

Nightin

Fluffy Adventures





Michtim RPG



This game would not have been possible without the help of countless passionate people. I want to thank all of those who have spent their time on improving this game. May your tables be filled with delicious bocicnel!



Game Design / Layout / Art

Georg Mir



Setting Idea

Alexander Oslaj and Georg Mir



Playtesters

Christian Haberl, Mario Posch, Gernot Plotsch, Gerold Steinkellner, Ronald Steinkellner



Stock Images (Cover)

Colin Brough (vines), Nicolas Raymond (parchment), Neil Rhodes (wax seal)



Georg Mir
Murgasse 5
8490 Bad Radkersburg
AUSTRIA

(c) 2012 Georg Mir. All rights reserved. Reproduction without the written permission of the publisher is forbidden, except for the purpose of reviews. Character sheets may be copied for personal use only. If any characters seem to resemble existing people, this is pure coincidence and not intended by the author.



Words of Wisdom

Christopher Lowenthal, Daniel Kwast, Kaspar Manz, Kenneth Cummins, Mario Posch, Michael Wolf, Rebecca Mir, Roger Lewin, Stefan Kuzaj, Quinn Murphy

The M(o)use

Cornelius Funkenflug, our beloved djungarian dwarf hamster. His charming (even if ferocious) personality has inspired me during the project. He's a fluffy gangster (being locked up behind bars), and utterly adorable at everything he does.

You

Thanks for putting your trust in me and my little world. Hope you enjoy making it your new home. All the money I earn will go into further projects.

Michtim



Contents

| | | | |
|------------------------|----|--------------------------|-----|
| Introduction | 4 | Synergies | 62 |
| Lexicon | 8 | Allegiance | 64 |
| Michtims | 12 | Haus Barsik | 66 |
| Culture | 16 | Haus Grauling | 68 |
| Basic Rules | 22 | Haus Turnaya | 70 |
| Personality | 28 | Virtues | 72 |
| Combat | 32 | Treasury | 74 |
| Callings | 36 | Hero Creation | 78 |
| Adventurer | 38 | Experience | 80 |
| Artist | 40 | Ultimates | 82 |
| Bard | 42 | Game Design | 84 |
| Cook | 44 | Episodes | 86 |
| Courtier | 46 | Spark's Flight | 90 |
| Cybertooth | 48 | Cast & Crew | 98 |
| Daredevil | 50 | Secrets | 110 |
| Frostpaw | 52 | Index | 112 |
| Machinist | 54 | | |
| Sorcerer | 56 | | |
| Tactician | 58 | | |
| Witch | 60 | | |





Introduction

What is Michtim RPG?

Turnaya needs you!

Michtim is a role playing game that tells the story of fuzzy little heroes that live right next to human settlements.

These creatures call themselves Michtims, and although they look deceptively similar to hamsters, they are actually members of an intelligent species that is not closely related to rodents.

In this game you create a Michtim hero, decide its name and conduct missions to save the hidden kingdom from the depredations of the furless city dwellers that threaten to build yet another parking lot in the Immergrummel woods.

How to play the game

Traditional role playing games like Michtim have a lot in common with board games. You meet with a bunch of friends. Spend an evening's worth of time together having fun, eating snacks and telling jokes.

One of you will take the mantle of the Game Master, creating the game's missions and challenges while acting as a referee and making sure players get their chance to stand in the limelight.

The others will each create a player character (using the rules presented in this book), portray their Michtim heroes and help each other on your quest.



Things you need

There are several things you need to play a session of Michtim. Some of these you might already have, and the others can be easily obtained through your friendly local game store.

Friends

You will need several friends to have the most fun with this game. One takes the lead as Game Master, while the others each play the role of a single Michtim hero.

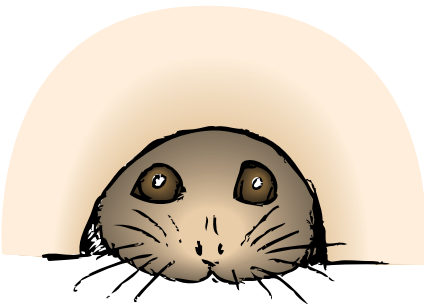
Six-Sided Dice (d6)

Find a handful of six sided dice. They will be called d6 throughout the rest of the book. Your friendly local game store probably has good-looking sets at a reasonable price.

Poker Chips (Wound Tokens)

You can use any stackable thing as wound tokens. You will need seven chips per player, though the Game Master might need a lot more for epic foes. These are used to track wounds. If need be, you can also use coins.

There are special Michtim RPG wound tokens you can obtain from the game's site that even visualize the type of injury.





2 Types of Glass Beads

You will need three **Mood** beads for every player. Adventurers might even need up to seven. These are used to track the character's mood, which will have a big impact on your hero's chance of success.

A different colored set of glass beads is used to track **Karma**. Karma will help you avert disaster and is handed out as reward for acting in harmony with the three virtues **Charity, Civilization** and **Conservation**. You will typically need five Karma beads per player.

Every player starts the session with **a single Karma bead**.

Pencils & Paper

These should be part of any gamer's arsenal. Whether you are trying to remember names, facts or like to doodle portraits of Michtims, pencils and paper come in handy.

Character Sheet

There is a bit of information to keep track of with Michtim heroes. Because of this, there is a special sheet to take notes about your Michtim character.

One copy is needed for every player. The sheet can be downloaded for free on the game's site (see **Links**).



Links

The provided links may help you set up a game, find additional content, meet new people, and share ideas.

Michtim Online

The site contains useful resources for the game. Most importantly you can download character sheets, calling cards and wound tokens from the site.

<http://www.michtim.com>

RPGNow

You can also check out RPGNow to get the same resources.

<http://www.rpgnow.com>





Lexicon

Common vocabulary and phrases

Although the language of Michtims is based on regional human tongues, there are many special terms that require explanation. During their schooling in Fauchschule, Michtims also have to learn the proper pronunciation of these common words. Some teachers are very strict in this regard, however some Michtims hail from the far away region of Bormen and get away with their own style of speech.

Adventurer: A Calling that allows the Michtim to store up to 7 Mood Markers and to avert harm by taking risks.

Artist: A Calling that allows the Michtim to steal Mood Markers from foes and give them to friends.

Bande (BUN•day): A band of Michtims, going out on adventures.

Bard: A Calling that supports friends in earshot by giving them extra Mood Markers.

Bocicne (botch•ITCH•nay): A range of tasty bakery products that are highly priced in Michtim culture. There are both sweet and savory bocicne.

Bormen: A far-away region, completely shrouded by the magic of the Veil. Michtims live in the magical woods of Bormen, tending to huge mushroom plazas and glowing fungi.

Calling: A mystical archetype that a Michtim aspires to. As long as the Michtim cares to follow the Calling, it reaps the benefits. Michtims are known to switch Callings if it suits their whims. They are never locked into mindless jobs.



Cook: A Calling that allows the Michtim to produce delicious food that awards friends extra dice for Actions.

Courtier: A Calling that allows the Michtim to inflict detrimental Mood Markers on enemies so they incur distraction penalties.

Cybertooth: A Calling that allows the Michtim to act twice in a single round. Cyber-tooth heroes often have a machine-like appearance.

Daredevil: A Calling that allows the Michtim to earn Mood Markers when wounded. Daredevils can also redirect attacks to themselves.

Fauchschule (FOW•shoo•ley): Literally meaning hissing school, but also concerns itself with basic cultural education. See Michtim for the pronunciation of ch.

Finsterberg: A forlorn mountain that was once the proud home of Haus Barsik.

Frostpaw: A Calling that allows the Michtim to cover enemies in chills to block their Actions.

Haus (house): A political faction in Michtim culture. One is not born into a Haus, but has to be accepted into it. Every Haus follows a cardinal virtue.

Haus Barsik: One of the factions of Michtim culture. They revere nature and follow the virtue of Conservation. Many members of Haus Barsik are strong warriors, and even more lack good manners.

Haus Grauling (GROWL•ing): A faction of urban Michtims that follow the virtue of Civilization. They have a knack for technology and are always looking for ways to make profit.



Haus Turnaya: The Michtims of Haus Turnaya are known for their jovial lifestyle. They follow the virtue of Charity and like to share a good time. They make charming diplomats and enviable cooks.

Karma: Points that are earned by acting virtuously. Can be spend on re-rolls, to activate Ultimates and to instantly attune Callings.

Machinist: A Calling that allows the Michtim to create wonderful machines that will aid the Michtim in battle.

mene (MEN•e): Something that is even smaller than mini. Also means cute or lovely.

Meschne (MESH•nay): If the sex of a Michtim has both (or neither) female and male aspects, it is said to be meschne. Meschne are common and usually blend in with other Michtims.

Michterisch (mich•teir•ISH):

The term for the male sex. Also means mustache. It bears noting that Michtims have no defined gender roles. The sexual dimorphism is not very pronounced in Michtims, and a Michtim's sex is only of minor importance.

Michtim (mich•TIM): The name is pronounced similar to the way me•XI•co is pronounced in Spanish. It sounds a bit like hissing.

Moschischka (mo•SHISH•ka):

Common parlance for the female sex. Also denotes the mammary glands. It bears repeating that Michtims do not have defined gender roles. The Michtim sexes are not that different, so they are only ever relevant for breeding purposes.

Mood Markers: Glass beads that are used to track the current emotional stance of a Michtim. They can be beneficial or detrimental depending on the situation.

Moor, the: The haunted swamp that lies between Bormen and Turnaya. Home to Thekla's tavern <Zum Wegkreuz>.

Noctürna: Owls that can be tamed and ridden. Wild specimen are known to attack Michtims on sight.

Sorcerer: A Calling that allows the Michtim to use Actions at range and to focus energy to gain extra dice.

Symbolaya: The magical lore of meanings, words of power and archetypal resonances. Also refers to the art of written conversation.

Tactician: A Calling that allows the Michtim to affect additional targets with Actions and to gain Mood Markers on 1s in addition to 6s.

Ultimates: Signature abilities that can be learned by Michtims. They are activated by spending a Karma point. They come with a bonus effect that can be triggered if special conditions are met.

Veil, the: A magical shroud that obscures the existence of the Michtims and their fabled cities. It is directly powered by human rituals, like putting a saucer of milk outside at night. Humans get it wrong, believing that they do it for the good will of the fey folk.

Witch: A Calling that allows the Michtim to predefine a condition that will trigger another Action.





Michtims

Mihitimus sapiens



Michtims are a species unlike any other. Judging by looks alone, they would be most surely mistaken for hamsters, rats or mice. Michtims are different from rodents on many levels though: biologically and psychologically, and because of their complex social structures.



Properties

The members of species **Mihitimus sapiens** are often mistaken for common rodents. This could be no farther from the truth, though.

Michtims share the clade of supraprimates with the rodents they most resemble. This is a work of **mimicry**; a common evolutionary trick. By looking very similar to existing species, they evade capture as intelligent beasts.

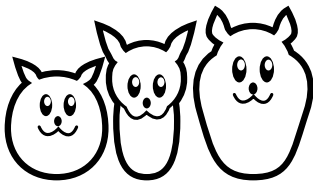
Michtims are mammals

Michtims are a species of supraprimates, but are not related to the Rodentia family. They are still missing from research because they are so adept at hiding their existence.

Fur Coat

They are covered in dense but soft fur. It is very similar to that of hamsters. Colors run the gamut of blacks, browns, blondes and reds; even freak colors like blue or pink are not unheard of. Michtims have the ability to change their coloration during the sleep. This change seems to be related to their attuned Callings.





Body Type

Michtims are about the size of common hamsters (*Cricetus cricetus*). Both smaller and larger variants are known to exist. The three commonly known body types—endomorph, ectomorph and mesomorph—are also found in this species, as can be seen above. Both genes and diet seem to factor into the development of the body type.

Michtims can be **small, wiry** or **strong**. Each body type supports different actions. Being small can be of benefit when trying to fit through openings, while a strong build allows heavy lifting. Wiry Michtims are known for their fast reflexes.

Sharp Fangs

Unlike hamsters, Michtims do not have two continuously growing incisors. Rather, they have a dental formula similar to primates, with sharp canines that are often bared in times of conflict.

New Michtim Heroes

Pick one of the three body types. Being small, wiry or strong might carry different benefits in the future.

Example: small





Intelligence

Michtims are highly intelligent. Although their brains are extremely small in comparison to human brains. This does not seem to have any detrimental effect on their mental prowess.

This fact shows in their complex culture, their use of both spoken and written language and the development of art.

Life Span

Michtims are known to reach adulthood within twelve years. They can reach venerable ages of up to hundred years, and they seem to exhibit the same signs of old age as humans do.

Senses

Mihitimus sapiens have highly efficient sensory organs. They are capable of color sight, while still retaining a rudimentary (black and white) night sight.

Their olfactory and gustatory systems work at superhuman levels. They are able to pick out the faintest essences in food and are capable of tracking by scent.

Their hearing is capable of picking up ultra-sonic sound, which they use to communicate.

A Michtim's whiskers allow the creature to measure the size of openings and feel the breeze of fresh air while underground.

Diet

Michtims do not have cheek pouches. Although they can eat raw fruits and vegetables, they prefer to prepare their food. Usually they bake bocicne, which are similar to cupcakes and muffins. In contrast to hamsters, Michtims find coprophagy disgusting. You can look that up yourself.

Magical Aptitude

Michtims command a variety of occult powers that humans can only dream of. It shows in their aptitude for sorcery and witchcraft, and also in a unique form of ritual magic called the **Veil** that cloaks the existence of the Michtims and their capital city Turnaya.

Speech

Michtims have their own language which is loosely based on the human tongue in close vicinity. Foreign Michtims thus speak different languages.

The voices of Michtims are very high-pitched, so humans usually are not capable of hearing them without tools. They can make themselves heard as well, though that means possibly breaching the Veil.

New Michtim Heroes

Think of a catchy name and write it down on the character sheet. This is your birth name.

Example: Cornelius





Culture

Life among Michtims



Michtims build communities and have strong social mechanisms to organize themselves into groups. They even have dedicated learning facilities that are similar to human schools.



Fauchschule



Here young Michtims learn valuable lessons for life. Fauchschule means **hissing school**, so that hints at the most central lessons for youngsters.

Fauchschule also features lessons in tracking by scent, the basics of bocicne baking and how the social order of Michtim culture works.



The most basic courses revolve around communication: figuring out how to best hiss at enemies, when hissing would be detrimental to the wellbeing of the Michtim, and other alternatives to hissing. Hissing seems to be a sort of stress relief, but also a veritable art form in Michtim culture. Youngsters often practice their own style of hissing for days on end.

Michtims learn to respect each other and are taught to solve conflicts through ritualistic games like belly brawling or tests of smarts.

Also the three cardinal virtues are taught in Fauchschule, though not every Michtim values each of them equally.



Tree Capital Turnaya

Hissing school also features lessons on the creation and expansion of the giant tree capital Turnaya, which focus on Turnaya's Queen, treegardens, caves, and shops. Shops include diverse places of leisure and craftsmanship; Michtims learn which shops make a successful community.

Naschkerias

These are small shops where sweets (like bocicne) are sold and eaten. They serve as meeting places and are always buzzing with activity.

Nektarias

These places sell the finest nectars available in the Michtim kingdom. Michtims like to refill their water sacks at these shops.

Artificers

These build works of wonder from crystallized spell shards and magical devices that lift the burden of heavy production work from the shoulders of the workers.

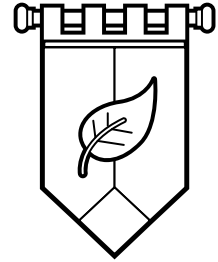
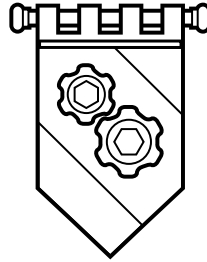
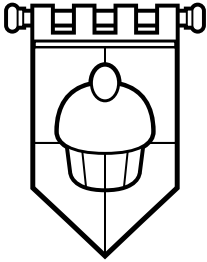
Hawkers

Wandering the city to sell accessories and items from their vendor trays, some even sell cloaks that have been hand-sewn by the famous tailors of far-away **Bormen**.

Shrines

Places of worship are found all over Turnaya: reminding the Michtims of their ancestors and the nature spirits that are all around. Secular Michtims still value the cultural dimension of these places.





Nests

Michtim families are structured into nests. A nest consists of any combination of Michtims that choose to spend their lives together. As such, nests are most often a product of love, friendship or even pure utility.

It is not uncommon for two Michtims of the same sex to raise foster children. Likewise the highest priority of nest building seems to be feeding every mouth and providing a warm cuddly place to sleep.

It is not uncommon for Nests to have (or gain) a nest name. It usually speaks of the interests or characteristics of the particular group of Michtims.

Social Groups

Michtim culture revolves around a democratic monarchy. The **Queen** resides in the highest echelons of the tree-top capital Turnaya. She is protected by the Royal Guard.

Michtims know three main houses of political interest in Turnaya. One is not born into a Haus, although it is common for youngsters to flock to their parents' Haus choice.

Michtims choose their **Haus Allegiance** around the time they finish their apprenticeship.



Haus Turnaya

The kind haus values charity and having a good time. They are known for their voracious appetites and their affinity for the arcane arts. They love baked food, music and socializing. Many of them become **Bards, Cooks, Courtiers** or **Sorcerers**.

