

SHARDBOUND RULE & CORE-BOOK

SEBASTIAN JØRGENSEN



INTRODUCTION

Shardbound is a dark fantasy tabletop roleplaying game (TTRPG) with an eye toward creativity and accessibility. Although initially tailored for dark fantasy scenarios, its flexibility allows players to explore and immerse themselves in various fantastical settings.

Within the Shardbound Rulebook lies a unique setting, a sombre realm where magic, myths, and horrors converge. Shards stand as powerful artefacts borne from the gods' demise at the heart of this world.

In this immersive game, players embody a diverse array of characters: mercenaries, adventurers, investigators, and thieves, each wielding formidable Shards. These individuals should be intricately tied to the world, their moral compass navigating shades of grey. Our distinct approach to crafting character backstories adds depth and nuance to the player's experience.

PREPARATION

Shardbound unfolds over a series of gaming sessions known as campaigns, a familiar structure for those acquainted with other popular tabletop roleplaying games (TTRPGs) run by one person known as the Game Master (GM).

The players embark on various adventures, such as confronting formidable foes, with each adventure spanning one to three sessions. Players bring limited resources and face no healing options throughout these endeavours. Following the completion of their quests, whether in triumph or defeat, the players retreat to their headquarters, typically a house or wagon. Here, they engage in downtime activities and access healing mechanisms.

Each player and the GM should equip themselves with six six-sided dice (d6). Players require a character sheet and a party sheet, with the former housing all details about their characters, and the latter encompassing information about their headquarters, party abilities, and ongoing downtime activities.

A crucial component of the game is the GM, responsible for steering the narrative, overseeing all nonplayer characters (NPCs), and describing the world in which the game unfolds.

MECHANICS

DICE

Shardbound uses the *Withering* d6 dice pool system. When there is a question of whether something will happen, and there is a potential consequence if it doesn't, you'll make a roll using this pool of dice and take the highest result.

- On multiple 1s, the roll is a critical failure. You don't accomplish what you wanted, and there are severe consequences.
- On a 1–3 result, the roll is a failure. You don't accomplish what you wanted, and there are consequences.
- On a 4–5 result, the roll is a mixed success. You accomplish what you wanted, but it comes at a cost.
- On a 6 result, the roll is a complete success. You get what you want without any major unintended consequences.
- On multiple 6s, the roll is a critical success. You get what you want, and something extra.

ACTIONS

Action represents your character's proficiency at a given manoeuvre under pressure. Each can have a rating between 0–3, denoting the number of dice you roll when performing that action—the higher the value, the more skilled your character is in that area. If you have no points in an action, you can still attempt the action. In that case, roll two dice and take the lower result. Note that you can't get a critical success on this kind of roll (even if you roll two 6s).

These are the actions in-game, and some examples. Remember that several actions could be used for the same task.

Prowess (Physical Actions).

- Move, the ability to do advanced, gentle, or sudden movements, climbing, dodging, jumping, dancing, parkour, etc.
- Force, the ability to use strength, such as pushing, battling, throwing, etc.
- Finesse, the ability to use fine movements and precision for aiming, dodging, cutting, tripping, etc.
- Guts, the ability to control your own soul to endure effects, such as walking through fire, catching a sword in hand, sustaining a collapse, holding breath, etc.

Cunning (Social and Deceiving Actions).

- Sway, the ability to control others with words, such as deception, intimidation, persuading, commanding, etc.
- Read, the ability to read intentions, tell lies, body language, understand a situation, or visible personal history of the target.
- Sneak, the ability to do shady actions such as sneaking, stealing, pickpocketing, shanking, and planting information.
- Spirit, the ability to influence another soul, including controlling or communing with the supernatural, sensing a presence, finding shard-bound, etc.

Resolve (Intelligence and Experience Actions).

- Survey, the ability to perceive and observe, including looking for something, spying, avoiding getting blinded, scanning, spotting, finding traps, etc.
- Study, the ability to gather information, including knowing symbols, reading, finding hidden messages, finding secrets, discovering, etc.
- Craft, the ability to create and destroy, such as alchemy, blacksmithing, prison shivs, taking apart contraptions, forgery, counterfeits, etc.
- Channel, the ability to control your surroundings by supernatural means, such as leading lightning, attuning, understanding magical hazards or events, breaking laws of physics. (Not the action used for Shard tasks; remember shards should use every action available, not only one).

FOCUS & AID

Focus is a resource you may expend and replenish during a session. It represents your character's ability to push themselves or allies past their standard capacity. Another player can assist you by spending one of their focus points for +1d; this is called to Aid. Though an assisting player can only spend 1 point of focus per roll, multiple players can help you carry out your action. When another player offers aid, they should describe what they do to assist within the narrative. It is at the GM's discretion whether or not your party members can help. For example, if your friend is rolling with Move, you may spend points in Prowess to add additional dice.

When you Aid, you regain the spent focus if the roll is 6 or critical. If not, you can take 1 Stress to regain the focus spent on Aid. If all players Aid the same player, they all regain their spent focus on a 4 or above.

All focus has a maximum, determining the highest points your character can have in that focus. Your sheet also displays the amount currently available, which is a number that will decrease as you spend the available points. Your maximum focus is the same as all skill dots within an action category; having 3 skill dots in Move and 1 in Force grants you a total of 4 Prowess Focus Points.

- Prowess can add dice to Move, Force, Finesse, and Guts rolls.
- Cunning can add dice to Sway, Read, Sneak, and Spirit rolls.
- Resolve can add dice to Survey, Study, Craft, and Channel rolls.

REGAINING FOCUS

You can regain Focus by removing dice before a roll; you regain Focus of the same Action category as the Action is under. The roll must have stakes of Medium difficulty or Moderate consequence or higher. You also regain Focus when successfully Aiding as stated in the section above. Otherwise, all Focus is regained when entering Downtime.

ROLLS, STAKES, DIFFICULTY, & CONSEQUENCES

The primary engine of the game is built around action rolls. These occur during moments within the narrative when the results of a player's decisions are unclear— action rolls should not be used for every character's action. The characters in Shardbound are competent and highly trained, more than your average person within the setting, so you shouldn't roll the dice for unhindered actions such as walking down the street or climbing a ladder. That being said, if you're trying to remain hidden or there's a monster chasing you, it will probably require a roll to avoid the danger while you do it.

Ultimately, it is up to the GM to decide when dice are rolled and which actions are used; however, as a player, you can make suggestions or ask for a roll to achieve a desired result.

Remember, this game is a conversation. You are expected to work with the rest of your table to create the best story and game experience together.

The GM sets the stakes of the roll (easy, normal, hard, or impossible) to indicate how difficult the action is to complete and (minor, moderate, or major) to indicate how dangerous the consequences might be, and tells you which action to roll. You roll several dice equal to that action rating, plus any additional dice gained from spent focus points, and the GM determines how the fiction evolves based on your result. By default, the stakes of every roll are normal/moderate.

Jack the Sellsword intends to jump off a tall tower into the raging ocean below. The GM sets the stakes: “This is an easy task; Jack needs only jump far enough, but the consequences are major if he misses the water; then he will suffer fatal wounds, AKA this is an easy/major task”.

IMPOSSIBLE & CONTROL

In some instances, players may find their characters incapable of certain actions due to insufficient strength or capability. Expanding control renders such actions possible, a pivotal moment where a character defies the odds, achieving the seemingly impossible. It's crucial to note that this feature is not intended for expediently reaching the end of an adventure or effortlessly defeating the final boss.

Chad's character, Redan the Assassin, is equipped with a potent Shard affording command over shadows. As Redan and his companions are pursued by formidable sellswords through the city, Chad envisions strategically using Redan's abilities. Desiring to shroud the city in a dense mist of shadows for a safe escape, Chad proposes the idea to the GM. Initially deemed impossible, Chad queries if spending a control could alter the scenario. The GM concurs, reclassifying the action as medium difficulty. Chad then rolls for the action, successfully executing the plan and enabling all the characters to flee to safety.

