

# Haeflin

## Character Creation

In order to create a Haeflin character for the Living World of Alquennas you will need a copy of Chivalry & Sorcery: The Rebirth Volume 1 - Core Rules and Chivalry & Sorcery: The Rebirth Volume 2: Magick and Miracles, Chivalry & Sorcery: The Rebirth Volume 3: Gamemaster's Companion as well as the following information.

### Section 1

#### Haeflin Legends and Culture

##### The Legend of the Haeflin on Alquennas

###### 7540 BK

The Gods of Alquennas realized that, of the many different races of Alquennas, only the Elves have the gift of languages. The Elves were too self-important to teach any other races a common language other than Elven. Most of the races found Elven too difficult to learn. The Gods took it upon themselves to remedy this. They called forth the spirit of a great Dragon and asked her for guidance. It was decided to create a race with the gift of languages, the gift to communicate and the gift to negotiate solutions to disputes. Using Elves, Dwarves, and a tribal Human race as a template, the Gods created a race of communicators. Without the Goddess of War's participation however, the race was not a true creation, but merely a copy of the component racial attributes. The Gods called this new race the Haeflin. The Prophecy of Races was then written. In it, the Haeflin would play an essential part in the balance of Alquennas.

### Section 2

#### Haeflin Society

Haeflin society revolves around knowledge. Haeflin will trade, bargain and acquire knowledge. Even a bonded Haeflin understands that knowledge is a significant and influential part of life. One who has knowledge or an item of knowledge (relic, text, tomes, artifacts, etc.) has their status within the community increased. The Haeflin live in communities that range from small farming communities to large cities. Haeflin desire peace. However, too many times has history been written with their race as the conquered. They have specialized troops known as protectors to defend their culture and citizens.

##### The Nine Spheres of Influence

Haeflin society has what is known as Nine Spheres of Influence. Each Sphere can be considered a country of the Haeflin even though not all of the member cities, towns and villages of that sphere might not be on the same continent. There are family and political bonded with each other.

Sphere	Also Known As	Description
First Sphere the	The Cultivators	This sphere is known for the vast assortments of foods they produce.
Second Sphere	Guardians	The protectors evolved from this sphere. 30% of this population are protectors or lore protectors. They hire and trade their services out to other spheres.
Third Sphere	The Crafters	This sphere has produces some of the most prolific crafters in the Haeflin Realms
Fourth Sphere	The Great Builders	When a great building project is being considered to be designed, this sphere is consulted. They have constructed most of the great Haeflin structures around the world.
Fifth Sphere	Seekers of Knowledge	This sphere has produces some of the most prolific Knowledge seekers in the Haeflin realms
Sixth Sphere	Elders of Language	This sphere created the Trade Tongue (common tongue)
Seventh Sphere	Knowledge Crafters	This sphere is credited for developing a paper making process from trees.
Eight Sphere	The Travelers	This sphere is credited for trail blazing several trade routes through out the world
Ninth Sphere	The Royal Sphere	This sphere is the sphere of the High King of the Haeflin

##### Haeflin communications between Spheres

A network of messengers that use normal and magical means to get the messages through does Haeflin communications between spheres, cities, towns and villages

### Section 3

#### Haeflin Aspect and Attributes

Haeflin are normally neutrally aspected. Treat the Haeflin aspect in the same way as Human aspect including the amount of PC Points to purchase specific aspects.

Attribute	Minimum	Maximum
Agility	14	23
Strength	2	17
Constitution	2	17
Intellect	10	20
Wisdom	2	20
Discipline	2	17
Bardic Voice	15	24
Appearance	2	20
Piety	2	20

Table 1.2 will provide the minimum and maximum attributes for the starting Haeflin character. For descriptions of all of the attributes please see Chivalry & Sorcery: The Rebirth Volume 1 - Core Rules. Attributes will cost 1 PC Point per level up to and including level 15. The Haeflin character will pay 2 PC Points per level from level 16 to level 20. The Haeflin character will pay 3 PC Points per level from level 21 to level 24.

### Section 4

#### Haeflin Height and Weight

The default height for a Haeflin is 42-43 inches. You may opt to use one of the default heights or roll on the Haeflin Height Table. Once you roll on the Table, you may pay 5 PC Points to increase the height by 2 inches

Haeflin Height			
1D100	Height in inches	Build Die	Average Haeflin Build
0-7%	36	1D10-1	01 Light build
8-15%	37	1D10-1	02 light Build
16-21%	38	1D10	03 light Build
22-28%	39	1D10	03 light Build
29-35%	40	1D10	03 light Build
36-42%	41	1D10+1	04 Average Build
43-58%	42	1D10+1	04 Average Build
59-72%	43	1D10+1	04 Average Build
73-80%	44	1D10+1	05 Average Build
81-88%	45	1D10+1	05 Average Build
89-96%	46	1D10+1	06 Average Build
97-98%	47	1D10+2	07 Heavy Build
99%	48	1D10+2	07 Heavy Build
100%	49	1D10 +2	08 Heavy Build

To determine the Haeflin Character's Build the player can either use the default average build from the Haeflin height table or Roll the Build Die indicated in the Haeflin Height Table and modify the results by the following:  
 If the PC's Agility is between 15-19, reduce the result by -1  
 If the PC's Agility is 20+ then reduce the result by -2  
 If the PC's Constitution is between 15-19, increase the result by +1  
 If the PC's Constitution is 20+ then increase the result by +2

The Player has the option to increase the character's build by one level at a cost of 5 PC Points. A maximum of three levels can be purchased.

#### Determining the Character's Weight

10 lbs + 2\* inches + Weight modifier

Modified Roll	Build	Weight modifier
Less than 1	Very Light	-10 lbs.
1	Very Light	-5 lbs
2	Light Build	-3 lbs.
3	Light Build	-2 lbs.
4	Average Build	0 lbs.
5	Average Build	+5 lbs.
6	Average Build	+ 10 lbs.
7	Heavy Build	+ 15 lbs.
8	Heavy Build	+ 20 lbs.
9	Heavy Build	+30 lbs.
10	Massive Build	+35 lbs
11	Massive Build	+40 lbs.
12	Massive Build	+45 lbs.
13 & over	Massive Build	+ 50 lbs.

Once the height, build and weight of the Haeflin is calculated consult calculated use the Chivalry & Sorcery: The Rebirth Volume 1 - Core Rules to determine the rest of the physical information of the Haeflin (body, fatigue, LCAP, CCAP, etc.).

Once you have used Chivalry & Sorcery: The Rebirth Volume 1 - Core Rules to determine the BAP and jump of the Character add the following modifiers:

BAP modifier of zero  
 Jump modifier of -2 feet

### Section 5

#### Haeflin Racial Skills and Abilities in the Living World of Alquennas

Haeflin of Alquennas begin play with basic knowledge of three languages, basic knowledge in slings or sling staffs and have the ability to learn languages at -1DF. The Haeflin of Alquennas have developed into the translators of the world. The legend of the Haeflin origins is that the Gods created them to allow the rest of the world to speak with one another.

Even though the Elves also have the gift of language, the Haeflin are considered impartial translators. Note: there have been scandals caused by a few Haeflin when translating. There have been less than a score of incidents in recorded history that the honesty or completeness of the translation has been in question.

## Racial Skills

All Haeflin start with the basic knowledge of the following skills and enjoy a – 1DF to increase their ability in the skills.

