

Northern Kingdoms Character Creation

***Please note that these rules are a living document and are subject to updates as we balance game mechanics, make grammatical corrections and add graphics. As usual we appreciate any constructive feedback you can give.**

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Introduction

Within this document you will find the rules necessary to create a character for the Northern Kingdoms Larp system and contains guidance on crafting your character background which is a very important part of your character.

Also contained within this document is guidance on character development and downtime which you can use to further develop your character and influence the wider game world.

All the content contained herein was created with the Witcher lore first and foremost on our minds.

We hope you enjoy creating your own characters and we hope to see you at a Northern Kingdoms event soon.

The rarity of Witchers

In the current timeline of Northern Kingdoms Witchers are very rare; this is due to the fact that all the mutagens and recipes used in the creation of new Witchers have been lost, stolen and/or destroyed.

To reflect this there will be a limit on the amount of Witchers created per event and in the system as a whole. This will be 1 Witcher per 10 players and 10 Witchers overall as a system cap.

Those wishing to be Witchers should notify us as soon as possible where your name will go on a waiting list. Before booking goes live for each event those next on the list will be notified, unless the system cap has been reached you will be asked to book within the first month of the bookings going live. Should you do so then you can go ahead and make a Witcher character, if you miss your window the Witcher spot will go to the next player on the waiting list who has booked.

Witcher characters who miss three events will be contacted to find out if they intend to return, this may lead to their character being retired to make way for new Witchers.

Character Creation Process

Character creation follows 5 steps, these are:

1. Select a class
2. Select a race
3. Select a kingdom
4. Spend skill points
5. Create your background

Witcher characters are created differently:

1. Select Witcher school
2. Spend skill points
3. Create your background

Class

Players begin by choosing their character's class. These are Mage, Source, Men at Arms and Witchers.

Note- *Your choice of Class will give you advantages and disadvantages which include racial, skill, weapon and armour restrictions.*

Due to the nature of the game, all players are actively involved in the war against the empire of Nilfgaard. As such if you are not playing a Witcher, Mage or source you classed as Men at Arms i.e. a blacksmith, alchemist, soldier, scout, physician etc. This gives you the freedom to generate a character in combination with your background that you will enjoy playing and developing.

Race

Players have the option of selecting and playing one of five races, Humans, Elves, Half Elves, Dwarves and Witchers.

Each character begins with two points of endurance.

Kingdom

Characters then choose the kingdom from where their character has lived for the majority of their life.

Note- *Your choice of race, region will give you both advantages and disadvantages which include skill, weapon and armour restrictions .*

Skills

Each character class has a set number of skill points which can be used to purchase your characters skills. These skills represent the knowledge and experience your character has gained though life and once you have selected your skills and played your first event you may not change them unless you have a valid out of character reason such as becoming a non-combatant through injury or illness.

Background

The last step is to fill in the background section of the character form, please avoid a narrative that has close ties with named characters from the Witcher books and games. If you need help fleshing out your background we recommend reading the Witcher novels and a source book called the World of Witcher which details backgrounds of the Northern Kingdoms, its peoples and creatures within. Alternatively you can contact the Witcher Larp team and we'll try and answer your questions in a timely fashion.

It is possible to bend the rules of character creation and give your character a skill or ability that is restricted to them, for example a alchemist dabbling in forbidden lore hushed away in Novigrad or an elven guerrilla fighter who only uses crossbows as they have been stuck behind enemy lines and have run out of arrows. Working with the Northern Kingdoms team to write a great background could create a very unique character that you will find a joy to play.

Just don't ask to be a troll.

Congratulations!

You're now pretty much ready to strike out and explore the Northern Kingdoms, all you need to do now is get your costume together and book to join us.

Character Classes

Mages

Those discovered to have the ability to manipulate the magical energies or power in the world are quickly taken by sorcerers and sorceresses to begin training in the arcane arts, the method of their induction varies, most students are given to the mages by their families as uncontrolled magic is very dangerous, for some mages it is a matter of family tradition or simply their right as a noble born. Sadly there are past tales of children being abducted never to be seen again.

Boys are taken to Ban Ard in Kaedwen for the duration of their training and Girls are sent to the more prestigious school in the palace of Aretuza on an island off the coast of Cidaris.

Those who are magically talented are schooled in all manner of arcane sciences such as alchemy, divination, healing, offensive and defensive combat magic. A magically talented mage, once their education is complete, can expect a bright future in the northern kingdoms, even more so if you were educated in Aretuza.

Abilities:

Magic

Starting maximum Toxicity: 2

Skill point for character creation: 6

Class Restrictions:

May not gain skills in the following skill trees:

- Mages may not wear Medium and Heavy Armour.
- May not gain the Artisans or apprentice skill.
- May not wield Ranged Weapons.
- May not use a Shield.

Racial restrictions:

May not be a Dwarf.

Magic

Magically talented mages have access to the magic which can with some training create some spectacular effects (see magic section for further details).

Rituals Magic

One mage can be a fearsome and deadly foe but get a group of them working together and the extent of their combined powers can rip open the very fabric of the spheres. Magically talented mages have access to the Ritual magic (see magic section for further details).