It remains imperative to vividly portray the extraordinary actions of characters, providing a detailed account of what empowers them to achieve the extraordinary.

WOUNDS, SCARS, & STRESS

Sometimes you will suffer wounds either to your body or your mind; these are heavy blows that could lead to your character's death. Wounds normally occur during moderate or major consequential actions, either from fails or mixed successes; only rarely should a character suffer a wound when rolling a success or not at all. When a character has six wounds, it will lead to scars that permanently change your character. When this happens, design a scar with your GM; it can be a cut, loss of a limb, mentality change, or something supernatural. It is important to show how this great near-death experience has altered

your character both visually and mentally. Scars caused by Body Wounds can cause permanent dysfunction, while those caused by Mind Wounds can change personality.

When a scar is gained during an adventure, that character is no longer fit to take part in the current scenes, and the character flees or disappears; this gives the player time to choose a type of scar and show the rest how dangerous the situation around them currently is.

Normally every character has eleven stress slots; these fill up as the characters find themselves in challenging situations, witness something mindboggling, or push themselves too much. The GM hands out Stress the same way they hand out Wounds. When a character fills up their Stress Slots, they immediately suffer a Mind Wound; this cannot be prevented.

PROTECT

Sometimes the GM will announce that a character will suffer a wound or roll a failure; when this happens, another player can try to prevent it. A failed protection can lead to both characters taking wounds or heightening the consequences.

When you want to protect, you must spend one Focus Point from the same action type on the roll of the other player (if the source of the wound was not based on a roll, then you may choose any focus point); they describe how you intend to block, repel, or avoid the incoming damage. The GM suggests an action you need to roll; it does not need to be from the actions tied to the focus point used.

SHARDS & EXHAUSTION

Items that bind themselves to the soul of the character. Shards are the magic system of Shardbound, powerful items that allow the wielder to accomplish astonishing things. When using shards, the player needs to roll actions as normal; an example being a Shard that gives the wielder control over fire, the player wants their character to intimidate someone by blasting fire near their face, but without hurting, this could either be a Sway Action (for the intimidation) or a Finesse Action (for the precise control of the flames).

Shards are indeed powerful but are not intended to replace previous mundane actions such as pickpocketing; instead, they are meant to allow the players to accomplish the otherwise improbable. But extended use of a Shard could prove dangerous as they are daunting to wield.

Exhaustion is granted to those who use their Shards repeatedly without an extended break. As a GM, you should always warn your players in advance that if they do continue with their Shard Actions, they will suffer Exhaustion on Action Failure (rolling 3 or less). Exhaustion doubles the character's current Stress; if that character has zero Stress, they

will need to roll 3d6 and gain Stress equal to the lowest roll. You should not use Exhaustion as punishment but as a story element to signify the absurd powers within the items.

GIVING & TAKING DICE

The GM has the power to take away and give away dice from a roll when the situation calls for it. Normally they should just adjust the Stakes of the action, but sometimes more needs to be done to signify the disadvantages or advantages. Just remember to rarely take away dice, as it is a harsh punishment. It should be used as an example of preparation.

Some examples might be:

Trying to lockpick with a twig and metal cord. (Take away dice).

Exploiting an enemy's weakness. (Give away dice),

Shooting an arrow in a storm. (Take away dice).

FIGHTING ENEMIES

An important aspect of Shardbound is the combat; fantasy worlds are often filled with dangerous monsters and villains, and in almost every story there is combat. The normal enemies in Shardbound have little chance against the powerful protagonists; guards should not take more than one or two successes to slay. But some enemies are more hardy or just deserve to feel like a life-threatening encounter; this might be a dragon or another Shard-bearer. These enemies have Life Points, representing how many times the players need to Wound them to defeat them. A normal boss encounter against a group of four players should have 4-6 Life Points; anything more than that could make the encounter deadly, assuming the boss dishes out some wounds.

The players should know how many Life Points the enemy has when they initiate combat, and there should rarely be more than two different sources of Life Points at a time. But remember, many bosses in games and other media do not simply die; many must be killed twice, others resurrect, some become spirits, and some are just immortal. It is up to the GM if the story becomes better from such a change or not; it is all about fun.

MONSTERS

Should they dish out wounds, they should be formidable. A monster can often be the final boss of an adventure, and once it is slain, the party should return to their HQ.

PLAYING THE GAME

ADVENTURE

The gameplay is separated into two parts, adventure and downtime. The very first session should start at the beginning of an adventure; the players should have an obvious goal, or it should become clear during the first hours of gameplay. An adventure should take between one and three sessions to complete; this does not mean that adventures cannot be tied to an overarching plot. Also, the adventure does not need to be successful to be finished; sometimes the players fail, should give up, or reconsider if the adventure is worth the risk.

An adventure is the part of the story where the player characters actively try to solve a problem, defeat a villain, further their own plot, or just travel. While on an adventure, the players do not have access to any form of healing. The adventure should not be straight as an arrow; there should be introduced detours, discovery, small side missions, and NPC interaction; think of it as an episode of a show, or the arc of a game, or run it as you would do with other fantasy TTRPGs.

In later sessions, the adventure begins once the players have discovered their next goal and finished their downtime play.

CHOOSING ERRAND & GATHERING EXPERIENCE

Before the players first set out on an adventure, they need to choose their Errand. The Errand is permanent once chosen and lasts until they enter downtime. The Errand signifies the character's strengths and intentions during the coming adventure; it should be a task that is simple but not given. Only when the character succeeds in their Errand will they gain 1-3 EXP depending on the Difficulty and Consequence Stakes of the task. A character can gather 10 EXP maximum during each adventure. The EXP of all characters will merge into the party EXP; this is further explained in the Party section below.

“Sarah plays a character that thrives in manipulation; she asks her GM if her goal can be deceptive interactions with other NPCs, but the GM declines, as it is not challenging enough. The GM proposes that Sarah can gain more EXP from distracting dangerous individuals. Sarah agrees.

It is important to note that the EXP should only be granted when it is earned, not forced or “cheesed”. Ultimately, it is the GM's decision if the situation should be rewarded. Remember, Errands are meant to enrich what a player character already does and accomplishes, not draw away from the focus of the game and story; they should come naturally.

Some examples of Errands:

- Protecting another player.
- Sneaking past guards.
- Pickpocketing things of importance.
- Dualing.
- Tracking monsters.
- Gathering information through conversation.
- Assassinations.

I KNOW A GUY

DOWNTIME

After completing their adventures, the gameplay will go into downtime; this is an in-game period of 3 to 7 days where the players can find new goals, upgrade their characters, heal wounds, interact with recurring or random NPCs, do deals, and everything else a person in this world would do when they have time and money. This often occurs where the players have their HQ, mostly in a city or town.

Even if the players are in downtime, the game should function much of the same; the players should not be pulled out of the roleplay but should get into the mindset of doing things over several days. Yet they can and should go into small adventures, quests, and side-missions while in downtime; the GM should just give it a Labour Point cost, described further below.

When the players are done with their downtime tasks and have or do not have a goal in mind, the next adventure should start, either by them saying what they want to do or by the GM giving them a goal.

HEADQUARTERS

The HQ of the characters should have nearby access to shops, vices, communities, outside NPCs, and places of interest. It should also become better as the party becomes more renowned and wealthy; other NPCs controlled by the GM should be stationed at the HQ, such as guards, smugglers, or informers.

PARTY & LEVELLING UP

The party consists of the players, but also other important NPCs; this might be the leader of the group or the getaway driver. And over time, the number of NPCs might change to more or less. The party does, of course, need a name and a purpose; they might be thieves, sellswords, nobles, or just commoners.

On the Party Sheet, the players can see the amount of EXP needed to level up their Party. As they enter downtime, all of the players' gathered EXP will be merged and added to the Party Sheet; sometimes they will level up more than once. Normally, they should level up once or twice between each adventure; anything less than that over time could prove lethal to the characters.