Haus Grauling

The grey haus values civilization and progress. They are engineers and corporate masterminds. They are very crafty, and plot to build their own capital city one day. Their iconic callings are **Cybertooth, Daredevil, Machinist** and **Tactician**.

Haus Barsik

The wild haus values conservation. They have a deep respect for nature and go to extremes to defend it and commune with nature spirits. They come from the harsh region of Finsterberg, so they are used to the wilderness. They are commonly seen following the call of the **Adventurer, Artist, Frostpaw** or **Witch**.

Adventures

Michtims are an adventurous lot. They follow their Haus' virtues and try to make the world a better place to live in. Many explore dangerous places, like human settlements or shopping centres.





Human Relations



The relationship with humans is strained at best, because the longlegs do not seem to care about their environment.



Humans erect animal factories where they grind baby roosters to meal because they are worthless to humans.



They clear whole swathes of forest just to build parking lots for their capitalist shopping temples. The furless ones also dump their waste in the woods. It is therefore no wonder that Michtims have a long history of assaults on human industry.



Haus Barsik is especially sworn to fight any human interference. They organize sabotage missions to sow seeds of distrust in human corporations.

Haus Grauling sees the furless ones in a more accepting light. They argue that development sometimes requires sacrifices. Graulings also see the benefit of stealing human technology.

Haus Turnaya takes a more indifferent approach. If human progress threatens the tree city Turnaya it has to be stopped. Otherwise they prefer not to interfere with human plans.



A Naschkeria opens in a sapling
close to the main tree of Turnaya

G.M.
2012



Basic Rules

Playing the game

Rolling Dice

Players need to roll dice to check if an Action was successful or not. They pick up a number of six-sided dice (d6) equal to the Emotion rating that is connected to the Action being used. After the die roll, add the values to see if their sum is greater than 7. This is the default difficulty most rolls need to surpass.

Example: Smitty wants to attack a fiendish noctürna. He looks at his Character Sheet to check his Anger rating: 3 dice! Smitty grabs three six-sided dice (3d6) and rolls them. He gets the following result: Adding these dice together equals



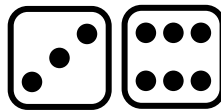
eight, so the difficulty of 7 is surpassed and the Action succeeds.

Hitting Hard

Any time an Action succeeds, it scores a single hit. This means inflicting a light wound, jumping a small gap, finding a hidden item that was pretty easy to discover in the first place.

If you want to do better, you need to gain more hits. To gain more hits the players need to set aside dice before the roll. For every die removed from the pool they will gain an additional hit; but their die roll still needs to surpass 7.

Example: The owl-like noctürna shrieks in pain as Smitty hits its wing. Narrowing its eyes the Michtim-eating creature attacks. The Game Master looks at the noctürna's Anger rating (4d6) and decides that rolling 7 will be easy enough with 2 dice. She sets aside two d6 to gain two additional hits on a success:



The noctürna swoops down, clawing deep into the side of Smitty's body: for a total of 3 hits. What a grievous wound! This will take a lot of time to heal.





Getting into the Mood

Every time a die comes up showing a 6 on an Action roll, the character gains a Mood Marker of the appropriate type. Characters can have up to three Mood Markers at any time.

Mood Markers last until the end of the current scene. Once a new scene starts, the player usually loses all previous Mood Markers, unless the Game Master decides otherwise.

Example: Cornelius wants to climb up a rope. He rolls his Joy rating in dice (3d6).



The roll succeeds easily, but Cornelius is also feeling an intense rush of Joy. Two sixes means he will get 2 Joy Markers for the remainder of the scene. Any further Joy rolls will be much easier.



Mood Marker Benefits

Mood Markers increase the Action rolls by +1 each. This makes rolls much easier, allowing characters to succeed with a single d6.

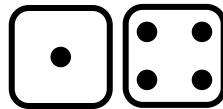
You do not have to spend the Mood Markers to gain this passive effect. It is an automatic benefit of being in that particular Mood.

Mood Distractions

If you are trying to pull off something that your current Mood is opposed to, then each Mood Marker levies a flat -1 penalty (see p.28).

Example: Cornelius feels very confident now. He decides to

set aside one d6 to go faster, because of the additional hit: Cornelius is lucky to have +2 Joy Markers; otherwise he would



+2 Joy Markers

have failed his Action roll! Now he easily climbs the rest of the distance in much shorter time, because he had two hits.



Buying Dice

Characters may gain much more than the measly +1 for each Mood Marker.

Players are able to sell Mood Markers by putting the markers in front of themselves and announcing their intent right before taking an Action. After doing this, players do not gain +1 for the given Mood Marker, but will **instead gain a die** to use for the Action at hand. Fear Markers buy dice for Fear Actions (like Evade and Hide), for example.

Players **have to take** the Action for which they bought extra dice. It is not possible to sell off unwanted Mood Markers to get rid off them: you also have to act on your Mood.

Example: Cornelius still has two Joy Markers from his previous rolls. After climbing the rope, he comes to a gaping maw of a Moorschlund. To successfully jump the monstrosity's gnashing teeth, he needs to use the Jolt action. But one hit will not suffice. He will need at least three hits to cover 1m (1yd). Setting aside two dice becomes a problem: his chance of success is very small with only 1d6.

Luckily he can spend Joy Markers to buy more d6s. He decides to play it safe and buy two dice.

On the following roll he does not gain the +2 Mood bonus, because he spent the Joy Markers on extra dice instead.



He effortlessly beats the obstacle, gaining three hits on his Jolt.



Wilding
Borsik



Gravling
Shakti

Turnage

(Baumli)



Gravling
Munja





Personality

The core of the hero

Each of the five Emotions has Basic Actions connected to it. Every character can try these, although the likelihood and level of success will vary considerably. Emotion ratings also help you to figure out how your character will act in times of stress. The highest Emotion ratings usually indicate your Michtim's primary way of solving problems.

Using Basic Actions

These Basic Actions can be used only on targets in close **proximity**. Remember that every die roll may result in the creation of **Mood Markers**. Also bear in mind that these are bound to the Emotion involved. A character may only have up to three Mood Markers at a time.

Role-Playing Emotions

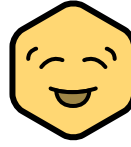
Emotion ratings should reflect the way the character solves his problems. Anger 4 characters are usually very aggressive in their demeanor, while Fear 4 Michtims are very cautious.

Social Interaction

If someone tries to intimidate your character, roll Fear (modified by any Fear Markers) and see if you score a 11 or higher. The same is done with other social situations. If you are provoked, roll Anger to see if you get mad. You might even gain Mood Markers as a result.

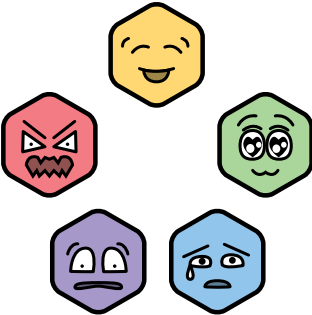
Distractions

If you currently have Mood Markers that are directly opposed to your intended action, you might suffer a Distraction penalty. Being angry blocks your skill at curing others for example. In that case, **every opposed Mood Marker levies a -1 penalty** on Emotion rolls.



Oppositions

In the circle below you can see opposed Emotions at a glance. Joy is opposed to both Fear and Grief. Anger is opposed to Grief and Love. Use this circle to work out Distraction penalties.



New Michtim Heroes

Michtim heroes start with one die in every Emotion. Afterwards distribute seven dice among them. Take note that Emotions are rated 1 to 4.

Example: Joy 3, Love 2, Grief 1, Fear 2, Anger 4

Joy

The power of Joy allows the Michtim to move around acrobatically and find hidden things. Its color is yellow, like a sunny day.

Jolt

Roll Joy and beat 7 to sprint and jump 30cm (1ft). Set aside d6 to go faster and jump farther.

This way you can move around at blinding speeds and cross obstacles with ease.

Detect

Roll Joy to counter Hide. Set aside d6 to breach stronger levels of Hide. Detect is a reflexive action.

This power is used to uncover things about your surrounding. The more dice you set aside, the more detailed your observations will be in case of success.

Detect also determines the **initiative** in case of combat. It is rolled without setting dice aside.



Love

Helping others is the purview of the Love emotion. Healing is at the heart of Love. Its color is green, like verdant growth.

Cure

Roll Love and beat 7 to heal a light wound on your target. Set aside d6 to heal more severe wounds. Cure cannot be used on yourself. If the target uses Weep, it will add bonus hits to the Cure roll. Only one wound can be healed with a single use of the Cure action.

This action will come in very handy should you find yourself in perilous situations. Caring Michtims are highly respected by their Bande, because they know how to help in times of need.



Grief

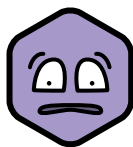
Sometimes we need to cower and weep. Grief helps a Michtim in times of onslaught. Its color is blue, like a rain cloud.

Weep

Roll Grief and beat 7 to remove one hit from all incoming attacks this round. Set aside d6 to increase the amount of damage reduction.

Weeping means forfeiting all hostile actions for a round, begging the foe to stop being so mean. Some foes might stop in their tracks and reconsider attacking a weeping enemy. Others will still try to attack you.

Nevertheless, the damage reduction gained from Weep is considerable. You do not make a good target, because you soak up all the damage.



Fear

Deceptive feats are possible with the power of Fear. It helps a Michtim to evade notice and attacks. Its color is purple, like the shroud of shadows.

Hide

Roll Fear and beat 7 to Hide. Set aside d6 for better stealth. Cannot be used outside of stealth zones (shadows, high grass and the like).

This is a useful ability because it lets foes pass by without having to fight them.

Evade

Roll Fear against an enemy's Attack action to dodge it completely. Instead of beating 7, the attacker needs to beat your result. Evade is a move action. **Instead of using Move** you may roll Evade to dodge an incoming attack.

Reminder: Fear Markers do not cause Distraction on Anger or Grief rolls!



Anger

Anger is all about venting your rage on foes and the environment. Its color is red, like a crimson hot flame.

Attack

Roll Anger and beat 7 to inflict a light wound on your target. Set aside d6 to deal a more severe wound, increasing the difficulty of Cure Actions.

This is the bread-and-butter offensive action used by most characters in the game. However, it can be highly modified by the use of weapons and Callings.

Remember that using Basic Actions requires the attacker to be close to its victim. Through Callings such as Sorcerer and Tactician the attack action can become very devastating.





Combat

Advanced belly brawling!

Brawling over a piece of cake is not entirely unheard of. Michtims already fight each other when they are still small nestlings. Although adult Michtims frown upon the arbitrary use of violence, youngsters still need to learn how to defend themselves, when things get ugly some day. This part of the book discusses things like who acts first, how damage is dealt and what consequences a lost fight might have.

Combat Time

Michtim RPG uses two modes of chronological tracking. Combat time and narrative time.

The first is used most commonly when everyone needs to have a fair chance to say what their characters do during a fight. The second mode is used during all other situations. You can read more about narrative time on p.86.

Initiative Roll

First we have to figure out who acts first. To do this, every player uses **Detect**: making a **Joy roll** and comparing their results. The one who rolls highest acts first, but may decide to postpone their action if they want to. This roll is made without setting aside dice.

Player vs Player

In case your Bande has quarrels to sort out, use this little trick to keep the game fair. Players use cards to indicate what they would like to do. Place them face-down and secretly take the amount of dice you need. After everyone has finished, flip them around and resolve the actions in the order of initiative you have determined before.

Michtims usually will not kill each other. If they do, they are hunted down and arrested. Just saying.



Action Types

During a single round of combat, every player has the right to do one Action of each type.

Move Action

Every Michtim may **Move** up to 30cm (1ft) in a single round. If the character is bound in combat, they may **Evade** instead.

Regular Action

Most actions in Michtim RPG are regular actions. Like **Attack**, **Cure**, **Hide**, **Jolt** and **Weep**.

Reflexive Action

These actions do not take up any time at all, like the **Detect** action. Some Callings allow the player to use regular actions as reflexive actions.

Shouting something is also a Reflexive Action, but try to keep it short. Otherwise your talk might take a Regular Action instead.





Wound Tokens

Characters will get hurt during adventures. Anyone who is the victim of an **Attack** will usually suffer between 1 and 4 wound tokens.

Every hit creates a different wound. Because **Cure** needs to beat a wound's level, it is important to keep track of each wound as separate stack of tokens.

Some wounds increase their rating afterwards (like worsening wounds). Just put another wound token on the stack.

Wound Effects



Through the use of Gear (p.74), Michtims can inflict horrible wounds on their victims.

These wound effects can only be removed through use of the Cure action or through special Gear that is able to dispel wound effects.

Only one wound effect of each type can afflict a victim. For example all further worsening wounds are ignored.

Blinding Wound

All **Attack** and **Detect** rolls suffer a -3 penalty while this wound effect is left uncured.

Cruel Wound

All **Weep** and **received Cure** rolls suffer a -3 penalty while this wound afflicts the victim.

Slowing Wound

All **Evade** and **Jolt** rolls suffer a -3 penalty while this wound effect is left uncured. Also, your regular **Move** distance is halved.

Worsening Wound

This wound will upgrade itself once at the beginning of the next round. It will get worse by 1 token until the Michtim is able to get it cured. Once the Michtim goes KO, the worsening effect stops. This can signify bleeding, magical or chemical burns.

Being knocked out

If a Michtim suffers **a total of 7 or more wound tokens**, it will be knocked out. Stacks do not matter in this case. Seven individual wound tokens are the same as sustaining a level-3-wound and a level-4-wound.







A Michtim character **will not die automatically**, unless something really bad happens.

Non-Michtim characters might be able to take much more damage than the small fluffy heroes.

Being defeated

What happens when a Michtim is knocked out? That largely depends on the opponents and whether the whole Bande was defeated. Most enemies in the world of Michtim prefer to capture foes instead of killing them.

If you are looking for ideas, you can use the following table for some inspiration, but feel free to think of interesting reasons to make prisoners.

| | |
|---|--|
|  | They put you into a cage and take you to their headquarter. |
|  | They rob you and leave you in the wild. Gladly you wake up before something can eat you. |
|  | They humiliate you. They let you live, because they consider you to be too weak. |
|  | You can hear them whispering. They have sinister plans for you. |
|  | They flee as soon as the fight is over. Maybe something even meaner is approaching? |
|  | They see the error of their ways. They didn't mean to harm you. |





Callings

Becoming a Hero

After Fauchschule young Michtims follow their Calling. They become apprentices of their chosen trade. Contrary to human ideas of jobs, these Callings are highly fluid: they can be shed and switched, as long as the Michtim has unlocked them.

What are Callings?

Callings are similar to job idols. When you **attune** the Calling of the Bard, you really try to get closer to the ideal of the Bard. If you ever were to be bored by your current Calling, try acquiring a new one instead.

Learning never stops for a Michtim. They acquire more Callings with experience (p.80).

The number of acquired Callings is **unlimited**, but adding new Callings will become more difficult. You should try to find your favorite Callings first.

Although you may learn any number of Callings, you can only ever attune and use three of them at a time.

Attuning Callings

The mind of a Michtim cannot manage more than those **three Callings** at a single time. But fear not, you can attune other Callings easily, using one of two methods.

The first method is to get a good night's **sleep**. In your dreams you will be able to change your active Callings to your liking.

The second method requires you to **spend a Karma point**. You can instantly switch an attuned Calling with one of your inactive Callings. It even works during a fight.

Before you can attune a Calling, you have to acquire it with **experience points**.

Combining Callings

Callings are very modular. You can combine their effects (given a bit reason) to create new maneuvers.

Most Callings require the target to be in close proximity. When adding the Sorcerer Calling to the mix, you can breach this requirement. The Witch Calling provides means to create conditional triggers. This can be combined with any other Calling's effects. If you combine them with the Frostpaw's Chills, you can freeze an enemy that was about to attack you.

It is advisable to talk about possible combos with the Game Master before actual play starts.

Utility Feats

Every Calling also provides utility feats that will be of use outside of combat. The Game Master decides if Emotion rolls are necessary to use them. Make up alternatives if you like!

Acquiring Callings

The first Calling you learn includes all five talents. In case you pick up new Callings through the expenditure of experience points, you will learn individual talents one by one.

The Calling is only mastered completely, once you have acquired all five talents. The details of learning are handled in the Experience chapter, signified by the star symbol (p.80).

New Michtim Heroes

Pick a Calling. You automatically learn all of its Talents. Also you may pick a name based on your Calling. This is your apprentice name.

Example:

Calling = Tactician

Apprentice Name = Weitblick





Adventurer

More Mood Markers

Miguel de Bormen was a passionate little fellow, even for a Michtim. The faraway woods of Bormen were home to several Michtim cities, all of which were known for their excellent silk and fine spices. Miguel always kept a fond memory of his home, even in the midst of battle. Sometimes he would remember a lesson that he was fated to put into practice.

Fate

Sometimes Bara Bara sends you helpful visions to guide your paw. If something bad is about to happen, the Adventurer usually knows first and might already be trying to avert it.

Apprentice Names

Heldensang, Mutpfote, Starkherz

Adventurer's usually lead a life full of surprises, victories and the occasional defeat. Their life usually is far from boring and they like to surround themselves with equally courageous friends.