Sources

Sources are wildly different to those who are magically talented; a source's power is wild and untamed, often dangerous and instinctive. Their education focuses on controlling, channelling and limiting the vast destructive potential of their power. Structure and discipline not unlike military training has been found to be the most effective method of educating a source, consequently most sources become officers in the armies of the various kingdoms, their powers highly prized by the Northern Kings.

Abilities:

Source Magic

Starting maximum Toxicity: 3

Skill points for character creation: 7

Class Restrictions:

- Sources may not wear heavy armour or higher
- Sources may not gain the artisan or apprentice skill.

Racial restrictions:

May not be a Dwarf.

Sources and magic

Sources may assist mages casting spells but they can have a variable effect upon the outcome from draining all the power to adding so much power that all those surrounding the source are killed. Consult a referee if a source is participating in this way.

Power

Sources gain the use of the power call once per day. Additionally this ability can be refreshed once per day as detailed in the power call section of the main rulebook.

Sources of power

Sources can wield strange and oft terrible powers. Sources gain one additional use of the power call once per event. Additionally this extra use of power can only be used on the unique power gained by a source at character creation. This power will be unique to the source and will be determined in consultation between the source player and the Northern Kingdoms team.

Men at arms

The Northern Kingdoms could not survive without the hardy common folk and nobles of the realm be they merchants trading their wares enriching the North, soldiers defending the kingdoms from the onslaught of the black ones, blacksmiths forging the vital arms and armour needed to wage war or the lords and ladies providing money, troops and diplomacy to turn the tide of war all have an important role in shaping the realms, only a fool would overlook the men at arms.

The men at arms class applies to all the peoples of the Northern Kingdoms who are not Witchers, Mages and Sources. What you want to be is completely up to you within the confines of the lore of the world of the Witcher which could be a witch hunter, priest of the eternal fire, farmer, veteran soldier just to name a few. Our team is here to help you flesh out your character if you are stuck; we also recommend reading the saga, source book and play the video games in order to gain inspiration when creating your characters back story.

Men at arms

Abilities:

Income

Starting maximum Toxicity: 3

Skill points for character creation: 8

Racial restrictions:

None

Power

Sources gain the use of the power call once per day. Additionally this ability can be refreshed once per day as detailed in the power call section of the main rulebook.

Income

Men at arms tend to have a great deal of time on their hands in-between fighting the black ones or forging great items, this could be trading or gambling but whatever they do men at arms always seem to come up with gold. Men at Arms start each event with additional resources to use at their leisure, the type and quantity of these resources will depend on the characters background and downtime outcome (if applicable).

Character Races

Humans (Dh'oinne)

Humans are by far the most numerous race in the northern kingdoms having invaded the lands of the Elves after the conjunction of the spheres. It is not known for certain where the Humans came from but one cannot deny their connection to the conjunction; perhaps like so many other post-conjunction monsters, the Humans came from another world on their ships.

They arrived at the mouths of the Yaruga and Pontar rivers and for the next 500 years the humans pursued an aggressive expansion and forged the northern kingdoms as they are known today. Initially looked upon with indifference by the elves they simply kept their distance from human expansion, often abandoning whole cities to the human advance for they assumed that eventually the humans would stop, content with their lot. Oh how wrong they were.

By the time the elves committed to battle the humans it was too late, the fledgling kingdoms of man were well entrenched, aggressive and growing quickly.

Nevertheless, foolish and proud, the elves marched to war; this was to mark the beginning of elven decline in the north.

Elves (Aen Sidhe)

The elven race is past the time of its glory. Once the most populous people in this region of the world, they have been in decline ever since the arrival of the humans a few centuries ago, ceding ground to them on nearly every front.

In their own language the elves call themselves the Aen Seidhe - that is, the people of the hills. They are an extremely long lived race, with a life span that can last hundreds, if not tens of hundreds, of years. What is an eon for you but the blink of an eye to them, just another season in the steady cycle of time. Despite their extremely long lifespans, elves can only produce offspring when they are young.

Due to a steady series of losses the elves were deprived of most of their ancient lands. Only recently, during the wars between the Northern Kingdoms and Nilfgaard, did they manage to carve out a new domain of their own - Dol Blathanna.

Minimum physical requirements:

Pointed ears

Half Elves

In spite of the differences between men and elves the two race are able to crossbreed; perhaps from rare instances of romance or as a result of the horrors of war. In fact when a female elf and human man mate the elf becomes fertile for a time even if she is beyond her fertile age, this fact only serves to fuel the anger of the elves who above all else wish to rekindle the dying fire of their race. Half elves in most cases have a rough life particularly in human societies, in elven societies they are often treated with indifference; as an elf, a half elf reminds them of the sadness of their race's decline.

Minimum physical requirements:

Slightly pointed ears

Dwarves

The origins of the dwarves date back to ancient time, even predating the conjunction of spheres. They are a short, but stout and tough, people accustomed to hard work. They have a reputation for being honourable and dependable, but are also often seen as endlessly grumbling curmudgeons caring little but for their kin and gold, which they invariably love to accumulate. In this, it is often said they are second only to dragons and men. They are also famous for the great jealousy with which they guard their less than handsome women, believing that everyone else awaits the chance to seduce them. Very few have deigned to risk explaining to a dwarf why the belief might be erroneous.

