

EBERRON

Campaign's Power Level
Campaign's Tech-Level

Mythic Hero
3



Characters required to be built using the Aspect Alphabet.(pg. 17)	Yes
Allow trading Refresh for Advantage Points? (pg. 24)	Yes (Only for purchasing race.)
Allow purchasing Advantages with Resources (pg. 90)	No
Using an Organic Growth Method? (pg. 30)	Yes
Allowing Non-Human Races? (pg. 44)	Yes
If "yes", which ones?:	Elf, Dwarf, Half-Elf, Halfling, Half-Orc, Warforged, Shifter, Kalashtar, Gnome, Changeling
Imposing a Fate Point Expenditure Limit? (pg. 53)	Yes, Limit is 3 FP per turn
Allowing Fate Point Debt? (pg. 60)	Yes



Power Sources/Affinity Abilities (pg. 89)

Arcane (Wizard)

Power Source: Arcane Magic

Affinity: Arcane

Stress Track: Physical

Weaknesses (-1): Powers are arcane spells, which require gestures and incantations to cast.

Powers: Only Powers that can be activated with a roll can be purchased. Highly recommend taking Power Tricks and Ritual Powers to supplement other spells.

Arcane (Sorcerer)

Power Source: Arcane Magic

Affinity: Sorcery

Stress Track: Physical

Weaknesses (-0): None

Powers: Only Powers that can be activated with a roll can be purchased. Highly recommend taking Control (Reality) with the Reality Sub-Domains Modifier. Also consider Power Tricks.

Psionics

Power Source: Psionic Talent

Affinity: Psionics **Stress Track:** Physical

Weaknesses (-0): None

Powers: Only Powers that can be activated with a roll can be purchased. Power Tricks or Ritual Powers not allowed.

Artifice

Power Source: Arcane Magic

Affinity: Craft* **Stress Track:** None

* Because you are using a common Ability as an Affinity Ability, the AP cost of all Artificer Powers are increased by +1.

Weaknesses (-1): You must carry tools used to quickly inscribe runes on items and/or items in which to imbue with magic.

Powers: Only Powers that can be activated with the expenditure of a Fate Point can be purchased. Highly recommend: Craft Power Item w/ Power Charge, Imbue Armor or Shield, Imbue Weapon (Limitation (-1): Cannot Imbue hands/feet)

Divine / Primal

Power Source: Divine/Primal Miracles

Affinity: Faith **Stress Track:** None

Weaknesses (-2): Powers are blessings from the gods or manifestations of your faith. Powers cannot be used in a way that displeases the cleric's patron deity or goes against the tenants of your faith.

Powers: Only Powers that can be activated with the expenditure of a Fate Point can be purchased. Highly recommend taking Power Tricks and Ritual Powers to supplement other spells.

Changeling

AP Cost: 4

Racial Aspect: *Changeling*

Specialty Aspect: *Born Liar* (Persuasion)

Advantages: Morph (Feature Shift, see below)

Changelings are a humanoid race who are distantly descended from dopplegangers.

Changelings possess a natural ability to alter their physical appearance, but are somewhat limited in the forms they can take compared to a doppleganger. That being said changelings are able to alter their height by as much as a foot growing either taller or shorter, change their physical features to appear as another humanoid race and even take on the appearance of either gender (though changelings are sexually dimorphic with clear physical differences between males and females). Changelings cannot, however, change the clothing or equipment they are wearing with their natural abilities and this is often one of the few clues that two different people may in fact be the same changeling in two forms.

In their natural forms changelings resemble gray skinned humans but lack some facial definition such as nostrils or lips (though they still have noses and mouths). As noted above changelings can indeed take on the appearance of either gender but in their natural forms they are clearly either male or female.

Dwarf

AP Cost: 2

Racial Aspect: *Dwarf*

Specialty Aspect: *Dwarven Constitution*
(Endurance)

Advantages: Thermal Vision (*Natural Heat Vision*)

Dwarves are long-lived, short and stout humanoids with a penchant for fine craftsmanship, precious stones, and ale (though not necessarily in that order). Inhabiting deep caverns and caves amongst mountain ranges, Dwarven culture tends to be suspicious of outsiders though they generally get along well with most civilized races, with the exception of giants which seem to be a universally hated foe.

