advantages and Disadvantages are: Code of Honour (Gentleman's) [-10], Enhanced Defenses (Parry) [5], Fearlessness 2 [4], Single-Minded [5], Bully (self-control 15 or less) [-5], Dull [-1], Hidebound [-5], Honesty (self-control 12 or less) [-10], Post-Combat Shakes [-5], Stubbornness [-5], Intolerance (other races) [-10], Chauvinism [-1], Greed (self-control 6 or less) [-30], Jealousy [-10], Miserliness (self-control 12 or less) [-10], No Sense of Humour [-10], Overconfidence (self-control 9 or less) [-7], Selfish (self-control 9 or less) [-7], Stubbornness [-5], Unfit [-5], Charisma 1 [5], Fashion Sense [5],

Independent Income 10 [10], Rapier Wit [5].

Typical skills are: Current Affairs (E) IQ+3 [8], Heraldry (A) IQ+1 [4], History (H) IQ [4], Geography (H) IQ [4], Connoisseur (A) IQ+1 [4], Fast Talk (A) IQ+1 [4], Area Knowledge (Glantri City) (E) IQ+1 [2], Carousing (E) HT+2 [4], Gambling (A) IQ [2], Detect Lies (H) Per [4], Poetry (A) IQ [2], Public Speaking (A) IQ [2], Crossbow (E) DX+1 [2], Broadsword (A) DX+2 [8], Riding (A) DX [2], Savoir-Faire (E) IQ+3 [8], Tracking (A) Per+1 [4].

Determine attributes etc. in the standard GURPS fashion as described in the rule book.

## Chose Major and Minors

### Major Faculties

FIRE - Fire Magic  
WATR - Water Magic  
AIRM - Air Magic  
ERTH - Earth Magic  
DRAC - Dracology  
NECR - Necromancy  
RUDI - Runic Divination  
ABJU - Abjuration  
ILLU - Illusionism  
TRMT - Transmutation

### Minor Faculties

MT - Magical Theory  
LD - Lore Dragons  
AL - Alchemy  
PE - Physical Education  
ST - Strategy and Tactics  
CK - Classical Knowledge  
MC - Magical Combat  
LE - Lore Extraplanar  
AN - Astrology and Natural Law  
FM - Fencing and Melee  
DT - Diplomacy and Trading  
MA - Magical Arts  
LA - Law and Administration  
ET - Engineering and Technology

### Finishing Touches



## **Pseudomedieval University in GURPS**

The language spoken at the school is Classical (the original form of Thyatian). Classes are non-interactive and there is corporal punishment for those who are too loud.

Studying is expensive

All exams are oral / practical.

University starts of 14.

Officially, there are no class differences within the university, however, all are nobles anyway. There is a rudimentary democracy and students are exempt from the laws of the city.

Students often wander between universities and are exempt from local law (but subject to the judgement of their university superiors).

Students live on their own, often in a hospicium (run by different student fraternities, ranging from conservative to purpose-oriented) or in a bursa (= cheap student quarters w/ very strict rules).

### **Steps in Education**

#### **Trivium**

The following knowledge is imparted and those who pass the first 2 years have a university rank of 1.

Grammar - teaches the classical Thyatian language

Dialectics - the art of logics

Rethorics - the art of public speaking

#### **Quadrivium**

The next two years of harsh university lecturing grant a rank of 2 and allow teaching of the basic non-magical arts.

Arithmetics

Geometry -mathematical knowledge

Astrology

Magical Theory

#### **Magical Study**

Those who have passed the basic classes are trained in the art of magic, half of it via lectures, the other half by taking part in the

magical research of their doctores, masters, or in rare cases the grand master.