The dwarves ancestral homeland is the mountainous region of Mahakam, though many also live in human cities plying their various trades as craftsmen, bankers or merchants or find work as mercenaries or bodyguards.

Minimum physical requirements:

Beards for male characters

Character Realms

Redainia

The Kingdom of Redainia is nestled in between the Buina and Pontar rivers and can trace its dynasty back to the first landing of humans on the banks of the Yaruga.

Redainia is a highly ambitious nation and has never ceased to remind its neighbours of its lofty goals.

Tretogor is Redainia's capital yet it's true pride and joy is Oxenfurt and its university there.

Redainia's army is the largest of the Northern Kingdoms with its famed Royal Corps having fought valiantly in the previous two wars with Nilfgaard.

Players choosing the Kingdom of Redania should dress predominantly in red.

Kingdom perks:

Pick one:

1. Redanian soldiers are some of the finest training soldiers in the Northern Kingdoms and their heavy infantry have seen some of the toughest fighting against Nilfgaard. As such, Redanian characters benefit from an additional global point of armour when wearing heavy or rigid plate armour. This perk does not count toward piecemeal armour. Once lost the additional point cannot be regained for an hour, this additional point of armour is the first to be lost if at any point armour damage should be sustained..
2. Gain the shield use skill for free unless restricted by class.

Kaedwen

To the east of Redainia is the wooded realm of Kaedwen. It is the youngest of the Northern Kingdoms having only taken its current shape since the second war with the elves two centuries ago. For this reason the distain the Kaedweni feel for that race is still quite fresh and the feeling is mutual.

Kaedwen also has frequent clashes with its neighbours, none more so than with Aedern to the south.

It's capital is Ard Carraigh but it's most famous city is Ban Ard and its sorcerers school there.

Due to Kaedwen's quarrelsome nature and history with conflict, and its wooded area, the other kingdoms view them as troublesome provincials, no better than the descendants of brigands and outlaws.

Kingdom Perks:

Tracker for free or 1 point off the cost of huntsman

A Kaedweni character gains one additional point of armour when wearing medium armour as their primary armour. This perk does not count toward piecemeal armour. Once lost the additional point cannot be regained for an hour, this additional point of armour is the first to be lost if at any point armour damage should be sustained..

Temeria

The northern border of Temeria is delineated by the pontar, to the west the realm borders the seaside Cindaris. To the East, by means of the Mahakam massif itself, the realm borders kaedwen, Aedirn and Lyria. For a long time the Yaruga formed its southern border, apart from its borders with Brugge and Sodden. But during its long history Temeria came to rule the lands south of the Yaruga.

That history, much like Redania's, dates back to the first landing. Both kingdoms share a storied history of neighbourly rivalry, border disputes, and local wars.

The Tamerian kings hold court in Vizima, located on the shores of a beautiful lake. The realm's other important cities include Maribor, heavily fortified Mayena, and the bustling port city of Gors Velen, famous for its proximity to the famous sorceresses' school at Aretuza.

Before the onset of the crisis which now plagues that realm, Temeria was one of the most powerful of the Northern Kingdoms, and its cruelly assassinated King Foltest also held the titles of Duke of Sodden, Sovereign of the Pontar and Mahakam, and senior protector of Ellander, Brugge, Riverdell and Angren.

Kingdom Perks:

Pick one:

1. (Men-At-Arms only) You were once a member of the PFI (Poor Fucking Infantry) and a survivor of the battle of Brenna at the end of the second Nilfgaardian-Nordling war. You've been very lucky to survive up to now. You begin each game with a Fate Coin if you do not already have one, and whenever you spend your last fate coin, instead of giving it to a referee, flip the coin. If the coin lands head side up you may use the coin again. **However you have two less skill points to spend at character creation due to your lack of training.**
2. Temeria is known for its elite crossbow infantry. Ranged weapons costs 3 points instead of 4 but you may only use crossbows. You still get the secondary skill.

Aedirn

Much like its neighbour Kaedwen; Aedirn formed later than its western neighbours. Despite this Aedirn has developed faster than Kaedwen to the north, a fact that most Kaedweni deeply envy.

Aedirn enjoys prosperity due to its fertile lands and mineral wealth in the mountains to the east. The cities of Gulet and Eysenlaan are huge centres of metallurgy, Aldersburg and the nation's capital Vengerburg house huge textile workshops, dye works and distilleries.

Aedirn has suffered greatly during the last two years, as a result of boarder disputes with Kaedwen and the resulting war over its northern provinces, and he recent second war with Nilfgaard. The empire not only plundered and burned, but also disassembled entire production centres and shipped the machinery South. Moreover, the peace accords forced Aedirn to give up a portion of its territory, the valley of flowers, to the elves.

Stories coming out of Aedirn after King Demavends death speak of civil unrest, peasant revolts and another conflict with Kaedwen, and a growing separatist movement in the Pontar valley.

Realm Perks:

The Artisan skill costs 3 points to buy at character creation instead of 4, and Artisan Apprentice costs 1 instead of 2 points.

