

NUMINITH PLAYER'S GUIDE



Table of Contents

Disclaimer: The content in this document is a work of fiction and a combination of existing media, ideas, and imagery. All of the artwork within are from various artists, most of which I found just browsing images on search engines. When I get a chance, I hope to pay an artist to create custom art for this work, but for now, it's all free to use images that I have no intention of publishing or using in a commercial endeavor. Purely for personal use.

Version: 1.4

Written by: Alex Hernandez

Purpose: Worldbuilding for use in d100 systems

GETTING STARTED

This guide will likely change as the world develops further, adding new cultures, peoples, and other information as time goes. For now, this should serve as a pretty good primer for creating your first character in the world of Numinith.

Before we get into the player choices, presented below is the “Story of Creation”, the myth and legend that priests and shamans tell their constituents about the origins of Numinith and the battle with The Void. It helps to develop a basic understanding of the overall world.



THE STORY OF CREATION & THE DIVINE TRINITY

There were once three Gods known as the Divine Trinity:

- **Reylin the Forgemaster**, creator of mortal metals and Sculptor of the lands and the human form. It was by the hammer of Reylin that Numinith appears as it does today. From his design, the world was formed. Reylin gifted his sister, Ynera, the Dryads. He took a piece of Ynera’s own flesh to shape into the form of her own, and carved the Earth Rune onto the exterior. Thus, the Dryads were born, and their connection to the Mother of Numinith imbued them with empathy for all the natural world.
- **Ynera the Mother of Numinith**, created the spark of life that flows through every living thing on Numinith. It was by her divine touch that life was brought into the shapes and forms that Reylin has designed. Ynera gifted her sister, Hekata, with the Mortal Spirit. She blessed certain beings with the rune of Man, which allowed these creatures and beings the freedom of choice. The Mortal Spirit would allow them to become more than just servants of the Trinity, and would also ultimately serve as a way to return to Hekata once their life on Numinith had passed.
- **Hekata the Caretaker**, Keeper of the Dead and Mother of Spirits from beyond. It was by her voice that life is allowed a second chance even after their physical form is extinguished. She tends to the world beyond worlds. Hekata gifted her brother, Reylin, the Elementals. Born of energy and channeled from the very elements Reylin harnessed to create Numinith, their formless masses were imbued with the runes of Fire, Earth, Water, and Air.

THE WAR OF THE HEAVENS

After the Creation, the Trinity lived among their sons and daughters in their new world for millennia. Then one day, a sickening plague from beyond comprehension attacked Numinith. Known only as The Void, the entity brought decay, death, and unnatural chaos in a battle against the Trinity that would last over 1,000 years. Not much is known about The Void, but its’ power to contort and corrupt was nearly unstoppable. The War of the Heavens eventually ended when the Trinity gave up their last bit of power and life to give to their strongest creations: The races of Men, Sylvans, and the Elementals. The Trinity’s martyrdom made it possible for the three factions (collectively known as the Mortal Spirits) to partially defeat The Void and cast it back into the blackness from where it came... but would The Void return someday? Would the races of Men, the Sylvans, and the Elementals need to bind together to defend their world once again?

THE WORLD OF NUMINITH

The world of Numinith is an ancient world, having been created by the Divine Trinity, and gone through many changes since. The “eternal” era, known as the Era of Harmony, is largely unknown to the denizens of Numinith outside of what the Temple teaches. The era itself spans an unknown length of time, and scholars have hypothesized a variety of events and discoveries that might have occurred during the era, but nothing has been proved with certainty just yet. This uncertain period is believed to be the source of all the unexplainable phenomena in Numinith.

MAGIC IN NUMINITH

Magic in Numinith is derived from the residual power in the world created by the Divine Trinity. They crafted base runes that could be manipulated to create, destroy, control, and imbue. However, once they were gone, the Trinity’s magic and the ways in which to tap into it has become more and more obscure. Time erases cultures, and wars destroy the knowledge some peoples might have had about the old ways. Thousands of years later, there are now only a few ways to manipulate the Runes, and most are highly esoteric teachings that only select few can perform.



FOLK MAGIC

Folk Magic in Numinith is the common name given to the simplest form of rune manipulation. They are often simple incantations that require nothing more than mental focus, a simple phrase or gesture, and some practice. However, it is still a fairly uncommon practice, as learning this skill requires a particular ceremony to be performed by an existing practitioner to allow the new hedge mage to tap into the runes via this method.