### **University Ranks**

0. Scholarius (=student)

1. Baccalarius (tutor), Librarius (= book aquisition etc.)

2. Bedellus (= janitor, policeman of the university)

3. Magister (= teacher)

4. Doctor (=professor)

5. Master (= dean of a faculty)

6. Grand Master

## Magic

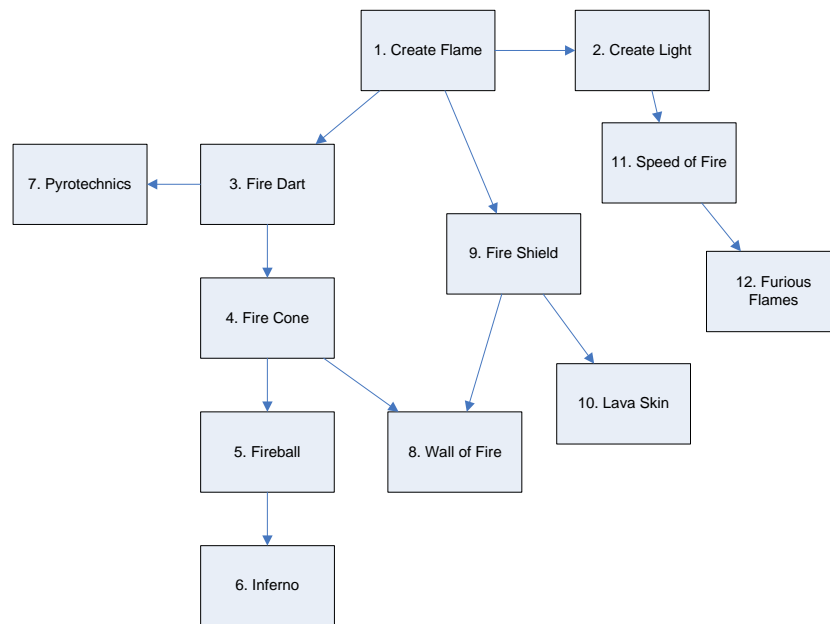
Magic follows the rules of psionics, but none of the powers described in the book exist. Also, each ability listed has the powers before as prerequisites, sometimes replacing a previous power.

### Skills

- **Symbol Drawing (Hard IQ):** certain magical rituals require symbols to be drawn and this is the skill needed to do it right. Rituals allow one to achieve magical effects beyond the strictly codified confines of spells and are used to create lasting effects such as the conjuration of a guardian elemental, the creation of a magical sword etc. The difficulty of Symbol Drawing is two less than that of the Thaumatology roll for the ritual and a successful roll grants +2 on the Thaumatology roll (+3 on a critical success).
- **Thaumatology:** As a rule of thumb, any item of TL 8 or less can be simulated by magic, if its general nature fits any of the magical talents of the caster. For example, a magical box showing interesting stories (effectually a DVD player - TL 8) might require Illusion magic. The creation difficulty modifier is the TL of the item (-8 in the example). After TL 8, the difficulty is increased by 3 per TL. The creation of items that grant a specific advantage are a special case; the difficulty modifier is 1 per point of cost (making it a good idea to include limitations) and the creation cost is 1000 Crowns per point. Note that some materials may not even be available and can require a quest of sorts.
- **Occultism (Average IQ):** a general non-working knowledge of magic, i.e., what kind of magic items exist, what spells and rituals exist and what effects do they cause.

## Fire Magic

Fire magic is fast and energetic, geared towards attack spells. Fire mages are often impatient, impulsive people.