In the history of Eberron, dwarves are said to have originated in the Frostfell, an icy continent north of Khorvaire. There, they were slaves of the various giants (probably settlers from Xen'drik) who had colonized the icy terrain.

Dwarves in Eberron live almost exclusively in the region known as the Mror Holds. There are twelve distinct dwarven clans in the Mror Holds and the clans form a loose confederation to further their interests lead by the Iron Council.

Elf

AP Cost: 2

Racial Aspect: *Elf*

Specialty Aspect: *Elven Grace* (Agility)

Advantages: Night Vision (*Natural Night Vision*)

Modern elves are split into three distinct cultures:

The Aerenal elves worship their ancestors as Deathless, lifeforms much like undead but kept alive by the positive energy of Irian. These Deathless serve as advisors and defenders and are considered by those who worship them to be divine as a whole, in the form of the Undying Court.

The Valenar elves worship only their warrior ancestors. By emulating the deeds of their ancestors, they believe the spirits can live again. They do not resurrect their fallen or beloved as Deathless.

The Khorvaire elves are as diverse as the elf race as a whole. They divide themselves by nation or by Dragonmarked House and often follow the local customs. A few still hold their own race's beliefs in ancestor worship, but not to the same degree as the Valenar or Aereni. Their half-elfen descendents, the Khoravar, have formed a separate community.



Gnome

AP Cost: 2

Racial Aspect: *Gnome*

Specialty Aspect: *Wellspring of Information*
(Knowledge)

Advantages: Takes One to Know One

Gnomes are among the most inquisitive of races. They seek knowledge in all its forms and tend to careers which allow them to fulfill this thirst: bards, historians, alchemists and librarians, as well as spies.

Because of this drive gnomish society is a complex network of gossip and intrigues, which would drive most other races mad, but is the bread and butter of gnomish life.

Half-Elf

AP Cost: 2

Racial Aspect: *Half-Elf*

Specialty Aspect: "We take what comes, and we endure." (Willpower)

Advantages: Alertness

Half-elf are one of the common races. They descend from elves and humans but have since become a new unique race, distinct from both their elven and human ancestors. Half-elves refer to themselves as "Khoravar" and are found throughout the continent; they are not concentrated within a specific geographic region.

Half-Orc

AP Cost: 3

Racial Aspect: *Half-Orc*

Specialty Aspect: *Orcish Might* (Strength)

Advantages: Toughness

The half-orc are originally progeny of human and orc procreation, though half-orcs can mate with either species and create half-orc children. Half-orcs occupy a border in society. Although orcs are recognized as a civilized race under the Galifar Code of Justice they are none-the-less looked down upon by the more civilized races.

The half-orc also inherits enough of the orcish savagery to discomfort many by their sheer presence, though the human ancestry in them craves social structure and comforts. Half-orcs are fairly rare in Eberron though the half-orcs of House Tharashk in The Shadow Marches have developed a society of their own fueled by their knack for tracking things down, most notably dragonshards.

Halfling

AP Cost: 3

Racial Aspect: *Halfling*

Specialty Aspect: *Insatiable Curiosity* (Willpower)

Advantages: Tenacious

Some Halflings have traded the nomadic lifestyle of the Talenta Halfling for a more urban approach living in major cities across Khorvaire. While many of these halflings are associated with one of the two dragonmarked houses some are simply independent halflings wanting something different for their lives. Some urban halflings have never seen their native homeland, while others (mostly those associated with the dragonmarked houses) switch between city clothes and nomadic traditions depending on where they find themselves. There is a fine line between the halflings embracing their homeland and heritage and remaining truly neutral as all dragonmarked houses are charged to be.



Kalashtar

AP Cost: 2

Racial Aspect: *Kalashtar*

Specialty Aspect: *Of Two Minds* (Willpower)

Advantages: Mindlink (Affinity: Willpower)

The kalashtar are a compound race: incorporeal entities from the alien plane of Dal Quor, the Region of Dreams, merged with human bodies and spirits to form a distinct species. They were once a minority among the quori, the native race of Dal Quor, hunted and persecuted for their religious beliefs. About thirty-eight thousand years after the quori invaded Eberron and the connection between their plane and the Material Plane was severed, the kalashtar were the first of the quori to discover a means to reach the Material Plane once more (-1,800 YK). Fleeing persecution, they transformed their physical forms into psychic projections that allowed them to enter the Material Plane and merge in a willing partnership with humans.