Skellige

The rocky, inhospitable Skellige Archipelago is one of the earliest lands settled by humans. Its people are valiant and skilled sailors – merchants, as well as robbers and pirates – who in addition to the common tongue also speak a native dialect of the Elder Speech. Also in contrast to the continental north, the Skellige islanders are predominantly freemen, possessing right nearly equal to those jarls who lead them.

The islanders are united under a king chosen from one of the major clans, who is elected during traditional moots. His subordinate jarl is the commander of the military, leading, among others, the marine kingdom's powerful fleets. The Skellige Islanders are long-time allies of the Kingdom of Cintra, having been connected to it through marriage – the king of Cintra, Eist Tuirseach, was also the brother of Skellige's King Bran and the uncle of Jarl Crach an Craite. After King Eist's death in the battle of Marnadal Dale, the islanders swore bloody vengeance on the Nilfgaardians, becoming their implacable foes.

Players choosing Skellige should dress in a similar way to the Vikings, dressing in heavy quilted tunics and gambesons with heavy armour represented by norse helmets and chain mail.

Realm Perks:

The ambidexterity and large weapon use skills cost 1 skill point instead of 2 points

Gain one addition point of endurance

Realm restrictions:

Cannot wear plated armour, or banded medium armour

Human race only

Cidaris

Though its territory is much smaller, Cidaris's history is as long and rich as those of Temeria and Redania. This small, beautiful realm owes its wealth and prosperity to marine trade and rational exploitation of the ocean's wealth through fishing, pearl hunting and amber mining as well as its famous vineyards. Goods from all the four corners of the world can be found at the famous sea bazaar of Cidaris and the city's ship yards launch and overhaul several hundred ships per year.

King Ethain of Cidaris is widely considered an enlightened, just ruler, as well as a wise politician who does not meddle in its neighbour's affairs and expects the same in return.

The last war against Nilfgaard was the exception as Cidaris supported the northern coalition with its fleet.

Kingdom perks:

The Alchemist skill costs 2 points instead of 3 and the herbalist skill costs 1 point instead of 2

Gain the well-travelled skill for free

Lyria and Rivia

This small kingdom has been Aedirn's staunchest ally for quite some time, forming the bulwark against the threat of Nilfgaard and defending the strategic boarder formed by the Yaruga river. Lyria contains one of the only two locations suitable for mass crossings of the great river, in the region known as Dol Angra. This crossing was defended by the Lyrian built fortresses of Spalla and Scalla.

Queen Meve ruled this kingdom although it is not known if she still lives since the start of the third war against Nilfgaard. During recent conflicts with Nilfgaard she came to be known as a strong, resourceful woman almost second to Calanthe. Indeed, the monarch commonly referred to as "the white queen" or, less official "the virile widow" personally organised a resistance movement against the imperial occupation. Leading a motley force culled from knights, peasants and common bandits, she harassed and ambushed Nilfgaardian troop without rest or mercy, winning the undying love and admiration of her subjects. It is said that they would willingly ride through hellfire if the queen so commanded.

Kingdom perk:

"For the White Queen!" - Once per day when in combat a character from Lyria and Rivia may gain one point of endurance and armour for the duration of that fight, this point of armour and endurance once lost cannot be healed or repaired and is the first to be lost when the body or armour are struck. The activating character must roleplay patriotism for their kingdom.

Cintra

Cintra was the first northern kingdom to fall before the advance of the Nilfgaardian empire; rather than suffer indignity in defeat its queen, Calanthe "the lioness of Cintra" threw herself from the walls of her palace. Her husband Eist Tuirseach fell in the battle of the Marnadal Pass, his brother King Bran of Skellige and uncle, Jarl Crahan Craite later swore their bloody vengeance against the Nilfgaardian Empire.

The proud Cintrian people now little more than refugees banded together and were instrumental in the defeat of the empire at the battle of Soden hill. Ever since the first war Cintra has been occupied by the Nilfgaardian Empire, its people scattered and dejected; and yet they still fight on in the hope of liberating their homeland and returning their true queen to the throne, Cirilla Fiona Elen Rhiannon "the lion cub of Cintra".

Kingdom perks:

The battlefield medic skill costs 1 point instead of 2

A Cintrean character has a 6 minute bleed out instead of 5 minutes.

Verden

Verden was at one time a vassal of the kingdom of Cintra, which is now occupied by the Nilfgaardian Empire. It holds a strategic location at the mouth of the Yaruga and its three fortresses of Nastrog, Rozrog and Bodrog command the rivers northern shore. During the last war against Nilfgaard, Verden betrayed its former allies, paying homage to the empire and assaulting its neighbour, Brugge.

Prince Kistrin then led a successful rebellion against his treacherous father bringing Verden back into the Northern coalition. Despite this return to the northern fold or perhaps in part because of how quickly it followed Verden's first defection, the young king Kistrin and Verden as a whole continue to be viewed with suspicion by their neighbours.

Rumours of Verden's collusion with Nilfgaard have spread throughout the north in recent months, due to the speed of Nilfgaard's advance north given Verden's strong defensive fortifications along its side of the Yaruga. King Kistrin has not been seen since the invasion to deny these rumours which have only served to strengthen their validity.