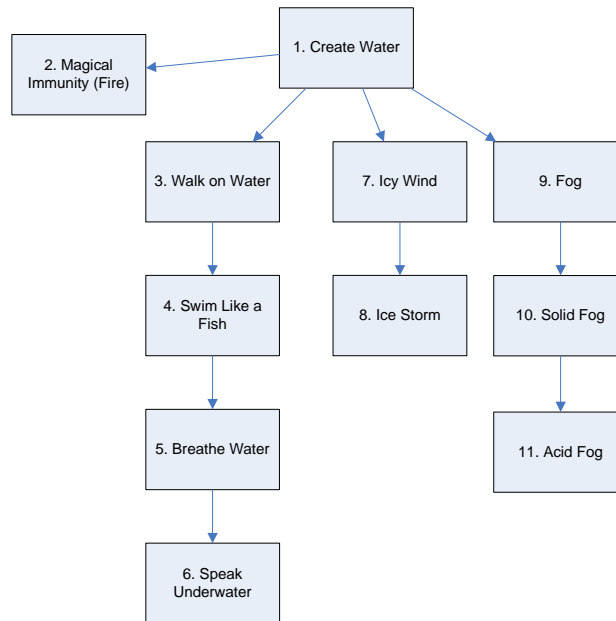


**Fire Talent [5/level]:** +1 to all required attribute checks.

- Create Flame [1]:** allows you to create a small flame, comparable to that produced by a modern-day lighter. *(Accessory [1],psionic -10%)*
- Create Light [1]:** You can create a magical light above your head that has a range similar to a torch. *(Accessory [1],psionic -10%)*
- Fire Dart [7]:** You can create a small dart of fire and throw it at an enemy, but each dart costs you one point of fatigue. Acc +0, 1/2D 10, Max 100, RoF 1, Recoil 1, Damage 2d burn. *(Innate attack burn [10], Inaccurate 3 -15%, Costs Fatigue 1 -5%, psionic -10%)*
- Fire Cone
- Fireball
- Inferno
- Pyrotechnics
- Wall of Fire
- Fire Shield [15]:** Your body is engulfed in flames. Those who touch you take fire damage and wooden weapons might catch on fire. You may also touch others to deal them damage. You deal 2d burn damage. *(Innate attack burn [10], Aura +80%, melee attack -30%)*
- Lava Skin
- Speed of Fire
- Furious Flames

## Water Magic

Water is both soft and powerful and water magic consists of spells that effect water and ice. The stereotypical water mage is patient and self-controlled but a real terror when angered.

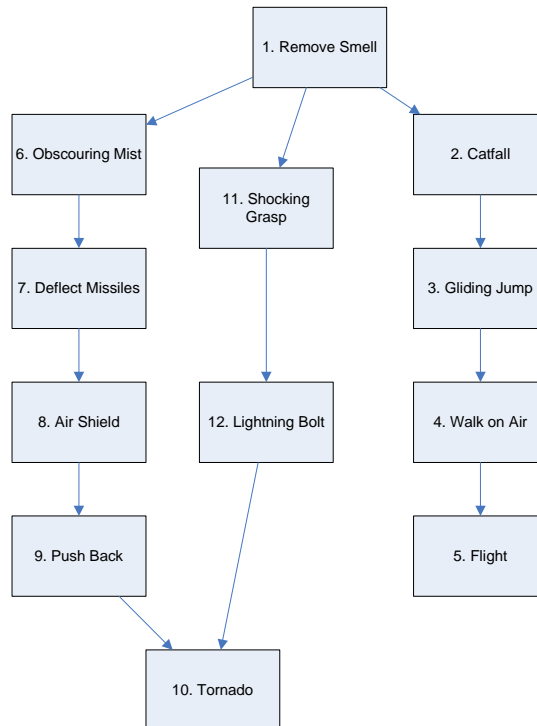


**Water Talent [5/level]:** +1 to all required attribute checks.

- 1. Create Water [1]:** allows you to create a hand full of water per second. (*Accessory [1], psionic -10%*)
- 2. Magical Immunity (Fire) [6]:** you can resist attacks made with fire magic with a quick contest of Water talent vs. Fire talent. If such a roll is already required you gain +5. (*Psi Static [30], resistible -50%, only against fire magic -30%*)
- 3. Walk on Water [14]:** you can walk on water and other liquids. (*Walk on Liquid [15], psionic -10%*)
4. Swim Like a Fish []:
5. Breathe Water
6. Speak Underwater
- 7. Icy Wind [14]:** You can create a gust of cold wind and direct it somewhere. The spell will affect an area of 2m radius. Each gust of wind costs you one point of fatigue. Acc +0, 1/2D 10, Max 100, RoF 1, Recoil 1, Damage 1d fatigue damage. (*Innate attack fatigue [10], Inaccurate 3 -15%, Costs Fatigue 1 -5%, Area Effect 2 yards +50%, hazard freezing +20%, psionic -10%*)
8. Ice Storm
- 9. Fog [9]:** Creates fog around the caster with a 2 yard radius. The fog gives a penalty of 5 to all vision-based actions. (*Obscure (Vision) 5 [10], psionic -10%*)
10. Solid Fog
11. Acid Fog

## Air Magic

The manipulation of air allows flight and other manipulations of the medium air. Air mages are considered to be absent-minded and mercurial.