Shifter

AP Cost: 2

Racial Aspect: Shifter

Specialty Aspect: Animal Instincts (Perception)

Advantages: Choose one of the following:

- Body Weaponry (Retractable, Feral Claws)
- Body Weaponry (Retractable, Fanged Bite)
- Animal Kin
- Resilient
- Enhanced Speed (All Fours)
- Enhanced Smell (Predator's Senses)
- Enhanced Sight (Predator's Senses)
- Enhanced Hearing (Predator's Senses)

With both humans and lycanthropes among their distant ancestors, shifters possess just a small portion of their forefathers' shape-shifting abilities. They cannot transform wholly into an animal but can instead shift parts of their body to become animal-like for short periods of time. In 832 YK the Church of the Silver Flame led an inquisition to wipe out all lycanthropes in Khovaire, Shifters included. The inquisition lasts fifty years killing most lycanthropes and driving the survivors deep into the Eldeen Reaches.

Warforged

AP Cost: 4

Racial Aspect: War-Born

Specialty Aspect: Living Construct (Endurance)

Advantages: Lifeless (Body of Steel and Wood)

The warforged are a race of living constructs created by House Cannith to serve as soldiers in the Last War.

With the signing of the Treaty of Thronehold they have been recognized as sentient beings and given freedom. Ever since then they try to fit in into a world that apparently has no further use for them.

They need no sleep and have to do something productive at all times or they will eventually go insane.

Now that the war has ended the warforged try to adapt to the relative era of peace. The warforged have a range of personalities equal to those of other sentient beings, but some hold humans and other "breathers" with disdain. Newborn warforged come fully formed from Creation Forges at birth.





House Medani

The half-elves of House Medani carry the Mark of Detection. House Medani originated in pre-Galifar Breland fifteen hundred years ago, using its abilities to detect threats to foresee dangers and establish a base of power related to knowledge in the wake of the War of the Mark. Today, Baron Trelib d'Medani oversees house activities and controls the Warning Guild from an enclave in Wroat. He is a powerful and influential friend of Breland's King Boranel and has a tendency to favor that nation in his dealings. The Warning Guild offers services related to personal protection. Its members work as bodyguards, scouts, sentries, and inquisitives, ever vigilant for unexpected threats that could pose a danger to the clients they serve.

Mark of Detection

Sense (Magic)

Power Aspect: *Magical Senses*

Power Source: Dragonmark

Affinity: Perception

1 AP



House Tharashk

The orcs of House Tharashk use the Mark of Finding to work as prospectors, inquisitives, and bounty hunters. The Mark of Finding first appeared in the Shadow Marches about one thousand years ago. After being visited by House Sivis representatives five hundred years ago, the holders of the mark decided to follow the example of the gnomes and form an economic force of their own. The initial business of the house was derived from the immense Eberron dragonshard deposits in the region; Tharashk quickly became the prime suppliers of Eberron dragonshards to the rest of Khorvaire.

Over the last three hundred years, the house has expanded its operations across Khorvaire, working as trackers and prospectors beyond compare. The affairs of the house are managed from Zarash'ak by a triumvirate representing the old clans. Members include Daric d'Veideran, Khundar'aashta, and Maagrim d'Tharashk. The Triumvirate appoints regional leaders to run Tharashk operations in other nations, and these leaders, in turn, appoint lesser officers within the territories they control.

Mark of Finding

2 or 3 AP

Sense (Locate Object) or Sense (Locate Person)

Power Aspect: *Magical Senses*

Power Source: Dragonmark

Affinity: Perception



House Vadalis

House Vadalis bears the Mark of Handling, which has the power to calm and control animals. The Vadalis Handlers Guild breeds and sells a tremendous variety of animals, and Vadalis handlers serve as teamsters, trainers, and stablekeepers across Khorvaire. The humans who formed the Vadalis family migrated to the Eldeen Reaches about two thousand years ago. When the Mark of Handling emerged two hundred years later, offering the settlers a defense against the many wild animals of the region, it was seen as a gift from the gods. House Vadalis has developed that gift into a lucrative and powerful economic position.