Kingdom perks:

Gain the throwing weapon skill for free

The Forager and Prospector skills cost 1 point instead of 2, folk from Verden are used to living in a war torn nation - and having to rely on themselves rather than on the charity of their suspicious neighbours.

Kingdom restriction:

A character that identifies themselves as being from Verden should be treated with distrust.

Brugge

Venzlav, the king of Brugge, was also a vassal of Cintra but after the fall of its neighbour he turned to Temeria for protection, paying homage to his cousin, King Foltest. This was hardly surprising as on a sunny day he could plainly see the flashes of Nilfgaardian spear heads across the Yaruga.

Though Brugge was a small and poor kingdom, its people fought with unforeseen valour during the last war against the empire, both went defending their lands against Verdenian volunteers and the professional Nilfgaardian army and during the later clashes which led to the victory at Brenna.

Kingdom perks:

Pick one:

1. The Physician skill costs 2 points instead of 4
2. A character from Brugge who carries a shield gains one point of armour. This armour point stacks with any other bonuses and is only in effect when a shield is carried. **Once lost the additional point cannot be regained for an hour, this additional point of armour is the first to be lost if at any point armour damage should be sustained..**

Kingdom restrictions:

Does not benefit from any income skill or ability.

The free city of Novigrad

If any city in the North deserves the lofty title of Capital of the world, it is definitely Novigrad. Perched on the mouth of the Pontar like a fat merchant in an inn's alcove, it is surrounded by the similarly familiar smell of sweat and money. Like our archetypal merchant is loud, foppish, covetous of profit above all else, and allows no one to disregard it. That is because the Free City of Novigrad is undoubtedly the greatest port on the great sea, and over a dozen of the most influential merchant companies make it their home. It also boasts four huge water mills, eight banks, nineteen pawn shops, almost forty inns, a dozen warehouses and nearly two dozen temples, most dedicated to the eternal fire. Recently, that cult's influence has reportedly grown considerably, allowing it to begin to wield real power among the city's faithful. This is somewhat surprising, since the hierarch, Cyrus Engelkind Hemmelfart, though known for his racism, is an old, slothful geezer who doesn't care for oppressing nonhumans nearly as much as he cares for arriving at the privy in time. Perhaps the new steward of state security, who replaced his predecessor by burning him at the stake after a public trial, is the one truly responsible for this state of affairs.

Realm advantages:

Novigrad, being a free city and a bustling trade centre vital to the northern kingdoms, is granted exemptions to certain taxes and levies enforced by the kings and queens of the North. As such Novigradian characters pay one quarter less (rounded down) for goods and services provided by NPC merchants and traders.

They may also sell items and equipment at one quarter more to NPC merchants and traders.

Men at arms from Novigrad get plus 1 income

Realm restrictions:

May not gain the Alchemist skill

May not be a Mage

Down time results in magic, monsters, alchemy or anything remotely arcane will be poor due to your ignorant upbringing within the walls of Novigrad.

Non-human characters from Novigrad may receive additional background information.

It is possible to ignore the top three restrictions with a good background at your own risk.

Dol Blathanna

In Elder Speech, the name of this realm means Valley of the Flowers. Dol Blathanna was once part of the kingdom of Aedirn, but lies on territories seized from elven hands two centuries ago. The return of this territory to provide space for an independent elven realm was one of the conditions of the peace accords signed by Nilfgaard and the Northern kingdoms after the second war. This new freedom came at a steep cost, purchased with the lives of hundreds of elves from the Scoia'tael units who fought and died on the side of the empire.

The same peace treaty that created the Valley of the Flowers had another bitter and contentious condition, as Nilfgaard agreed to hand over roughly three dozen elven officers accused of war crimes to the Northern kings. No wonder then that many elves now feel they have been betrayed and used by Emhyr.

Although the humans who left Dol Blathanna burned and destroyed everything they could, intending to leave only a "Valley of Ashes" for the Elves, the Aen Seidhe hope to rapidly rebuild and have sworn to defend their new home land with their very lives.

Realm Perks:

Elves are very proficient archers and therefore an elven or half elven archer can gain the ranged weapon skill for 3 points instead of 4. This applies to bows only, not crossbows.

Elven mages can use bows, however Elven mages don't get the secondary archer skill.

Realm Restrictions:

-1 starting Toxicity Number

May not be a Witcher.

Must only use a bow if they have the ranged weapon skill

Elf and Half Elf races only.

Mahakham

The origins of the dwarves date back to ancient time, even predating the conjunction of spheres. They are a short, but stout and tough, people accustomed to hard work. They have a reputation for being honourable and dependable, but are also often seen as endlessly grumbling curmudgeons caring little but for their kin and gold, which they invariably love to accumulate. In this, it is often said they are second only to dragons and men. They are also famous for the great jealousy with which they guard their less than handsome women, believing that everyone else awaits the chance to seduce them. Very few have deigned to risk explaining to a dwarf why the belief might be erroneous.

The dwarves ancestral homeland is the mountainous region of Mahakam, though many also live in human cities plying their various trades as craftsmen, bankers or merchants or find work as mercenaries or bodyguards.

Realm Perks:

Dwarves are hardy folk, and therefore gain one additional point of endurance. Once lost the additional point cannot be regained for an hour, this additional point of endurance is the first to be lost if any endurance damage should be sustained.