Their defining trait however is their capability to access a hidden repertoire of bravado. They can store up to seven Mood Markers, which really come in handy when extra dice are needed. The Mood bonus can only ever be +3. However, you may gain multiple bonuses across several Emotions.

Paths

Wanderer's Path (Joy)

Your stride is unbroken and there is so much to learn. You can collect up to seven **Joy Markers**.

Heart's Path (Love)

Your heart is capable of immense amounts of compassion. You can collect up to seven **Love Markers**.

Martyr's Path (Grief)

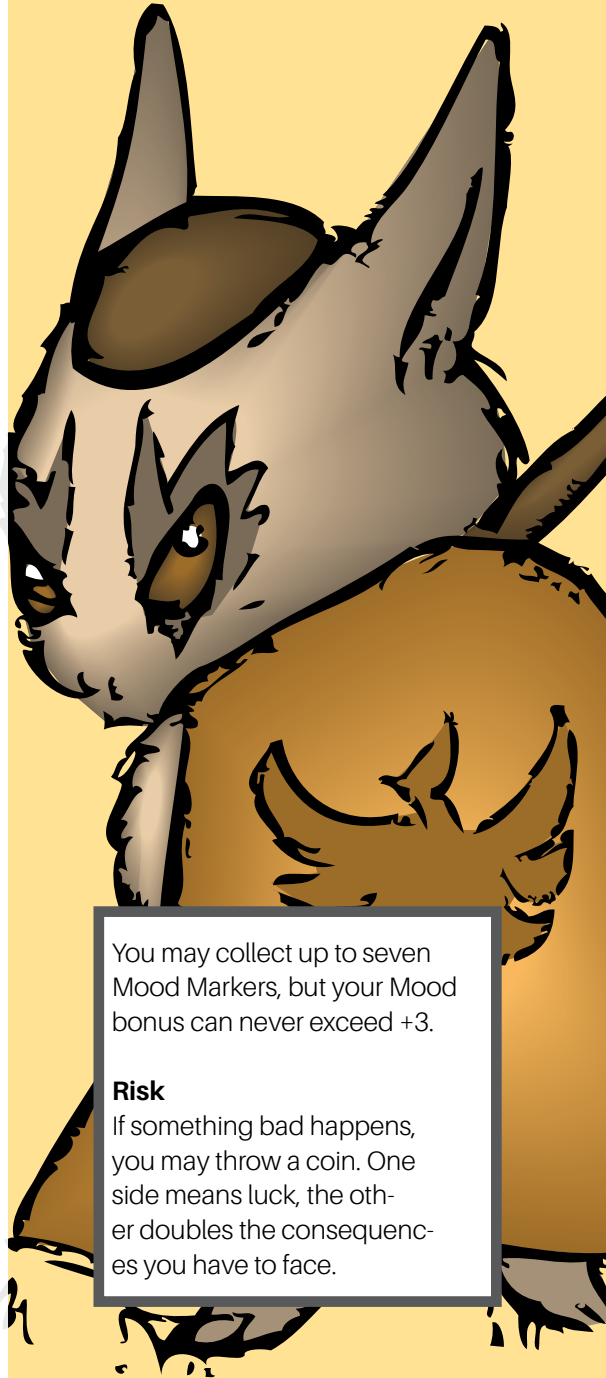
You are very sensitive to pain, but you feel you must keep pushing onward. You can collect up to seven **Grief Markers**.

Shadow's Path (Fear)

You are haunted by paranoid thoughts, but you'll be prepared once the moment comes. You can collect up to seven **Fear Markers**.

Claw's Path (Anger)

Your soul burns with the fury of a thousand warriors. You can collect up to seven **Anger Markers**.



You may collect up to seven Mood Markers, but your Mood bonus can never exceed +3.

Risk

If something bad happens, you may throw a coin. One side means luck, the other doubles the consequences you have to face.



Artist

Transfer Mood Markers

Varian picked up his brush and dotted the cloak with splashes of green and blue. It felt fresh somehow, like a summer day in high grass. If his foes were to look at it, they'd feel their Anger dwindle away. And then one of his friends would be empowered by it. Art is such a powerful force. Art is magic.

Artists serve an important role in Michtim society. Through their work, called Symbolaya, they codify everything that is remarkable about life.

In a more practical sense Artists act as conduits for Mood Markers. They can both leech and give Mood Markers.

To leech away Mood Markers they roll the relevant Emotion in a contest with their victim. If the Artist scores higher, one Mood Marker is stolen from the enemy. Set aside d6 to increase the amount of Mood Markers to be stolen.

Combine with Tactician for a nifty area effect. Also Adventurer increases your capacity.

Phantasm

Your skill with the brush allows you to summon believable scenery. You can create illusions of all kinds, though they do not hold well against thorough inspection. They can serve as diversions, decorations or disguises. Tricking those that do not know what to look for with wet paint strokes.

Phantasms can be dispelled by a Detect roll. The Artist creates the illusion similar to using the Hide action, but may use whatever Emotion is most appropriate.

Apprentice Names

Farbpfote, Pinselschweif, Dadali

Raptures

The Sun (Joy)

The sun entices those who live under its gaze. It brings joy and energy. Likewise the Artist takes **Joy Markers** from its enemies and shines them on its friends.

The Tree (Love)

The tree speaks of growth and life. It blossoms and nourishes those who live inside it. The Artist plucks **Love Markers** from its enemies, like leaves from a tree.

The Cloud (Grief)

The cloud weeps at the horrible deeds it was forced to witness. The Artist takes **Grief Markers** from those that would rather hide behind them like a cloud.

The Moon (Fear)

The moon only shows in the night, when most of the world is asleep. The Artist leeches **Fear Markers** away.

The Storm (Anger)

The storm rages with reckless abandon. It devastates what has been thought safe. The Artist takes the **Anger Markers** away and sends them storming in another direction.



Leech Mood

Spend an Action and roll Emotion d6 against Emotion d6 of the victim. You steal one Mood Marker for every hit. You may set aside d6 to increase the number of stolen Mood Markers.

Give Mood

Spend an Action to distribute your Mood Markers among friends up to their limits.



Bard

Buff Friends

Pixi stood in front of his siblings. He tiptoed and began to inhale deeply. Lulu, Rocket and Cannonia watched rather unimpressed, until he released all that breath in a hauntingly beautiful melody. He even closed his eyes and lifted his hands high into the air. His siblings stood in awe, touched by the music.

Bards provide their friends with entertainment and highly energizing performances alike. In times of need, they always find the right tune and get everyone to follow in their tracks.

Their ability to entice friends is very useful to generate extra punch when needed. Friends will use these Mood Markers to buy extra dice or add a passive bonus.

Charisma

Your social pull is quite alluring. People tend to flock to you and heed your call. Charisma burns like a flame in the heart of the Bard. Others are easily swayed by your passion.

Apprentice Names

Abendlied, Frohtanz, Wohlklang

Songs

Cheerful Tune (Joy)

You perform an uplifting song that encourages your friends to celebrate. Friends gain **Joy Markers**.

Soothing Serenade (Love)

The calming serenade makes friends feel compassionate. They gain **Love Markers**.

Gloomy Requiem (Grief)

You perform a gloomy song that likely tells the story of a tragedy. Friends gain **Grief Markers**.

Uncanny Air (Fear)

The melody's notes strike a haunting chord within the hearts of your friends. They gain **Fear Markers**.

War Drums (Anger)

Your song rocks the very foundations of the earth around you. Listeners likely raise their fists and shout along. Friends gain **Anger Markers**.



Perform

You spend an Action performing a song of the appropriate Emotion. Roll Emotion d6 to make allies within earshot gain 1 Mood Marker. Set aside d6 to make allies gain more Mood Markers.



Cook

Grant Bonus Dice

Gonzarius was a chef for several years now. He pledged his service to Ludmilla, who was tending to a buzzing tavern in the center of Turnaya. He knew several secret recipes. All of which included some arcane ingredients, obscure procedures and a hint of passion. Gonzarius knows for a fact: everyone has to eat. Better to eat something delicious.

Cooks are very respected in Michtim society. Every cook specializes in some other sort of food. Some brew exotic nectars while others bake bocicne.

Their ability to directly grant bonus dice through their culinary art is very useful when trying to pull off something big. Also note that Love-based recipes can even benefit the cook directly. This contradicts the usual rule that no Michtim may use Cure on themselves. Think of Love brews as tasty healing potions!

Shopkeeping

You know all the secrets of successful shop keeping. You can keep the books, acquire a shop license and sell your products on the Turnayan markets. Shop keeping allows you to preserve goods and package them neatly.

Apprentice Names

Goldbauch, Süßzunge, Zweitopf

Recipes

Chocolate Brew (Joy)

The Chocolate Brew entices and enlightens the imbiber. Allies may use the Chocolate Brew's dice to augment **Jolt & Detect**.

Peppermint Brew (Love)

This tea mends wounds. Allies may use the Peppermint Brew's dice to augment **Cure**; and even to heal themselves.

Mind-Numbing Brew (Grief)

This beverage reduces pain. Allies may use the Mind-Numbing Brew's dice to augment **Weep**.

Ghost Jelly Brew (Fear)

The Ghost Jelly Brew dims the imbiber's fur and silences their breathing. Allies may use the Ghost Jelly Brew's dice to augment **Hide & Evade**.

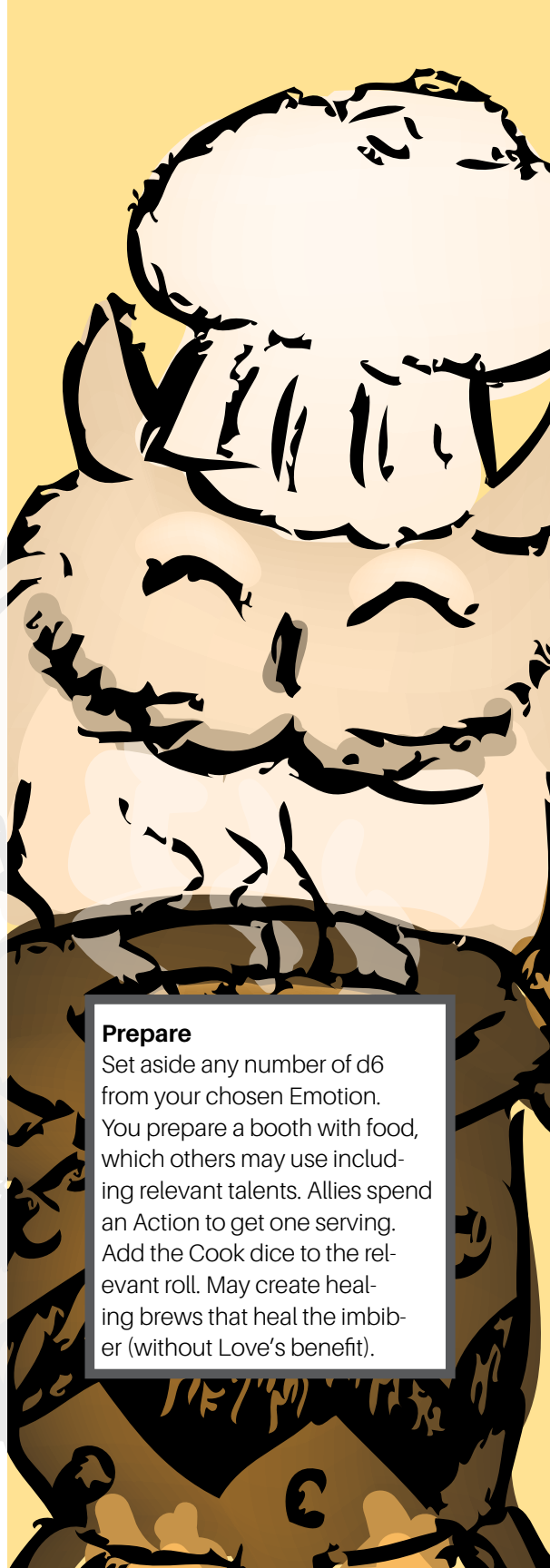
Red Chilli Brew (Anger)

The Red Chilli Brew enrages the customer, making them furious beasts. Allies may use the Red Chili Brew's dice to augment **Attack**.

If the Cook wishes, they can allow imbibers to use the Cook's other Calling talents as well.

Prepare

Set aside any number of d6 from your chosen Emotion. You prepare a booth with food, which others may use including relevant talents. Allies spend an Action to get one serving. Add the Cook dice to the relevant roll. May create healing brews that heal the imbiber (without Love's benefit).





Courtier

Debuff Foes

Rilja stepped up to the guard blocking her way. She casually bared her fangs, waving her fan at the imposing female warrior. «Guten Tag, how are you?» Rilja tilted her head to the left. «You shall not pass.» The guard grumbled. «I see. You are quite a stout companion, and very strong-minded!» The guard lifted her brows, her whiskers shivering with enticement. «Look at that shiny armour! I bet you polish it all day.» «Uhm. It takes a lot of time, but it's worth it.» «Oh, I am sure you pay it a lot of attention. Now I have business with the Queen, if you allow.» Rilja's ruse came into effect, the guard taking the compliment and stepping aside.

Courtiers are used to get their way with people. There is even a Turnayan legend about a Courtier that talked a rain cloud out of making him wet. If something is a matter of negotiation, the Courtier is the Michtim for the job. Their ruses allow them to toy with their foe's Mood, which may lead to all sorts of Distractions or compel enemies to act differently.

Manipulation

Your words are well placed and your command over the social game is stunning. Your prowess at Manipulation allows you to wield words with the grace of a master fencer.

Apprentice Names

Glanzfell, Goldpfote, Herzblick

Ruses

Mocking Taunt (Joy)

You provoke your enemies, infuriating them. You make them gain **Anger Markers**.

Sudden Flattery (Love)

You adulate your enemies, tricking them into feelings of merriness. You make them gain **Joy Markers**.

Angel Eyes (Grief)

Your innocent look makes others feel compassionate. Foes gain **Love Markers**.

Horrid Drama (Fear)

You describe horrifying things to your enemies, making them gain **Grief Markers**.

Terrorizing Hiss (Anger)

With a violent sneer you bare your fangs. Your hiss intimidates foes in front of you. They gain **Fear Markers**.

Influence

You may affect the Mood of foes in front of you by directing your social influence. Roll Emotion d6 to make foes gain 1 Mood Marker. Set aside d6 to make foes gain more Mood Markers. This causes Distraction if they try to act against their Mood.





Cybertooth

Extra Actions

Reynardo Goldzahn saw the blow coming in slow motion. His senses were sharpened to the point of picking up the drops of spittle that flew from his opponent's snout. A second later he stood behind his attacker, punching her in the kidney. She whimpered, turning around in shock, but he was gone already. His cyber-jumpers propelled him through the air and allowed him to cover double the distance a non-cybered Michtim could travel. <idiots> he thought to himself. Why anyone would willingly refuse technology was beyond him. His evasion matrix already started to shift his fur color.

Unfeeling

The cybernetic circuitry makes you resistant against attempts to woo you socially. As a side-effect to your implants, you are resistant to emotional manipulation.

Apprentice Names

Blitzkralle, Drahtfell, Eisenherz

Cybertooths are highly refined tech-soldiers. Their implants are specialized to provide extreme speed and precision in times of need.

Also they never suffer the effects of Distraction from opposed Mood markers.

A Cybertooth may only spend a single Mood Marker per round to activate the Reflex ability.

Implants

Cyber-Jumpers (Joy)

Your legs are reinforced by powerful machinery. You may spend 1 Joy Marker to make a reflexive **Jolt** action.

Nanite Injection (Love)

You have access to a medical nanobot reservoir. Although you cannot benefit from your own **Cure**, others may be healed reflexively if you spend 1 Love Marker.

Subdermal Armor (Grief)

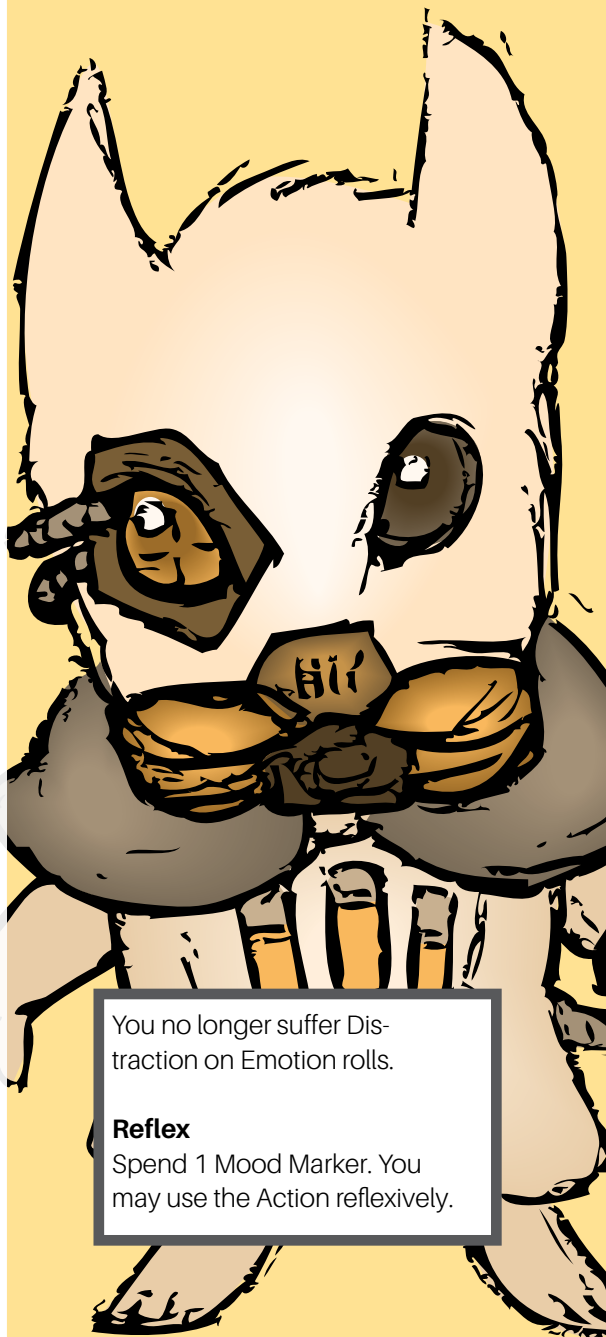
The subdermal armor plates protect you from harm. Spend 1 Grief Marker to reflexively use your **Weep** action.