Haeflin Racial Skills			
Standard DF	Name of the Skill	DF for Haeflin	Attributes
DF*4	Slings <sup>1</sup>	DF*3	AGIL x2
DF*4	Bolos <sup>1</sup>	DF*3	STR + AGIL
DF*2	Speak Trade Tongue (common)	DF*1	INT + BV
DF*4	Stealth of the forester or Thieves	DF*3	WIS + AGIL or DISC + AGIL

<sup>1</sup> In Slings and Bolos Haeflin begin with two additional levels above basic knowledge

## Section Six

### Haeflin Father's Vocations

Knowledge is very important to the Haeflin Society. Haeflin who have gained great deals of knowledge and teach this knowledge are placed higher in the Haeflin Society, sometimes they are placed higher than minor nobility. Knowledge is more important to the Haeflin than the amount of land they control.

1D100	Social Class	PC Points <sup>1</sup>
01-10%	Bonded Servant or Bonded farmer	+4
11-35%	Lower Freeman	0
36-55%	Educated (high) Freeman	0
56-60%	Protector of Lore	-5
61-70%	Protector	-4
71-80%	Crafter	-6
81-90%	Haeflin Controller	-10
90-93%	Language Trader	-14
94-87%	Dominion ruler	-15
98-99%	Titled Nobility	-20
100%	Royalty	-25

<sup>1</sup> Positive numbers show the number of extra points gained if this class is chosen. If the number is negative, this is the number of points which must be spent in order to obtain that particular social class

Table 6.1 Haeflin Social Class

1D100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01-30%	Bonded House Servant	Knife Fighting, Tailoring, Sewing + 1 Craft Skill	05/0
31-60%	Bounded Field Farmer	2 Agricultural Skills + Fighting Staves	05/0
61-68%	Bonded Cook	Cooking, Knife Fighting, Brewing + 1 appropriate skill	05/0
69-77%	Bonded Castle Servant	Courtly Manners + 1 appropriate skill	03/0
78-83%	Bonded Stable Hand	Appropriate Animal Handling, fighting staves + 1 appropriate skill	03/0
84-88%	Bonded Tutor	2 Language Lore Skills + 1 appropriate Lore skill (Scientific, Historical, etc.)	06/04
89-93%	Bonded Animal caretaker	1 Appropriate Animal Handling skill + 1 appropriate Animal Husbandry skill	03/0
94-95%	Bonded Worker	Endurance (two levels), Conditioning (two levels) + 1 appropriate skill	03/0
96-99%	Bonded Hand Servant	Perfumery, first Aid, Courtly Manners, Herbalism + Bargaining	08/05
100%	Bonded Child's Guardian	1 language skill, intimidation, Wrestling, Knife Fighting + Chirurgery	09/06

Table 6.2 Bonded servant or Bonded Farmer

### Bonded Social Class

There are two forms of Haeflin bonded class. The first form is for Haeflin who have either been arrested and found guilty of moderate non violent crimes against another Haeflin of the Haeflin government or they are have failed to pay a debt or their ancestors have failed to pay a debt and they are still working the debt off.

The Second form of the Haeflin bonded class is comprised of Haeflin volunteers to become bonded for a specific amount of time to either learn a trade or to pay for a purchase (land, cattle, education etc.).

Members of the Haeflin bonded class are treated very well by their employers for if the employer is caught mistreating a bonded Haeflin or a family member of a bonded Haeflin then the bonded Haeflin will be freed and the employer will become bonded to the Haeflin he has mistreated. The employer must provide adequate and food for the bonded Haeflin and the immediate family of the bonded Haeflin. An employer has the option to sell the Bonded Haeflin contract to another non-bonded Haeflin for the cost of the debt. It should be noted that many of the Haeflin' large landowners practice the sale of contracts also known as Bonded Trading. The bonded servant's social status changes when they have paid off their debt. The former bonded servant will gain his previous social status unless the bonded servant was a criminal and they will have a -2 point penalty. The bonded servants or bonded farmers receive an additional +1 to their strength up to racial maximums in addition they gain two additional levels in any two skills. They also receive one level in either endurance or conditioning.

The **Bonded Child's Guardian** and the **Bonded Tutor** are Haeflin that the parents have contracted to tend to their children. The duration of the contract is specified until the task is completed or when the child has reached a specific age. These bonded servants are well paid at the completion of their service. Usually equaling 1/5 of a non-bonded servants pay per year they were bonded.

1D100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
0-05%	Farmer minor land owner (60 acres or less)	2 Agricultural Skills, 1 Animal Handling Skill + Fighting Staves	10/06
06-10%	Free Animal caretaker	1 Agricultural Skills, 2 Animal Handling Skill, + Fighting Staves	09/06
11-13%	Animal trainer	Animal Training, Animal Handling + 2 appropriate skill	09/06
14-16%	Seaman	Mariner, Knife & Dagger Fighting.	
17-18%	Farm Hand	1 Agricultural Skills, 1 Animal Handling, 1 appropriate skill	07/05
19-25%	Keeper of Forests	Archery, Quarterstaff, + 2 outdoor skills	15/09
26-34%	Keeper of Prairies	Field Crops, 2 outdoor skills, Fighting Staves	15/09
35-42%	Keeper of Rivers	Spear, Swimming, + 2 outdoor skills	15/09
43-51%	Keeper of Mountains	Climbing + 3 outdoor skills	15/09
52-56%	Cook	2 Cooking, Knife Fighting, + 1 appropriate skill	10/06
57-61%	House Servant	Knife fighting, Curtly Manners, + 1 appropriate skill	09/06
62-64%	Village Blacksmith	Hammer, Blacksmithing	12/07
65-67%	Stable Hand	Fighting Staves, Animal Handling, Knife fighting+ 1 appropriate skill	07/05
68-74%	Baker	Cooking, Knife fighting + 1 appropriate skill	10/06
75-82%	Butcher's Apprentice	Cooking, Knife fighting, + Ax	07/05
83-89%	Builder laborer	Endurance, Stamina: + Knife Fighting	07/05
90-97%	Miner Laborer	Hammer + Endurance	08/05
98-100%	Caravan Worker	Animal Dover, Animal Handling	08/05

Table 6.3 Lower Freeman

### Lower Freeman (uneducated freeman)

The lower freemen are maintainers of the land and the livestock. Their education is not in Lore but of the ground and the creatures of Alquennas. They are free to leave the land if they decide. One of the ways that they can leave the land is to become a bonded servant in exchange for training, education or funding for education. The other way that a lower freeman can advance is to become an apprentice. They receive one additional level in four of their skills in which they have at least basic knowledge in, gain +1 to their Action Points, and receive +1 to their Agility up to racial maximums.

### Farmer (Minor Land Owner)

Farmer (minor Land Owner) has earned or inherited enough to purchase land from either a land own (educated freeman) or been granted the land for services rendered to a landowner, Haeflin controller or Haeflin gentry. Knowledge is more important to the Haeflin then the amount of land they control. However, the amount of land that an uneducated freeman can own has been established for hundreds of generations. It is stated that an uneducated farmer may own up to 60 acres of land or less.

### Free Animal Caretaker

A Free Animal Caretaker usually will work for a Haeflin landowner of the educated freeman or higher. It is rare that a Free Animal Caretaker will work for a minor landowner farmer. The only exception is if the landowner is a close relative of his, immediate family and first cousins only.

### Animal Trainer

A Free Animal Trainer will usually work for a Haeflin landowner of the educated freeman or higher. It is rare that a Free Animal Trainer will work for a minor landowner farmer. The only exception is if the landowner is a close relative of his, immediate family and first cousins only.