The Artisan skill costs 3 points to buy at character creation instead of 4.

Realm Restrictions:

Dwarven race only

Witchers

Dedicated to hunting the monsters of the post-conjunction world and subjected to horrific rituals and mutations, a lone witcher is truly an imposing figure but as the saying goes, "he who lives by the sword must die by the sword" and this is certainly the case for witchers.

To date no witcher has died through old age.

Witcher recruits are taken at a very young age, often barely into their teens, some given by families whose lives have been saved by witchers but more often given up by widows who wish to remarry yet a child in tow may well repel any would be suitors, alas such is the way of the Northern Kingdoms that the majority of recruits are orphans of war and conflict. These recruits are subjected to horrific rites, add to that an extremely demanding training regime means that only a fraction of recruits survive to become witchers. Those who become witchers, equipped with inhuman enhanced senses, reflexes, an immunity to disease and longevity, are set to walk the Path to do battle with all manner of vicious monsters.

But witcher services to the northern kingdoms are not free and are certainly not cheap.

Race: Witchers

Minimum Phys Rep – Witcher school medallion

Optional Phys Rep – Cats eyes contact lenses

- Players who wear cat eye contact lenses gain the tracker skill at no additional cost, this does not reduce the cost of the huntsman skill and should a player remove the lenses they lose the benefit of the skill.

Note – Each player is responsible for their own contact lenses and their application, Northern Kingdoms does not accept any responsibility in the event of eye damage from you opting to use contact lenses

Witcher perks:

Immune to diseases

Basic Witcher senses

Silver weapon

School of Specialisation and

Sign Magic

Piecemeal armour specialist

Starting Toxic number: 6

Skill points at character creation: 6

Witcher Restrictions:

See School of Specialisation

- May not gain the Artisan or apprentice skill.

Immune to disease

Due to the mutations undergone during the trial of grasses a Witcher is not affected by normal diseases and unless otherwise informed a Witcher player may ignore the effect of a disease.

Basic Witcher senses

Even the dullest Witcher has enhanced senses well beyond the most skilled Elven tracker. To represent this, a Witcher may inform a referee he/she wishes to use their senses to gain information on the local area such as creature tracks, causes of death and even rough directions of sources of magic. If a Witcher has lore on a particular subject or creature he/she may use that knowledge to gain more information, (this stacks with the tracker and huntsman skills if they have it).

Silver weapon

Every Witcher must carry a second sword, this need not be identical to the Witchers other sword but cannot be smaller than 36 inches.

Through role-play and the drawing of this weapon a Witcher may do additional damage to post conjunction monsters.

School of Specialisation

Each Witcher player must choose a school of specialisation which will narrow a Witchers choice of weapons and armour but grants additional abilities.

Sign Magic

All Witchers have access to a simplified, yet highly effective form of magic called sign (see core rulebook).

Witcher Medallion

All Witchers must carry a medallion that bears the image of their Witcher school. The medallion is capable of warning a Witcher if there is a monster or source of magic close by.

Piecemeal armour specialist

Witchers are trained to evade and deflect blows instead of blocking; as such they need a great deal of freedom of movement. Piecemeal armour does not hinder a Witcher's movement allowing the Witcher to move faster than the average person. Witchers wearing piecemeal armour receive an additional point of armour. **Once lost the additional point cannot be regained for an hour, this additional point of armour is the first to be lost if at any point armour damage should be sustained.**

School of the Wolf

The Wolf School is a school of witchers headquartered at Kaer Morhen.

The school teaches a wide range of fighting techniques and is the most rounded of the Witcher schools.

Disadvantages:

May not use a shield

May only wear rigid plate as part of piecemeal armour

School Perks:

Due to their advanced monster combat training a Wolf school Witcher is able to ignore four melee attacks per day done to them by monsters. The character must roleplay dodging, evading, parrying etc. to gain the benefit of this ability.

Gains the large weapon skill at no cost.

School of the Griffin

Griffin School equipment is of medium weight and amplifies the intensity of the wearer's Signs; as such, the school and its disciples have specialised in the use of sign magic.

Griffin school Witchers were thought to have originated in Toussaint due to their tendency to act in a somewhat chivalrous manner (for a Witcher), it is not unknown for a Griffin school Witcher to charge off at the end of a contract to defend a town from a vicious monster only to have forgotten his sword.

Disadvantages:

May only wear Heavy armour as part of piecemeal

May not wear ridged plate armour (even as part of piecemeal armour)

May not use ranged weaponry.

May not use a shield.

School Perks:

Due to their advanced academic training Griffin school Witchers may cast four additional sign per day and receive additional lore concerning monsters and magic.

Gains the large weapon skill at no cost.

School of the Bear

The school is believed to have been headquartered in Skellige, a fact which is reflected in its students' armor: heavy and thickly padded to weather the elements. The Bear School, along with the Cat School, are the only known witcher schools who regularly utilized crossbows in their work.