Evasion Matrix (Fear)

Your fur shifts colors like a chameleon. When spending 1 Fear Marker you may **Evade** as often as you like in a single round. Also you may **Hide** reflexively.

Combat Reflexes (Anger)

Your muscles react at supermimetic speed. You may spend 1 Anger Marker to make a reflexive **Attack** action.



You no longer suffer Distraction on Emotion rolls.

Reflex

Spend 1 Mood Marker. You may use the Action reflexively.



Daredevil

Sacrifice Health

Darius Flüsterklinge scurried down the pipeline. The ventilation system of the building was filthy, but he couldn't care less. The humans were planning to take down yet another patch of the forest. Cornelius Funkenflug asked him to sneak into the architect's office and steal the plans of the new shopping mall. This would give them a little more time to think things through. Darius plunged into the depths below. The giant fan moved slowly, but he failed to pass it without a scratch. It caught him in the belly, but Darius was used to pain. He even drew conviction from it. Darius Flüsterklinge, second of Haus Grauling, master infiltrator. He landed softly on the architect's desk, and swiftly sunk into the shadows, not to be seen again.

Daredevils look for that extra kick of danger. To them pain is something to be confronted, because it is an opportunity to learn something. Their stunts are courageous, and they can easily take the blow that was intended for a Bande member. Any time they are hurt, they may gain Mood Markers. This makes them ideal protectors.

Recuperation

You have exceptional stamina and easily get better when being knocked out. This also means that you rarely get sick or exhausted even after tedious marches.

Apprentice Names

Eisenbiss, Steinknochen, Zähfell

Stunts

Haha! That tickles. (Joy)

While you are wounded you still manage to pull off that insane laugh, possibly because your opponent makes such a stupid face. When wounded you may gain a **Joy Marker**.

Aww! Look at you! (Love)

After getting hurt, you react with deep feelings of compassion instead. When wounded you may gain a **Love Marker**.

Bwah! You're so mean! (Grief)

Now this is somewhat of a natural reaction. When wounded you may gain a **Grief Marker**.

Oh! Run for it! (Fear)

Another common reaction. Your eyes widen in fear as you take that wound. When wounded you may gain a **Fear Marker**.

WAARGH! (Anger)

They should know better than to hit you. Now it's their own fault. Revenge! When wounded you may gain an **Anger Marker**.



Any time you suffer a Wound, you may gain a Mood Marker of your choice.

You can voluntarily take a Wound. Multiple applications of this ability aggravate that voluntary Wound.

Intercept

You reflexively divert an Attack to hit you instead of a friend.



Frostpaw

Disable Actions



Isabella stood in front of the gates to the Underbowels. A hulking brute blocking her way, defiantly snorting at the diva. ‹Let me pass, peasant.› She raised her paw in the same second he lunged forward. Ice congealing around his wrists, he fell down. ‹This is what you get for defying me, klutz.›



Winterborn

Frostpaws are a curious lot. They are not particularly well known for their cordial relationships with people. Instead they are known for their much feared aptitude in enemy control. Frostpaws are able to conjure a variety of chills that will incapacitate their opponent's actions.

You are highly resistant to frigid environments. Your breath carries snowflakes and a howling wind surrounds you. You also get to have perfectly cool drinks, even in the heat of summer season.



Apprentice Names

Conjuring a chill is a reflexive action, but costs a Mood Marker. It also requires the Frostpaw to touch his victim.

Eispfote, Frostpelz, Winterlied



Try to combine the Frostpaw's chills with the Witch's hexes: Instantly shut down an enemy's Attack just before it happens.



Chills

Freeze Tears (Joy)

Spend a Joy Marker. You freeze the tears others were about to shed, effectively blocking them from **Weeping** until freed.

Coward Ice (Love)

Spend a Love Marker. You expertly freeze another's shadow and bar them from **Hiding** or **Evading** until freed.

Iced Ire (Grief)

Spend a Grief Marker. You cool the angry soul of an opponent so they cannot **Attack** until freed.

Stand Still (Fear)

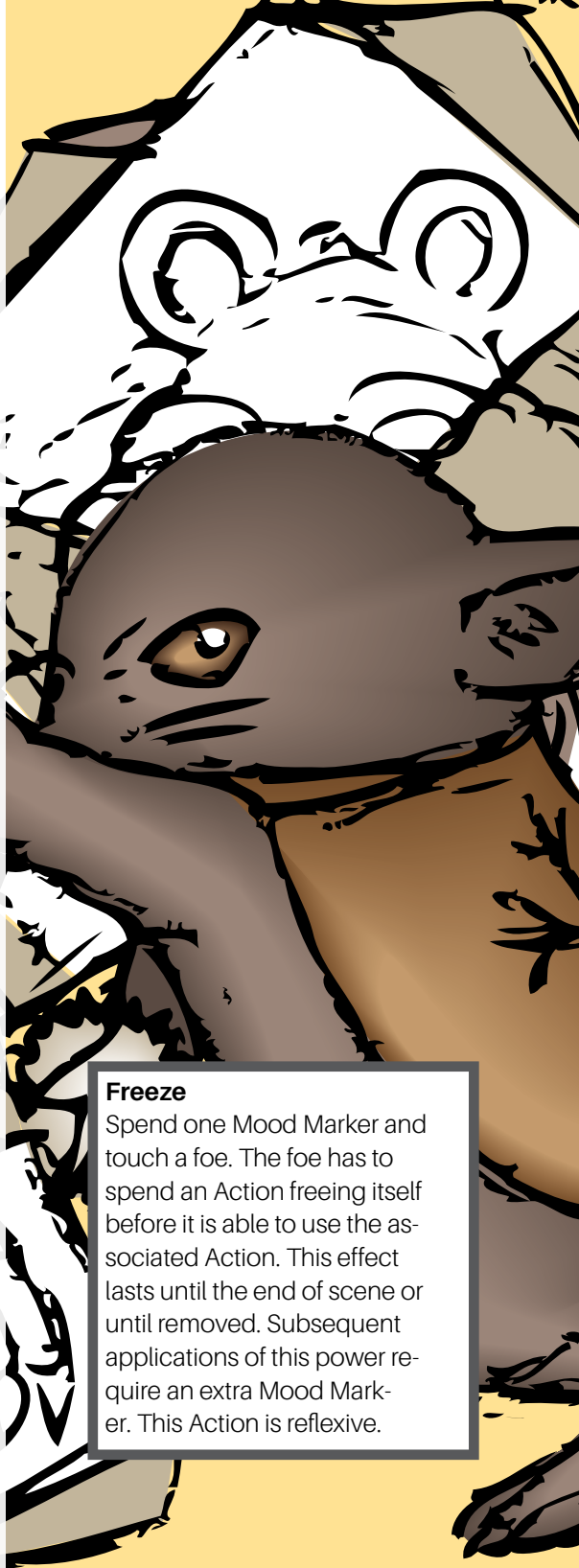
Spend a Fear Marker. You draw all the warmth from an opponents muscles, and dampen their senses with a numbness. This blocks them from using **Jolt** and **Detect** until freed. They **will act last** in the initiative.

Chilblains (Anger)

Spend an Anger Marker. You cover your opponent in ghostly chilblains, so they cannot heal their friends. You block an opponent's **Cure** action until freed.

Freeze

Spend one Mood Marker and touch a foe. The foe has to spend an Action freeing itself before it is able to use the associated Action. This effect lasts until the end of scene or until removed. Subsequent applications of this power require an extra Mood Marker. This Action is reflexive.





Machinist

Create Companion

Preserver Vesh looked at the mess of pieces on the floor. <Scotty, be so kind and bring me my goggles.> Vesh spoke in their clearest voice. The drone's speech recognition picked up their command and was quick to react. It brought a stack of wobblers, much to Vesh's displeasure. <I'll fix you next.>

Engineering

You may interface with complicated machinery and build technological wonders. Often this takes quite some time, but it is a fact that hijacking a RC racer is big fun indeed.

Apprentice Names

Schrauber, Bastelbaum, Wirrfizz

Machinists build all sort of technical devices that help Michtims through their daily lives. The Machinists devices allow them to create a proxy that will act remotely while they are safely hidden away from the perils of the field. Devices do not handle damage well, and usually collapse once they take a good blow to their circuitry.

The dice are lost until the end of the scene, unless the Machinist spends an Action reclaiming the building parts of their machine.

Devices

Scouting Drone (Joy)

You build a very fast drone that is equipped with superior sensors. It may use **Jolt** and **Detect** with the dice you have set aside.

Medical Bot (Love)

You create a medical support unit that will be able to **Cure** allies. It may use **Cure** with the dice you have set aside.

Steam-Power Tank (Grief)

You build a steam-power tank to shrug off damage via **Weep**. Try combining this with the Defensive Barrier (Tactician) to create a mobile defence zone.

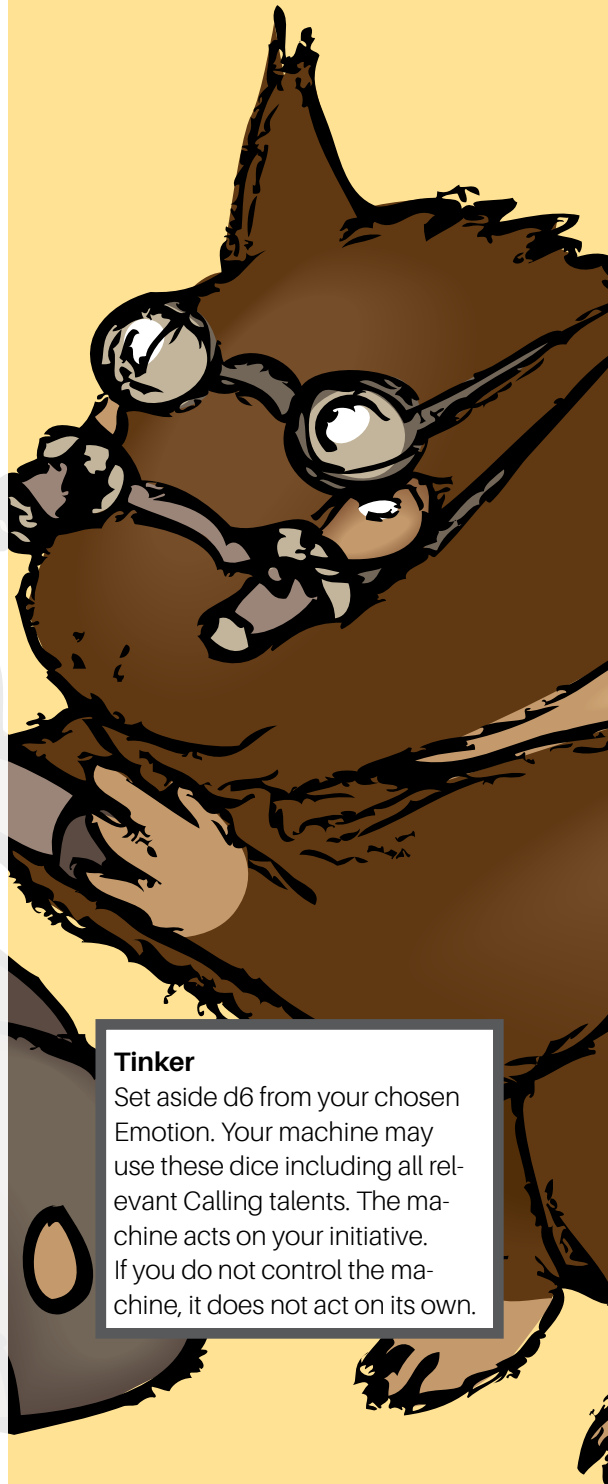
Phasing Drone (Fear)

This little drone is built to evade notice. If it is found it can dodge attacks easily. It may use **Hide** and **Evade** with the dice you have set aside for it.

Devastator (Anger)

This aggressive device bombs away at the Machinist's enemies using **Attack**, provided it is fitted with the right weapons.

Combine with **other Calling talents** for increased usefulness.



Tinker

Set aside d6 from your chosen Emotion. Your machine may use these dice including all relevant Calling talents. The machine acts on your initiative. If you do not control the machine, it does not act on its own.



Sorcerer

Ranged Actions

Fauchschule kid Matthäus frowned slightly as he opened the gift's paper wrapping. The bocicne was gone. Only crumbs were left inside. Outside, the wind was carrying the scent of another Michtim. His brother Mampf. ‹Mampf? What's up?› He asked without lifting his gaze from the box. ‹Uhm, nuff'n!› Mampf was gulping, trying to force something down his throat, all the while wiping crumbs out of his whiskers. ‹Gee, how did you do that?› Matthäus wondered. ‹It's a secret. But I'll show you, once you're through Fauchschule. You can become my Sorcerer apprentice!› Mampf proclaimed boldly. ‹It's a deal. And you'll get me a fresh bocicne right now, big brother!›

Spellcraft

You know magical secrets like the Turnayan elemental model. Also you may scry your immediate vicinity and conduct magical rituals to create enchantments. Your aptitude in Spellcraft allows you to analyze magical artefacts, as well as discover the influence of magical creatures.

Apprentice Names

Funkenflug, Sternblick, Zauberix

Sorcerers often act as a combination of rite masters and mischievous pranksters in Michtim society. They use their magical powers to heal allies from afar, move remote objects and beset their foes with fiery bolts while staying safely behind their friends.

The Sorcerer's Focus ability allows them to charge up powers. Prepared Sorcerers are forces to be reckoned with.

Spells

Gust of Wind (Joy)

By coaxing the spirits of air you can use **Jolt** to move yourself, friends and unattended objects at a distance.

Blooming Life (Love)

The flower spirits help you out in times of need, invigorating your friends. You may **Cure** friends from afar.

Earthen Shield (Grief)

You call the element of earth to shield an ally. You may use **Weep** to counter attacks on friends.

Mist Cloak (Fear)

You invoke a water spirit to create a concealing cloak to **Hide** in plain sight. Set aside dice to cover the distance to a stealth zone. You may **Evade** for friends.

Flame Bolt (Anger)

A fire spirit lends you its blasting power to **Attack** foes from afar. The spell may benefit from weapon effects.



For every die you set aside, you can cover 1m (1yd) of distance between yourself and the target.

Focus

Spend an Action every round to add 1d6 to a roll, up to the rating of the focused Emotion.



Tactician

Extra Targets



Vera's fingers raced over her tactical gauntlet's keypad. She calculated the attack pattern she was about to launch. It made perfect sense: she would race over to the first Ghoul, batter him down, while her gauntlet's advanced weapon-system would produce the necessary charge to shock the second Ghoul into submission. She smiled wickedly, as she finally commenced her offensive cascade.



Resource Planning

Tacticians unleash their power on multiple targets at a time. They are able to wreak havoc on groups of foes or provide medical support for several friends in reach. Tacticians have to get close to their targets though: the secondary targets have to be within 30cm (1ft) of the primary target.

You know how to plan missions and distribute resources. Logistics and schedules are second nature to you. You can organize anything: including battles and bakery festivals. Your aptitude in Resource Planning reflects your mental approach to solving complicated problems.



Apprentice Names

Tacticians are very apt at generating Mood Markers. This comes in very handy, because they tend to spend them on extra targets.

Klugpfote, Schlaukopf, Weitblick



Tactics

Tactical Movement (Joy)

You devise a coordinated movement plan, repositioning your friends in the area. When using **Jolt** you may take friends with you.

Field Support (Love)

There is no better medic when you are around. You may **Cure** several friends at the same time.

Defensive Barrier (Grief)

You can find cover where others stand in the open. You may use **Weep** to create a defensive barrier that helps several targets.

Camouflage Zone (Fear)

You may **Hide** yourself and friends if inside a stealth zone. Also you may **Evade** for multiple targets in proximity.

Offensive Cascade (Anger)

Your strikes hit multiple opponents. You may **Attack** several foes within the area.

Combine with **Sorcerer** to alleviate the proximity requirement.



Set aside d6 to affect additional targets with Actions. Every d6 buys another target. Secondary targets have to be within 30cm (1ft) of the primary target.

You gain Mood Markers on 1s in addition to 6s when rolling an Emotion.



Witch

Conditional Actions

‘If you dare put a single paw on the tome, you will regret it.’ Isabella hissed, waving her left hand in a fluid motion that reminded Preserver Vesh of a snake. Vesh could feel the crackling magic in the air, balefully closing in on them. They knew better than to set off the hex. For now.