### Farm Hand

A Free Farm Hand will sell his services to any Haeflin landowner in the area. They will travel from farm to farm during the time of planting and the time of harvest. He/She will return home during the winter months usually to his/her father's farm.

### Keeper of the Forests

The Keepers of Forests are the wardens of the forests for a landowner (educated freeman and higher). It is the keeper's responsibility to maintain and report on the health of the forest. They act as guide through the forest as well as scouts through the forest.

### Keeper of Prairies

The Keepers of Prairies are the wardens of the prairies for a landowner (educated freeman and higher). It is the Keeper's responsibility to maintain and report on the health of the prairies. In addition, the Keeper of Prairies reports on when the grass is (are) at its optimal growth for either harvesting or for grassing of mounts. They also act as guides through the Prairie lands.

### Keeper of Rivers

The Keepers of Rivers are the Wardens of the Rivers for landowners (educated freeman and higher). It is the Keeper's Responsibility to assist and report on the health of the rivers. In addition the Keeper of Rivers stands flood and drought watches when conditions are right.

### Keeper of Mountains

The Keepers of Mountains are the wardens of the Mountains for a landowner (educated freeman and higher). It is the keeper's responsibility to maintain and report on the health of the Mountain and the wildlife of the mountains. They act as guide through the mountains.

1D100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01-05%	Herd owner	Bargaining, 2 animal husbandry skills + Fighting Staves	15/09
06-10%	Landowner (61 acres to 4 sq. mi.)	Bargaining, 2 Agricultural skills + 2 Lore Skills	18/10
11-15%	Dominion Land owner (4 to 10 sq mi)	Bargaining, Leadership, 2 Agricultural skills + Knife & Dagger fighting	25/16
15-20%	Teacher of Lore	1 Lore Skills, Leadership, Oratory + 1 appropriate Skill	15/09
21-25%	Merchant	Bargaining, Charm, Con +1 appropriate skill	15/09
26-30%	Wine Merchant	Bargaining, Charm, Viniculture +winemaking	15/09
31-35%	Gain Merchant	Bargaining, Charm, Field crops +1 appropriate skill	15/09
36-40%	Cloth Merchant	Bargaining, Charm, Cloth making + 1 appropriate skill	15/09
41-45%	Lore Merchant	Bargaining, Charm, 2 Lore skills	15/09
46-50%	Master teacher of Lore	2 Lore Skills, Leadership+ Oratory	17/10
51-55%	Ship's Captain	Bargaining, Piloting & Navigation, Mariner +Leadership	17/10
56-60%	Mine owner	Bargaining, Mining & Tunneling, Con+ Diplomacy & Politics	15/09
61-65%	Ship owner	Bargaining, 3 sea skills + 1 combat skill	18/10
66-70%	Butcher	Bargaining, Cooking, Ax + knife fighting	15/09
71-73%	Apprentice Healer	Chirurgery, + 1 lore skills	15/09
74-77%	Healer	Chirurgery, Herbalism + Botany	16/09
78-80%	Master Healer	Chirurgery, Pharmacology & Medicine, Herbalism + Botany	17/10
81-85%	Builder	Carpentry or Masonry	14/08
86-90%	Caravan owner	Bargaining, Ride animal, +2 appropriate skills	16/09
91-95%	Tavern/ Inn Owner	Bargaining, Innkeeping, Brewing + Cooking	14/08
96-99%	Master Baker	Bargaining, Cooking + 1 appropriate skills	15/09
100%	Dominion Merchant	Bargaining, Charm, Diplomacy & Politics	30/20

Table 6.4 Educated Freeman

All educated freeman have the option of substituting one of the PC starting skills for a lore skill that they were taught while attending school, with the exception of the Materia Magica lore group. Materia Magica is taught specifically for those who attend the magick guild schools. They receive one additional level in eight of their skills in which they have at least basic knowledge in and receive +2 to their agility up to racial maximums.

1D100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
02-35%	Apprentice Protector of Lore	Haeflin Lore of Battle, +2 Lore skills	15/09
36-58%	Protector of Lore	Haeflin Lore of Battle, +3 Lore Skills,	23/15
59-70%	Protector Lore Crafter	Haeflin Lore of Battle, Carpentry, Masonry, Battlefield Tactics +Architecture & Engineering	25/16
71-80%	Master Protector Lore Crafter	Haeflin Lore of Battle, Carpentry, Masonry, Battlefield Tactics, Architecture & Engineering + Arithmetic & mathematical Lore	27/17
81-90%	Elder of Lore	Haeflin Lore of Battle, 4 Lore Skills, + 2 Combat Skills,	30/20
91-95%	Prin-Protector of lore	Haeflin Lore of Battle, 4 Lore Skills, 3 Combat Skills,	37/23
96-99%	Master Protector of Lore	Haeflin Lore of Battle, 4 Lore Skills, 3 Combat Skills, battlefield tactics + leadership	45/25
100%	Master Elder Protector of Lore	Haeflin Lore of Battle, 4 Lore Skills, 2 Combat Skills, battlefield tactics, leadership + Chess	50/30

Table 6.5 Protector of Lore

### Protector of Lore

The Protectors of Lore are skilled in the abilities of recording knowledge as well as combat to protect the knowledge. Many centuries ago, thousands of years' worth of knowledge was destroyed in a single night when the Horde set fire to the knowledge storehouse in Mednadda. Since then, the Haeflin have trained protectors that have the aptitudes of learning lore to be the protectors of Lore. They receive two additional levels in eight of their skills in which they have at least basic knowledge in The PC has the option of substituting all of his starting skills for skills in the Materia Magica lore.

Haeflin Lore of Battle	
Archery	Ride War Horse
Wear light Armor	Mounted Combat
Ride	Horse Archery

Table 6.5a Haeflin Lore of Battle

### Apprentice Protector of Lore

Apprentice Protectors of Lore are Haeflin who have begun the training in the arts of protecting Haeflin knowledge. The Apprentice Protectors of Lore are the infantry of the Haeflin Lore Protectors. After serving five years as an Apprentice Protector, the Haeflin can decide to train to become an archer, infiltrator or a weapon's maker. If the Haeflin decides to stay in the infantry, they have the option of training to be a Protector at Arms. It should be noted that Apprentice Protectors become proficient with the sling, sling staff and bolo as well as a sword.

### Protector of Lore

Protector of Lore is the Haeflin equivalent to a human sergeant

### Protector Lore Crafter

The Protector Lore Crafter will design and build the traveling and Display cases for the knowledge acquired by the Haeflin acquire.

### Master Protector Lore Crafter

The Master Protector Lore Crafter is the equivalent to a human Sergeant Commander and will be responsible for the security of knowledge items (tomes, books, scrolls, artifacts, etc.)

### Elder of Lore

Elder of Lore is the Haeflin equivalent to a human sergeant commander

### Prin-Protector of Lore

Prin-Protector of Lore is equal to a human captain of the guard.

### Master Protector of Lore

Master Protector is equal to a human military governor with 10 to 15 Prin-Protectors and their troops under him/her/

### Master Elder Protector of Lore

Elder Protector of Lore is equal to a human Viscount in military standings only and has 20 Master Protectors under him/her.