Levelling up is further explained in the Character & Party Creation: Party Sheet section.

LABOUR POINTS (LP)

While in downtime, the player characters have their own amount of LP, normally 4. LP represents the efficiency of the character and the amount of time they have to spend on downtime endeavours.

A player can use LP to do different tasks, and think of LP as a large amount of time and focus spent on advancing or completing a task.

Every task that is not simply done and needs time and focus requires LP; normally one should suffice, but some tasks require more, maybe 3 to 5. They might need that player to try and complete the task over several downtimes, or more party members need to join in. Many tasks also require rolls, as the LP only allows the player to attempt the task. Some Ancestry and Speciality abilities cost LP.

The players should be able to do mostly anything they want with the LP, so be creative! The GM sets the cost if it needs one at all.

Things that should not cost LP:

- Pure Roleplay.
- To do something the GM introduces. (Such as a surprise NPC visitor).
- Planning.
- Shopping.
- Tiny Downtime Adventures.

Downtime should take one session or less, but it is not bad if it goes beyond that.

CHARACTER & PARTY CREATION

This chapter is specifically tailored to the world in which Shardbound is set; you might want to change certain aspects such as lore. Feel free to change what you like.

BACKSTORY

A backstory is a vital part of Shardbound; all player characters should have it, and some high-importance NPCs should have simple stories. When creating a backstory for your player character, you should remember the setting the GM has presented; it is always wise to tie yourself to the world, so speak with the GM and craft the story together.

Some vital parts of the backstory creation in Shardbound:

If your character is (a) Shardbound/Shardbearer, you should make the tale of how they got their hands on the Shard epic and unique. Shards are the most powerful thing that exists and only present themselves to those in great peril; many fail to use them and perish, but the few that grab the opportunity and save themselves will have stories and songs told from that moment. They become a part of history.

Another unique thing is that a character should have motives, not a specific goal or mission. Think of it this way, a character loses against a villain in their story, it is natural for that player to make it a grand mission for their character to get revenge on the villain that lives across the country, what this essentially does is force the GM to create a whole arc that might not fit the story of the game and could consume most of the game's story, and it might become both unsatisfactory for the GM, character-player and other players.

Instead, the character should and most likely would use the moment of failure as a cornerstone in their personality. They would likely react sourly to others who share personality traits with that of their villain. The villain should be thwarted at some point, but that need not be in the game. The story is more impactful by the character's journey to become stronger, wiser, and better. This is not to say that you cannot have missions; if both you and your GM agree on it, you absolutely could. Find a mission that works for both of you. Lastly, remember that you, as a player, should give and adjust to the other players; a game is no fun if it only revolves around the story of one person. If all players share similar motives, the game will run more smoothly than not. You all might have been affected by an organisation in some way or another, giving you a similar perspective on the matter and a reason for creating a party.

CHARACTER SHEET

Every player has their own character sheet, which represents their character to its full extent. When creating a character, you should first think and write a backstory together with your GM. When that is done, you can begin to implement that character onto the character sheet.

At the top of the character sheet, you will find the basic information, shown below: This information is mainly to help you remember.

Name: _____ Age: _____
Shard: _____ Origin: _____
Speciality: _____ Party: _____

ACTIONS & SKILL

On the left side of the sheet are your actions and their skill dots. Above each of them is the Focus of the corresponding type.

In this example, the player character has one skill dot in Sway, which also gives that player one Focus Point in Cunning, shown by the half circles.

Normally you would have several more dots on your character sheet.

Zero dots mean you roll with disadvantage, meaning you roll two dice and pick the lowest.

One dot means you roll one die, and two means two, and so on.

ABILITIES

In the middle of your character sheet, you will find your abilities; these are all named special powers your character has. It is recommended to only write their names and have the rule book at hand. These abilities are the ones you gain from your Ancestry, Speciality, Shard, and if your GM has granted any more.

Prowess Focus

- Move    
- Force    
- Finesse    
- Guts    

Cunning Focus

- Sway    
- Read    
- Sneak    
- Spirit    

Resolve Focus

- Survey    
- Study    
- Craft    
- Channel    

GEAR

Gear is equipment brought with you on an adventure. Every player has the opportunity to bring the standard six at the top, while your speciality allows you to bring unique items, signified by the three empty lines at the bottom. Or you can bring items that are bought or otherwise gathered previously.

You do not need to choose the three gear pieces before the adventure; think of it as when you need it, it's there. You mark the slots while on the adventure when that item is required.

Gear *During each adventure choose 3*

- ☐ Melee or Ranged Weapon
- ☐ Shard
- ☐ Valuable
- ☐ Body Armour or Shield
- ☐ Light Source
- ☐ Instrument
- ☐ _____
- ☐ _____
- ☐ _____

Once you have chosen the three items, you cannot bring any more. Even if you choose to discard the item. It is also important to note that you cannot bring items you do not have, so if your Shard was previously stolen, it is off-limits until retrieved.

Gear and things that you do find on the adventure do not take up Gear slots, but you can only have one of these with you, as any more would weigh you down.

When you bring this gathered gear back to your HQ, you can bring it along on future adventures as you would any other gear.

WOUNDS

To the right of the sheet is where you would mark any Wounds, gained Stress, or Scars.

Wounds and Stress are marked by filling the corresponding boxes, while Scars are recorded beneath where you would describe the Scar.

You have 16 total Stress boxes, 5 of which are painted red. The 11 white boxes are the normal total stress a character can have before gaining a Mind Wound. Some abilities in the game allow a character to gain more maximum Stress, which will allow the player to use some of the red boxes.

Wounds

Body ☐ ☐ ☐ ☐ ☐ ☐ ☐

Mind ☐ ☐ ☐ ☐ ☐ ☐ ☐

Stress

Scars

POINTS

On page number two of the character sheet, you will first find the Points section.

This is where you would record unspent points, and if needed, your maximum amount.

Points

Labour: _____

Skill: _____

Lesser-Shard: _____

Greater-Shard: _____

ERRAND & EXP

You will also find Errand and Experience here. This is where you will write down your chosen Errand for the upcoming adventure, and where you will record the gathered experience while on an adventure.

Errand & EXP

Errand: _____

Experience: _____/10 Maximum

THE REST

Lastly, you will find the names, backstory and notes section, where you can write down the information you want, be it from your backstory or the ongoing game.

PARTY SHEET

The party sheet is a place for the players to record their party name and level. It also shows the experience gathered by the players and their choice of rewards when levelling up.

When levelling up, the party is granted one point; they can either use this point to pay for an upgrade that costs 1 point or save it for later to gain stronger upgrades.

All the upgrades are shared amongst the players and must be agreed upon. An example is: if the party agrees on spending their one and only point on preparation, then everyone shares this upgrade and nothing else. Or the party can agree on saving the point to get a better upgrade on later level-ups.

The second page lists upgrades that the party can choose from every 4th level. Cannot pick the same upgrade twice. The third page lists common Labour-Point actions.

CLARIFICATION

Enhanced Training: (2 Points): Pay two points to grant every player one upgrade from the list. The players do NOT need to be the same; one might want more Lesser Shard Points while another might want an additional permanent Labour Point.

Questionable Medicine: (4 Points): This is the ONLY way to remove Scars. And the players must agree on which of them gets to remove a scar.

CREATING A CHARACTER

Before you do anything, make sure you have access to a character sheet. Either printed or digitally.

(If you play in the Shardsbound Setting): Your character is a person who lives in a treacherous world, where monsters of unearthly natures prey on the body and mind of humans. Some have great equipment known as Shards to fight back, but these come at a cost.

Think or write down parts of the character's backstory before filling in the character sheet.

It is wise to create characters together with all the players so that you make sure you are a diverse group of individuals. Try to excel in different things.