Familiar

You have a magical companion that knows all sorts of arcane secrets and lore, but is absolutely useless in a fight. Familiars are usually shrunken versions of regular animals, though some Witches do seem to attract unusual creatures.

Apprentice Names

Beissfluch, Hexenpfote, Giftherz

Witches can place hexes on people or things. These hexes stay in place for a couple of days, and will only activate once a trigger condition is met.

The hex is magical in nature and can only be safely removed by another Witch; unless the triggered Action goes off first.

Witches can only keep one hex active on a single target at a time.

Hexes can be combined with other Callings. If the Witch does not possess the Sorcerer Calling, they need to touch the target of their hex to plant it.

Hexes

Moving Hex (Joy)

Suddenly the target is moved to a different location. You command the target to **Jolt** however you like when a certain trigger is met. May also dispel Hide via **Detect**.

Healing Hex (Love)

Suddenly the wounds knit themselves back together, even though no-one is around. Your Healing hex will **Cure** the target when a certain trigger is met.

Defending Hex (Grief)

A faint weeping can be heard all of a sudden. Your Defending hex will **Weep** for the target when a certain trigger is met.

Shadow Hex (Fear)

The target suddenly vanishes from sight. Your Shadow hex will **Evade** or **Hide** your target when a certain trigger is met.

Baleful Hex (Anger)

Suddenly harmful magic bursts through the cursed seal. Your Baleful hex will **Attack** your target when a certain trigger is met.



Hex

Describe a trigger condition that will activate the relevant Action. The Action will be delayed up to one day per Emotional rating. If triggered, the roll is made as usual. Distance has to be covered upon planting the delayed Action.



Synergies

Special Calling combinations

Some Callings simply work well together. Others act together like fuel and flame to produce an even greater — or altogether different — special effect. These Synergies are an advanced rule, and you can still use the regular mechanics instead. Each synergy is described using its name, the Callings involved and a short text explaining the newfound power. Try to come up with new ones as well!

Control Foe

Cybertooth and Frostpaw.

Both Callings spend Mood Markers to add or block Actions.

Instead of buying an additional Action or paralyzing a foe, you may now force an enemy to act however you decide. Spend a Mood Marker of the appropriate Action you want them to take.

Animated Servant

Cook and Machinist. Both Callings create a proxy to empower Actions. The Cook's booth is static, but requires no concentration on the Cook's part. The Machinist's proxy needs to be controlled, but is mobile.

By combining both Callings you can either create a mobile booth for others to use or a device that will act completely on its own. Cool, ey?

Remote Blasting

Sorcerer and Tactician. Both Callings allow the user to affect remote or a great number of targets. Breaching distance or hitting extra targets requires the player to set aside dice.

This synergy allows the user to do both at once: affect multiple targets at range. Also the Michtim can circumvent the Tactician's reach limit. Everything in the Sorcerer's reach is fair game.

Steal Luck

Adventurer and Witch. The Adventurer has the unique Risk ability to either ignore or double the consequences of bad things.

Combined with the Witch, the Michtim can now curse an enemy target. The target needs to throw a coin. One side means the beneficiary effect is stolen by the Michtim. The other side means the target receives double the boon.

Transfusion

Artist and Daredevil. The Artist is able to transfer Mood Markers from foes to friends, while the Daredevil has the ability to trade wounds for Mood Markers.

This synergy allows the Michtim to transfer wounds onto themselves. Just take a stack of wound tokens from your friend, and put it onto yourself. This may save a healer who has been wounded.

Harmony

Bard and Courtier. Both Callings manipulate Mood Markers of either friends or foes.

If you have both Callings, it just takes a single Action to invoke both effects at once. War Drums not only make your own group gain Anger Markers, they also intimidate your enemies, and make them gain Fear Markers.





Allegiance

Becoming a Haus Member

Swearing Allegiance

When a young Michtim is finished with hissing school, they will start their apprenticeship. Usually at the same time, the Michtim is prompted by relatives or their masters to swear allegiance to one Haus or another.

It is possible to be without allegiance, but usually this is only the fate of exiled Michtims. Even those that are frowned upon might find respite in joining a different Haus.

Haus Agendas

The three factions are very political. They all have an agenda that is focused on the core Virtue its members hold dear.

Standing is directly influenced by a Michtims deeds. Valorous heroes will be celebrated and will be able to gain access to superior equipment and different kinds of enhancement. Not to forget the social implications of being seen as paragon of Michtim culture.

Virtues & Sins

Each Virtue is clearly defined as upholding a certain type of behavior, while not succumbing to the depredations of sins.

Benefits of virtue: Karma

Virtuous behavior is rewarded by the Game Master. The player receives a point of Karma every time they uphold a Virtue. Spending a point of Karma allows a single re-roll of the dice.

Committing a sin

If a Michtim ever commits a sin that is mentioned in the roster, the player has to fill in the sin marker right next to it, and every sin above it. Less severe sins are marked automatically in this fashion.

Drawbacks of sin

As long as the player has a filled in sin marker, they are unable to receive Karma for acting virtuously in that category. The player can however earn Karma through deeds in other Virtues.

Atoning for sin

Instead of receiving Karma, the Game Master may allow the player to remove a sin marker. If the sin was very grievous, it might require a lot of role-playing and virtuous deeds to qualify for atonement.

New Michtim Heroes

Pick one of the three houses.
Haus Barsik: Conservation
Haus Grauling: Civilisation
Haus Turnaya: Charity

Example: Haus Turnaya





Haus Barsik

Protect the wild!



Heraldry

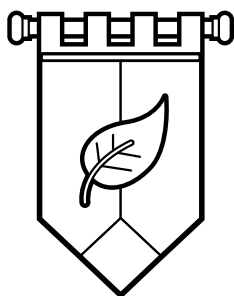
Haus Barsik's crest shows a leaf superimposed over two fields. The leaf represents the untouched wild the Barsik value the most. Communion with nature is of utter importance to the feral keepers, and even young Barsik show their respect for the environment every day. Some plant trees, take care of animals or purify the wilderness of human waste. Others take a more aggressive stance and sabotage production plants and other sites of human infestation.



Haus Holdings

A big number of Barsik live in Turnaya and try to further their agenda. They are used to environments that are considered hostile by other Michtims. Therefore, it is no big surprise that they live among the roots, bat caves and outer branches of the tree.

Close to the main tree, there are several sites of natural beauty, like the Immergrummel river. Haus Barsik keeps several outposts in close vicinity to such places and patrols the borders of Michtim settlements.



Conservation

Often, members of Haus Barsik live in the untouched wilds, eschewing comforts of technology and society. Sworn to protect nature, Haus Barsik has little tolerance for those who pollute and exploit.

Barwinism

Survival of the fittest, and the realization that life follows evolutionary patterns, are the core principles of Barwinism. The term goes back to the famous Barsik scholar Charles Barwin, which means bear wind. Figuring out why he got that name is left to speculation at best. Charles realized that species adapt to their environment over time. He was known to study life in all its expressions and uncover the biological origin of the Michtim species. Barwinists realize that their time is limited, and that there are a lot of species worth to be studied and protected.

Faces of Nature

Bara Bara, also known as Mutter Barsik, is revered as giver of life. The gentle rains, the raging torrent and whispering wind are equally worshipped, as are other children of nature. Many Barsik warriors commit themselves to serve a single totem, often calling themselves Raging Bear, Unsung Hurricane or Venomous Lily. Feeling kinship with the totemic spirits is paramount, but rituals are very simplistic and celebration is nearly unheard of. Bara Bara is a harsh mother after all.





Haus Grauling

Forever onward!

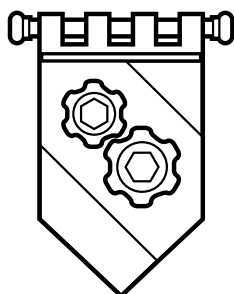
Heraldry

Haus Grauling's heraldry shows two interlocking cogs on a diagonal field. This hints at their affinity for technology, but also tells much about the way they work. Although social harmony is not part of their protocol, they do realize the value of teamwork and synergies.

Many Graulings find use for their highly specialized intellect in engineering or corporate services. Inventing new devices, products and innovative customs is highly respected in Grauling society.

Haus Holdings

The Haus has many settlements in its subterranean underempire, but Haus Grauling also operates workshops in higher levels of Tur-naya. It is presumed that Haus Grauling has several tunnels that reach far into human cities and even dig into production facilities. Haus Grauling also has epic plans to create its own city. The project is called Plutopolis, city of riches, though many sceptics point out it should actually be called Pol-lutopolis, city of wastes, instead.



Civilization

After shedding their traditional tribe name, Haus Grauling is plotting to build its own underempire, which is located below the tree of Turnaya. They are master tinkers and corporate thinkers, always looking for a way to re-engineer their existence.

Bürokratologie

The great CPU chatters in the bowels of Geos. It keeps reality running as it is. If you are valuable to the CPU, there is no need to worry. Like industrious bees, the Graulings scurry through the tunnels of the underempire to provide offerings to the highest of Providers. Every single one of them has a purpose. They are like cogs in a great machine, answering to innumerable requests and fulfilling service procedures. Promotions keep the underlings motivated, while the magistrates are awarded with privileges and legal powers. One comes into existence through a willful act by the superiors.

Corporate Identity

Since industriousness is second nature to Graulings, it has not been a surprise that most of them take well to the thought of maximum valorization. If you do a good job, you get paid. A concept that is alien to other tribes: Money! Corporate Graulings clearly think they have the fairest system to separate the wheat from the chaff. Michtims organize into firms or act as free-lancers. In any case, they clearly know how to advertise themselves, cut the competition off and reap the benefits. Everyone of them has a slogan and high hopes for creating the most impressive corporate head quarter.





Haus Turnaya

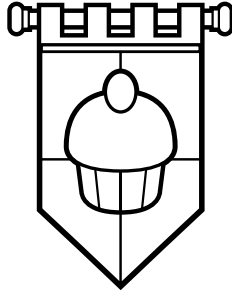
Together we stand!

Heraldry

Haus Turnaya sports a shield with four fields and a giant bocicne in the middle. The baked speciality symbolizes the festive identity of Haus Turnaya. Sharing is caring, and Turnayans know how to look after each other. That certainly does not mean that every single Turnayan is a do-gooder all the time. Theft is a pretty common crime in Turnaya, but usually it is meant as prank or because the thief is in dire straits and cannot afford to ask for help.

Haus Holdings

It is no coincidence that the capital city shares its name with Haus Turnaya. The settlement was founded by members of the Haus, and keeps up to its virtues of charity and peaceful festivity. The upper regions of the main tree belong to the Haus, but are opened to the public. The most beautiful treegardens and buzzing city centre are all part of the holdings of Haus Turnaya. The same can be said of the palace. The Queen's residence is located in the highest place on the main tree. Many heroes are summoned by the Queen to become Preservers of Virtue.



Charity

Michtims of Haus Turnaya usually have a long list of relatives, and are very gregarious beings, following intricate protocols for festivities. Being compassionate and caring is their cardinal virtue. There are two major schools of thought in Haus Turnaya.

Ancestor Covenant

The spirits of Michtim heroes both living and long passed away are venerated. Whenever young are born, Michtims choose to build a nest together or a Turnayan spirit returns from its fleshly body, the Covenant celebrates. Rites are elaborate, with music, cookies and paintings being given as offerings to the ancestors. In times of need, followers of the Covenant pray for guidance and offer their help to others in return. There are dedicated priests, but every follower may conduct most rites, as long as there are at least two other believers present.

Courtesy

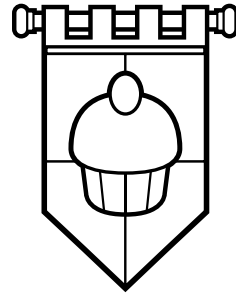
The value of good manners is highly esteemed in Michtim society. Even more so by those, who follow the path of Courtesy. Those in need are expected to ask for help, while those who have are expected to provide it. The cult is not only concerned with sharing, but also with valuing what you have. Greed and avarice are frowned upon; with false pride and mothering being close behind. In any case, followers have to commit to the tenets of helping each other to the best of their abilities, usually accompanied by complicated protocols.





Virtues

And hierarchies of sin



Virtue

This part of the description explains how to earn Karma rewards based on the virtue.

Minor Sin

What type of behavior is considered harmful by paragons of that virtue. Easy to atone for.

Harmful Sin

What kind of shameful deed will lead to harmful stigmatization.

Capital Sin

Extremely vile acts that automatically block all levels of the roster. Very hard to atone for.

Charity

Helping others in need. Giving freely, sharing all your belongings. Caring for the feelings of others.

Refuse to help

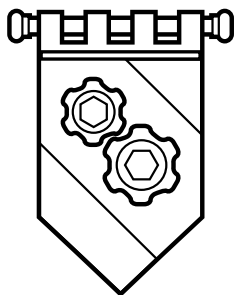
Not supporting someone who is clearly in need or is asking for help.

Hurt beings

Promoting suffering through acts of violence or greed. Doing lasting harm to others.

Kill beings

Ending the life of another being.



Civilization

Inventing new things. Finding solutions to complicated problems. Preserving culture and teaching others.

Refuse tools

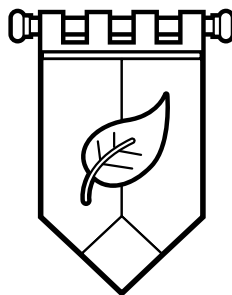
Neglecting the use of tools out of fear or disdain. Going completely naked for an extended period.

Deny intellect

Refusing to plan thoroughly and to consider other options.

Refuse culture

Losing language and behaving like an animal.



Conservation

Planting new trees. Protecting young animals. Cleaning the wood of waste. Putting an end to pollution and exploitation.

Deny regrowth

Taking more than earth can naturally regrow, or more than is actually needed.

Risk pollution

Allowing toxic substances to poison nature. Introducing harmful species to the ecosystem.

Ravage nature

Exterminating species of plants or animals. Destroying swathes of wilderness.





Treasury

Useful gear for your adventures

A Michtim can carry three pieces of Gear at a time. A **Tool** to support the abilities of the hero; a **Cloak** to provide basic protection and special benefits; and a piece of **Accessory** to use once until it is restored to work again.

Tool

A tool provides its benefit on rolls that score 3 or more hits. A sword inflicts a worsening wound only if you manage to deal a 3+ wound to your victim. The same is true for less violent tools. A medical kit provides its effect on all Cure rolls that score 3 or more hits, for example. The relevant Emotion is indicated in brackets.

Cloak

The Armor value automatically reduces all incoming damage from the mentioned sources. Also they often provide a secondary effect that is always active.

Accessory

This effect is used once and will only be reusable upon meeting the specified Restore criteria.

Damage Sources

There are three distinct sources of damage in Michtim RPG. Usually the tool or Calling define the damage source.



Magic Source

Occult tomes and enchanted staves



Physical Source

Most weapons

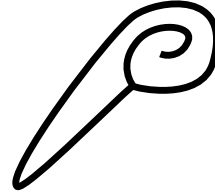


Technical Source

Electronic or chemical equipment

Tools

Effects activate on 3 hits or more



Common Tools

Sword

(A) Inflict a Worsening Wound.

Spear

(A) Inflict a Blinding Wound.

Medical Kit

(L) Dispel all physical wound effects afflicting your patient.

Haus Turnaya

Tome of Frost

(A) Inflict a Slowing Wound.

Mercy Staff

(G) The attacker rolls Love vs 7. If successful it must not attack the defender.

Haus Barsik

Wolverine's Rage

(F) You may make a reflexive Attack immediately after successfully using Evade.

Haus Grauling

Hoverboard

(J) May hover at any height and Jolt across fluids.

Tactical Gauntlet: Smoker

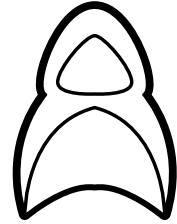
(F) Make a Hide roll immediately after your successful Evade.





Cloaks

Armor with passive effects



Common Cloaks

Glidewing Cloak

Fly like a leaf in the wind.
Magical Armor 1.

Preserver Cloak

Universal Armor 1.

Chameleon Suit

May Hide in plain sight while standing still.
Technical Armor 1.

Haus Turnaya

Spellshroud Garment

Magical Armor 2.

Shadowweave Shroud

You may make a reflexive Move action immediately after successfully using Evade.
Physical Armor 1.

Haus Barsik

Ironwood Armor

Physical Armor 2.

Spidersilk Cloak

Bounce wall to wall and climb like a spider. Physical Armor 1.

Haus Grauling

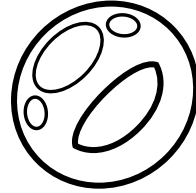
Techno Overall

Technical Armor 2.



Accessories

Reusable items



Common Accessories

Boomerang

Set aside d6 to cover 1m (1yd) per die on an Attack roll.

Restore: pick up at end of combat or catch if Attack misses.

Breathing Pearl

Breathe water and swim like an otter until end of scene.

Restore: stay dry for an hour.

Valiant Shield

The attacker rolls Anger vs 7. If successful it must attack the defender. **Restore:** if you get attacked.

Haus Turnaya

Secret Ingredient

Inflct a Cruel or Blinding Wound.

Restore: gather fresh mag-gots and other nasty things.