Today, the power of House Vadalis radiates from the Eldeen Reaches, and the Handlers Guild has outposts throughout Khorvaire. House Vadalis is a family first and a business second. Patriarch Dalin d'Vadalis oversees house operations from an enclave in the heart of the city of Varna, and the house maintains a number of small towns throughout the eastern portion of the Eldeen Reaches.

Vadalis produces remarkable mounts, livestock, and guardian beasts, using natural animals, domesticated magical creatures, and magebred animals enhanced through generations of arcane experiments.

Mark of Handling

Read Emotions (Animal Empathy)
 Power Aspect: *Magical Animal Control*
 Power Source: Dragonmark
 Affinity: Willpower or Reasoning

1 AP



House Jorasco

The Mark of Healing first appeared among the halflings of the Talenta Plains about three thousand years ago, but the Jorasco family eventually moved its headquarters to Karrnath to better serve greater Khorvaire. For this reason, most of the Jorasco halflings are cosmopolitan and cultured in the traditions of the Five Nations, with few ties to the ancient nomadic ways of the Plains.

Today, the Healers Guild of House Jorasco tends to the well-being of most of Khorvaire. Using both mundane and magical healing techniques, as well as alchemy and herbalism, the healers of House Jorasco deal in curing illnesses, tending wounds, and treating mental maladies in their hospitals and healing enclaves. The matriarch of the house, Ulara d'Jorasco, is dedicated to overseeing her healing enclave and training hospital in Vedykar. She rarely travels far from the enclave, leaving the business of managing distant healing centers to younger family members. She has little patience for the traditional halflings of the Talenta Plains, who treat her house with suspicion and distrust. Still, House Jorasco has healing centers even among the nomadic halflings, for the house's code requires that all who need aid receive it—as long as they can pay for the service.

Mark of Healing

Heal
 Power Aspect: *Magical Healing*
 Power Source: Dragonmark
 Affinity: None

2 AP



House Ghallanda

The Mark of Hospitality appeared among the half lings of the Talenta Plains nearly thirty-two hundred years ago. By using its powers related to food and shelter, the Ghallanda clan became a powerful force among the nomads of the Plains. Eventually, the family began to send representatives to the burgeoning human nations, and the Hostellers Guild was born.

Today, the patriarch of the house holds court in the ancient city of Gatherhold. Here, Baron Yoren d’Ghallanda keeps a firm grip on both aspects of his house’s heritage—the traditional nomadic culture still practiced on the Talenta Plains and the “civilized” halflings who have been living among the other common races for thousands of years. In the Talenta Plains, House Ghallanda maintains the shared city of Gatherhold for the many nomadic halfling tribes that use it for trading and clan meetings. In the Plains, the house also provides a traveling fair called the Wandering Inn for halflings ranging far from the protective walls of Gatherhold.

In the other nations, the integrated half lings who grew up among the common races operate the Hostellers Guild. Members of the guild include innkeepers, chefs, and restaurateurs, as well as inspectors who enforce standards and regulate business for all member establishments—those run by the house as well as those independent inns and restaurants willing to earn the house seal and display it for all to see.

Mark of Hospitality

1 AP

Power Tricks (Domestic Tasks)

Power Aspect: *Magical Domestic Cantrips*

Power Source: Dragonmark

Affinity: Willpower or Reasoning



House Cannith

House Cannith, consisting of humans with the Mark of Making, includes alchemists, artificers, and magewrights of great skill, as well as the best mundane crafters on the continent. House Cannith arose in pre-Galifar Cyre almost twenty-five hundred years ago. Originally, the Cannith clan consisted of traveling tinkers, repairers, and crafters whose burgeoning dragonmarks gave them an edge over the competition. As the house developed, it turned its attention to supernatural disciplines, studying alchemy and pioneering the techniques of artificers and magewrights. As builders, fixers, and creators, the house maintains a lawful outlook. Some of its greatest accomplishments include the lightning rail, the warforged, and the high-rising towers of Sharn.