Disadvantages:

May not use a weapon in each hand

May not use a Shield

May only wear rigid plate armour as part of piecemeal armour

Cast four less sign per day

School Perks:

Bear school Witchers are trained and conditioned to endure harsher climates and longer tougher battles and as such benefit from two additional points of endurance. **Once lost the additional points cannot be regained for an hour, this additional endurance is the first to be lost if at any point endurance damage should be sustained.**

Gains the Large weapon skill at no cost.

School of the Cat

According to some sources, the Cat School had degenerated into little more than assassins for hire, garnering the ire of many whom sought vengeance against them. Equipment for the Cat School is lightweight and form fitting, blades are forged to cause opponents to bleed out easier, and crossbows powerful enough to pierce through armor. Cat school training techniques focus on stealth and short weapon close range fighting styles.

Disadvantages:

May only wear Medium as part of piecemeal

Many not wear Heavy or Heavy plated armour (even as part of piecemeal armour)

May not use a shield

May not wield weapons longer than 42 inches

School Perks:

More often than not Cat school witchers will kill anything and anyone for coin and have a great deal of experience killing both man and beast.

Therefore a Cat school Witcher may ignore four melee attacks done to them per day. The character must roleplay dodging, evading, parrying etc to gain the benefit of this ability.

Furthermore if the Witcher is aware of a ranged attack about to be made against him/her, that Witcher may ignore two such ranged attacks per day, again with appropriate roleplay.

Gains the ambidexterity skill at no cost.

Starting Skills

Characters may not gain skills prohibited by their race/region and class.

Single Handed Weapons (Free)

A character with this skill may wield weapons up to 42 inches in length in one hand.

Ranged Weapons (4 points can only be purchased once)

A character with this skill may use bows and crossbows.

Additionally you get either Large Weapon, Shield, or Ambidexterity to use when ranged weapons cannot be used due to rain, wind, darkness etc. The Combat Refs will inform all players when this takes effect.

Throwing Weapons (1 point can only be purchased once)

A character with this skill may use coreless throwing weapons.

Large Weapons (2 points can only be purchased once)

A character with this skill may wield weapons larger than 42 inches in length.

Shield Use (2 points can only be purchased once)

A character with this skill may use a shield.

If combined with the large weapon skill a character may use a stab safe spear in one hand and a shield in the other.

Ambidexterity (2 points can only be purchased once)

A character with this skill may wield a weapon in each hand no larger than 42 inches.

Endurance (3 points can be purchased twice)

A character with this skill gains one additional Global Hit Point of endurance. This skill may be purchased twice.

Artisan (4 points can only be purchased once)

A character with this skill is able to repair damaged or destroyed weapons and armour. If in possession of crafting materials and a crafting diagram a Artisan can forge new equipment (see crafting guide).

Crafting diagrams must be in the possession of the artisan crafting or repairing the item. They cannot be copied, but they can be memorised. An artisan starts with diagrams for basic armour, weapons, shields, bows, and crossbows.

Artisans may smelt ore, Alloy metals, repair damaged items and recharge certain limited use items (unless a diagram states otherwise)

Artisan's Apprentice (2 points can only be purchased once)

A character with this skill is able to repair weapons and armour.

In addition, if assisting a Artisan with item creation and repairs then the time to accomplish this action is reduced by one quarter (rounding down to the nearest whole number), apprentices may also repair damaged but not destroyed items **and certain recharge multiple use items** (unless a diagram states otherwise).

Apprentices may smelt ore into ingots (unless a diagram specifies otherwise) but they may not alloy metals.

An apprentice could become an artisan by crafting a masterwork weapon that is recognised by a guild master. This requires that they craft something with the artisan assisting them, however not only is there no reduction in time, there is an increase of 25% in both time and materials.

Apprentices tend to do most of the fetching and carrying for artisans, they are therefore more practised at gathering ore for their masters. An apprentice is considered skilled when trading in gathered ore sticks at god for ore resources.

Alchemist (3 points can only be purchased once)

A character with this skill is able to identify and brew potions, oils and prepare poultices and balms. If in possession of crafting materials and a crafting diagram an alchemist and prepare alchemical formulae.

Herbalist (2 points can only be purchased once)

A character with this skill knows how to use the medicinal properties of the plants and creatures around him/her and is able to prepare mundane tonics, balms and natural remedies but cannot prepare alchemical formulae. Herbalists can become Alchemists in a manner similar to an apprentice. Herbalists more often than not act as local healers and wise people in rural villages and towns, as such they are more skilled at the identification of local herbs and their picking to preserve them best. Herbalists are considered skilled when trading in herb sticks at games control for herb resources.

Toxin resistance (3 points can be purchased twice)

A character with this skill has a resistance to toxins, be it from natural genetics, a life eating mild toxic plants or taste testing at a royal court; as such a potion or toxic substance consumed by this character has one less toxicity to a minimum of one.

Well-Travelled (1 point/Can be bought multiple times)

You've been around a bit, you've visited many places, witnessed the horrors of war, basked in the morning glow of the rising sun in a druid's glade and survived monster attacks on helpless villages. You've got a story for almost any occasion, tavern crowds flock to hear your tales whilst other heroes laugh at your outlandish stories.