STEP 1: NAME & AGE

First, you should fill in its name, or alias if the name is a secret to other players. Followed by age. Now you will be left with Shard, Ancestry, Speciality, and Curse; do not fill these.

STEP 2: ANCESTRY & SPECIALITY

Choose your character's Ancestry; a list is supplied further back. This is the *type* of human that your character is. Some are tied by society, others by bloodlines. You should also pick one of the two suggested starting abilities.

Then you should pick a Speciality; this is the niche of your character, where the majority of your abilities will stem from and additional gear. Don't be too afraid of picking the wrong one; you will have the opportunity to pick abilities from all specialities.

STEP 3: SKILL POINTS

You get 7 Skill Points to arrange around however you like. If you want a physical character, try to stay within Prowess; a sly character, then stay within Cunning, or a smart character, then stay within Resolve.

The different columns have different costs. The first and second cost one Skill Point to mark, the third cost two, and the fourth cost three, as shown to the right. You must start at the left side and mark towards the right.

	1	1	2	3
• <i>Move</i>	○	○	○	○
• <i>Force</i>	○	○	○	○
• <i>Finesse</i>	○	○	○	○
• <i>Guts</i>	○	○	○	○

You will also gain 1 Focus per Skill Dot in that category as shown to the right. One half-circle

Cunning	Focus	●	◐	◑	◒	◓	◔	◕
• <i>Sway</i>		●	○	○	○	○		
• <i>Read</i>		○	○	○	○	○		
• <i>Sneak</i>		○	○	○	○	○		
• <i>Spirit</i>		○	○	○	○	○		

equals one Focus Point. You can max have twelve Focus in any category.

STEP 4: SHARD

Now for the core of Shardbound: Shards. Every player gets 1 Greater Shard Point and 3 Lesser Shard Points. These points are used to customise your Shard; the Greater is the broad theme of your Shard, while the Lesser is niche abilities tied to your Shard. Remember that you only have access to these abilities while you have your Shard equipped.

Every Shard has a name, such as the shield: Spiritwall, the hound: Dagon, or the cloak: Springbringer. You should name yours.

Some might not want a Shard, so to compensate, you gain both of your Ancestry abilities, another ability from your speciality, and one extra Skill Point.

STEP 5: FLAW

If you want extra roleplay initiatives or want an additional Skill Point, you should choose a flaw. A flaw is a drawback that should and will have an impact on the game. It is suggested that you take a personality flaw over a bodily one if this is not your first TTRPG. All flaws should have a clear drawback and certain situations where the flaw pulls the character down. There should also be roleplay around the flaw even when it is not introduced by game mechanics. Here are some flaw examples, but feel free to create one with your GM.

Bodily Flaw:

- Loss of a limb. Lose -1 when rolling for athletic actions.
- Deaf. The character must have a line of sight to read lips.

Mental Flaw:

- Phobia. Lose -2 when that phobia is near.
- Sloth. Lose a Labour Point.

Magical Flaw:

- Blood Drinker. The character must drink human blood daily or lose -1 to all rolls.

STEP 6: FINAL DETAILS

You will mark one Control, which can be replenished when visiting your Vice in downtime. Your maximum is one until you upgrade it by levelling up enough.

Gain use of I Know A Guy.

Write down your total Labour Points (normally 4). In the same location, you write down the rest of your unspent points.

Now you should, from relations with the other characters in the party, write their names and your character's thoughts about them in the Names, or Backstory & Notes tabs.

ANCESTRY

Humans have long lived in this mystical world, and the world has changed over time. Some have certain traits brought from ancestry; others have been willingly or unwillingly altered by powerful events. Society, location, genes, traditions, and history are all factors in the difference between the ancestries.

All of the different ancestries are found across the world. Some occupy more space than others.

YOKUARU

The “normal” humans are the ones who forged much of society and became a figurehead for the other ancestries. Yokuaru is also the oldest of the different ancestries, the first to roam the world and control it. In one way or another, all ancestries can be tied back to the Yokuaru.

The Yokuaru pride themselves on their populace, diversity, and adaptability. Give one a sword, and within a year they will kill with it; give one a hammer, and soon they will create another. Lastly, their ability to prevail, no matter how many are killed or driven away, they always come back in even or greater numbers. The Yokuaru have been for long and will continue longer.

Yokuaru are diverse in their roles, from the emperor to lowly merchants. Their influence touches every corner, extending across the Eleven Provinces, shaping the destiny of the Shizunda Lands.

Typical Features:

- Diverse.
- Numerous.
- Cultured.
- Ancestral.

Starting Ability:

Great in Numbers

When you **Aid** or **Protect** another player, they get **+2** instead of **+1**.

or

Flexible

You can spend **1 Labour Point** at **Downtime** to gain **1 Skill Dot** in any **Action**. You can only have one of these at a time.



GŌREMU

The Gōremu is a construct made of a hard material, often stone. They become possessed by lesser Kami spirits, who separate themselves from the Kami mirror world, for unknown reasons. When the Kami possesses the Gōremu, they willingly tie their life to the construct, lose their former memories and are left with instincts; some become dangerous while others are docile.

The Gōremu has an exceptional ability to learn basics but tends to be less wise about social, religious, and political structures. Many Gōremu seek approval and inclusion, not understanding the concepts of coin or honour.

They are therefore often hired for little to no coin as notorious shinobi and warriors.

Some revere the Gōremu while others look down upon them and shun them into isolation. But everyone knows that Gōremu is dangerous, lacking the ability to see the destruction of death.

Typical Features:

- Stone, wood, organic, or metal.
- Naive with newborn intelligence.
- Lethal and athletic.
- Loyal.

Starting Ability:

Construct

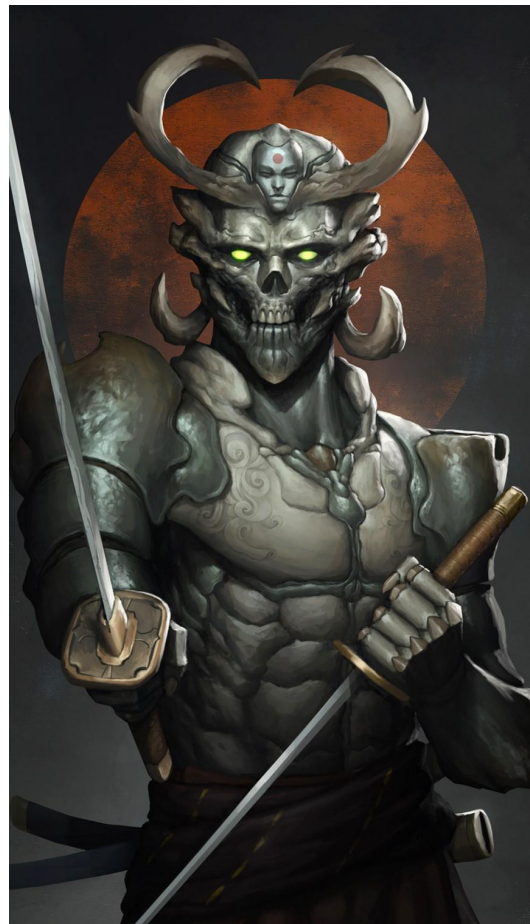
All weapons and armour are hidden on you. You do not need sleep and gain an additional **Labour Point**.

or

Adaptation

During **Downtime**, you can prepare yourself for the next **Adventure** by spending **1 Labour Point**. You only gain one of the following traits:

- Heightened jump & falling damage immunity.
- Fire and water immunity.
- An extra gear slot.
- Ability to become a head-sized object.



SENSHI

The Senshi are some of the strongest Shardbound in the world. From a young age, they duel each other, and on their annual Kakutou ritual, they put the most promising of youth against each other in a duel to the death; the victor often leaves the ritual with a Shard in hand. During this ritual, other strong warriors also battle, always to the death. Almost all Senshi have a Shard, though they are not a numerous ancestry; they are certainly a formidable one.