1D100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01-10%	Apprentice Protector	Haeflin Lore of Battle, short swords, + light shield play	10
11-20%	Archer Protector	Haeflin Lore of Battle, + short swords	15/09
21-30%	Infiltrator Protector	Haeflin Lore of Battle, Knife & Dagger fighting + stealth	15/09
31-40%	Protector at arm	Haeflin Lore of Battle, spears, + light shield play	17/10
41-50%	Protector	Haeflin Lore of Battle, spears + light	19/11
51-60%	Weapon's Maker (Blades)	Blacksmith, Weaponsmithing & Armoury, + hammers & clubs	17/10
61-70%	Armor Maker	Weaponsmithing & Armoury, blacksmithing, + Hammers & Clubs	15/09
71-80%	Weapon's Maker (Archery)	Bowery & Fletching, Fashioning Arrowheads, Flint knapping	15/09
81-90%	Master Arms Maker	Weaponsmithing & Armoury, spears + Hammers & Clubs	23/15
91-96%	Elder Arms Maker	Weaponsmithing & Armoury, + Leadership	23/15
97%	Prin-Protector	Haeflin Lore of Battle, 4 combat skills, + Leadership	30/20
99%	Master Protector	Haeflin Lore of Battle, 3 combat skills, Leadership, +battlefield tactics	35/22
100%	Elder Protector	Haeflin Lore of Battle, 4 combat skills, Leadership, +battlefield tactics	37/23

Table 6.6 Haeflin Protectors

### Haeflin Protectors

The Protectors are the soldier's of the Haeflin. The Haeflin are aggressive and ferocious fighters for a simple reason. Once the Haeflin have committed troops to a situation the realization that every effort to avoid the conflict has failed. The negotiations, which the Haeflin pride themselves on, have failed to keep the peace. The alliances the Haeflin have with other nations have failed and the dark realization fills the hearts and minds of every Haeflin that their community(s) is in grave danger of being attacked once more. At this point, the Haeflin people look towards their Protectors to stop the enemy or at least slow them down. Just long enough that the civilian population can journey to a safe haven. The Protectors receive basic knowledge + one additional level in the Haeflin Lore of Battle and receive + 3 to their agility up to racial maximums.

Haeflin Lore of Battle	
Archery	Ride War Horse
Wear light Armor	Mounted Combat
Ride	Horse Archery

Table 6.6a Haeflin Lore of Battle

### Apprentice Protector

Apprentice Protectors are Haeflin who have begun the training in the arts of protecting Haeflin towns and Cities. The Apprentice Protectors are the infantry of the Haeflin armies. After serving five years as an Apprentice Protector, the Haeflin can decide to train to become an archer, infiltrator or a weapon's maker. If the Haeflin decides to stay in the infantry, they have the option of training to be a Protector at Arms. It should be noted that Apprentice Protectors become proficient with the sling, sling staff and bolo as well as a sword.

### Archer Protector

Archer Protectors are the Haeflin who have begun training in the arts of the bow or crossbow to protect the Haeflin Towns and Cities. After serving five years as an Archer Protector the Haeflin can decide to train to become an infiltrator or a weapon's maker, it is rare that an archer would decide to become an infantry soldier. If the Haeflin decides to stay an Archer Protector, he/she will have the option of training to become a Protector at Arms.

### Infiltrator Protector

Infiltrator Protectors are much more the Haeflin Scouts. The Haeflin Infiltrators as the name suggests have trained to infiltrate behind the enemy's lines to gather information and to disrupt the enemy's lines of supply, troops or communications. The Haeflin learned a very long time ago that in a stand up fight with the other races the Haeflin do not have the physical prowess to win. Therefore, the Haeflin have developed methods to slow down and harass their opponents. This method provides precious time to allow the Haeflin to prepare for battle or evacuate civilians or both. Haeflin Infiltrator Protectors are chosen when they enlist in the Protector service for specific unique abilities (High Agility and High Disciplines)

**Protector at Arms**

Protector at Arms is the Haeflin equivalent to a human sergeant

**Protector**

Protectors is the Haeflin equivalent to a human sergeant commander

**Weapon Maker (Blades)**

The Weapon Maker (Blades) is responsible for designing and forging bladed weapons for the protectors. He/She is equal to a human Weaponsmith

**Weapon Maker (Archery)**

The Weapon Maker (Archery) is responsible for designing, making and testing all aspects of archery weapons including Ballistae and Catapults.

**Armor Maker**

The Armor Maker is responsible for making armor for all of the protectors. In addition, since archery weapons are a primary weapon of the Haeflin the Armor Maker is also skilled in producing arrowheads and bullets for slings.

**Master Arms Maker**

The Master Arms Maker is a master at making Bladed weapons as well as Weapons of archery. In addition, a Master of Arms Maker will be skilled in the building and destruction of fortifications. It is his/her responsibility to teach the Weapon's Makers and to assist in finding materials for the weapons.

**Elder Arms Maker**

The Elder Arms Maker is skilled in all of the arts of designing and building weapons and defenses. An Elder Arms Maker is charge with the over site of an area's (usually the size of a country) weapon production and fortifications

**Prin-Protector**

Prin-Protectors are equal to a human captain of the guard.

**Master Protector**

Master Protector is equal to a human military governor with 10 to 15 Prin-Protectors and their troops under him/her/

**Elder Protector**

Elder Protector is equal to a human Viscount in military standings only and has 20 Master Protectors under him/her.

ID100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01-03%	Gold/Silver smith	Gold & Silversmithing + 2 appropriate skills	15/09
04-07%	Gem cutter	Gem cutting + 2 appropriate skills	15/09
8-10%	Tailor	Clothes: Tailoring, Bargaining, + 1 appropriate skills	09/06
11-16%	Cloth Maker	Cloth Making: Spinning & Weaving, Bargaining, + 1 appropriate skills	09/06
17-21%	Cloth Dyer	Cloth Making: Dying, Bargaining, + 1 appropriate skills	09/06
22-26%	Builder	Carpentry, Mace and Hammer, Fighting staves	09/06
27-29%	Master Builder	Carpentry, Bargaining, Hammer, Fighting staves + Architecture & Engineering	15/09
30-32%	Ship Builder	Ship's Carpenter	09/06
33-34%	Master Ship Builder	Shipbuilder: Maritime Architecture, Ship's Carpenter, Bargaining + 1 appropriate skills	17/10
35-36%	Master Cobbler	Bargaining, Leatherworking, Knife fighting + 1 appropriate skills	15/09
37-39%	Cobbler	Leatherworking, Knife fighting + 1 appropriate skill	09/06
40-42%	Master Cartwright	Carpentry, Bargaining, Cooper + 1 appropriate skill	15/09
43-46%	Cartwright	Carpentry, Cooper + 1 appropriate skill	09/06
47-48%	Master Wheelwright	Carpentry, blacksmithing, Bargaining + 1 appropriate skill	15/09
49-53%	Wheelwright	Carpentry, blacksmithing + 1 appropriate skill	09/06
54%	Designer of Structures	Carpentry, Architecture & Engineering, Arithmetic & Mathematical Lore + Bargaining	17/10
55-58%	Cooper	Carpentry, Cooper + 1 appropriate skill	09/06
59-62%	Leather worker	Leatherworking, Knife fighting + 1 appropriate skills	09/06
63-64%	Master Leather worker	Bargaining, Leatherworking, Knife fighting + 1 appropriate skill	15/09
65-69%	Stone Cutter	Masonry, Mace + 1 appropriate skill	09/06
70-71%	Master Stone Cutter	Masonry, Bargaining, Mace + 1 appropriate skill	15/09
72-75%	Foundry man	Foundryman: Smelting & Casting, Hammers, + 1 appropriate skill	09/06
76-77%	Master Foundry man	Foundryman: Smelting & Casting, Bargaining, Hammers, + 1 appropriate skill	15/09
78-81%	Miner	Hammers, Mining & Tunneling + Endurance	09/06
82-83%	Master Miner	Mining & Tunneling, Architecture & Engineering + Endurance	15/09
84-85%	Mine Builder	Mining & Tunneling, Architecture & Engineering, Arithmetic & Mathematical Lore	16/09
86-89%	Crafter of Lore	Calligraphy & Illumination, Painting & Sketching + 3 lore Skills	17/10
90-93%	Apprentice Engineer	Architecture & Engineering, Arithmetic & Mathematical Lore + 3 lore skills	16/09
94-96%	Engineer	Architecture & Engineering, Arithmetic & Mathematical Lore + 3 lore skills	17/10
97%	Master Engineer	Architecture & Engineering, Arithmetic & Mathematical Lore + 3 lore skills	23/15
98%	Master Crafter	Carpentry, Masonry, Leatherworking + 3 Craft skills	35/22
99%	Elder Crafter	Carpentry, Masonry, Leatherworking + 4 Craft Skills	37/23
100%	Elder Master Crafter	Carpentry, Masonry, Leatherworking + 5 Craft Skills	38/23