Haus Barsik

Thorned Bracelet

An attacker suffers the same damage it deals to you.

Restore: cover in fresh thorns.

Bara Bara Totem

May dispel all technical wound effects afflicting your patient.

Restore: pray solemnly to appease Bara Bara.

Haus Grauling

Tactical Gauntlet: Disrupter

May dispel all magical wound effects. **Restore:** recharge device using high voltage.

Tactical Gauntlet: Nova

Set aside d6 to cover an area centered around you for 30cm (1ft) per die. **Restore:** recharge device using high voltage.





Hero Creation

Giving birth to a Michtim hero

Creating a hero for Michtim RPG is easy as eating bocicne. If you are just learning to play the game, your Game Master might ask you to create a young Fauchschule kid. This way you will only need to learn the Basic Rules. If you decide to play adult heroes, you will also get to choose a Calling, and will even pick a Haus. Just follow the instructions on the right to build the Michtim you want to portray.

Character Sheet

You can download the character sheet from the game's website:

<http://www.michtim.com>

If you do not have a printout ready, you can also write down the information on a sheet of paper. Michtim heroes do not take up a lot of space! They are small after all.

Michtim Ranks

The tiered approach to character creation allows you to get to know the game at different levels of complexity. Fauchschule kid is the most basic form of gameplay and requires little knowledge of the rules. If you are ready to move on to more advanced ranks, just ask your Game Master if you can do so.

Fauchschule Kid

Pick a birth name. Choose a body type (small, wiry or strong) and distribute 7 dice among Emotions. You start with 1 free die in every Emotion and cannot exceed 4.

Apprentice

Pick a Calling. You automatically gain all its talents. Also pick an apprentice name (or create your own).

Hero

Pick a Haus. Choose one piece of Gear from the list.

Veteran

Spend experience points to buy further Callings or learn Ultimates. May be given additional pieces of Gear.

Example

Birth Name: Cornelius
Body Type: small
Emotions: Joy 3, Love 2, Grief 1, Fear 2, Anger 4

Calling: Sorcerer
Apprentice Name: Funkenflug

Haus: Turnaya
Gear: Glidewing Cloak

Extra Callings: Courtier, Witch
Extra Gear: Medical Kit
Ultimates: Furious Zephyr 3





Experience

Character customization




Heroes earn Karma through the course of the game, by acting in accordance with the Virtues. Like when you protect your friends (Charity), make sure the woods are okay (Conservation) or find an ingenious solution to a problem (Civilization). You also gain Karma for accepting failure and roleplaying flaws. Karma can be awarded by all players at the table, not just by the GM.

Earning Experience

Karma is treated as Experience, so whenever you gain a Karma to reward something you did, add a stroke to your tally. At the end of the session, all your earned Karma (whether you have spent it or not) will allow you to purchase Calling talents or Ultimate Techs.

Spending Experience

Experience points are useful for two primary reasons. First they can buy additional Calling talents, and second they can be used to acquire Ultimates. To spend the points, you first need to find out the costs of your new acquisition. The cost is given directly on the character sheet. When you decide to learn the first talent of your second Calling, you will have to spend 5 experience points. The more talents of a single Calling you unlock, the cheaper the rest of them become. You have to start on the left of the meter by filling in the first letter of the emotion.

| active | Callings | Mastered Talents |
|---|--------------------------|------------------------|
|  | Sorcerer _____ | J L G F A 0 0 0 0 0 |
|  | Cook _____ | A 5 4 3 2 1 |
|  | _____ _____ | 7 5 4 3 1 |

Mastering a Calling

You have mastered a Calling, when you have finally acquired all five talents. The first Calling you learn during apprenticeship is automatically mastered at no cost. A mastered Calling allows you to use its Utility even when you don't have the Calling attuned right now.

Changing Personality

Emotion ratings cannot be improved with experience points. Nevertheless, you do not have to stick with your initial choice. At the end of a story, you may shift a single d6 from one of your Emotions to another. The traits may not sink below 1 or rise above 4, though. The personality shift should be reasonable and based on recent events. Maybe you found a nest mate to care for, so you shift a die of Anger into Love.

Designer's Note from 2019:

This chapter was horribly broken, up until now, and I'm sorry. I hope this update is more in line with a cooperative playstyle.





Ultimates

Special tricks to be proud of

Hidden power surges through your Michtim's veins. The development of Ultimates is highly respected, and many Michtims have very unique signature powers, they can invoke in times of need. That being said, the list of provided Ultimates can never be exhaustive. They are nothing but a starting point to base your own creations on. Ultimates are a permanent part of your character once acquired.

Activating Ultimates

The player has to spend one Karma to activate an Ultimate. The first effect of any Ultimate is quite simple: they act as power boosts that increase a single Emotion rating. The amount depends on the level of the Ultimate, ranging from 1 to 3.

As a secondary effect, Ultimates feature a bonus mechanic. These mechanics only come into play when a special condition is met. Michtims try to set

up fights to best make use of their powers. The secondary effect does not require any of the normal expenditures associated with the bonus talent.

Ultimates are always accessible. Once they are acquired they can be used at any time the Michtim spends the Karma point and meets the trigger for the bonus effect. Many Michtim Ultimates are accompanied by unique and flashy visual effects.

Shock Charge

Boost: Anger
Trigger: Conducive Material
Bonus: Tactician (Anger)

The Michtim supercharges itself with an electrical current that greatly increases its Anger rating. If your target is standing on conducive material, you also hit secondary targets standing on the same material.

Nocturnal

Boost: Fear
Trigger: Deep Darkness
Bonus: Frostpaw (Fear)

The Michtim surrounds itself with a cloak of whirling shadows to greatly enhance its Fear rating. If you are standing in deep darkness, you are quite a terrible sight to behold. Enemies are paralysed and cannot use Jolt and Detect.

Renewed Hope

Boost: Love
Trigger: Severely Wounded
Bonus: Bard (Anger)

The Michtim conjures a soothing light to greatly boost its Love rating. If your target is severely wounded (suffering from 3+ wound levels), you inspire them to keep fighting: they gain an Anger Marker for every stack of wounds they have suffered.

Wall of Tears

Boost: Grief
Trigger: Outnumbered
Bonus: Cybertooth (Grief)

A torrent of tears breaks loose from the Michtim's eyes greatly increasing its Grief rating. If you are outnumbered (more enemies than friends), the wall of tears reflexively protects you, allowing you to act freely.





Game Design

Guidelines for creating new content

Role playing games are powerful in so many ways. Once you get a copy of the game's rules, they are yours to tinker with. The game unfolds between the players and the Game Master, and if you think it would be more fun if the rules were a certain other way, just go with it. The awesomeness of our hobby is the possibility to bring about a myriad of scenes and interesting characters, with little cost involved.

Expanding the Game

Michtim RPG is intended to be flexible and accommodate custom created content at many levels.

Reskinning Content

The first layer of customization is the reskinning of existing content. Take any part of the rules and try to find new explanations for them. You can take a Calling like the Machinist and base it on some other type of creature: the Summoner conjures magical beasts that will do their master's bidding. The rules will act the same, with a small exception: each Calling comes with a Utility Feat that probably needs some changing. The Machinist is capable of engi-

neering, while the Summoner is a magical artificer. You can come up with cool variations of existing Callings with little trouble. If you think your game lacks a certain kind of hero, just try to come up with a nice variant that fills those needs. Want some infiltration capabilities? Why not create a variant Sorcerer: the infamous Ninja! A Ninja would use Ninjutsu and special equipment to act at range, while the skill at infiltration could mean picking locks, sabotaging devices or disguising its appearance.

Alternative Callings

The following example shows the power of Calling variants. The mechanics work exactly like the original Calling, but a different theme is used. The only thing that might change dramatically is the Utility application of the Calling.

Ninja (Variant Sorcerer)

Ninjas excel at Infiltration: They can get into and out of trouble easily. Creating disguises, diversions, sneaking into buildings, sabotaging devices, defusing traps or unlocking doors.

Grappling Hook (J)
Healing Ofuda (L)
Water Shape (G)
Night Stalker (F)
Shuriken (A)

You find a suitable name for every Calling talent to emphasize the theme you are going for. Do not overpower the Calling.

New Callings

You can create new Callings easily by following a few guiding principles. Every Calling has a defining mechanic, and every Calling applies equally to all five Emotions. Make sure it is making sense to all types of Personalities.

When you come up with a new Calling idea, you should try to find a single mechanic that will evoke what you are going for. The mechanic needs to make sense for every Personality type: to command a target to attack someone would be a perfect Anger talent.

Find a suitable Utility application that complements the theme of the Calling well. It begs repeating: do not make a Jack-of-All-Trades-Calling. Usually the scope of an individual Calling is very limited. Through combination of several Callings, the players are able to do a lot of different things.





Episodes

Creating entertaining missions

There are several ways to come up with cool episodes and missions. You can create a basic adventure based on interesting locations, events or even characters. This chapter tries to provide some basic examples of episode design that is based on locations and events. Both can be subsumed under the term scene. You can get valuable inspiration from comics, fairy tales and your favorite TV shows.

The Scene

A scene contains all action that takes place at a specific location in a limited amount of time. The length of the scene can be flexible, though. Some scenes last a couple of minutes (going into a Naschkeria to buy bocicne), while others last hours (doing research in the royal library). To make things interesting, you should always have a surprise up your sleeve, to add a little spice to your adventure.

Spicing Things Up

You need to balance challenges with moments of relief. All the action in the world needs a mellow background to create enough contrast for the suspense.







When you are creating locations for your players to check out, you should have a lot of options in mind. What could happen to complicate things? How is this place special and unique? Rich descriptions are the route to go. Populate your world with interesting recurring locations.

Example Location

We are going to have a look at Thekla's tavern, which is located in the Moor swamp. The tavern is built inside an old stump that once was a majestic tree. It features several floors with rooms for travellers, a kitchen and a big dining room. The rooms have been hewn into the old wood, much like a cave, but comfy.

The Moor outside is a dangerous and haunted place. Many travellers have been led astray by ghost lights. Michtims know better than to spend the night outside. Wild noctürnas live in the trees, and they are no strangers to the taste of Michtim flesh. There are even rumors of stranger creatures that haunt the nightly Moor. Exiled Michtims, who have grown monstrous by committing grave sins, might seek refuge beneath the roots of the Moor trees. Hunting for food and venting their rage on hapless travellers. The tavern is the only place of respite.

Here are some plot hooks for Thekla's tavern that were created based on the initial ideas. You can either roll on the table, or pick whatever strikes your fancy. It is advisable to create similar events for your own locations. If you need to raise the tension, why not introduce a new plot to the current scene?

| | |
|---|--|
|  | A strange guest appears in the tavern. They do not want to eat anything. Highly suspicious. |
|  | Injured travellers show up. Something has hunted them through the Moor. Is it lurking outside? |
|  | During the night a violent storm rages through the Moor. The next day, all the paths have changed. |
|  | A haunting melody can be heard at night. Is it some restless spirit or just a sleepless bard? |
|  | The tavern is completely deserted. What has happened? |
|  | Ghouls are now running the tavern. What happened to Thekla? |





Connecting Scenes

To create an episode, you will have to string several scenes together. The best way to do so, is to imagine each scene to be a treasure chest. The players need to find the right key to open it. Hidden inside the chest is the scene's outcome, usually a map leading to another treasure chest. Treasure hunters go!

The game is more fun, if you vary the keys that are required to open the chests. In one scene, combat will do the trick. In another scene, the heroes have to sneak into a secret hideout to eavesdrop on the antagonist. Also not every chest is the same. Some are spooky, others are festive. The most important thing to consider, is the connectedness of the scenes. There has to be a certain logic to the treasure hunt after all.



Example Keys

There are several archetypal scenes that you can use in your missions. Feel free to mine stories of all sorts for inspiration.

Combat

The rules already cover how fighting works. A combat usually ends when one of the sides of the conflict prevails over the others. Try throwing a twist into the combat to keep it unique. Maybe there is an environmental danger to maneuver while fighting? Maybe there's a third party involved in the brawl?

Socializing

Characters talk. It is only natural to solve some scenes by making use of words, and appropriate Callings like the Bard or Courtier. There are rules for Social Interaction (see p.28) you can use when trying to influence others.

Investigation

The Detect action allows players to investigate their surroundings for clues. If the player scores more hits on the roll, they should receive more information. Sometimes you can ask for other Emotion rolls too. Like rolling Love or Grief to be emphatic of another character's feelings, or Anger to break a door. Investigative scenes are sometimes coupled with stealth and guile. Use the Hide action to sneak around unseen. If players fail, you can always complicate things a little for them. Maybe shifting the scene into a combat. The lesson to remember here is: every Emotion can be used to perceive things related to its purview. Detect is just the most typical action to use.

Planning

Players are trying to cope with the challenges you throw at them. Sometimes they will sit together and discuss how to tackle a problem. Make sure they are doing their job in-character (using their Michtim heroes as avatars of the discussion). The outcome of good planning scenes is two-fold. The players have spend time to interact with each other, often fostering their individual roles. Also you get to listen to their planning, and can base some of your story progression on their planning. Be sure not to overdo it. Players can feel rightfully cheated, if all their plans are counteracted by an omniscient antagonist. Instead use the input to create further scenes and plot hooks to involve them into the story you are going to tell.





Spark's Flight

Escort / Rescue Mission

Cornelius Funkenflug demands your presence in the human city. He is to be escorted back home to Turnaya. He had a meeting with city-dwellers, who had terrifying news for all Michtims. Now he needs to get home as fast as possible; while still taking care of his security. Cornelius will meet the Michtim Bande right after the clock strikes eight at night at Laternenplatz. What will happen?

1: Laternenplatz

The street lights paint Laternenplatz an eerie yellow. Rats scurry down the alley, and in the distance a train rushes through a station. A hulking building reaches high into the night sky.

Suddenly a shadow plunges down the face of the house. As it gets closer to the ground, the creature gets ever slower. The emerald Glidewing cloak billowing under its enchantment, Cornelius lands right next to the Michtim Bande, grasping a gnarlwood staff in his right paw.

He greets them cheerfully, but also looks a bit hounded. Cornelius says that the group should be going. The coach is already waiting for them.

2: The Coach

Right as the group is discussing the travel plans, a shadow appears at the far end of the city block. It seems to be some sort of dog that pulls a coach made of a shoe box and adorned with leaves.

The dog is a sizable hug, a hybrid of Siberian husky and pug parents that goes by the name Hops. His eyes have a feral gleam to them that betrays his otherwise cuddly looks.

The coach has room for all the Michtims and their stuff. Cornelius tells Hops where to go, and the journey begins. The coach has several windows and a comfy place to sit while travelling.

3: Foreboding

After the group has left the city, Hops keeps to a street leading deeper into the woods.

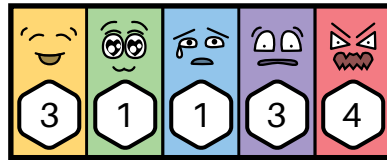
Players roll **Detect** to see if they are aware of the upcoming troubles: **(1)** a hissing can be heard close to the coach. **(3)** a feint smell lingers in the air, belonging to an unknown Michtim. Players that made their Detect rolls have a turn before the action starts.

4: Ambush

Something huge attacks the coach and topples it over. Hops can be heard whimpering, slipping out of the harness. The Michtim Bande is plunged out of the coach. Cornelius is knocked out and pinched beneath the toppled coach.

The enemy is a coiling mass of scales. A huge snake that hisses violently. Its eyes dart around looking for an easy target, and its body looks tough.

Grass Snake



The grass snake starts the combat with 3 Anger Markers. It attacks each turn if able, and may use Swift Bite to attack twice. The snake also evades instead of moving, if targets remain close to it. If someone fights the snake in ranged combat, it will use Jolt to cover the distance.

Toughness: 15 Wounds.

Swift Bite: Spend an Anger Marker to attack reflexively.

Scales: Physical Armor 1.

5: Hidden Threats

While the battle rages, the players have the chance to actively use **Detect** to uncover traces of an enemy presence: (3) the whiff of fragrance is still strong; and depending on the course of the fight: giggling or cursing.





6: Animal Patrol

Right after the fight, a van stops next to the group. Everything is over in mere seconds. Each and everyone is caught in nets. The humans fetch Hops, Cornelius and the rest of the Bande.

The long-legs put them into cages. Wild cats and other pets howl in their containers. The van's engines roar and the vehicle races off into the night; back to the human city.

The group spends the night in the cages. Early in the morning, the van is opened and the humans take the cages into a building.

7: Pet Shop

Humans can be overheard, speaking about some rare breeds of hamsters they have caught in the wild. They are sold to a woman, who swiftly puts each of them into a separate cage. Fighting does not seem to help, as she is wearing a glove. She even removes the equipment,

although she seems completely unaware of it. As every Fauchschule kid learns, the Veil protects Michtims from being seen as anything more than mere hamsters.

The pet shop opens shortly after the group is put into the cages. They have direct line of sight to the electronic cash register system and can follow the procedures there. Whenever a pet is sold, the humans move to the machine and enter personal data to receive a discount.

8: The Blonde Monster

Early in the morning, a family arrives. Mom and dad are highly annoyed by their willful progeny. The blonde haired monster appears right in front of Cornelius' cage and demands to have him as a pet. Mom protests, pointing out that she already has two cats. The unruly kid starts to riot on the floor, invoking the power of family shame. Dad finally grows tired of it, and takes Mom aside to talk to her.