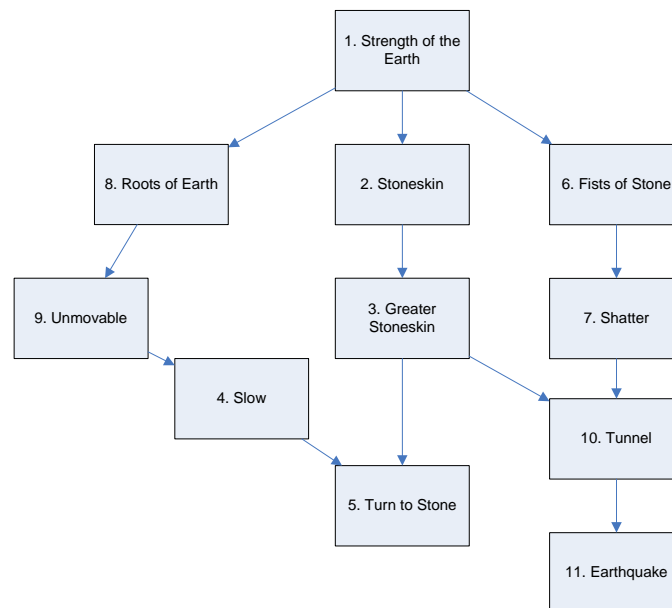


**Air Talent [5/level]:** +1 to all required attribute checks.

- 1. Remove Smell [1]:** allows you to remove an unpleasant smell from a room but not its negative side effects. (*Accessory [1], psionic -10%*)
- 2. Catfall [9]:** You are in less danger when falling, subtracting 5 meters from the distance for the purpose of determining damage. Also, a DX roll allows you to halve the damage. (*Catfall [10], psionic -10%*)
- 3. Gliding Jump**
- 4. Walk on Air [18]:** you can walk on air as if it were solid but if your are knocked down or slip you will fall. (*Walk on Air [20], psionic -10%*)
- 5. Flight**
- 6. Obscuring Mist [9]:** You can create a cloud of mist that hides you and your allies. The mist centers around you and has a radius of 2 meters, giving a penalty of 5 to all vision-based actions. (*Obscure Vision 5 [10], psionic -10%*)
7. Deflect Missiles
8. Air Shield
9. Push Back
10. Tornado

## Earth Magic

Earth magic is defensive in nature but also allows several interesting attacks. Generally, earth mages are considered to be stoic, bordering on the passive.



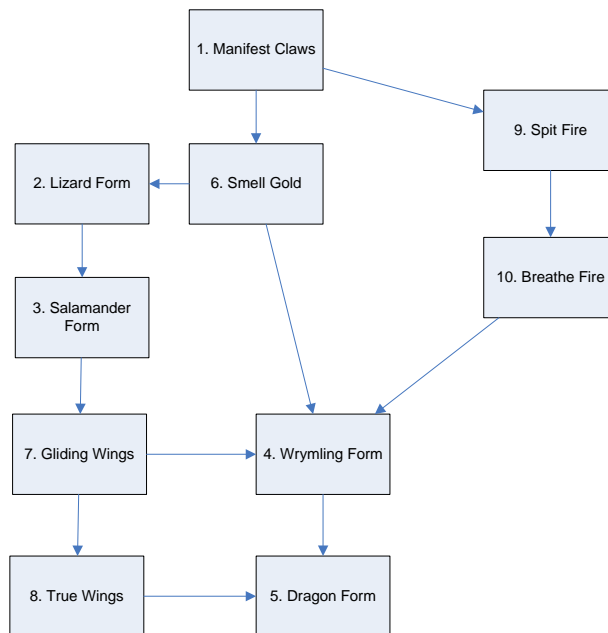
**Earth Talent [5/level]:** +1 to all required attribute checks. Quick contests use Will attribute as a base.