The Akusama Period is known as the longest period of tyranny in the Shizunda Lands. One Senshi became emperor with an army of loyal Shardbound; the period ended with the Shogunate rule, and the new laws that forbade the Senshi from ever reaching above the Samurai class.

The Senshi can never show their face.

The Senshi Codes stand firm, unwavering and resolute. To break them is to be ostracised and stripped of names, titles, and wealth.

The Codes are as follows:

1. Your loyalty shall not waver.
2. Never display weakness.
3. None shall know your identity.
4. You shall not fall to an outsider.
5. You cannot forfeit your life.

Typical Features:

- Masked.
- Honourable and loyal.
- Battle skills.
- Shard-bound.

Starting Ability:

Shard-Winner

You gain **3** additional **Lesser Shard Points**.

or

Shard-Master

While in combat with your **Shard**, you can spend **2 Prowess Focus Points** before the player (yourself or another) rolls to make a **Major Consequence** into a **Minor**. On a **Critical Success**, you regain the **Focus Points**.



CHIKARA

Centuries ago, the Chikara and the Senshi were one, until a violent feud severed their shared path. Despite their divergence, both groups share a common foundation in combat mastery and code.

The Chikara broke away from the laws and codes of the Senshi; they forged their own. They became a people of travellers, sellswords, and samurai. The Chikara are known for their alliance with the highest bidder, but their honour forbids them from breaking their promise when the bidding is done. The Chikara often travel with all the Eleven Provinces, both to see the world and also to spread their family name with honour.

To the Chikara, the weapon is their faith; to be without it is to break the Chikara codes.

The Chikara Codes stand firm, unwavering and resolute. To break them is to be outcast, and your rebirth will be that of a chained slave.

The Codes are as follows:

1. Journey whenever possible.
2. Never display weakness.
3. Prioritise wealth and honour.
4. Facing death is the consequence of parting ways with your weapons.
5. You cannot forfeit your life.

Typical Features:

- Red-haired.
- Tattoos to display achievements.
- Love for gold, riches, and combat.
- Battle skills.

Starting Ability:

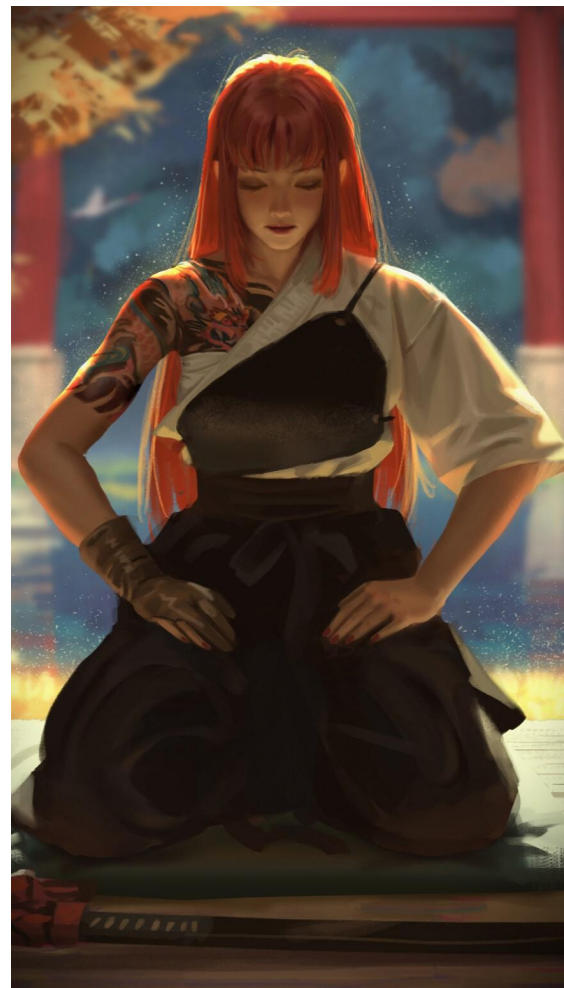
Weapon Talisman

You can spend **2 Resolve Focus** to enchant your weapon. It becomes invisible, and the wounds it creates cannot be seen. It lasts for a while or until combat is fully over.

or

Enduring Warrior

You have a dice pool. When you take a **Wound**, you add one die to your pool; you can spend any number of dice in your pool and add them to a roll. Once added, they are expended.



YOKUBARI

Many Yokubari families find themselves in the Kuge class or the Merchant class. If there is gold and riches, there is a Yokubari. Since the first occurrence of their ancestry, they have found themselves drawn to riches, not to spend it but to hoard it. To show the world their importance.

The Yokubari are known for more than their hoarding; they are powerful charmers and enchanters. Most of the written talismans are copies of the works of the Yokubari. Many Shoguns hire the Yokubari for a steep price for their magical prowess, and as this relationship goes further, the price becomes higher. At a point, many Yokubari find themselves requiring too much for their magical abilities, yet refuse to lessen the price.

They wear their amassed valuables as symbols of status; the more they have, the higher their standing. The one with the most is the head of the family.

Typical Features:

- Fine garments.
- Ostentatious.
- A desire for gold, gems, jewellery, etc.
- Will never give up their wealth.

Starting Ability:

Glittering Charm

You can spend a **Resolve Focus Point** to charm a creature you speak to; they regard you as a friend. It lasts until you are out of sight. They somewhat know they have been charmed.

or

Master of Talismans

During **Downtime**, you can spend **1 Labour Point** to make a paper talisman. You can have a total of 5 per Yokubari, amongst all players. They do not cost **Gear Slots**. Choose the ability of every talisman; once used, it burns up.

- One chosen type of Elemental Blast.
- Burst of Invisibility.
- Momentarily change into one previously chosen Animal.
- Burst of Speed.
- Burst of Strength.



KARIUDO

The Sasoi, ancient horrors, thrive on the chaos of delusions infiltrating the mind through the senses, particularly sight. In opposition, the Kariudos strive to thwart the Sasoi influence and seal them away. To preserve their sanity, the Kariudos resort to a drastic measure—they gouge out their own eyes. However, inevitably, they all slowly succumb to madness, ultimately becoming the monsters they hunt. It's a tradition to end the suffering of those who have descended into this affliction, a task often taken up by fellow Kariudo hunters.

The Kariudo people call no place home; they are nomadic and travel where they believe their prey has hidden.

Despite outsiders perceiving the Kariudo as crazed monster slayers, the Kariudo remain oblivious to their own growing internal struggles, even as they acknowledge the concerns of others.

Typical Features:

- Blindfold, hood, or mask.
- Monster hunting gear.
- Excellent fighters.
- Signs of madness.

Starting Ability:

Mark of the Slayer

You can spend a **Prowess Focus** to mark a creature; all your combat rolls against them add +1. Once they die or flee, you suffer 5 **Stress**.

or

Gate to the Otherworldly

You may give all other nearby characters 3 **Stress** to enter the mirror realm of the Sasoi. While inside, you can attack others as normally but cannot be targeted yourself as you are unperceivable (not from certain creatures); after each action you suffer 3 **Stress**. You may leave whenever you want.



KEIMŌ

In some instances, certain Kariudo and other people of different Ancestries come to understand the enlightenment of the madness induced by the Sasoi, experiencing profound revelations. The once chaotic madness transforms into a comforting melody. Those who deviate from Kariudo traditions receive gifts from the Sasoi: numerous eyes—eyes of truth.

Formerly blinded by madness to the world, these individuals shed their previous identity as Kariudo and emerge as the Keimō. Devoted entirely to the Sasoi, they regain eyesight and use horrific knowledge as a formidable weapon.

Keimō are often shunned from society and forced into isolation, but many manage to hide their true nature and spend their lifetime in one of the Eleven Provinces.

The Keimō are often tasked by the Sasoi to hunt and slay all Kariudo, creating a natural shift in the balance between the two Ancestries.

Typical Features:

- Several eyes.
- Otherworldly features.
- Enlightened.
- Faithful.