MYSTICISM

Mysticism is an arcane practice, only taught by highly skilled and esoteric cults and organizations who have developed a highly specialized rune tapping technique. The techniques and runes explore internal change and manipulation, allowing the mystic to develop their own skills and abilities rather than manipulating the world around them. Because these techniques are so highly guarded, it is rare to find mystics in Numinith, and even more rare to encounter one who is not deeply entrenched in the cult that practices these teachings.



THEISM

Theism is one of the most powerful rune tapping methods, where they directly tap into the master runes of the Divine Trinity themselves. Theists channel these runes and are able to request unimaginable feats directly from aspects of their deities. However, this method is incredibly taxing on the theist, and their requests can also be rejected by their deity should the request not be aligned with the deities wishes. This practice is commonly taught by temples, priests, and other religious organizations.



SORCERY

Sorcery is the darkest and most arcane rune tapping technique. Unlike the other techniques, sorcery was developed through direct manipulation of the runes. The origin of sorcery is shrouded in mystery, but many believe it was developed by those who sacrificed lives, family, and even their own bodies in attempts to master the runes themselves rather than follow traditional teachings. Sorcery can be incredibly powerful, even more-so than Theism, but it often comes with a terrible cost.



ANIMISM

Animism is less of a school of rune tapping, and more of a practice of listening to the runes around you. Animism is the practice of contacting spirits leaving Numinith or the spirits who have yet to leave. When a creature dies, their spirit is called back to Hekata, but that does not mean a spirit must abide by the call. Animists have the unique ability of being able to interact with these hidden spirits, communicate with them, and trap them if needed.

CULTURES & PEOPLE

The following species and cultures are playable as characters in the world of Numinith. Although there are plenty of other sentient species and peoples, the peoples noted in this section are the most prominent, powerful, interesting, or important to overall storytelling. Please talk with your GM if you wish to play as something other than what is described here.

THE RACES OF MEN

STR	3d6	These peoples are intuitive, motivated, hard-working, diligent, and industrious. However, their short lifespans (compared to the other Mortal Spirits) have made them quite a disparate species. As generations grow distant from one another, stories are lost, lies become truth, and what was once a people of one has grown into warring factions. The gift from the Trinity is dimmest in the Races of Men, but is not yet fully extinguished. It is a gift that has long been forgotten how to tap into.
CON	3d6	
SIZ	2d6+6	
DEX	3d6	
INT	2d6+6	
POW	3d6	<i>The races of men share the same characteristic block, as they are all the same species, with only minor variances in appearance.</i>
CHA	3d6	



ASSADIAN

Assadians are a dark to olive-skinned people from the deserts of Khar. Technically, there are two distinct groups, (the Khar-Assad and the Khar-Assar) but many not familiar with the intricacies of Assadian ways group them together.

The Assadian peoples are worshippers of the gods of time and magic, and generally worship Hekata. The major difference between the Khar-Assad and the Khar-Assar is the ways in which they practice their sorceries. The Khar-Assad focus primarily on using the Runes that Ynera provided to mortals, while the Khar-Assar rely on the innate magical energies within themselves (derived from their Mortal Spirit) instead. The two factions of Assadians are deeply competitive with each other, but have never gone to war. Instead, they rely on politics, religion, and magical theory to let out their frustrations on one another.

Standard Skills: *Conceal, Deceit, Drive, Influence, Insight, Locale, Willpower*

Professional Skills: *Art (any), Commerce, Craft (any), Courtesy, Language (any), Lore (any), Musicianship, Streetwise*

PLAYING A KHAR-ASSAD

Khar-Assad are a very literate culture. Much of their population has the ability to read at least at a basic level, and because of that, Folk Magic is not as uncommon among even the middle-class of Khar-Assad society. Many Khar-Assad take up clerical and scribal work, and are known outside of the Khar deserts to be intelligent and beguiling. Khar-Assad sorcerers study the runes in order to activate their powers when casting spells.

Runic Efficiency This character has an understanding of Runic magic that allows them to avoid wasting their energies on unnecessary runic pathways when casting spells. Once per day, this character can reduce the cost of a successfully cast spell by 1 Magic Point.

PLAYING A KHAR-ASSAR

Khar-Assar are an industrious culture that use magic and sorcery for much of their daily chores and activities. Their ability to regenerate Magic quickly has made them famous among other regions as innate sorcerers and witches. Their weakness lies in their internal power source, however.

Innate Recovery Recover Magic Points simply by nature of being in tune with their own Mortal Spirit. Recover +2 Magic Points per day (in addition to the default 2 Point Recovery). However, if a Khar-Assar is ever to run out of Magic Points, they immediately fall unconscious for 1 hour and cannot recover Magic Points for a number of





HELDORIAN

Heldorians are a tough folk from the frozen lands of Heldor. They are generally fair-skinned with light-colored hair, although their appearance may vary slightly from clan to clan. They are known among other human cultures as being abnormally large and brutish, as their size and cultural appetite for battle are in contrast with many other human cultures. Generally, Heldorians worship the old god Reylin the Creator.