1. **Strength of the Earth [2]:** While standing on bare earth, you can lift more weight than normally (+1 ST for lifting purposes only). (*Lifting ST+1 [3], psionic -10%, only while standing on bare earth -20%*)
2. **Stoneskin [14]:** Your skin is as hard as stone while you use this magical power (DR 4) but you are less agile (-1 DX). (*Damage Resistance [20], psionic -10%, reduce DX by 1 -20%*)
3. **Greater Stoneskin [20]:** Your skin is as hard as stone while you use this magical power (DR 8) but you are less agile (-2 DX). (*Damage Resistance [40], psionic -10%, reduce DX by 2 -40%*)
4. Slow
5. Turn to Stone
6. Fists of Stone
7. Shatter
8. Roots of Earth
9. Unmovable
10. Tunnel
11. Earthquake

## Dracology

Dracologists try to emulate the inherent magic of dragons, with astonishing effects. The art of dracology is seen with scepticism by some. Dragon mages chose the type of dragon they

which to emulate, e.g., there are red dragon mages, shadow dragon mages, and gold dragon mages.

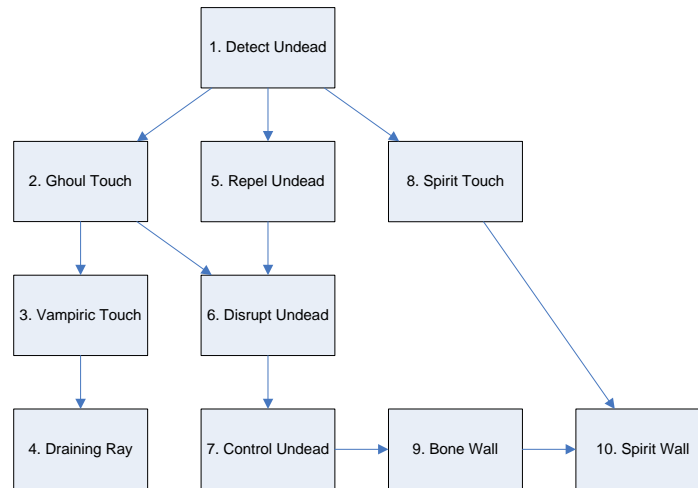


**Dracology Talent [5/level]:** +1 to all required attribute checks. Quick contests use Will attribute as a base.

1. **Manifest Claws [3]:** Your punches and kicks deal cutting damage due to claws of pure energy. (*Sharp Claws [5], psionic -10%, temporary disadvantage (no fine manipulators) -30%*)
2. Lizard Form
3. Salamander Form
4. Wyrmling Form
5. Dragon Form
6. Smell Gold
7. Gliding Wings
8. True Wings
9. **Spit Fire [9]:** You can spit a small ray of fire costing you one point of fatigue and needing 5 seconds to recharge. Acc +0, 1/2D 10, Max 100, RoF 1, Recoil 1, Damage 3d burn. (*Innate attack burn [15], Inaccurate 3 -15%, Costs Fatigue 1 -5%, takes recharge 5 seconds -10%, psionic -10%*)
10. Breathe Fire

## Necromancy

Necromancers practice the art of death magic. While this type of magic is forbidden in most countries due to its sinister nature, it is regarded as a legitimate art in Glantri. Necromancers are feared and should buy the social regard (fear) advantage at level 1 or 2.