As both parents have left the scene momentarily, the brat rises before the cage. Narrowing her eyes to slits she whispers malevolently, talking to herself how she was going to feed this hamster to her cats. She surely was going to have a lot of fun watching them fight over their meal.

Cornelius is shocked. He cries for help, but the cage can only be opened from the outside. The shopkeeper approaches and pushes Cornelius, who protests wildly, into a little transportation box. Afterwards the family heads over to the cash register and Dad provides the address. The shopkeeper thanks «Mr. Huber» and waves them goodbye.

Cornelius needs to be saved, but how to open the cages?

9: Unseen Help

Shortly after the Hubers have left the shop, something odd can be seen stalking the cages. A creature that blends perfectly with its surroundings moves closer to the players.

The stalker turns out to be a chameleon that somehow escaped captivity. Its name is Rufus, and he can be bribed to release them. He is interested in food, musical performances or pulling off a prank on the shop keeper.

If the players are clueless what to do next, Rufus might encourage them to check out the customer registry (either digitally or the actual book) close to the entrance of the shop. The address can be found easily by either going through the book, or interacting with the cashing machine. Players should make Hide rolls to evade detection.





10: Free At Last!

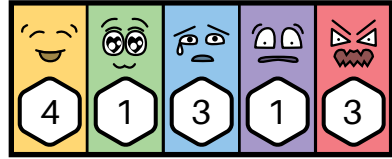
It's still early in the morning when the players escape the shop. The Hubers have already left the parking lot. The Bande will need to get to Cornelius' kidnappers and fast.

Close to the pet shop is a bus station that also features a complex city map. Looking for the address, they can find out that the blonde brat actually lives close by.

If you need to stretch the adventure a little bit, you can require the group to travel by bus, which requires both stealth and dexterity to stay safely hidden and not get trampled.

Before they get to the house, a rude puppy tries to catch them. You have plenty of room for another conflict that ends unexpectedly, because the puppy's owner shows up and scolds it harshly for playing with mice.

Rude Puppy



This dog is highly curious and actually means no harm. However childish her intentions might be, she can be quite annoying, throwing Michtims through the air and trying to play with them.

If she gets hurt, she will be quick to Weep and cower. She is also very adorable and will use that to her advantage.

Toughness: 20 Wounds, will give up at around 10 Wounds.

Angel Eyes: foes gain 1-2 Love Markers.

Sweep: can set aside d6 to affect additional targets.



11: Huber's House

To get inside the house, the Michtims can either climb through a cat flap or sneak inside while the door is open (due to a pizza service delivering food).

The parents are having a heated argument again, blaming each other for spoiling the kid. While they are distracted, the group can try to find Cornelius.

Players should make a **Detect** roll to realize that two cats seem to be living in this place. It should be clear enough that those will not be friendly towards fluffy intruders. The cats are currently not to be seen, but they will probably make trouble once they show up.

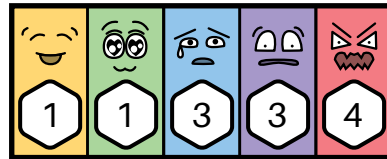
The Bande should be creative about how to best tackle these fearsome foes, as charging head first into the fray will be pretty fatal (the cats will probably want to eat them).

Gladly fresh cat food has been served just minutes ago, so the Michtims have a chance to either poison them, or use the

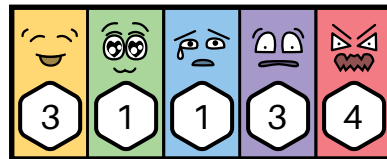
distraction to finish the job. To find a suitable non-fatal poison, players can either rely on Accessories, the Cook's recipes or try to scrounge some laxative pills from the humans.

In case of the Michtims confronting the cats in open conflict, here are their two profiles.

Fester (Cat)



Jester (Cat)



Both cats are rather fat, but still very fast on their feet. They have a vile demeanor and are not easily intimidated by Michtims.

Toughness: 15 Wounds

Hiss: Foes gain 1-3 Fear Markers



12: The Monster's Lair

With the cats taken care of, the Michtims only need to worry about Cornelius. In fact, if they manage to earn **3 hits** on a **Detect** roll, they can hear his cries for help coming from the first floor!

When they finally arrive in the monster's lair (the girl's room), a shocking scene takes place.

The blonde brat clutches Cornelius tightly in one hand. He wears a pink doll gown and a little strap-on hat. He fights furiously, although to no avail.

She talks to herself, calling him Barbara and playing out a scene from a horror story. «And Barbara drives in her new sports car! Look how she speeds around. Wroom! But will she escape the giant tigers? They are coming for her! Hahaha!» She turns around and starts to shout the cats' names, trying to summon them. Just as Cornelius is about to pass out from the fear, the parents command their daughter to come down for lunch. Reluctantly, she puts Corne-

lius under a cardboard box and finally leaves the room.

The Bande can try to lift the cardboard box. Together they are strong enough.

With a successful **Detect** roll, they can also make out a faint smell, some of them might already know from the ambush.

13: Isabella's Plan

A ball-shaped Michtim diva appears floating next to the room's lamp. She wears a silken blue gown and expensive jewelry.

«So you found him!» She claps her hands sarcastically. «Back in Turnaya, you will be heroes for this. Next time you won't be around to save my little cousin. I will be the next to inherit the throne. Not him!» She laughs haughtily behind a peacock fan.

Isabella is far out of reach of anyone; should someone get close, she will instantly freeze them in place. She vanishes.

14: Homecoming

Rigging the toy car, the Bande can fetch Cornelius and get out of the Huber's house.

The ride will take a while, and the car's batteries will give out once they are close to Turnaya.

Back home they are indeed celebrated as heroes, and Cornelius (who regains consciousness) is very pleased with their work.

Isabella, on the other hand, has witnesses providing an alibi. She claims having had a dinner party, with lots of guests to prove that she was not involved in anything fishy. The Bande knows better though, and will probably keep an eye on her from now on.

Hops was either freed by the Bande while they were making their escape, or has to be rescued by another team.

Rewards

Hand out experience points to the player roughly equivalent to the number of earned Karma. Usually around 5 are enough. If you want to give them a head start, you can hand out 10.

Cornelius is also very thankful and will provide each and everyone with a single trinket from Turnaya's treasury. They have a single free pick.

To Be Continued...

While visiting the city, Cornelius has found out horrifying news about the human's plans. They want to build a shopping center close to Turnaya and are eager to cut down the whole forest. Someone has to stop them by sabotaging the architects plans!





Cast & Crew

Important personalities & relevant plots

Cast Personalities

If you have just recently picked up Michtim RPG, you will need to come up with adventures. While other chapters take a more event-based approach to adventure design, this section of the book will have a very strong outlook on the supporting cast of your story.

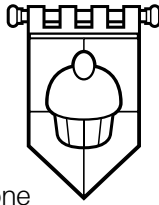
The basic assumption is that we are interested in people. By providing memorable and intriguing characters to your players, they are possibly motivated to flesh out their own Michtim heroes as well.

You can generate a huge amount of plot ideas out of your NPCs' motivations.

Cast Format

All non-player characters come with a small selection of common plots that offer character-driven opportunities. You are free to pick, roll or waive any of the existing plots. If you want to create original material, you can take the six core plots as general outline to find out about the Michtim's personality. The colored area describes the personality traits, if you ever need to roll the dice for them. Below you will find the Michtim's most commonly attuned Callings. The Michtim's Haus allegiance is depicted by the small faction banner in the centre of the page.

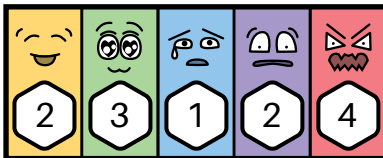
Queen Miyu




The queen inherited the throne ages ago. She is reputed to be nearly 70 years old. It does not show in her appearance, though.

The queen is a small Moschischka that is nearly crushed beneath the size of her crown. The crown hangs suspended on heavy chains, because it is so enormous. It is decorated with countless gems and precious metals, and the finest Bormish velvet that could be found.


The queen is a willful lady, surrounded by countless guards. She loves to arrange pretentious festivities.









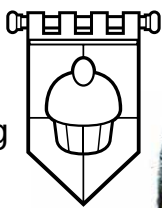
| | |
|---|-------------------------------|
|  | Bard Courtier Tactician |
|---|-------------------------------|

| | |
|---|-------------|
|  | Royal Cloak |
|---|-------------|

| | |
|---|----------------|
|  | Regent's Staff |
|---|----------------|

| | |
|---|----------------------|
|  | Enormous Royal Crown |
|---|----------------------|

| | |
|---|--|
|  | She invites everyone to a gaudy celebration at midnight. Is something behind it? |
|  | She looks to a peaceful solution in the ongoing human conflict. |
|  | She calls all Michtims to arms. How will they fight against the humans? |
|  | She increases taxes. Now every bakery has to hand over two bocicne of every tray. |
|  | She passes away. Will Cornelius be able to take the throne? What happened? |
|  | She is replaced by an impostor. All of Turnaya squeals under her evil rule. Who's behind it? |



Cornelius Funkenflug

Heir to the throne of Turnaya, Cornelius ‹Spark Flight› is a learned scholar at heart. He teaches young nestlings in Fauchschule, but his temper easily gets the better of him.

Nevertheless, he also acts as diplomat with the city folk, and fluently speaks several human languages. Cornelius always seeks to gather lore of all kinds.

His right leg was wounded in an accident. Since that time he uses a walking stick or resorts to spells of flight to get around.



| | | | | |
|---|---|---|---|---|
| | | | | |
| 3 | 2 | 1 | 2 | 4 |

| | |
|--|--|
| | Sorcerer Summoner (Machinist) Courtier |
|--|--|

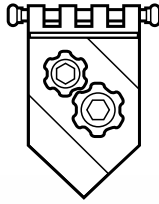
| | |
|--|-----------------|
| | Glidewing Cloak |
|--|-----------------|

| | |
|--|------------------|
| | Emberflame Staff |
|--|------------------|

| | |
|--|-------------------|
| | Tome of Symbolaya |
|--|-------------------|

| | |
|--|--|
| | He wants to negotiate a truce with city representatives. |
| | His leg wound is making trouble again and he needs a keg of healing salve. |
| | He needs some rare plant specimen for his newest manifesto. |
| | He requires the players' help to summon an elder Waldschrat. |
| | He wants to teach young nestlings a lesson and needs assistance. |
| | He is abducted by an evil-doer and needs to be rescued. |

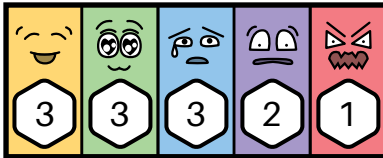
Sefer Hellgeist



Sefer ‹Bright Mind› is nearly 100 years old. Contrary to other Graulings, he lives close to the Turnayan court.

He is probably one of the wisest Michtims, and he is very kind-hearted towards youngsters. While Cornelius has taken the mantle of primary teacher in Fauchschule, Sefer still has not retired. He is telling elaborate stories to the youngsters, when its finally time to go to bed.

He was Cornelius' teacher and mentor, although they have vastly different personalities.



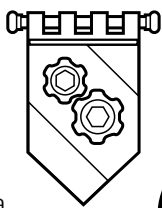
| | |
|--|---|
| | Sorcerer Storyteller (Bard) Librarian (Witch) |
|--|---|

| | |
|--|------------------|
| | Scholastic Robes |
|--|------------------|

| | |
|--|------------------|
| | Candleglow Staff |
|--|------------------|

| | |
|--|-----------------|
| | Tome of Stories |
|--|-----------------|

| | |
|--|---|
| | He tells a story of a hidden treasure in a secret vault deep in the Immergrummel woods. |
| | He has misplaced one of his books, but his library is full of dangerous traps and things. |
| | He is telling a good night story to the youngsters, but suddenly one of them is missing. |
| | He wants Cornelius to bring him his manifesto, but he refuses. What can be done about it? |
| | Apollonia's kids play a prank on him. How can they be scolded without risking a feud? |
| | He secretly meets with a human child. Their friendship is not meant to go public. |

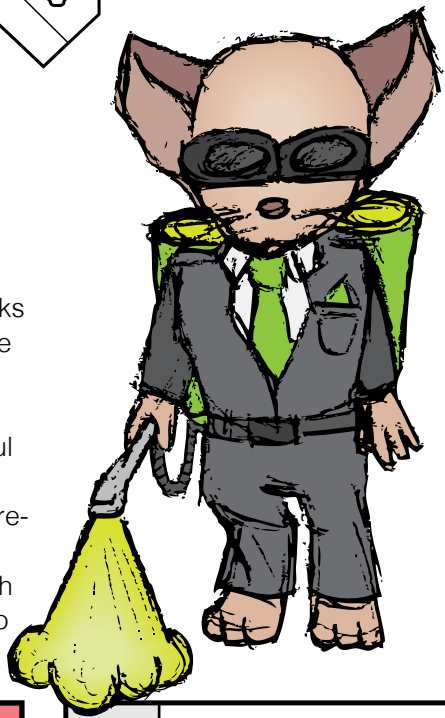


Reynardo Goldzahn

Michterisch <Gold Tooth> is a worn out Grauling Lord. He is far over 50 years old and is a staunch supporter of capitalism.

He usually wears business clothes, and his eyes are hidden behind faceted goggles most of the time. Reynardo lacks fur and his ears are shaped like a bat's. His skill at chemistry is profound, and he earned a lot of money through guile and foul play. He cannot stand to lose.

Reynardo has absolutely no respect for nature and the worth of other Michtim beings, though he will pull off acts of trickery to convince you of the opposite.



| | | | | |
|---|---|---|---|---|
| | | | | |
| 4 | 1 | 2 | 3 | 2 |

| | |
|--|--|
| | Apothecary (Cook) Cybertooth Perfumer (Courtier) |
|--|--|

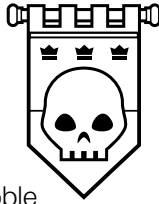
| | |
|--|---------------|
| | Business Suit |
|--|---------------|

| | |
|--|--------------|
| | Fury Sprayer |
|--|--------------|

| | |
|--|---------------|
| | Hypno Goggles |
|--|---------------|

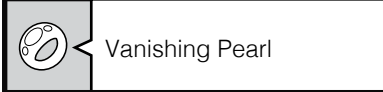
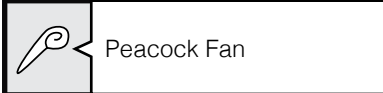
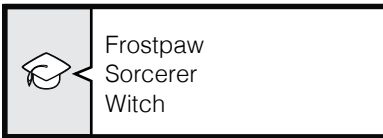
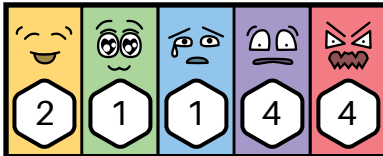
| | |
|--|--|
| | He plans to poison the Immergrummel river, so others will buy his clean water. |
| | He keeps a host of Michtim slaves working on fields and in damp mines. |
| | He strikes a deal with city folk to build a garbage dump close to Turnaya. Will the Veil fail? |
| | He promotes a new law to forbid free sharing and presents. |
| | He asks the players to steal the city folk's sewer plans and keys. |
| | He plans to open a private school for <talented> youngsters. |

Isabella Frostherz



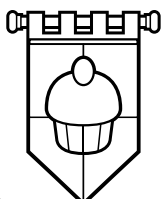
Isabella ‹Frost Heart› is of noble bearing and has a lot of influence with scum living in the Underbowels of Turnaya. She rallies those that are loathed by mainstream culture, using carefully crafted propaganda to ensure their loyalty.

In reality she could not care less about the wellbeing of those she leads. She is only interested in the acquisition of political power, because she intends to be the next Queen. Her rule would be callous and harsh, but according to her propaganda, she will make sure everyone is treated the same.



| | |
|--|---|
| | She plots to usurp the Queen's throne by turning the houses against each other. |
| | She asks the players to steal a mysterious trinket from Cornelius. |
| | She plants false evidence to discredit Castillus' loyalty to the Queen. |
| | She cooperates with Reynardo to take a neighboring Mammutbaum tree down. |
| | She plans to set the Turnaya tree on fire on Festival night. |
| | She regrets all her evil deeds and tries to make up for them. |





Castillus Langohr

Preserver of Charity. Castillus <Long Ear> is rather small, even for a Michtim. He is easily recognized by his defining feature: his elongated ears make him look like a small rabbit.

Castillus was chosen by the Queen to be Preserver of Haus Turnaya. He investigates cases of callousness and is very efficient in finding corruption. His rabbit-like ears come in handy when good hearing is of need.

He is often the target of pranks. Typically he has to take a bath afterwards; better not ask.