Starting Ability:

Help of Horrors

You can spend **2 Resolve Focus** to distort the veil between worlds, potentially forcing parts of the dark mirror realm of the Sasoi to fuse into the normal one. (Might remove a wall, create a tower, summon an ally, up to you and your GM),

or

Enlightened Foresight

When you **fail** a roll, you may spend **Focus** equal to the **Stakes of Consequences** (1 for low, 2 for moderate, 3 for high) to **reroll** the **Action** with no initial dice but add **+1**.



HANJŪ

Overall, humans have invited the Kami (spirits of nature) to grant them boons. One of the boons granted was animalistic powers, though it was relished at first; it later became a source of despair. Those that received the boon grew more and more animalistic over their lifetime, and their offspring even more so. Society pushed them down and granted them little more than a merchant's quality of life.

Within the Eleven Provinces, many Hanjū persist in a scavenger's existence, relying on the remnants of others. Owing to their oppressed status in society, a significant number of Hanjū gravitate towards a life of crime.

Out in the wild, the Hanjū tend to live in groups or in rare accepting communities. Some even live amongst their animal counterpart.

Typical Features:

- Partly animalistic.
- Poor life standards.
- Athletic or acrobatic.
- Street-smart.

Starting Ability:

Beastial

Gain 3 additional **Prowess** or **Cunning Focus Points**, expanding your maximum with the same.

or

Animalistic Traits

During character creation, you get to pick two of the following traits.

- Heightened sense of smell and hearing.
- Nightvision.
- Animalistic strength or agility.
- Superior climbing, swimming, or digging.
- Airborne gliding.
- Claws or Fangs as weapons (do not cost a **Gear Slot**).



KAWARU

The Kwaru and the Yowai Oni are both tied to the Yokai but in vastly different ways. The Kwaru is the product of people who produced with the Yokai, creating an unhonourable mixture of the two. The Kwaru are known as shapeshifters and are seen as evil creatures, even though they are equal in morality to any human.

The Kwaru are not forbidden to rise amongst the classes but seldom manage to escape the lower class due to their ties with the yokai. Many have come to peace with this and live in the lower class as farmers, fishermen, or merchants. But those who excel live their lives as shinobi working for the powerful Shuguns.

The Kwaru have no right to own a family name and are therefore often regarded as nameless. But without ties to family, their work as shinobi is evermore lethal.

—notorious figures such as shinobi and frauds.

Typical Features:

- Clear eyes and pale skin.
- White to black hair.
- Fanged teeth.
- Unnatural markings.

Starting Ability:

Child of the Yokai

You can move unproblematically on any surface at any angle that is not slippery.
or

Shapeshifter

You can spend a **Cunning Focus Point** to mimic the voices of others or spend **3** instead to almost perfectly change your appearance to eerily resemble another.



USHINATTA

The Ushinatta are known for their ties to the Yürei, the living dead. The Ushinatta became fascinated by the power to remain in the Shizunda Lands after death. They worked as spirit guides, mediums, and wards.

Some of the Ushinatta sought to acquire the power of life and death; they did profane rituals that strode against all the Kami had created. Many died, most Ushinatta, but those that survived entered a state between life and death. At first, they were shunned from society, but the Ushinatta would not be outcasted so simply.

During the Akusama War, the Ushinatta became vital for the victory of the Shogunate. An agreement was struck: if the Ushinatta would help the Shoguns in seizing power, they would in turn be welcomed and favoured in society. Thus, with the help of powers of possession, the Ushinatta ended the reign of the Senshi.

Typical Features:

- Bright cursed eyes.
- Half-dead features.
- Yürei appreciative.
- High ranking.

Starting Ability:

Spirit Possession

You can suffer **2 Mind Wounds** to take complete control over another that you can see. After each **Action** you do, you must roll a **Spirit**, on a **Fail**, you lose control over the creature. You suffer **2 Mind Wounds** and **5 Stress** if the creature dies while you are in control.

or

Knowledge of the Yürei

You can spend **2 Cunning** or **Resolve Focus** to dig through the mind of a creature you know of, and you gain the information you sought, but both suffer a **Mind Wound**; you must then roll a **2d6** on a **Failure**, and if the creature knows that you have looked through its mind.



YOWAI ONI

The Yowai Oni is the only Yokai that has managed to join society in some way or another. Even though they are generally distrusted and hunted by the Shoguns and Daimyos. Hired samurai, shinobi, and ronins often hunt specific Yowai Onis.

Like any Yokai, the head of a Yowai Oni is often displayed by those who killed them or hired someone to do it. It is a symbol of strength, even though the Yowai Oni isn't as perilous as their famous Oni cousin. The differences between the two are numerous, but for an untrained eye, the two are often mixed up.

The Yowai Oni are smaller and less brutish than the Oni, and they tend to wield lighter weapons. The Yowai Oni is more civilised and, if allowed, could very well integrate itself into a community, but this rarely happens.

Typical Features:

- Oni traits.
- Powerful build.
- Battle scars.
- Uneducated.

Starting Ability:

Inhuman Strength

You can spend **3 Prowess Focus** to attempt an **Impossible**, Non-Greater Shard Ability, strength-based **Action**, and add **+1**. On a **Failure**, suffer **4 Additional Stress**.

or

Yokai Resilience

You have 3 slots. When you would take a **Body Wound**, you must mark one slot as shown below. On the third mark, you ignore the **Body Wound** and lose all built-up **Stress**. It may reset when you visit your **Vice**.

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SPECIALITY

GAUNTLET

Gear

Weapon Oil	Uniform	Weighted Net	Horse Whistle
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Forceful Strike

When you attack, you can spend **1 Prowess Focus** to impressively throw, push, or pull the enemy. When you try to manoeuvre a creature, add **+1**.

Protector

When you try to **Protect** an ally, add **+1** to the roll. When you try to **Read** if a creature's intentions could be violent or aggressive, add **+1**.

Rumoured

When you use your **I Know a Guy**, you regain two of any **Focus Points**. Your **I Know a Guy** is automatically replenished when you enter **Downtime**.

Leadership

When you try to **Sway** others to fight with you, add **+1**. They gain **1 Mind Wound Slot**. When you enter combat, your first roll gets **+1**.

Dedicated Ally

When you **Aid**, you can suffer **2 Stress** instead of spending a **Focus Point**. Gain a **Stress Slot**.

Sharp Minded

Once per adventure, when you **Fail** on a **Prowess** action, you can reroll with all the initial dice and add **+1**. Gain an extra **Stress Slot**.

Warrior's Work

During **Downtime**, you get **+2 Labour Points** if you successfully **Protected** an ally or killed a rumoured monster. During **Adventure**, the first time you would suffer a **Wound** from a **Protection**, you ignore it.

Combat Training

When you see anyone fighting or combat involved, you can spend time and a **Resolve Focus** to **Study** their techniques and add **+1**. If you succeed, you learn where they have been trained, their rank, and if they have any unique or secret traits, weapons, or **Shards**.

Warrior of Horrors

When you complete a fight against a supernatural creature, you regain all **Prowess Focus**. When you suffer a **Mind Wound** from a supernatural creature, you inspire all allies, giving them a **+1** to their next roll.

BLADE

Gear

Lockpick	Hook-Rope	Poison	Caltrops
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Nimble

When you try to **move** up, over or under obstacles, add **+1**. When you try to escape from restraints or shackles, add **+1**.

Fighting Dirty

When you have **5 Body Wounds**, you add **+1** to all your actions that intend to hurt. When you try to disarm, push, or trip a non-supernatural creature, add **+1**.

Kleptomaniac

You spend one less **Labour Point** during **Downtime** when you try to accomplish any illegal task (minimum of one point). When you try to steal an object, add **+1**.

Silver Fox

When you are involved with the Upper Class, add **+1** to your **Sway** and **Sneak**. When you take the blame from one of your allies, regain any kind of **Focus**.