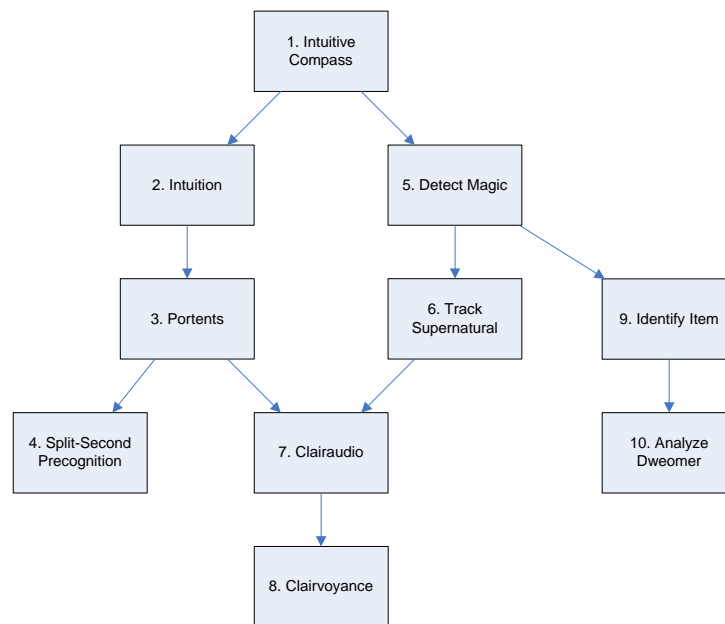
**Necromancy Talent [5/level]:** +1 to all required attribute checks. Quick contests use Will attribute as a base.

- 1. Detect Undead [4]:** You can detect the presence of undead via a sense roll with the usual range modifiers with an Per test. On a critical success you also know the direction and quantity of the undead. (*Detect (occasional) [10], psionic -10%, vague -50%,*)
- 2. Ghoul Touch [6]:** Your touch can paralyze others. Your target must make a HT check or be stunned, being able to recover every second with an additional check. If the roll is failed by 5 or more, the target is paralyzed for one minute per point of failure and stunned afterwards. Armour automatically stops the effect, so an unarmoured body part must be touched. The ghoul touch only works on living beings. (*Affliction [10], psionic -10%, accessibility -10%, contact agent -30%, secondary effect: paralysis +30%, melee attack reach 1 -25%*)
- 3. Vampiric Touch**
- 4. Draining Ray**
- 5. Repel Undead**
- 6. Disrupt Undead [6]:** You can shoot a ray of light from your finger that damages undead creatures. Acc +0, 1/2D 2, Max 20, RoF 1, Recoil 1, Damage 3d corrosion (also damages DR). Each attack costs you 1 FP. (*Innate attack cor [30], Inaccurate 3 -15%, Costs Fatigue 1 -5%, reduced range -20%, psionic -10%, accessibility (undead only) -30%*)
- 7. Control Undead**
- 8. Spirit Touch**
- 9. Bone Wall**
- 10. Spirit Wall**

## Runic Divination



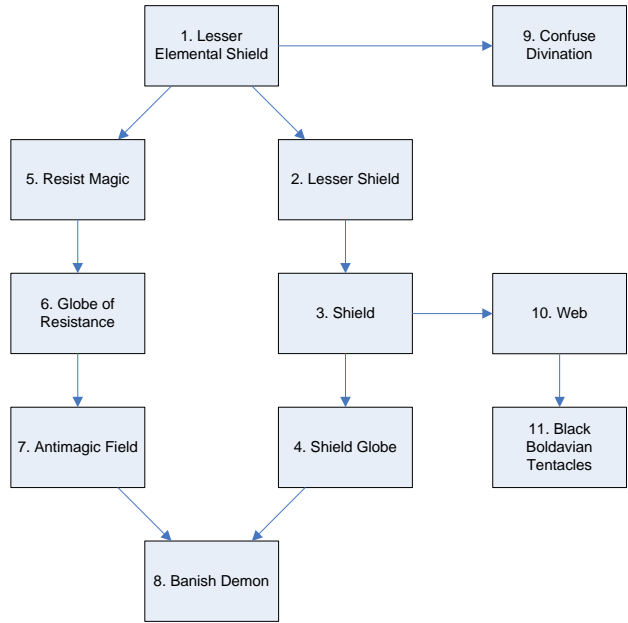
Runic divination is a magical art that concentrates on the gathering of knowledge. At the lower levels, its power is somewhat limited but the archmages of runic divination are powerful mages indeed. Runic diviners are seen as wise and trustworthy.