Table 6.7 Haeflin Crafter

The crafters are an essential part of the Haeflin society. The process of one to become a crafter is a long journey. The Crafters is a single guild that controls all of the crafts. There are not separate guilds for the different crafts. The Crafters may increase seven of their skills by one additional level in which they already have basic knowledge. The Master designation denotes that a craftsman has a license to own their own shop and to train apprentices

### Master Crafter

A Master Crafter has proven to his peers that he/she is able to advance to the council of Crafters. There are 10 to 20 Master crafters to one Elder Crafter. They assist the Elder Crafter.

### Elder Crafter

The Elder Crafter is the assistant to the Elder Master Crafter. There are usually 4 to 5 Elder Crafters for every one Elder Master Crafter.

### Elder Master Crafter

The Elder Master Crafter is head of the Crafters' guild. It is his/her responsibility to manage all of the crafters

ID100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01-25%	Protector Controller	Leadership, battlefield tactics, wear armor + 1 appropriate Skill	37/23
26-50%	Harbor Controller	Bargaining, Architecture & Engineering, Arithmetic & Mathematical Lore	35/22
31-70%	Ship's Controller	Leadership, Piloting & Navigation, Mariner +1 appropriate skill	35/22
71-90%	Lore Controller	Leadership, Bargaining, 4 Lore Skills + Oratory	35/22
91-100%	Lord Mayor (city controller)	Bargaining, leadership, Diplomacy & politics, Charm + Con	38/23

Table 6.8 Haeflin Controllers

The Haeflin Controllers are non-nobles with a great deal of power.

If a character is the son or daughter of a Haeflin Controller, the PC has the option of substituting all of his starting skills for skills of the Materia Magica lore.

### Protector Controller

Protector Controller controls the protector units in an area usually for areas of a shire or larger. They will control all of the military force in the area during a crisis unless there is an Elder Protector to lead. Even with an Elder Protector, the Protector Controller will organize

the supplies, men and equipment. During peacetime, it is the responsibility of the Protector Controller to ensure the defenses of the area are well maintained and that the road and waterways in his/her area are well maintained.

### Ship's Controller

Ship's Controller is an owner or manager of a single merchant ship to a fleet of merchant ships. The Ship's controller is responsible for maintaining the ships while they are at their homeport. Ship controllers work closely with the ship captains and the masters of the harbor known as harbor controller. The ship controller will usually work for a dominion ruler or higher his/her services out to merchants. The Ship's Controller has additional responsibility of maintaining the military ships that are stationed in the port. Harbors usually have multiple Ship's Controllers they will split the responsibility of maintaining the military ships of the port.

### Harbor Controller

A Harbor Controller is either the owner of the Harbor Facilities or a Haeflin that runs the Harbor and all of its facilities for a Lord Mayor or a Noble that controls the Harbor. Harbors are an important component of Haeflin culture. Harbors are the hub of trade and knowledge.

### Lore Controller

A Lore Controller will control all of the warehouses of lore in an area usually in a town or City. Their first responsibility is to protect the texts, relics, scrolls, tomes, artifacts and other items of knowledge. Knowledge is a sign of power in the Haeflin society.

### Lord Mayor (city Control)

Lord Mayor or City controller has the task of running the day-to-day operations of a city. Even if the city is under a nobles' rule there will be a lord mayor to run the city. The Haeflin will use the human term Lord Mayor to reduce the confusion when talking with the humans and other races.

ID100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01-60%	Language Trader	Write own language, speak and write two foreign languages	25/16
61-84%	Master of Languages	Write own language, speak and write three foreign languages, speak Elven	30/20
85-95%	Elder of Languages	Write own language, speak & write four languages, + Speak Elven & Dwarven	50/36
95-100%	Elder Master of Languages	Write own language, speak & write five languages, + Speak Elven & Dwarven	60/40

Table 6.9 Language traders

The language Traders are an important social class in the Haeflin culture. The Language traders are the interrupters of the world. A great number of the races utilize Haeflin language traders for a price that is to sit in on negotiations of trade, peace, war, contracts anything that a language barrier may cause problems for one side or the other in negotiations. One can find a language trader in the service of most of the nobility in the world.

Other races do have a slight mistrust of the Language trades for the rumors of the Haeflin bending the means of the words to suite their own needs and not the needs of their clients.

### Language Trader

The Language Traders are the interpreters of the world. They are the few Haeflin that extensively travel the world for work.

### Master of Languages

Masters of Languages are the teachers and researchers of difficult languages to learn

### Elder of languages

Elder of languages primary task is researching languages and how they have altered through out the centuries.

### Elder Masters of Languages

Elder Masters of Languages are in control of all language schools and Guilds throughout all of the Haeflin Domains

ID100	Father's Vocation	Holding (Sq miles)	PC's Starting Skills (Basic Knowledge)	Social Status
1-15%	Lesser Dominion Ruler A	8	Haeflin Lore of Battle, + Diplomacy & politics	25/16
16-25%	Lesser Dominion Ruler B	16	Haeflin Lore of Battle, + Diplomacy & politics	25/16
26-35%	Lesser Dominion Ruler C	20	Haeflin Lore of Battle, + Diplomacy & politics	26/16
36-45%	Lesser Dominion Ruler D	26	Haeflin Lore of Battle, + Diplomacy & politics	26/16
46-55%	Keeper of a Domain	32	Haeflin Lore of Battle, + Diplomacy & politics	27/17
56-65%	Keeper of a Domain A	34	Haeflin Lore of Battle, + Diplomacy & politics	27/17
66-75%	Dominion Ruler A	38	Haeflin Lore of Battle, Diplomacy & politics + Battlefield tactics	27/17
76-85%	Dominion Ruler B	42	Haeflin Lore of Battle, Diplomacy & politics + Battlefield tactics	28/18
85-90%	Dominion Ruler C	50	Haeflin Lore of Battle, Diplomacy & politics + Battlefield tactics	28/18
91-93%	Dominion Ruler D	60	Haeflin Lore of Battle, Diplomacy & politics + Battlefield tactics	28/18
94-97%	Prim-Dominion Ruler A	80	Haeflin Lore of Battle, Diplomacy & politics + Battlefield tactics	29/19
98-99%	Prim-Dominion Ruler B	100	Haeflin Lore of Battle, Diplomacy & politics + Battlefield tactics	29/19
100%	Master Dominion Ruler	110	Haeflin Lore of Battle, Diplomacy & politics + Battlefield tactics	30/20

Table 6.10 Dominion ruler

### Haeflin Lore of Battle

Archery	Ride War Horse
Wear light Armor	Mounted Combat
Ride	Horse Archery

The Dominion Rulers is the beginning of the Haeflin Feudal Gentry and are charged with protecting the lands they control and to protect the populations of those lands. The Dominion Rulers are commoners who either have proven themselves or have inherited the position from their father. In order to inherit the position the heir must be the biological son or daughter of the one who held the position. The Dominion Rulers have the right to rule given to them by the Haeflin titled Nobility or Royalty. The Dominion Rulers can lose their right to rule the land if they fail to protect the land and the people upon these lands. The Dominion rulers are the key position to ruling the lands. They serve the upper nobility by managing estates and protecting the Haeflin citizens. The Dominion Rulers keep is at the level of a fortified manor house.