No Petty Thief

When you try to disarm traps or lockpick, the **Difficulty** and **Consequence** of the action become one less: **Impossible** -> **Hard**, **Major** -> **Moderate**, etc. You can spend a **Resolve Focus** to discover all traps in the nearby proximity.

City-Rat

You gain two additional **Stress Slots**. When trying to navigate in an urban area, add **+2**.

Gangster

If you have a vantage point over a busy street, you can spend time and a **Resolve Focus** to roll a **Survey** to figure out all basic information about the local criminal groups and one secret of the locals. When you try to intimidate, add **+1**.

Lucky Distraction

You can spend a **Cunning Focus** and roll a **Spirit** with **+1** to make sudden audible nonverbal distractions in the area. You regain a **Cunning Focus** when you critically succeed on a **Sneak** action.

Soul Assassin

You can spend two **Prowess Focus** to fight with otherwise incorporeal creatures and add **+1** to all actions involved. Your armour and shield can block **Mind Wounds**.

MIND

Gear

Sacred Ink	Confidential Map	Cursed Contract	Summoning Rites
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Studies

When you **Study** printed information (books, pictures), add **+1**; when you inquire about someone's higher education, add **+1**.

Fortified Mind

When you would suffer a **Mind Wound**, ignore it and gain 7 **Stress** instead. This is ignored when **Stress** creates the **Wound**.

Mythology

When you try to **Study** a monster to discover its history, you add **+1**; if a monster gives you a **Body Wound**, regain a **Prowess** or **Resolve Focus**, once per fight.

Resourceful

During **Downtime**, you gain an additional **Labour Point**. During **Adventures**, you may expend any number of your next **Downtime's Labour Points** to give any player equal amounts of **Focus**.

Better Safe Than Sorry

When you see a figure of interest, you can spend time and a **Cunning Focus** to roll a **Read** and add **+1** to gain knowledge on their background, upbringing, and criminal and political records.

Educated

You can spend one **Resolve Focus** to gain a **Skill Dot** in an **Action** without any; this lasts until the adventure ends, you die, or you use this ability to gain a **Skill Dot** in another **Action**.

Advocate for Overworking

During **Downtime**, you can give any player an additional **Labour Point** (max one each); you gain **Stress** equal to twice the number. Gain an additional **Stress Slot**.

Profanity

When another player suffers a **Mind Wound**, you remove 2 **Stress** from your **Stress** and add **+1** to your next roll.

Witness of the Uearthly

You do not gain **Wounds** or **Stress** from witnessing something unearthly; if it is of the utmost mind-shattering circumstance, you would instead suffer **3 Stress**.

BOW

Gear

Trap	Firecrackers	Enchanted Lure	Camouflage
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Professional Stalker

When you track a creature, you add **+1**. You can spend time and a **Resolve Focus** to roll a **Study +1** to tell how long since the trail was made, how the state of the creature was (stressed, wounded, concerned), and if they were intoxicated or under magical influence.

Wolf Pack

When you **Protect** another player, that player adds **+1** to their next roll. When another player **Protects** you, you also add **+1** to your next roll.

Wild at Heart

You can spend a **Cunning Focus** to communicate with animals. Add **+1** when trying to control beasts.

Beast of Burden

You gain one additional **Labour Point**. When trying to navigate in wilderness, add **+2**.

Peeled Observer

When you look over a larger area, you can spend time and a **Resolve Focus** to roll a **Channel**; add **+1**. On a **Success**, you see what others cannot.

Quick Reflexes

When ranged weaponry such as shurikens, catapults, and guns targets you, you can spend a **Prowess Focus** to dodge out of the way. You get **+2** when **protecting** others from the same.

Relentless

Temporarily lose **Gear & Slot** to negate a **Wound** you would take; slots regained at **Downtime**.

Blood Tracks

If you get a sample of blood from a creature, you can investigate it during **Downtime** for **1 Labour Point**. Afterwards, you can spend a **Cunning Focus** to know the creature's exact location as many times as you want. Maximum three blood samples at any time.

Shadow's Acrobat

You can spend **2 Focus** and suffer **3 Stress** to attempt an **Impossible** Non-Greater Shard Ability, dexterous **Action** without expanding **Control**, add **+1**.

MASK

Gear

Disguise	Weighted Die	Hidden Dagger	Forgery Kit
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Sticky Fingers

When you **successfully** attack a creature nearby, you may spend a **Cunning Focus** to steal an item in their possession.

Silver Tongued

You can spend time and a **Cunning Focus** to roll a **Sway**; add **+1**. On a **Success**, you gather all nearby people who will hear your grand announcement. When speaking to a crowd, add **+1**.

Performer

When you try to entertain, add **+1**. All **Stakes** of your entertainment actions are one lower.

Actor

When you portray someone else, you add **+1** to all rolls related to convincing others that you are indeed this person. When you try to find your true identity, add **+1**.

Suspicious Surgeon

Instead of delivering a **Wound** to your target, you may instead spend a **Prowess Focus** to give them a bodily drawback, such as giving them a limp, rendering them blind, etc. When trying to give medical care, add **+1**.

Gambler

When you take a **Wound**, you can roll a d6; on a 1-4 you still suffer the **Wound**, on a 5 you negate the **Wound** but suffer **6 Stress**, on a 6 you negate the **Wound**. When you gamble, you add **+1** to all related rolls. Cannot negate **Wounds** from abilities.

Mischievous Eyes

You can spend time and one **Resolve Focus** to roll a **Survey +1** to tell if there is someone in a crowd who is not who they seem. When checking if someone has objects of value, add **+1**.

Silencer

When you deceive a creature, you may spend **3 Focus**, one of which must be **Cunning**, to make them unable to speak a truth of your choice. This curse lasts for as many days as the number rolled on a d6.

Puppets & Master

You can spend **2 Cunning Focus** to reanimate a new corpse. It cannot speak, but it can gesture and is under your control. It lasts for a while.

CANDLE

Gear

Warding Salt	Lucky Charm	Drug	Smokebomb
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Dream Soother

You can spend time and a **Cunning Focus** to roll **Spirit** and add **+1**. On a success, you invade the dreams of a sleeping creature; you can communicate, or form the dream.

Welcome the Yürei

You can allow the spirits of the dead to possess you; they can speak through you and move your body. This only lasts for a brief moment. Afterwards, roll a **Guts** and add **+1**; on a failure, you suffer a **Mind Wound**.

Fortress

Gain an additional **Mind Wound Slot** and one **Stress Slot**.

Faith & Belief

You add **+1**, or **+2** if you spend a **Resolve Focus**, to rolls trying to communicate with the supernatural. When you roll for anything tied to religion, add **+1**.

Will of Shadows

You can spend a **Prowess Focus** to ignore the effect of a supernatural hazard; this does not ignore normal hazards. When rolling dice while in any hazard, add **+1**.

Wind Fighter

You can suffer **4 Stress** to make your weapons able to hit incorporeal creatures. Your armour and shield can block **Mind Wounds**.

Dreadful Gang

When you or the other party members make a supernatural creature suffer a **Wound**, both you and they (if any) get **+1** on their next roll. Gain an additional **Stress Slot**.

Foresight

You can spend two **Cunning Focus** to reroll a failed **Cunning Action**, keeping all the initial dice. Afterwards, you suffer **3 Stress**.

Mind Communication

You can spend **1 Resolve Focus** (per character) to create a telepathic link between you and them; the link lasts until you suffer a **Mind Wound**. If you use this ability again, the former link disappears.

HAMMER

Gear

Advanced Clay	Paint	Gunpowder	Artisan Tools
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Armoury

You spend 1 less **Labour Point** when crafting combat gear in **Downtime**. When creating anything combat-related, add **+1**.

Lousy Craftsmanship

While looking at a nearby construct, you can spend time and a **Resolve Focus** to roll a **Craft check** and add **+1**. On a success, you find a weakness or fault; you can spend a **Prowess Focus** to correct the flaw or break it.