The lands of Heldor are loosely united, as each clan elects a representative to the Clan Council, which essentially runs the larger scope deals that Heldor has with the outside world. Independently, Heldorian clans are significantly smaller in population than even moderate sized cities in other human cultures, but together, the Heldorians have repelled a number of fearsome invaders over the years. Their armies may be smaller than others, but their warriors are trained with such devotion and ferocity they can compete with armies many times larger than their own.

Standard Skills: *Athletics, Brawn, Endurance, Locale, Perception; Boating OR Ride; Sing OR Dance*

Professional Skills: *Craft (any), Healing, Lore (any), Navigate, Seamanship, Survival, Track*

Heldorian War Paint

Heldorian clans each have their own unique symbol and style of painting their faces either temporarily or permanently in preparation for a battle. Heldorians with a Passion for their Clan at 75% or higher may prepare for battle by painting their bodies or weapons. War-Painted Heldorians test Willpower/Endurance/Brawn Opposed rolls at 1 Difficulty Grade easier than normal for the battle they have prepared for.



SUDORITE

Sudorites share a common ancestor with the Heldorian people. They are an industrious people with light to brown skin with dark hair and features, although there is quite some variation in appearance between them, as many are mixed heritage with the other various peoples across Numinith. They have a Roman-eque type aesthetic, including their architecture and clothing. The horse is also deeply ingrained in their culture, originating from the pivotal role they played in the defeat of the Scale-Kin and ultimately the foundation of The Republic of Delmond.

Sudorites are at the pinnacle of civilization, having founded The Republic of Delmond, one of the largest human empires in the known world. However, they have quite humble beginnings. They fled south to escape the northern tundra, as they cold plains were teeming with man-eating werebeasts. Led by Harmon Delmond, they escaped through The Frozen Pass and into the relative safety of the The Azure Coast.

Standard Skills: *First Aid, Deceit, Ride, Influence, Insight, Locale, Willpower*

Professional Skills: *Art (any), Commerce, Craft (any), Courtesy, Lore (any), Musicianship, Streetwise*

Rally

Sudorites have banded together over their long history to claim their territories and fight off beasts and barbarians alike. A Sudorite can rally their allies to overcome overwhelming challenges. A Sudorite can test Influence/Oratory or any other relevant persuasive skill to decrease the Difficulty Grade of the next Willpower/Endurance tests made by any allies within earshot by 1 grade. This ability can only be used once per day and only applies to the current turn in combat or that particular scene if out of combat.



SOMESHI

The Someshi are a group of tribal people that live in the Someshi Plains. Their culture worships the Trinity, as well as a collection of The New Gods. They span a vast swathe of land, traveling nomadically with the rains. Their culture highly values cats, especially the larger predatory cats that can be found throughout the savanna. They believe that cats are vessels of the spirits of great warriors who have yet to be called to Hekata the Care-taker.

They are several groups of people that share a similar culture, and many of the tribes are led by spiritual Shaman (or councils of Shaman) that communicate with the land, the predators, and even the weather itself. Individual tribes of Someshi may occasionally war with one another over land, resources, or even access to sacred land or the spirits themselves.



Standard Skills: *Athletics, Brawn, Dance, Evade, First Aid, Insight, Locale*

Professional Skills: *Craft (any), Survival (Savanna), Lore (any), Musicianship, Navigate, Track*

Wind Speak

Once per day, this character can ask for information or guidance from the nature spirits in their immediate surroundings. They can only ask simple, brief questions and the spirits can only respond in vague ways using natural phenomena such as a sudden gust of wind, a crack of lightning, or sparks in a fire.

JEKKARENE

The Jekkarene are a deeply isolated people, ruled by an immortal god-empress, Empress Ihara. Their culture is that of service to their queen and her council of sorceresses. The Jekkarene empire is a matriarchy, where only women are allowed to practice sorcery and magic, and men follow either a martial or a production role that fuels the empire's growth and sustenance.

Empress Ihara is famously paranoid, and rightfully so. Many other sorceresses within her council have attempted to usurp her throne in the past, and many continue to do so even to this day. But Ihara has always outwitted them and punished them brutally and publicly. Still, many continue to work in the shadows to take her place on the throne and rule with immortality as she does.

Due to their geographic and cultural isolation, the Jekkarene people are generally xenophobic, and many cultures outside of Jekkara refuse to deal with them, fearing their god-empress Ihara.