1D100	Father's Vocation	Holding (Sq miles)	PC's Starting Skills (Basic Knowledge)	Social Status
01-10%	Haeflin Lesser Baronet	124	Haeflin Lore of Battle, 2 combat skills, Diplomacy & politics + Battlefield tactics	31/21
11-20%	Haeflin Baronet A	144	Haeflin Lore of Battle, 2 combat skills, Diplomacy & politics + Battlefield tactics	32/22
21-30%	Haeflin Baronet B	162	Haeflin Lore of Battle, 2 combat skills, Diplomacy & politics, Battlefield tactics + 1 lore skill	32/22
31-40%	Haeflin Prin-Baronet	182	Haeflin Lore of Battle, 2 combat skills, Diplomacy & politics, Battlefield tactics + 1 lore skill	33/23
41-50%	Haeflin Lesser Viscount	190	Haeflin Lore of Battle, 2 combat skills, Diplomacy & politics, Battlefield tactics + 1 lore skill	33/23
51-60%	Haeflin Viscount A	220	Haeflin Lore of Battle, 3 combat skills, Diplomacy & politics, Battlefield tactics + 1 lore skill	34/24
61-70%	Haeflin Viscount B	240	Haeflin Lore of Battle, 3 combat skills, Diplomacy & politics, Battlefield tactics + 1 lore skill	34/24
71-80%	Haeflin Viscount C	260	Haeflin Lore of Battle, 3 combat skills, Diplomacy & politics, Battlefield tactics + 1 lore skill	34/24
81-90%	Prin-Viscount	280	Haeflin Lore of Battle, 3 combat skills, Diplomacy & politics, Battlefield tactics + 1 lore skill	35/25
91-97%	Haeflin Lesser Count	300	Haeflin Lore of Battle, 3 combat skills, Diplomacy & politics, Battlefield tactics + 2 lore skill	35/25
99%	Haeflin Count A	320	Haeflin Lore of Battle, 3 combat skills, Diplomacy & politics, Battlefield tactics + 2 lore skill	37/27
100%	Haeflin Count B	362	Haeflin Lore of Battle, 3 combat skills, Diplomacy & politics, Battlefield tactics + 2 lore skill	38/28

Table 6.11 Haeflin Titled Nobility

The Noble Leadership of the Haeflin race is another area in which you will find the difference between the human culture and the Haeflin Culture. The Haeflin culture embraces lore and Charismatic Skills to rule their people instead of the combat skills. The Haeflin nobility understands that knowledge in the combat arts is important, however they try to balance these skills with the skills of bargaining and or diplomacy. The Haeflin Titled nobility keep is that of a level of a stout keep. The Haeflin titled nobility hold considerable power and will usually hold vast tracts of land directly from a Haeflin low king.

1D100	Father's Vocation	Holding (Sq miles)	PC's Starting Skills (Basic Knowledge)	Social Status
01-45%	Haeflin Prin-Count	402	Haeflin Lore of Battle, 3 combat skills, Diplomacy & politics, Battlefield tactics + 2 lore skill	43/30
46-75%	Haeflin Duke A	422	Haeflin Lore of Battle, 3 combat skills, Diplomacy & politics, Battlefield tactics + 2 lore skill	46/32
76-87%	Haeflin Duke B	444	Haeflin Lore of Battle, 4 combat skills, Diplomacy & politics, Battlefield tactics + 2 lore skill	50/36
88-96%	Haeflin Prin-Duke	504	Haeflin Lore of Battle, 4 combat skills, Diplomacy & politics, Battlefield tactics + 2 lore skill	53/38
98%	Haeflin Sovereign Prince	806	Haeflin Lore of Battle, 5 combat skills, Diplomacy & politics, Battlefield tactics + 2 lore skill	60/40
99%	Haeflin Low King	962	Haeflin Lore of Battle, 5 combat skills, Diplomacy & politics, Battlefield tactics + 2 lore skill	68/45
100%	Haeflin High King	1024	Haeflin Lore of Battle, 6 combat skills, Diplomacy & politics, Battlefield tactics + 2 lore skill	75/50

Table 6.12 Haeflin Royalty

The Haeflin royalty will assist in the management of lands of the High King. They will control vast amounts of land in their own right directly from the Haeflin High King.

### Haeflin Sovereign Prince

This is an unusually social position for a Haeflin. This only occurs when there is a dispute among heirs to the throne of the High King. The High King will appoint the two heirs as sovereign princes of different areas to see which one manages the land the people differently. This has occurred 10 times in the history of the Haeflin.

### Haeflin Low Kings:

Haeflin Low Kings have sworn fealty and loyalty to the Haeflin High King. The eight Low Kings control the eight spheres of Haeflin influence in the world.

### Haeflin High King:

Haeflin High King rules more by negotiations and treaties than by military force. The High Haeflin King directly controls the Ninth Sphere of Influence and by proxy (the low Kings) controls the rest of the Haeflin spheres of influence. The High King will determine the destiny of the Haeflin culture.

## Section 7

### Haeflin Vocations

A Haeflin can use any of the vocations from Chivalry & Sorcery: The Rebirth Volume 1 and the Book of Vocations, Spells and Skills for Chivalry & Sorcery: The Rebirth. There are some differences in vocations. Substitute the protector vocations for the warrior vocations. In addition, there are further vocations for Haeflin

### Protectors

The Protectors are the soldier's of the Haeflin. The Haeflin are aggressive and ferocious fighters for a simple reason. Once the Haeflin have committed troops to a situation the realization that every effort to avoid the conflict has failed. The negotiations, which the Haeflin pride themselves on, have failed to keep the peace. The alliances the Haeflin have with other nations have failed and the dark realization fills the hearts and minds of every Haeflin that their community(s) is in grave danger of being attacked once more. At this point, the Haeflin people look towards their Protectors to stop the enemy or at least slow them down. Just long enough that the civilian population can journey to a safe haven.

Haeflin Lore of Battle	
Archery	Ride War Horse
Wear light Armor	Mounted Combat
Ride	Horse Archery

### Apprentice Protector

Primary Attribute: **Strength (STR)**

Secondary Attribute: **Constitution (CON)**

The Apprentice Protectors are the Haeflin infantry. He/She will excel in the skills that will allow him/her to survive and protect their people.

Apprentice Protector Primary Skills (-1 DF to learn) <sup>1</sup>	Apprentice Protector Secondary Skills (-1 DF if for Mastery)
Wear Light Armor	Regional & National Geography
Endurance	Foraging for Wild Foods
Conditioning	Finding Water
Light Shield Play	Cooking
Spear	Battlefield Meditation
Short sword	

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

### Protector at arms

Primary Attribute: **Agility (AGIL)**

Secondary Attribute: **Strength (STR)**

Protector at Arms is the Haeflin equivalent to a human sergeant. They are responsible for the lives of Apprentice Protectors in the field and for their training. The Protector at Arms will develop the leadership and combat skills to effectively train and lead the Apprentice Protectors.