House Cannith maintains two guilds. The Tinkers Guild serves to maintain society by repairing damaged structures and vehicles, maintaining infrastructures in the major cities, and performing similar crafts. Cannith tinkers often travel on circuits between smaller villages, using magical and mundane skills to assist communities that they pass through. The Fabricators Guild performs the greatest works of craft, artifice, and magic. The guild is divided into dozens of specialties, including architects, elemental binders, alchemists, and armorers.

The services provided by House Cannith are invaluable, and all the nations and dragonmarked houses have an interest in maintaining friendly relations with the House of Making.

Mark of Making

2AP

Heal (Repair, Repair Only)

Power Aspect: *Magical Craftsmanship*

Power Source: Dragonmark

Affinity: Craft



House Orien

The humans of House Orien bear the Mark of Passage. The house originated in pre-Galifar Aundair almost two thousand years ago; its abilities related to transporation and teleportation quickly earned it a place among the economic powers. Today, Baron Kwanti d’Orien serves as the house patriarch. He oversees house activities and controls the Couriers Guild and the Transportation Guild from an enclave in the city of Passage. Of course, like the rest of his family, Kwanti is constantly on the move, and the house maintains outposts and emporiums throughout Khorvaire.

The Couriers Guild takes advantage of the vast transportation network established by the house, as well as the dragonmark abilities related to teleportation. Packages, messages, and passengers that need to get somewhere quickly and discreetly often wind up in the hands of an Orien courier.

The Transportation Guild operates lightning rail and caravan routes throughout Khorvaire, providing constant lines of supply and communication between communities across the continent. This guild also maintains the trade roads that crisscross the land, making travel easier and safer—whether travelers strike out on their own or hook up with an Orien caravan. These caravans sometimes use magically cooled wagons and other methods of preservation to keep food stocks fresh during transport.

Mark of Passage

1 AP

Teleport Self (Line of Sight, Effortless)

Power Aspect: *Magical Teleportation*

Power Source: Dragonmark Affinity: Reasoning



House Sivis

Using natural talent and the Mark of Scribing, the gnomes of House Sivis have established themselves as the masters of the written and spoken word. In addition to maintaining the lines of mystical communication that connect the nations of Khorvaire, House Sivis provides translators, notaries, mediators, and advocates to cities across the continent.

All gnomes are touched with magic, and the scholars of Korranberg have spent thousands of years studying mystical phenomena. When the Mark of Scribing first appeared within the Sivis family twenty-eight hundred years ago, the gnomes were quick to recognize and develop its abilities. House Sivis has two primary operations, the Speakers Guild and the Notaries Guild. The Speakers Guild offers the services of translators, interpreters, mediators, and advocates. In addition, the Speakers Guild maintains the network of message stations through which, for a price, a message can be sent from one station to any other station in Khorvaire. The Notaries Guild deals with written documents. Sivis scribes use arcane mark to authenticate legal documents, and they also perform transcription, translation, bookkeeping, and copying of texts. They specialize in the creation of secure documents, using illusory script to prepare missives that can only be read by designated individuals.

Mark of Scribing

1 AP

Power Tricks (Communicative Tasks)

Power Aspect: *Magical Communication Cantrips*

Power Source: Dragonmark Affinity: Reasoning



House Deneith

The proud humans of House Deneith carry the Mark of Sentinel. Born in pre-Galifar Karnath about twenty-six hundred years ago, today the house offers the services of the Defenders Guild and Blademarks Guild, one devoted to protection and the other to supply mercenaries to the highest bidders. From his base of operations in Karrlakton, Baron Breven d'Deneith controls the guilds and oversees the activities of the Sentinel Marshals who, by ancient decree, provide law and order across national boundaries.

Since the rise of Galifar, House Deneith has held to a military structure. Heirs of the house are expected to serve in the Defenders Guild, the Blademarks, or the Sentinel Marshals.

Because of its mercenary forces, Deneith holds the most significant military power among the dragonmarked houses. In the past, it has strictly abided by its vow of neutrality, selling its services to those on both sides of any conflict.

The Defenders Guild provides personal protection, including skilled bodyguards and wizards who can place warding spells on their charges. The Blademarks Guild manages mercenary activities across Khorvaire. Members of House Deneith serve as officers, trainers, and strategists, but the rank-and-file soldiers of the Blademarks are largely hired mercenaries. The hobgoblins of Darguun and the elves of Valenar both have strong representation in the forces of Deneith, but most of the house's soldiers are human.