This skill allows you to gain information in the form of rumours before and during a Northern Kingdoms event. Such rumours may or may not aid you in the ongoing plot and/or side plots. Rumour sheets can be collected at games control when you pick up your character pack. There will be multiple rumour sheets under different topics, each purchase of far travelled allows you to pick one rumour sheet topic. Topics will be identified at each event examples of which could be courtly rumours, financial rumours, war updates etc.

Physician (4 points can only be purchased once)

You've spent a great deal of your life studying medicine at a centre of academic excellence or as an apprentice to a doctor out in the field.

Whilst the physician is attending to a patient, potions can be applied to quicken the process, the exact properties of the potion must be discovered by alchemists. Whilst a physician is tending to a character in their bleed out, their bleed out time is paused providing the physician actively treating the character.

A physician can diagnose uncommon diseases, maladies, and poisonings. They will receive the best quality forensic information when performing autopsies of any kind. Physicians can open Traumatic Wound cards to diagnose injuries and can perform surgery to treat Traumatic Wounds.

A physician also has the abilities of a battlefield medic to assist another healer.

Battlefield medic (2 points can only be purchased once)

For some reason you have not finished your academic training or are part way through your medical apprenticeship but you still have some skill with a needle and thread.

While assisting another healer you reduce the time it takes to heal a casualty from three minutes to two minutes. A casualty will only gain the benefit of a battlefield medic once; more assistants will just get in the way.

Medics can tell how far someone is through their bleed count. They can bring someone out of their bleed count with 3 minutes of uninterrupted roleplay treating their injuries, leaving them on 1 point of endurance, during this process the bleeding characters bleed out is NOT paused. Two medics working together can stop bleeding in 2 minutes. Two medics and a mage together can stop bleeding in 1 minute. Medics will receive medium quality forensic information when performing autopsies upon regular cadavers, but limited information from beasts and monsters.

Huntsman (2 points can only be purchased once)

A huntsman also has the skills of a Tracker. **Huntmen are skilled at harvesting from the fauna of the Northern Kingdoms but they can also apply this to monsters too. Huntsman are considered skilled when harvesting resources from monsters.**

Huntsmen tell how far someone is through their bleed count. Will receive medium quality forensic information when performing autopsies upon beasts and monsters, but limited information from regular cadavers.

Tracker (1 point can only be purchased once)

A character with this skill can role play, searching the surrounding area for tracks, a referee will inform the player of the result(s) after an appropriate time. If the tracker has lore on the creature(s) he/she is tracking then more detailed information will be provided.

Income (2 points can only be purchased once)

A character with this skill has a form of income beyond the norm; they could be a noble son or daughter with an allowance or a blacksmith who repairs wagons for merchants. Whatever the reason this character begins each Northern Kingdoms event with additional coin, furthermore this skill stacks with any income abilities from a class or Kingdom. Each member of the Free Company can expect to receive pay of three Redanian Crowns each deployment (event), for each rank of Income a player should expect to receive things worth an additional 3 crowns - depending on how the war is going.

The amount of income and its denomination (Novigrad Crown or bars of steel) depend on the character's background, downtime submission and actions during events.

Forager (2 points can only be purchased once)

Foragers are skilled at living off the land, armies can feed themselves for longer and thus fight for longer with skilled foragers in their ranks.

Foragers are considered skilled when trading in herb sticks at games control for herb resources.

Additionally once per event a forager may receive a forager resource pack from games control containing a variety of random foraged items and resources. The forager player may then come up with a suitable story for how they obtained those items for roleplay purposes.

Prospector (2 points can only be purchased once)

Prospectors are skilled at finding virgin ground where ores of precious and non-precious metals may lie, and in sifting stone containing high quality ores from pretty dross and spoil.

Prospectors are considered skilled when trading in ore sticks at games control for ore resources. Additionally once per event a prospector may receive a prospector resource pack from games control containing a variety of random prospected items and resources. The prospector player may then come up with a suitable story for how they obtained those items for roleplay purposes.

Downtime and character development

In-between Northern Kingdoms events your characters will have the opportunity to develop themselves and the game world through downtime. Your actions, or inaction, during downtime can influence the game world and steer the course of future events for better or for worse.

After a Northern Kingdoms event all players who took part will be given a timeframe in which their character can carry out any downtime actions, the player then must fill in the downtime form and write a narrative of their characters action(s) within this timeframe.

The Northern Kingdoms team will then read and respond to your downtime form which will have an edited narrative including any outcomes and results.

Any assets that your characters have maybe used in your downtime, for example you may be an artisan and want to craft an item or you have paid to hire a band or mercenaries and want them to carry out a daring raid into Nilfgaard controlled Temeria.

There is no set of character development skills; instead your characters actions during their downtime can develop them with unique skills and abilities, or curses should your character do something foolish.

Things to avoid when writing up your downtime:

- Avoid assuming your characters actions will be successful.
- Avoid trying to do too much as the more you try to do the less you'll succeed.
- Avoid writing other characters into your downtime where you are directing them unless they are knowingly supporting you.
- Avoid downtime actions that directly impact another player where this action could be done at a Northern Kingdoms event such as robbing them or attacking them. Hiring thugs to disrupt another player's downtime is something you can do but be aware that there may be consequences.

When you think your downtime form is complete you can email it to nothernkingdoms.witcher@gmail.com