Protector at Arms Primary Skills (-1 DF to learn) <sup>1</sup>	Protector At Arms Secondary Skills (-1 DF if for Mastery)
Haeflin Lore of Battle	Regional & National Geography
2 appropriate combat skills	Foraging for Wild Foods
Leadership	Finding Water
Battlefield Tactics	Chess
Concentration	Willpower
Intimidation	Battlefield Meditation

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

### Protector

Primary Attribute: **Agility (AGIL)**

Secondary Attribute: **Strength (STR)**

The Protector is the Haeflin equivalent to a Human Sergeant Commander. They are responsible for the lives of the Protector at Arms and the Apprentice Protectors under their command. The Protector will learn and excel in the leadership and decision-making skills that will allow him/her to effectively command his/her troops.

Protector Primary Skills (-1 DF to learn) <sup>1</sup>	Protector Secondary Skills (-1 DF if for Mastery)
Haeflin Lore of Battle	Foraging for Wild Foods
2 Appropriate combat skills	Finding Water
Leadership	Cooking
Battlefield Tactics	Battlefield Meditation
Intimidation	Chess
Concentration	
Regional & National Geography	

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

## Infiltrator Protector

Primary Attribute: **Intellect (INT)**

Secondary Attribute: **Wisdom (WIS)**

The Infiltrator Protector will learn and advance in the skills that will allow him/her to ensure they accomplish their duties of gathering information for their commanders. The duties of an Infiltrator Protector can include the search for sources of provisions. This information deals with the terrain, their foes and anything that is in the area of conflict. The Infiltrator Protectors rely on conning and speed to accomplish their missions

Infiltrator Protector Primary Skills (-1 DF to learn) <sup>1</sup>	Infiltrator Protector Secondary Skills (-1 DF if for Mastery)
Blend into surroundings	Cartography
Forester's Stealth	Foraging for Wild Foods
Riding	Finding Water
Architecture & Engineering	Willpower
Finding One's Location	Oratory
Finding Direction	Endurance
Covering Tracks	Conditioning
2 Appropriate combat skills	Regional & National Geography
Knife Fighting	World Geography

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

## Archer Protector

Primary Attribute: **Agility (AGIL)**

Secondary Attribute: **DISCIPLINE (DIS)**

The Master Bowman will excel in the skills that will allow him/her to be a better archer. This includes how to use his/her bow in other defensive manners, creating his equipment (bows, Arrows, Arrow heads, etc.), as well as learning how to blend into surrounds for a better shot.

Archer Protector Primary Skills (-1 DF to learn) <sup>1</sup>	Archer Protector Secondary Skills (-1 DF if for Mastery)
Archery	Knife and Dagger Fighting
Bowery & Fletching	Slashing Swords
Concentration	Regional & National Geography
Fashioning Arrowheads	Climbing
Blending into surroundings	2 Appropriate Craft Skills
Alertness-Sight	
Fighting Staves	

<sup>1</sup> Any vocational skills that are chosen for Mastery carry a -2 DF advantage

## Weapon's Maker (Archery)

Primary Attribute: **Agility (AGIL)**

Secondary Attribute: **DISCIPLINE (DIS)**

The Master Bowman will excel in the skills that will allow him/her to be a better archer. This includes how to use his/her bow in other defensive manners, creating his equipment (bows, Arrows, Arrow heads, etc).

Weapon's Maker (Archery) Primary Skills (-1 DF to learn) <sup>1</sup>	Weapon's Maker (Archery) Secondary Skills (-1 DF if for Mastery)
Archery	Knife & Dagger Fighting
Bowery & Fletching	Slashing Swords
Concentration	Regional & National Geography
Fashioning Arrowheads	Climbing
Blending into surroundings	2 Appropriate Craft Skills
Alertness-Sight	
Fighting Staves	

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

## Weapon's Maker (Blades)

Primary Attribute: **Strength (STR)**

Secondary Attribute: **Constitution (CON)**

The Haeflin Weapon's Maker is a smith hired specifically to create and maintain the weapons of the protectors of the Haeflin.

Weapon's Maker (blades) Primary Skills (-1 DF to learn) <sup>1</sup>	Weapon's Maker (Blades) Skills (-1 DF if for Mastery)
Weaponsmithing & Armoury	Architecture & Engineering Lore
Foundryman: Smelting & Casting	Seal Making, Engraving & Coinage
Bargaining	First Aid
Conditioning	Intimidation
Endurance	Knife and Dagger Fighting
Blacksmithing	Wrestling
Mace, Hammer & Clubs	
Concentration	

<sup>1</sup> Any vocational skills that are chosen for Mastery carry a -2 DF advantage

## Armor Maker

Primary Attribute: **Strength (STR)**

Secondary Attribute: **Constitution (CON)**

The Armor Maker's primary job is to create, repair and modify the armor of the protectors. This includes both armor of metal and leather. In addition, since missile weapons are one of the main weapons of the Haeflin culture the Armor Maker will create arrowheads.

Armor Maker Primary Skills (-1 DF to learn) <sup>1</sup>	Armor Maker Secondary Skills (-1 DF if for Mastery)
Weaponsmithing & Armoury	First Aid
Clothes: Sewing	Intimidation
Bargaining	Hammer and Mace
Conditioning	Clothes: Tailoring:
Endurance	Knife and Dagger Fighting
Concentration	Wrestling
Leatherworking & Tanning	Fashioning Arrow Heads
Blacksmithing	Foundryman: Smelting & Casting

<sup>1</sup> Any vocational skills that are chosen for Mastery carry a -2 DF advantage

## Lore protectors

The Protectors of Lore are skilled in the abilities of recording knowledge as well as combat to protect the knowledge. Many centuries ago thousands of years' worth of knowledge were destroyed in a single night when the Horde set fire to the knowledge storehouse in Mednadda. Since then, the Haeflin have trained protectors that have the aptitudes of learning lore to be the protectors of Lore.

Haeflin Lore of Battle	
Archery	Ride War Horse
Wear light Armor	Mounted Combat
Ride	Horse Archery

## Apprentice Protector of Lore

Primary Attribute: **Strength (STR)**

Secondary Attribute: **Intellect (INT)**

The Apprentice Protector of Lore has the responsibility to safeguard items or lore and those who seek and teach lore. He/She will develop the necessary skills to keep lore safe.

Apprentice Protector of Lore Primary Skills (-1 DF to learn) <sup>1</sup>	Apprentice Protector of Lore Secondary Skills (-1 DF if for Mastery)
Wear Light Armor	Regional & National Geography
2 Lore Skills	Foraging for Wild Foods
Light Shield Play	Finding Water
Spear	Cooking
Short sword	Battlefield Meditation

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

## Protector of Lore

Primary Attribute: **Agility (AGIL)**

Secondary Attribute: **Intellect (INT)**

Protector of Lore is the Haeflin equivalent to a human sergeant. He/She has the responsibility of training and leading the Apprentice Protectors of Lore, and will develop the skill to accomplish this task.