**Runic Divination Talent [5/level]:** +1 to all required attribute checks. Quick contests use Will attribute as a base.

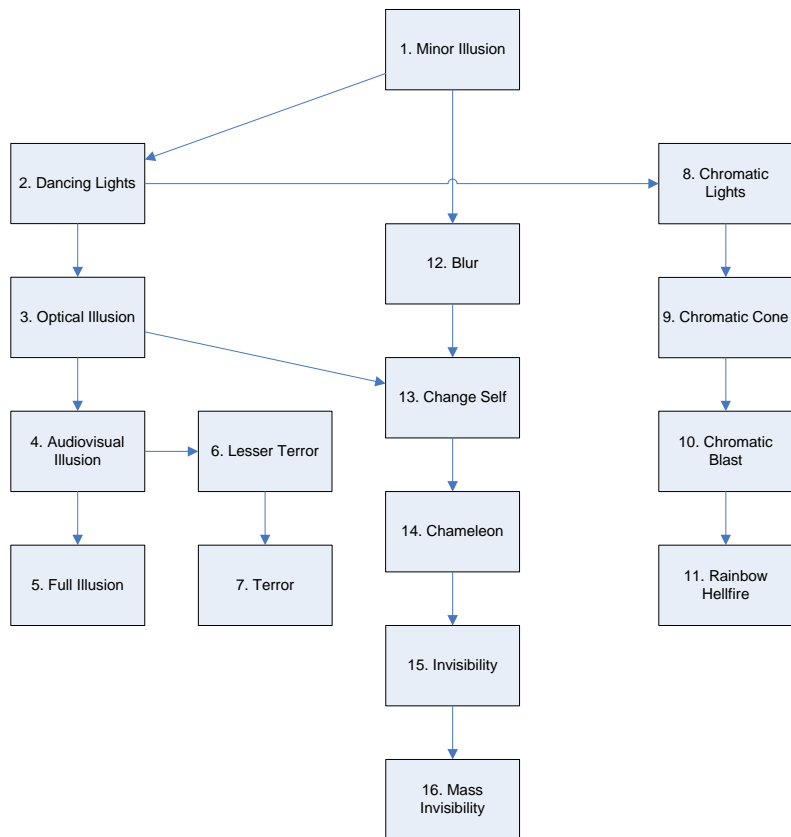
1. **Intuitive Compass [4]:** You always know where north is and you never get lost. (*Absolute Direction [5], psionic -10%*)
2. Intuition
3. Portents
4. Split-Second Precognition
5. Detect Magic
6. **Track Supernatural**
7. **Clairaudio**
8. **Clairvoyance**
9. **Identify Item**
10. **Analyze Dweomer**

**Abjuration**



## Illusionism

The art of illusion allows the manipulation of reality. While some mages scoff at an art, which has no real impact on the world, illusionism can be quite powerful indeed. Illusionists are said to be eccentric and flamboyant.