Standard Skills: *Conceal, Deceit, Perception, Insight, Stealth, Willpower, Evade*

Professional Skills: *Craft (Any), Streetwise, Lore (Any), Courtesy, Musicianship, Commerce, Art (Any)*

Burden of Birth

This ability can only be used by Male Jekkarene characters. This character has had to bear the burden of toiling in absolute service to their Empress. Once per day, this character can re-roll any non-wound Endurance test.

Burden of Conspiracy

This ability can only be used by Female Jekkarene characters. This character was born into a world of deceit, schemes, and conspiracy. Once per day, this character can test Insight at one difficulty grade easier when trying to determine if someone is being deceitful.



THE SYLVAN-FEY

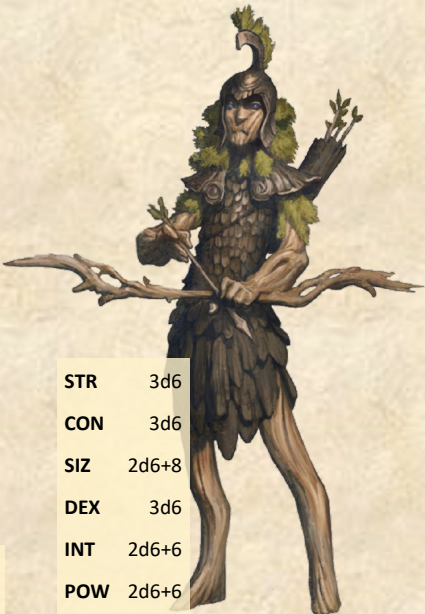
The Sylvans are a broad group of people with long lives, a general respect for the natural order, and a diverse range of physical appearances. Thousands of years since the Trinity left Numinith, their species has undergone a split which has left two dominant sub-categories of Sylvans.

PLAYING AN EHLON-FEY

The Ehlon-Fey retain a bit more of their ancestral form than then the Kharan-Fey. They are a bit taller than the Kharan-Fey and have wooden bark instead of flesh colored in dark brown, green, and yellow range. The Ehlon-Fey are rarely found in the cities of Men, but occasionally venture in out of necessity. Older Ehlon-Fey retain a very small portion of their connection with Ynera, and some have the ability to faintly hear the final whispers of Ynera echoing from the heavens. Despite their appearance, they still need to eat, but their diet mostly consists of leaves, grass, fruits, and vegetables.

Standard Skills: *Conceal, Insight, Locale, Willpower, Athletics, Stealth, Perception*

Professional Skills: *Craft (any), Language (any), Lore (any), Musicianship, Navigate, Survival, Track*



STR	3d6
CON	3d6
SIZ	2d6+8
DEX	3d6
INT	2d6+6
POW	2d6+6
CHA	2d6+4

Life Sense In tune with the rhythms of nature, Ehlon-Fey can determine the vitality of any mortal creature by touch alone. If the Ehlon-Fey makes a successful Perception roll while touching another creature, they may determine the target's current injuries and whether or not they are affected by a poison or disease. Ehlon-Fey are also able to detect life forms within their Willpower in meters with a successful Perception roll vs. Stealth of any in range.

Bark-Skin The Ehlon-Fey have wooden bark in place of skin and bone. They have an innate 3 AP on each Hit Location. However, their unique biology makes them unable to wear metal armors or wield metal weapons, as they'll suffer Runic Decay (-2 HP to all locations until the Runic Decay has worn away).

PLAYING A KHARAN-FEY

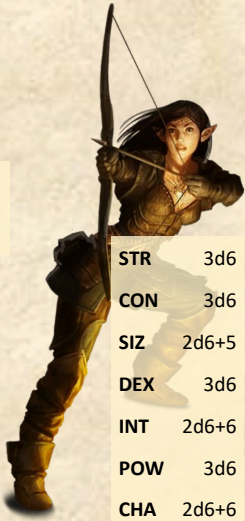
The Kharan-Fey are the common type of Sylvan-Fey in Numinith. They appear almost like Men, but have sharp pointed ears and are on average slightly shorter and slimmer in build and typically less muscular. Although they retain a minimal connection with Ynera, their blood-lines have diluted significantly to the point where they are almost as far removed from the gods as Men. However, they still retain a slightly longer lifespan than the races of Men, and generally retain a natural beauty bestowed upon their ancestors from long ago.

Kharan-Fey are not out of place in the cities and realms of Men, and can often be seen working in a variety of professions. However, since they are neither fully Man or fully Sylvan, they are often seen as outsiders by organizations of either group. This can make life a bit harder for a Kharan-Fey, driving them to seek self-employment as hunters, wanderers, mercenaries, and even criminals.