Bulls Heart

You are immune to poison, disease, and drugs. You can spend a **Resolve Focus** to notice/sense all poisons nearby.

Steadfast

You can spend **3 Focus Points**, one of which must be **Prowess**, to repair your armour or shield. When you are moved against your will, you can add **+1** to the roll against it.

Sound of Love

You can spend **2 Resolve Focus** to make any explosion much bigger or much smaller. When you are hit by an explosion, you can spend **2 Prowess Focus** to not move, or take **Wounds**.

Eye on the Price

When you see an object, you can spend **1 Resolve Focus** to get a good estimate of its value, rarity, legitimacy, and rare crafting components. When debating payment, add **+1**.

The Right Tool

You can swap an already chosen **Gear** with an available one. Doing so gives you **4 Stress**.

Forged by Iron

You gain an additional **Body Wound Slot**. It can only be emptied by spending **2 Labour Points** during Downtime. If a fire would make you take a **Wound**, you instead take **2 Stress**.

A Nail & Some Bark

You can lose a Gear Slot to create a well-crafted item at inhuman speed. If the item requires a precision roll, a **Craft** with **+1**. All lost Gear Slots are regained at **Downtime**.

SHARDS

In times of dire need, these Shards reveal themselves, instantly binding to the creature in distress. Once the Shard assumes a form, it remains immutable. Many take the shape of weapons, while others transform into armour, shields, instruments, clothing, pets, or even mundane items. Regardless of their form, Shards wield formidable power, and the mightiest among them have the potential to alter the course of history, often for the worse.

Shards are intricately linked to the soul of the creature. If the creature perishes, so does its Shard, with a few exceptions. Although someone else can wield another individual's Shard, it comes with the peril of an ominous fate.

Shards are Shardbound's main magic system; with them you should be able to accomplish most of your endeavours, but they are not meant to be anything other than a tool to help you and a means for you to express your character. If your Shard allows you to control fire, you shouldn't be able to divert an explosion without rolling for it as any other task.

It is also important for the player and their characters to have an individual area of expertise, give room to each other, allow others into the spotlight, and sometimes give them your spotlight. This is normally a cooperative game; if a character's main trait is their ability to fly, try to let them handle the endeavours that might be solved with flight, even though you play a character that controls air and could propel yourself into the air.

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When selecting the appearance of your Shard, consider the abilities you desire for it. A Shard-Ability list is provided at the back of the rulebook, or you and your GM can create your own. Aim for simplicity and ensure a balance of strength comparable to the ones in the rulebook.

Shards are powerful, and like most powerful things, they are often loud. When the party tries to accomplish something without drawing attention to themselves suggests to them that Shards are not always the answer.

Shards should not take away the other parts of the game, such as character abilities, and such. Both the players and the GM should remember this.

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Greater and Lesser Shard Points are paid to get certain abilities on your Shard. 6 Lesser Shard Points = 1 Greater Shard Point. But one 1 Greater Shard Point cannot be used to get 6 Lesser Shard Points.

SHARD ABILITIES

★ 1 Point:

Elemental Type Shard:

Fire, Water, Air, Earth, Lightning, Smoke, etc.

★ 1 Point:

Exotic Elemental Type Shard:

Light, Dark, Time, Space, Sound, etc.

★ 1 Point:

Enhancing Type Shard:

Strength, Speed, Senses, Mind, etc.

★ 1 Point:

Disease/Sickness Shard:

You can spread diseases, cure sickness, and create your own disorders.

★ 1 Point:

Emotion Shard:

You can manipulate the emotions of others.

★ 1 Point:

Mind Shard:

Control perception and memory.

★ 1 Point:

Shapeshifting Shard:

Look like someone else, or become an animal.

★ 1 Point:

Beast Control Shard:

You can control beasts, monsters, and sometimes humans.

★ 1 Point:

Invisibility Shard:

You have the power of invisibility.

★ 1 Point:

Flight Shard:

You can fly with great precision.

★ 1 Point:

Telekinesis Shard:

You can use the power of telekinesis.

★ 1 Point:

Teleportation Shard:

You have the power of teleportation.

★ 1 Point:

Mirror Shard:

Your Shard copies the powers of others for a short time.

★ 1 Point:

Crafter's Shard:

You can create false objects or structures; it is not meant to replace tools and gear.

★ 1 Point:

Duplication Shard:

You can duplicate objects, excluding Shards.

LESSER SHARD ABILITIES

★ 2/5 Points:

Weapon Shard:

Your Shard counts as either a melee or ranged weapon.

★ 2/5 Points:

Equipment Shard:

Your Shard counts as a type of tool, gear, or instrument.

★ 2/5 Points:

Defensive Shard:

Your shard counts as armour or a shield.

★ 2/5 Points:

Companion Shard:

Your Shard takes the form of an animal, beast, or creature.

★ 2/5 Points:

Returning Shard:

Your Shard returns to you when you want it to. (It still costs 1 gear slot).

★ 3/5 Points:

Sharp Shard:

Your Shard can cut through any material, besides other Shards.

★ 3/5 Points:

Hidden Shard:

Hide your Shard in a tattoo, or just make it disappear; it does not cost one gear slot.

★ 4/5 Points:

Indestructible Shard:

Your Shard can block any incoming attacks or dangerous effects. (within reason ofc, and not without a roll).

★ 4/5 Points:

Phantom Shard:

Your Shard allows you to hit creatures of all types, even ghosts.

★ 3/5 Points:

Climber's Shard:

You can jump much higher and climb almost all sufferers.

★ 5/5 Points:

Achiever's Shard:

Your Shard allows you to get two more Labour Points.

★ 5/5 Points:

Resolute Shard:

Your Shard absorbs the first Mind wound you take on each adventure.

★ 5/5 Points:

Bolstering Shard:

Your Shard absorbs the first Body wound you take on each adventure.

★ 5/5 Points:

Harden Shard:

Your Shard gives you an extra wound slot of your choice.

★ 3/5 Points:

Night Owl's Shard:

You need no sleep; you get one more Labour Point.

★ 3/5 Points:

Stalker Shard:

You can see through walls and solid objects.

★ 2/5 Points:

Night Shard:

You can see perfectly in total darkness.

★ 3/5 Points:

Giant Shard:

Your Shard becomes enormous.

★ 1/5 Point:

Big Shard:

Your Shard becomes twice its normal size.

★ *1/5 Point:*

Small Shard:

Your Shard becomes half its normal size.

★ *2/5 Point:*

Sentient Shard:

Your Shard becomes sentient/intelligent.

★ *1/5 Points:*

Levitating Shard:

Your Shard can hover and manoeuvre through the air.

★ *2/5 Points:*

Alleviating Shard:

Your Shard grants you one additional Stress Slot.

★ *4/5 Points:*

Pack Shard:

Your Shard grants you one additional Gear.

★ *5/5 Points:*

Trained Shard:

Your Shard grants you one additional Skill Point in any Action.

★ *1/5 Point:*

Deathless Shard:

When you flee or die from gaining a Scar, you get one immediate Action roll, a last attempt before your departure.

★ *4/5 Points:*

Keen Shard:

Your Shard allows you to see clearly to the horizon. Mist, darkness, and other obscuring hazards do not affect you.

★ *3/5 Points:*

Silver Shard:

Your Shard's metal counts as silver in connection to the supernatural.

★ *1/5 Point:*

Water Walking Shard:

Your Shard allows you to walk on water.

★ *2/5 Points:*

Cat's Grace Shard:

Your Shard gives you insane balance and reduces your weight to 5 kilos when wanted.

★ *2/5 Points:*

Feather Shard:

You do not take damage from falling or jumping from great heights.

★ *?/5 Points:*

Homebrew Shard:

With your GM, create a lesser Shard ability. Look at the others and find a suitable cost. If you gain another point in anything, it should cost a minimum of 3.