**Talent [5/level]:** +1 to all required attribute checks. Quick contests use Will attribute as a base.

1. **Minor Illusion [1]:** You can produce a small illusion that is immediately recognizable as such but can be used for entertainment purposes. The skill Art (Illusion) can be used to create more beautiful effects. *(Perk [1], psionic -10%)*
2. **Dancing Lights [5]:** You can create a group of 1 to 6 small lights of any colour you like. The lights can be moved by concentrating to any spot within 50 yards of the caster. *(New Advantage)*
3. **Optical Illusion [10]:** You can create an optical illusion without sound. A quick contest of your IQ vs. the victims' Per decides whether they fall for the illusion or not. Both sides may add their Illusionism Talent to the attribute but the size modifier of the illusion is applied as a bonus to the defenders value. The illusion costs 1 fatigue point to create but none to maintain (max 1 hour). *(New Advantage)*
4. **Audiovisual Illusion [15]:** You can create an illusion consisting of both sound and visual effects. A quick contest of your IQ vs. the victims' Per decides whether they fall for the illusion or not. Both sides may add their Illusionism Talent to the attribute but the size modifier of the illusion is applied as a bonus to the defenders value. The illusion costs 2 fatigue point to create but none to maintain (max 1 hour). *(New Advantage)*
5. **Full Illusion [20]:** The full illusion is similar to the audiovisual one but also adds smell and touch to the created figment. A quick contest of your IQ vs. the victims' Per decides whether they fall for the illusion or not. Both sides may add their Illusionism Talent to the attribute but the size modifier of the illusion is applied as a bonus to the defenders value. The illusion costs 3 fatigue point to create but none to maintain (max 1 hour). *(New Advantage)*
6. **Lesser Terror**
7. **Terror**
8. **Chromatic Lights [18]:** This spell fires small polychromatic spheres of light at an enemy. The spheres automatically hit their intended target. A quick contest of Will is rolled to determine whether the victim is affected (Illusionism Talent bonus applies for both sides). Your Will is reduced by 1 for every yard of distance to the target. The target is stunned but can recover every second with a successful Will check. Creatures unable to see the lights are not affected. The chromatic lights take 4 seconds of concentration to cast. *(Affliction 1 [10], Malediction +100%, based on will +20%, sense based (vision) -20%, takes extra time 2 -20%)*
9. **Chromatic Cone**
10. **Chromatic Blast**
11. **Rainbow Hellfire**
12. **Blur [13]:** While blurred you are harder to hit, which improves your ability to dodge by +1 while active. Blur costs 1 fatigue point to activate and 1 additional point per minute to maintain. *(Enhanced Dodge [15], -10% psionic, -5% costs fatigue)*
13. **Change Self [14]:** You can change your face to look like somebody else of your or a similar race. This takes 10 seconds to do and 3 to return to your original form. +4 to

disguise rolls. The process of changing requires Pixie dust, an expensive substance costing 200 gold peices per dose. *(Elastic Skin [20], psionic -10%, requires common trigger -20%)*

14. **Chameleon [18]:** You can change the colour of your skin to reflect your surroundings. *(Chameleon 4, -10% psionic)*

15. **Invisibility [20]:** You can turn invisible at will but your equipment stays visible! Also, you still cast a reflection in mirrors and insubstantial beings such as ghosts might still see you. You get +9 stealth under the appropriate circumstances. After you have turned visible again, it takes 1 hour until you can use this spell again. *(Invisibility 40, switchable +10%, visible reflection -10%, substantial only -20%, recharge time 1h -30%)*

## 16. Mass Invisibility

## Magic Item Shopping List

Item	Description	Price
Weng Fei "Red Oni" Wand of Fire	Weng Fei produces cheap copies of magical products. While users save a lot of money, they also get less quality and sometimes have to face specific risks. The Red Oni is a cheap copy of the Purifier with less power and there are also rumours about a risk of explosion. [Damage 2d6, 1/2 D 10, Max 100, Acc 1, Rof 1, Recoil 3, area effect 2m, takes 5 seconds to recharge after every shot] <i>(corresponds to: innate attack burn [10], Area Effect 2m +50%, contact agent (ignores armour) +150%, Inaccurate 2 -10%, Recoil 3 -20%, takes recharge 5 seconds -10%, 26.000 crowns to create)</i>	40.000 crowns
Van der Deibel "Purifier" Wand of Fire	Van der Deibel is a well-known magical manufactory of Flaemish origin. Their fire magics are highly valued and command a high price. The Purifier is the standard wand of the elite mages of the Glantrian Army. [Damage 4d6, 1/2 D 10, Max 100, Acc 3, Rof 1, Recoil 1, area effect 4m] <i>(corresponds to: innate attack burn [20], Area Effect 4m +100%, contact agent (ignores armour) +150%, 70.000 crowns to create)</i>	100.000 crowns
Weng Fei Bone Knife		
Original Boldavian Bone Knife		