Mark of Sentinel

3 AP

Armor (Insulating, Heavy Compatibility)

Power Aspect: *Magical Field of Force*

Power Source: Dragonmark

Affinity: None



House Phiarlan

The first dragonmarks appeared among the elves of Aerenal more than three thousand years ago. The Mark of Shadow and the Mark of Death appeared at about the same time, and the elves quickly understood the significance of the event. House Phiarlan organized around the Mark of Shadow and began turning the abilities provided by the mark into an economic dynasty. However, with the slaughter of the House of Death twenty-six hundred years ago, House Phiarlan left Aerenal and relocated to Khorvaire, where the elves intermingled with humans and helped lay the foundation for the Five Nations. The Mark of Shadow grants illusory powers to those who possess it. The Entertainers, Companions and Artisans Guilds of House Phiarlan provides gifted members of these professions with gainful employment.

During the Last War, the work of the house led to a schism within the family. Some parts of the family favored one side or faction in the conflict, other parts favored other sides. Eventually, the tension became too much, and part of the family split to form House Thuranni.

Today, Baron Elvinor Elorrenthi d'Phiarlan serves as the house matriarch from her palatial estate in Sharn. (The original family enclave in Cyre was destroyed along with that nation, but as luck would have it, all the leading members of the house were abroad on that fateful day.) Most people believe that the elves who work for her are the best entertainers and artisans that money can buy.

Mark of Shadow

2 AP

Illusion (Mobile Illusion, Limitation: Shadows Only)

Power Aspect: *Shadowy Magical Illusions*

Power Source: Dragonmark Affinity: Persuasion



House Thuranni

Once part of House Thuranni, the elves of House Thuranni formed their own house during the Last War as the conflict began to turn various house factions against each other. Now Thuranni competes directly with Phiarlan in the entertainment and artisan endeavors. The two houses share the Mark of Shadow, though the newer version of the house in many ways remains the weaker of the two.

For twenty-five years, since shortly after striking out on its own, House Thuranni has run its Shadow Network from enclaves in Regalport in the Lhazaar Principalities. The house operates outposts throughout Khorvaire, but its patriarch has a fondness for Sharn, the City of Towers. Baron Elar d'Thuranni oversees the activities of the house, selling its services to clients in Karrnath, Droaam, Q'barra, and the Lhazaar Principalities, among others. Rumors persist that the baron deals with the Order of the Emerald Claw, but not even House Phiarlan has been able to confirm this. The houses share a public face as entertainers and artisans of renown, House Thuranni has a darker agenda and more aggressive business tactics, however. They control the larger part of the companion's guild from the split house and rumors persist that the house includes large numbers of changelings disguised as elves.

Mark of Shadow

2 AP

Illusion (Mobile Illusion, Limitation: Shadows Only)

Power Aspect: *Shadowy Magical Illusions*

Power Source: Dragonmark Affinity: Deception



House Lyrandar

House Lyrandar consists of half-elves with the Mark of Storm. The house appeared in pre-Galifar Thrane two thousand years ago, but today it operates out of Aundair to avoid the restrictive rule of Thrane's theocracy. The house matriarch, Esravash d'Lyrandar, oversees both the Raincallers Guild and the Windwrights Guild from the island paradise of Stormhome, which the house created off the coast of Aundair.

The Raincallers Guild helps farmers across Khorvaire, as well as any others who need to affect the weather in a localized area. The Windwrights Guild controls a vast shipping and transportation business that operates in the air and across the seas.

With outposts in Breland, Aundair, Zilargo, Thrane, Valenar, and Karrnath, House Lyrandar's shipping and transportation services rival those of House Orien, and the two often compete over contracts that could be fulfilled over either land or sea. The half-elves find few opportunities in the Lhazaar Principalities, however, and often come into conflict with ships of the Lhazaar princes in the open seas.