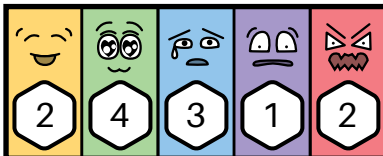
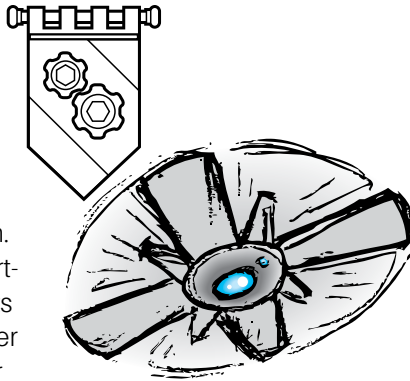
| | | | | |
|--|--|--|--|--|
| | | | | |
| Courtier Librarian (Witch) Tactician | | | | |
| Preserver Cloak | | | | |
| Tome of Frost | | | | |
| Boomerang | | | | |

| | |
|--|--|
| | He suspects the players of being responsible for recent crimes. |
| | He was the target of a humiliating prank and asks the players for help. |
| | He recruits the players into doing some legwork for one of his cases. |
| | He asks the players for help to uncover a fiendish plot in high-society. |
| | He fails to return from a crime scene and must be found. |
| | He fell under the influence of an evil spell and is now a minion of dark forces. |

Preserver Vesh

Meschne Vesh is appointed to be preserver of Civilization. Vesh prefers wearing comfortable attire with lots of pockets to store shiny things. This ever curious Michtim is known for its brilliance in the fields of art, technology and culture.

They are always on the look-out for cases of barbarism, and are known to spend a lot of time educating the unenlightened. Vesh shares a nest with several of their Bande members, and is open to making new friends. They have a very good relationship with both Apollonia and Castillus, whom they trust.



| | |
|--|---|
| | Artist Commander (Bard) Machinist |
|--|---|

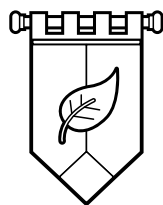
| | |
|--|----------------|
| | Preserver Suit |
|--|----------------|

| | |
|--|-------------------------|
| | Tact. Gauntlet: Medikit |
|--|-------------------------|

| | |
|--|----------------------|
| | Tact. Gauntlet: Nova |
|--|----------------------|

| | |
|--|---|
| | They try to invent a new pigment, and need to borrow substances from a human lab. |
| | They ask the Bande to bring a tribe of barbarians into the fold. |
| | They investigate a case of technophobia in Turnaya. Someone is sabotaging the artificers. |
| | They are followed by an anonymous stalker wherever they go. Who is the mysterious stranger? |
| | They are chosen as godparents by Apollonia. Vesh will need a couple of presents for the kids. |
| | They have built a filth-deflecting cloak for Castillus, but somebody stole it. Will you help? |



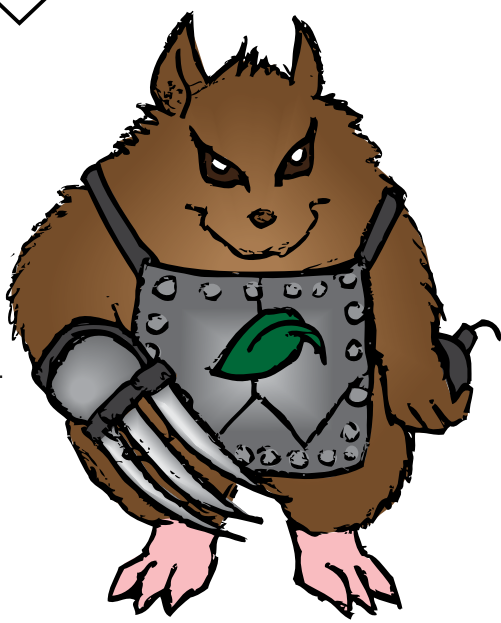


Apollonia Stahlfaust

One of the largest (and likewise toughest) Michtims in Tur-naya, Apollonia «Steel Fist» of Haus Barsik is also the chosen preserver of Conservation.

Her job involves investigating cases of pollution, animal cruelty and human interference. She often recruits help from Michtim bands, because of the sheer number of crimes against nature.

Apollonia also has a small brood of children that are known for their recklessness. The four youngsters are still in Fauch-schule, and are looked after by their father and Apollonia's other nest mates while she is out.



| | | | | |
|---|---|---|---|---|
| | | | | |
| 1 | 3 | 3 | 1 | 4 |

| | |
|--|---|
| | Adventurer Berserker (Daredevil) Feral (Cybertooth) |
|--|---|

| | |
|--|-----------------|
| | Preserver Armor |
|--|-----------------|

| | |
|--|---------------|
| | Slasher Claws |
|--|---------------|

| | |
|--|----------------|
| | Valiant Shield |
|--|----------------|

| | |
|--|---|
| | She asks the Bande to sneak into a animal factory to free the animals and sabotage the plant. |
| | She is out on an important mission, and somebody has to look after her four nestlings. |
| | She has found evidence that another Michtim is behind the latest cases of human interference. |
| | A bulldozer shows up at the edge of the Immergrummel woods. It has to be stopped! |
| | One of her kids got missing. It is not unlikely that someone kidnapped the youngster. |
| | She is completely infuriated by the humans and plans to set their city ablaze. Will you help? |

Apollonia's Brood

Apollonia has four little Michtim kids she takes care of. Rocket is a very adventurous kid that always competes with his sister Cannonia for the title of fastest Michtim baby in town. Pixi likes to keep to himself, reading dusty tomes and admiring colorful flowers. Lulu on the other hand likes to dress in princess-like gowns. She makes sure her fur has a fantastic sheen to it.

All of them attend Fauchschule under Cornelius' supervision. They enjoy hearing Sefer's stories and play all sorts of pranks on Castillus.



| | | | | |
|---|---|---|---|---|
| | | | | |
| 3 | 2 | 2 | 2 | 3 |

| | |
|--|---|
| | Cannonia: Daredevil Rocket: Cybertooth Lulu: Courtier Pixi: Bard |
|--|---|

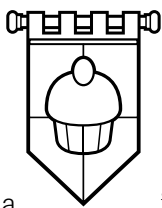
| | |
|--|-------------------|
| | Fauchschule Scarf |
|--|-------------------|

| | |
|--|-------------------|
| | Fauchschule Staff |
|--|-------------------|

| | |
|--|---------------------|
| | Bag of Nasty Tricks |
|--|---------------------|

| | |
|--|--|
| | Pixi writes an unfavorable song about Castillus. |
| | Cannonia and Rocket work together to glue Cornelius' door shut. Party! |
| | Lulu's new scarf is made of the finest silk. But Miguel says a similar scarf was stolen. |
| | Cannonia dares Rocket to steal bocicne from Ludmilla's Nascheria. What will happen? |
| | Apollonia scolds the four for being naughty. They are horribly saddened by it. |
| | The four get kidnapped by humans who want to conduct experiments on them. |





Thekla Leckertopf

Thekla ‹Tasty Pot› manages a tavern close to the fabled Cross-roads, in the midst of the Moor.

She lives by her own and rarely sees a lot of guests, although her cooking cannot be blamed for it. Quite to the contrary, some people go on a pilgrimage to eat her pies and brews. The Moor is not a friendly place though, and whoever happens to stumble upon the tavern ‹Zum Wegkreuz› are usually quite happy to have a safe place to stay.

Thekla has grown to be very lonely. She is rarely seen smiling, but is a good natured soul.



| | | | | |
|---|---|---|---|---|
| | | | | |
| 1 | 3 | 4 | 3 | 1 |

| | |
|--|--|
| | Cook Daredevil Druid (Machinist) |
|--|--|

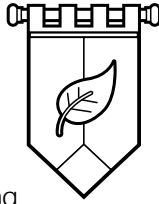
| | |
|--|-----------------|
| | Moorkin's Cloak |
|--|-----------------|

| | |
|--|----------------|
| | Wonderpot 3000 |
|--|----------------|

| | |
|--|----------------|
| | Bormish Spices |
|--|----------------|

| | |
|--|--|
| | She needs some herbs and fungi that can only be found in the Moor. |
| | One of the guests has a terrible secret. Is it a crime, a curse or a chili addiction? |
| | Miguel comes to visit Thekla. He brings foreign spices and news. |
| | Her Wonderpot 3000 is broken. It is Grauling tech, but there is still warranty on it. Will you help? |
| | In the middle of the night someone knocks on the door three times, but no one is seen. |
| | She is secretly in love with Miguel, but he does not seem to be interested. Can you help? |

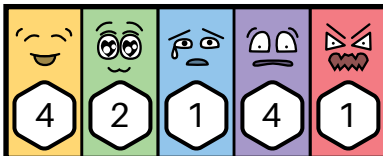
Miguel de Bormen




Miguel is a Michterisch hailing from the faraway land of Bormen. He is both scout and emissary for the remote colony, making sure the finest silks and spices reach the Turnayan markets.


Miguel wears a broad Sombbrero that can act as a parachute in emergencies. His eyes have the color of the evening sky, and he is known to be very flirtatious towards other Michterische.


He travels the distance between Turnaya and Bormen quite regularly, and will usually visit Thekla on his journey.









 Adventurer
Bard
Swiftpaw (Cybertooth)

 Chameleon Poncho

 Lantern Staff

 Glidewing Sombbrero

-  He sets up a shop on the Turnayan market, but nobody is interested. Will you help?
-  Somebody stole one of his cloaks. A subtle scent leads into the underbowels of Turnaya.
-  He has returned with horrible news from Bormen. Villages are burning!
-  He is looking for a suitable present for another Michtim he is in love with, but very shy about.
-  He wants to visit Thekla on his way to Bormen. She could need some company after all.
-  He is in fact a spy for a Bormen conspiracy to claim independence from Turnaya.



Secrets

Things not meant for curious eyes

The Corrupted

When Michtims repeatedly sin against any given Virtue, they slowly begin to degenerate. This corruption depends on the given Virtue, and several deformities can sometimes even overlap to produce grotesque abominations. Corruption is not the final destination though. Some Michtims who have become Monsters can mend their ways and be purified, but it is no easy task. It requires the hope and help of fellow Michtims, and epic acts of atonement. Not every evil-doer ends up as one of the Corrupted though. Some have found ways to hide their vileness. Important foes like Isabella or Reynardo would never be able to gain followers, if their true wickedness

could be seen. Isabella uses forbidden rituals to hide her Fiendishness, while Reynardo ingests a hideous potion every week to obscure the deformities of the Ghoul.

Callous Fiends

Horns and leathery wings are the hallmark of the Fiends. By committing grave sins against Charity, the icy grip of Callousness changes a Michtim into a Monstrosity. The wings can be used for bat-like flight, and the aura of frost makes everyone's heart sink in despair.

Barbaric Beasts

Wicked fangs and shaggy fur are the typical deformities of the Beast. When acting

against Civilization, the Michtim refuses to be anything more than a wild monster. The Beast also sprouts enormous claws that are used for digging.

Ravaging Ghouls

Hideous scales and slimy flesh are common with the disease-ridden Ghouls. They are the product of acts against Conservation. If Michtims lose their respect for nature, they become stinking masses of tumors and scales. Their bodies reconstitute themselves even when dead.

The Veil

The spell that shrouds Michtims from the eyes of humankind is strong indeed. Its origin is a paradox. Humans need to believe in Michtims for the Veil to work. This belief is acted out by small pagan rites that are said to attract the goodwill of the fey folk. A saucer of milk is left outside, or a candle is allowed to burn during the night. If a human deliberately thinks of the fuzzy little creatures, the Veil is especially strengthened and Turnaya is safe from detection. If humankind stops to honor the old rites, or forgets to think about the spirits of the woods, the Veil will fail to work, and the Michtims are doomed.





Index

Finding important information

A

Accessory 74
 Adventurer 8, 38
 Allegiance 64
 Artificer 17
 Artist 8, 40

B

Bande 8
 Bard 8, 42
 Basic Actions 28
 Action Types 33
 Attack 31
 Cure 30
 Detect 29
 Evade 31
 Hide 31
 Jolt 29
 Weep 30
 Boticne 8
 Body Type 13
 Bormen 8, 109

C

Calling 8, 36
 Adventurer 38
 Alternative Callings 85
 Artist 40
 Attuning Callings 36
 Bard 42
 Combining Callings 37
 Cook 44
 Courtier 46
 Cybertooth 48
 Daredevil 50
 Frostpaw 52
 Machinist 54
 Sorcerer 56
 Synergies 62
 Tactician 58
 Utility Feats 37
 Witch 60

Cast 98
 Apollonia 106
 Apollonia's Brood 107
 Castillus 104
 Cornelius 90, 100
 Isabella 96, 103
 Miguel 109
 Reynardo 102
 Sefer 101
 Thekla 108
 Vesh 105
Character Sheet 78
Cloak 74
Combat 32
Cook 9, 44
Courtier 9, 46
Culture 16
Cybertooth 9, 48

D

Daredevil 9, 50
Defeat 35
Dice 5
 Buying Dice 26
 Rolling Dice 22
Distractions 28
 Oppositions 29

E

Emotions
 Anger 31
 Fear 31
 Grief 30
 Joy 29
 Love 30
Episodes 86
Experience 80
 Changing Personality 81
 Earning Experience 80
 Mastering a Calling 81
 Spending Experience 80





F

Fauchschule 9, 16
 Finsterberg 9
 Frostpaw 9, 52

G

Game Design 84
 Gear 74
 Glidewing Cloak 76

H

Haus 9
 Allegiance 64
 Haus Barsik 9, 19, 20, 66
 Haus Grauling 9, 19, 20, 68
 Haus Turnaya 10, 19, 20, 70
 Hawker 17
 Hero Creation 78
 Hits 23
 Human Relations 20

I

Initiative 32

K

Karma 6, 10
 Dice Re-Rolls 65
 Earning Karma 65
 Instantly Attune Callings 36
 Karma Ultimates 82
 Knocked Out 35

L

Lexicon 8
 Location 87

M

Machinist 10, 54
 Meschne 10
 Michterisch 10
 Michtim 12
 Mood 24
 Benefits 25
 Mood Markers 6, 10
 Moschischka 10
 Move Action 33

N

Naschkeria 17, 21
 Nektaria 17
 Nests 18
 Nocturna 10, 11, 23

P

- Personality 28
 - Changing Personality 81
- Player vs Player 33
- Preserver 105
 - Apollonia 106
 - Castillus 104
 - Vesh 105

R

- Reflexive Action 33
- Regular Action 33

S

- Scene 86
- Scenes 88
- Secrets 110
- Shrine 17
- Sins 65
 - Beasts 111
 - Corruption 110
 - Fiends 110
 - Ghouls 111
- Social Interaction 28
- Sorcerer 11, 56
- Symbolaya 11
- Synergies 62

T

- Tactician 11, 58
- The Veil 11, 111
- Tool 74
- Treasury 74
 - Accessories 77
 - Cloaks 76
 - Tool 75
- Turnaya 17

U

- Ultimates 11, 82

V

- Virtues 65, 72
 - Charity 71, 72
 - Civilization 69, 73
 - Conservation 67, 73

W

- Witch 11, 60
- Wound Effects 34
 - Blinding Wound 34
 - Cruel Wound 34
 - Slowing Wound 34
 - Worsening Wound 35
- Wound Tokens 5, 34







Joy



Jolt: Roll Joy and beat 7 to sprint and jump. Set aside d6 to go faster and jump farther.

Detect: Roll Joy to counter Hide. Set aside d6 to breach Hide. May be used *reflexively*.

Love



Cure: Roll Love and beat 7 to heal a light wound. Set aside d6 to heal more severe wounds. Can only Cure others.

If the target uses Weep it can add bonus hits to benefit Cure.

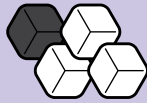
Grief



Weep: Roll Grief and beat 7 to shrug off all attacks with one hit. Set aside d6 to ignore more hits.

Can be used to add hits to Cure.

Fear



Hide: Roll Fear and beat 7 to hide in a stealth zone. Set aside d6 to make Detect harder.

Evade: Roll Fear against enemy Attack to dodge it. May be used *reflexively*. -1 for additional uses.

Anger



Attack: Roll Anger and beat 7 to deal a light wound. Set aside d6 to deal more severe wounds, increasing difficulty of Cure.

If you score 3 hits you also deal a weapon effect.

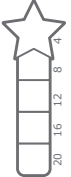
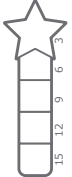
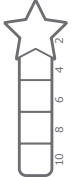
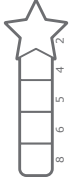
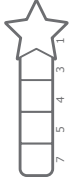
My Name _____ Experience _____

active



Callings

Mastered Talents



Gear

Tool



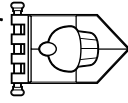
Cloak



Accessory



Charity

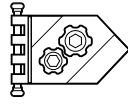


refuse to help

hurt beings

kill beings

Culture

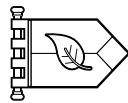


refuse tools

deny intellect

refuse culture

Conservation



deny regrowth

risk pollution

ravage nature

Ultimate Techs



Emotion

Bonus Trigger



Emotion

Bonus Trigger



Emotion

Bonus Trigger

Turnaya needs you!

The Queen of Turnaya hereby summons you, faithful adventurers of the noble houses. You shall take your finest cloaks and your most trusted staves to assemble in stalwart bands of heroes. For the glory of our kingdom!

The filthy humans have gathered at the edge of our ancient Immergrummel woods. They are eager to take it down with their bulldozers and flamethrowers. We have to stand together, proud and cheerful! We will take them down, and afterwards, we are going to have the biggest festival ever!



Cornelius Funkenflug
Keeper of Secrets, Master of Protocol

Michtin

GRIFFOGRE