Standard Skills: *Conceal, Deceit, Ride, Influence, Locale, Perception, Stealth*

Professional Skills: *Craft (any), Commerce, Courtesy, Language (any), Lore (any), Survival, Track*

Life Sense In tune with the rhythms of nature, Kharan-Fey can determine the vitality of any mortal creature by touch alone. If the Kharan-Fey makes a successful Perception roll while touching another creature, they may determine the target's current injuries and whether or not they are affected by a poison or disease. Kharan-Fey are also able to detect life forms within their Willpower in meters with a successful Hard Perception roll vs. Stealth of any in range.



STR	3d6
CON	3d6
SIZ	2d6+5
DEX	3d6
INT	2d6+6
POW	3d6
CHA	2d6+6

THE SCALE-KIN

The Scale-Kin are a species of reptilian creatures that somewhat take on a humanoid form. They originally called The Azure Coast their homeland, and most still reside there, but they were ousted by Harmon Delmond and his followers and would eventually form The Republic of Delmond. For their retaliation, the Scale-Kin were nearly completely wiped out, but the remaining survivors were pushed down south to live far from their homeland.



STR 2d6+9
CON 2d6+6
SIZ 2d6+9
DEX 2d6+6
INT 2d6+6
POW 3d6
CHA 2d6

PLAYING A SCALE-KIN

Most Scale-Kin now currently reside in what is known as Saren's Swamp, a dense dark swamp, where they were thought not to cause any more trouble for the people of the Republic. They are a rare sight in the cities of Men, but will occasionally be seen working menial labor jobs on ships and merchant operations.

The Scale-Kin generally worship their ancestors, and practice a primitive form of Animism. It is said that the Scale-Kin can communicate with the dead, among other spirits.

Standard Skills: *Brawn, Endurance, Evade, Locale, Athletics, Stealth, Swim*

Professional Skills: *Craft (any), Survival, Lore (any), Healing, Navigate, Teach, Track*

Cold Blooded

The creature does not need to eat frequently. One meal a week is sufficient to keep it healthy and well fed, and gorging itself on a large amount of meat will remove the need to eat for a month. Conversely, when exposed to temperatures below 15 degrees Celsius (59 F), its reflexes become muted, suffering a penalty of -6 to Initiative, and the loss of one Combat Action per round. Below 5 degrees Celsius (41 F) cold blooded creatures become completely torpid, entering a helpless catatonic state.

Thick Scales

Scale-Kin are covered in thick reptilian scales that protect them from harm. They receive 3 AP to all their hit locations, except for their Abdomen, where they have soft scales similar to regular flesh.

PLAYING AN OPHIDIAN

Ophidians are members of the Scale-Kin or "Lizardfolk", as many call them. They are different from their other Scale-Kin relatives in that they more resemble snakes than the lizards their kin do. Ophidians are born from eggs of a normal Scale-Kin union, but must be born under a Red Moon. Their culture believes that the Red Moon is when Lyzan, their Reptilian God, blesses their people with a generation of leadership. As such, Ophidians are generally taught and trained to become Shaman and leaders in their communities at an early age.

Ophidians do not possess the thick protective scales that their kin do, but can see in low – light environments due to their infrared vision and also have a powerful venom they can inject with a single bite. Most also retain their legs, but many powerful Ophidian Shaman eventually lose their legs, and their tail grows to an enormous size.

Standard Skills: *Conceal, Deceit, Evade, Influence, Locale, Perception, Stealth*

Professional Skills: *Craft (any), Teach, Sleight, Language (any), Lore (any), Survival, Track*



STR 3d6
CON 2d6+6
SIZ 2d6+6
DEX 2d6+6
INT 2d6+9
POW 2d6+9
CHA 2d6

Cold Blooded

*See Scale-Kin Above

Infrared Vision

Ophidians can sense sources of heat with their specialized eyes.

Ophidian Venom

Ophidian venom has a Potency of 70%. A victim must win an opposed roll of his Endurance against the Potency of the venom else suffer the following symptoms. At the start of the round following being poisoned, the bitten location suffers the Agony condition, rendering it unusable for the next 2d6 minutes, and possibly disrupting any attempts at concentration or spell casting. One hour later the victim begins to suffer the combined effects of Hallucination and Mania, developing a rabid fear of snakes. This effect lasts 2d6 days, during which time the victim grows increasingly paranoid until they must eventually be tied up for their own safety. After the poison subsides the victim will have no recollection of what bit them or how.