Mark of Storm

3 AP

Imbue Zone (Expansive Effect, Intermittent Effect, Additional Properties; *Foggy, Windy, & Rainy*)

Power Aspect: *Magical Weather Control*

Power Source: Dragonmark

Affinity: None



House Kunderak

Possessing great wealth and the magical Mark of Warding, the dwarves of House Kunderak have established themselves as the bankers and moneylenders of Khorvaire, as well as providers of persistent security for businesses and precious goods. While the Mark of Warding appeared among the dwarves twenty-five hundred years ago, it wasn't until the rise of Galifar that the Kunderak dwarves emerged from barbarism and discovered the full extent of their magical gift. Kunderakhold has rich deposits of precious metals, and the clan initially used its dragonmark to protect its vaults. By 106 YK, House Kunderak was admitted into the exclusive membership of the dragonmarked houses, and today House Kunderak's banking system operates throughout Khorvaire.

The Banking Guild provides loans, letters of credit, and safekeeping services in the majority of nations. One of the most popular services for those who can afford it is the safe-deposit vault. A client can rent a vault for a few gold pieces per day. The client and any delegated companions receive a word of access and can deposit an item (weighing up to 10 pounds) into the vault. Through arcane means, the vault can be accessed from any Kunderak banking center, regardless of where the vault was originally accessed. Members of the house receive a discount on this service.

Other services provided by the Banking Guild include exchanging coins for more transportable forms of wealth, such as gems or bills of exchange. The larger offices link by magical means, and an individual who maintains a balance with the bank can withdraw funds from any of the major outposts.

The Warding Guild consists of experts in magical and mundane security, as well as troops trained to guard Kunderak holdings. House members stationed at Dreadhold belong to this guild. The guild provides independent security consulting and services; Kunderak locks and traps are renowned throughout the land.

Many of the nations of Khorvaire and the dragonmarked houses rely on House Kunderak for loans and security, which gives the house considerable influence.

Mark of Warding

2 AP

Barrier (Permeable, Alarm)

Power Aspect: *Magical Weather Control*

Power Source: Dragonmark Affinity: Reasoning



Additional Rules

New Modifiers for the Morph Power. Changelings get Morph (Feature Shift) as part of their race. And they may spend Advantage Points to upgrade it to have Identity Thief.

3 AP (Feature Shift): You may only make simple changes to your natural form, such as changing facial features, hair color and length, and skin tone. You may increase or decrease your height by as much as 10%. When you use this Power, you may redistribute 2 ranks from your Physical Abilities. For example, if you had Agility 3 and Strength 2, you could change it to Agility 1 and Strength 4.

+1 (Identity Thief): Requires Feature Shift. You can morph into the shape of any other person you've seen, gaining their physical Abilities, and any Aspects or Advantages related directly to their appearance. Your voice is also the same.

New Modifiers for the Enhanced Speed Power. Shifters may take Enhanced Speed with this Modifier.

+1 (Passive): You have no need to activate this Power. You may always move at this speed.

New Modifiers for the Teleport Self Power. This is used by those with the Mark of Passage.

- +0 (Effortless):** You do not need an Affinity Ability. Instead of rolling to activate this Power, you need to spend a Fate Point. You must then roll your Reasoning against the normal difficulty to activate this Power, -4. If you fail, you do not teleport and your Fate Point is wasted.

New Modifiers for the Barrier Power. This is used by those with the Mark of Warding.

- +1 (Alarm):** Whenever anyone crosses your barrier, you instantly become aware of it. You may not know who crossed it, but you know someone did. In addition, you may make it so that only creatures of a specific race or species trigger your alarm. You can specify yourself and a number of people equal to your Affinity as those who are free to come and go without triggering the alarm.

Imbue Zone

Base AP Cost: 2

Activation: Fate Point

Activation Time: Simple Action

Duration: Scene

Requires a Power Source

You have the ability to imbue either the zone you occupy, or an adjacent zone, with an ongoing effect.

When you purchase this Power, select a persistent Aspect that defines the property you can apply. Sample properties include: *Fog(P)*, *Silence(P)*, *Heavy Rain(P)*, *Lowered Gravity(P)*, *Darkness(P)*, etc. This Aspect is applied to your target zone when this Power is activated.

Modifiers

- 1 (Intermittent Effect):** The Aspect you are capable of imbuing a zone with is not persistent.
- +1 (Additional Properties):** For each additional AP spent on this power, you may choose two additional persistent Aspects to apply to a zone. Each activation only allows you to imbue one Aspect. To imbue the same zone with multiple Aspects you have to activate this Power multiple times.
- +1 (Expansive Effect):** You may imbue a number of additional zones equal to your Affinity. You suffer a penalty on your activation roll equal to the total number of zones targeted. So if you target two zones, you suffer a -2 penalty.
- +1 (Regional Effect):** You may imbue a very large area with an Aspect. In addition to the normal cost for activating this Power, you may spend a n additional Fate Point and roll your Affinity. The result of this roll determines the Size of the area affected, to a maximum of 8. This maximum is increased to 9 for World Class Super Heroes or 10 for Cosmic Class Super Heroes. See SoF pg. 289 for more on Size.

Power Tricks

Base AP Cost: 1

Activation: None or Fate Point

Activation Time: Simple Action

Requires a Power Source and Affinity Ability

Through the subtle manipulation of your Power Source, you have the capacity to perform a number of simple tricks. These tricks, while limited in their usefulness, allow your character to use his supernatural talents to entertain and impress others, or perform simple mundane tasks.

While your character is not limited to a set number of tricks, a trick must make sense in the context of your Power Source and the general theme of your other Powers. For example, a powerful shapeshifter may be able to temporarily change his hair color, but he probably shouldn't be able to make sparks dance between his fingers.

Below you will find a list of example tricks which should give you an idea of the types of tricks your character can perform.

- ✦ Light a candle from a distance
- ✦ Levitate a small object weighing less than 1 lb (about .5kg)
- ✦ Create a small, obviously immaterial, illusion in your hand
- ✦ Create a sound no louder than a person talking
- ✦ Make minor repairs to a mundane item
- ✦ Scribe on an object without a pencil or marker
- ✦ Clean or dry a soiled or wet item
- ✦ Create soft music
- ✦ Revitalize or wither a small plant
- ✦ Create a floating glowing ball that gives off light like a candle.
- ✦ Heal or kill small normal animals or insects.
- ✦ Animate a broom to make it sweep
- ✦ Close a door within range
- ✦ Create a faint breeze

Generally a trick should not be significant enough to harm a person or affect a dice roll. However, by expending a Fate Point, the GM may allow you to perform more useful tricks or to roll your Affinity Ability to perform a Maneuver. Examples of these more powerful tricks include:

- + Light a camp fire at a distance
- + Create a sound loud enough to disorient a person. (Maneuver: Affinity vs. Endurance to place *Stunned* on your target. This Aspect is fragile.)
- + Levitate a small object weighing less than 10 lbs (about 5kgs) and slowly move it about.
- + Create a small, seemingly real, illusion in your hand.
- + Create a flash of light in front of someone's face. (Maneuver: Affinity vs. Agility to place *Blinded* on your target. This Aspect is fragile.)
- + Nudge your opponent with a well timed blast of air. (Maneuver: Affinity vs. Agility to place *Off Balance* on your target. This Aspect is fragile.)
- + Teleport an object in your pocket to your hand, or from a cup in one hand into a cup in the other.
- + Whisper a message containing a number of words equal to your Affinity into the ear of a person within range.
- + Make your eyes glow, or your voice echo, creepily (Maneuver: Affinity vs. Willpower to place *Unnerved* on your target. This Aspect is fragile.)

Attacking with Power Tricks: By spending a Fate Point you can also make a physical or mental attack with your Power Tricks. This attack can target any single target in range, and is made with your Affinity (WR: 0). The target may defend with whatever Ability is most suitable to the attack.

Modifiers

- +0 (**Strenuous**): It requires some effort on your part to perform the more powerful tricks, or Maneuvers with this Power. Instead of spending a Fate Point, as a simple action, you roll your Affinity against an activation difficulty of 4.
- +1 (**Adept Trickster**): If you generate Spin on an attempt to perform a Maneuver with this Power, you may decide to either make the Aspect persistent, or make it sticky. These sticky Aspects last the last the duration of the Scene, or until the victim performs some action to remove them.
- +1 (**Master Trickster**): You do not need to spend a Fate Point to activate this Power when using the more powerful tricks as described above, or performing Maneuvers.