Protector of Lore Primary Skills (-1 DF to learn) <sup>1</sup>	Protector of Lore Secondary Skills (-1 DF if for Mastery)
Haeflin Lore of Battle	Regional & National Geography
2 appropriate combat skills	Foraging for Wild Foods
Leadership	Finding Water
Battlefield Tactics	Cooking
Intimidation	Battlefield Meditation
2 lore skills	

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

## Protector Lore Crafter

Primary Attribute: **Agility (AGIL)**

Secondary Attribute: **Intellect (INT)**

The Protector Lore Crafter has the responsibility of designing and creating containers and secure structures to house and transport items of lore. He/She will study and excel in the skill to protect the items of lore.

Protector of Lore Primary Skills (-1 DF to learn) <sup>1</sup>	Protector of Lore Secondary Skills (-1 DF if for Mastery)
Haeffin Lore of Battle	Regional & National Geography
2 appropriate combat skills	Foraging for Wild Foods
Battlefield Tactics	Finding Water
1 lore skills	Cooking
3 Craft Skills	Battlefield Meditation

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

## Language trader

Primary Attribute: **Intellect (INT)**

Secondary Attribute: **Wisdom (WIS) or Bardic Voice (BV)**

Haeffin are known for their gift of languages and they are known for being the world's best translators, which are also known as language traders. The Language Trader will develop and excel at the skills that will allow him/her to understand how to communicate in different languages as well as understand how the different languages were created or formed.

Language Trader Primary Skills (-1 DF to learn) <sup>1</sup>	Language Trader Secondary Skills (-1 DF if for Mastery)
Read & Write own Language	Diplomacy & Politics
3 Foreign Languages	Heraldry
2 Ancient Languages	Sign communications
Elven	Flirting
Oratory	Con
Dwarven	Regional & National History & Legend
Charm	World History & Legend
Creature Tongue <sup>2</sup>	Regional & National Geography
Bargaining	World Geography

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage  
<sup>2</sup> Beast and Monster Tongues

## ENGINEERS

### Apprentice Engineer

Primary Attribute: **Intellect (INT)**

Secondary Attribute: **Wisdom (WIS)**

The Apprentice Engineer is always following his/her master to learn more about the art of engineering. The Skills the apprentice engineer will learn will allow him/her to become a professional engineer

Apprentice Engineer Primary Skills (-1 DF to learn) <sup>1</sup>	Apprentice Engineer Secondary Skills (-1 DF if for Mastery)
Architecture & Engineering Lore	Calligraphy & Illumination
Arithmetic & Mathematical Lore	Paper & Ink making
Cord and Sail making	Carpentry
Masonry & Stonecutting	
Mining & Tunneling	

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

### Siege Engineer

Primary Attribute: **Intellect (INT)**

Secondary Attribute: **Wisdom (WIS)**

In the medieval era engineers were rare enough, mostly builders of buildings. Siege engineers are rarer than normal engineers are, for they have studied on how to defeat defenses and to breach fortifications. Nobles going to war found the services of a Siege Engineer very valuable.

Siege Engineer Primary Skills (-1 DF to learn) <sup>1</sup>	Siege Engineer Secondary Skills (-1 DF if for Mastery)
Architecture & Engineering Lore	Calligraphy & Illumination
Arithmetic & Mathematical Lore	Paper & Ink making
Cord and Sail making	Weaponsmithing & Armoury
Accurate counting	Leadership
Carpentry	Intimidation
Masonry & Stonecutting	Cloth: dying
Mining & Tunneling	2 Combat skills
Leatherworking and Tanning	

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

## Fortification Engineer

Primary Attribute: **Intellect (INT)**

Secondary Attribute: **Wisdom (WIS)**

In the medieval era engineers were rare enough, mostly builders of buildings. Fortification Engineers are also rarer than normal engineers are. They have studied specifically how to create defenses and to prevent the fortifications from being breached. Nobles preparing to defend their domains found the services of a Fortification Engineers very valuable.

Fortification Engineer Primary Skills (-1 DF to learn) <sup>1</sup>	Fortification Engineer Secondary Skills (-1 DF if for Mastery)
Architecture & Engineering Lore	Calligraphy & Illumination
Arithmetic & Mathematical Lore	Paper & Ink making
Cord & Rope making	Weaponsmithing & Armoury
Accurate counting	Leadership
Carpentry	Intimidation
Masonry & Stonecutting	Diplomacy & Politics
Mining & Tunneling	2 Combat skills
Bargaining	Regional & National Geography
Leatherworking and Tanning	Local History & Legend

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

## Building Engineer

Primary Attribute: **Intellect (INT)**

Secondary Attribute: **Wisdom (WIS)**

The Building Engineer has the responsibilities of designing and creating public buildings as well as government and citizen structures, such as bridges and libraries as well as homes.

Building Engineer Primary Skills (-1 DF to learn) <sup>1</sup>	Building Engineer Secondary Skills (-1 DF if for Mastery)
Architecture & Engineering Lore	Calligraphy & Illumination
Arithmetic & Mathematical Lore	Paper & Ink making
Cord & Rope making	Leadership
Blacksmithing	Intimidation
Carpentry	Diplomacy & Politics
Masonry & Stonecutting	2 Combat skills
Mining & Tunneling	Regional & National Geography
Bargaining	Local History & Legend
Leatherworking and Tanning	

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

## Healer

Primary Attribute: **Intellect (INT)**

Secondary Attribute: **Wisdom (WIS) or Agility (AGIL)**

The Healers of the Haeflin care for the sick and heal the wounded. The Healer will develop the skills required to cure the sick and restore the wounded

Healer Primary Skills (-1 DF to learn) <sup>1</sup>	Healer Secondary Skills (-1 DF if for Mastery)
Chirurgery:	Charm
Pharmacology & Medicine	Brewing
Herbalism	Cooking
Knife & Dagger Fighting	Alertness-Sight:
Botany Lore	Plant Magick
Clothes: Sewing, Embroidering, Knitting	
Regional & National Geography	

<sup>1</sup> Any vocational Skills that are chosen for Mastery carry a -2 DF advantage

## MERCHANTS

Haeflin can use any of the merchant vocations from Chivalry & Sorcery: The Rebirth Volume 1 and the Book of Vocations, Spells and Skills for Chivalry & Sorcery: The Rebirth. There is an additional merchant's vocation that is listed below.

### Lore Merchant

Primary Attribute: **Bardic Voice (BV)**

Secondary Attribute: **Wisdom (WIS)**

Knowledge is very important to the Haeflin. To most Haeflin, it is more important than money. The Lore Merchant deals in all types of knowledge, not just artifacts or relics or languages but all types of lore. Hence, the lore merchant will learn and advance in the skills that will allow him/her to seek out knowledge and acquire it.

Lore Merchant Primary Skills (-1 DF to learn) <sup>1</sup>	Lore Merchant Secondary Skills (-1 DF if for Mastery)
Artifact Lore	2 Lore Skills
Local Geography	Con
Regional & National Geography	World History & Legend
Local History & Legend	Knife and Dagger Fighting
Regional History & Legend	Ancient Regional & National Geography
2 Lore Skills	Ancient Local Geography
Diplomacy & Politics	2 Foreign Languages: Spoken
Bargaining	
<sup>1</sup> Any vocational skills that are chosen for Mastery carry a -2 DF advantage	

## Section 8

### Haeflin Magick

Haeflin have the ability to work all forms of magick. Haeflin Magick Vocations are the same as human magick vocations.

## Section 9

### Haeflin Cities

Even if the Haeflin is from the smallest village, they will identify themselves as being from the city nearest the village. This is to protect the small villages and towns from being attacked. The Haeflin cities are much better prepared to defend themselves if attacked. The towns and villages that are near the city are part of the city's domain Hence the Haeflin is telling the truth when he/she only stating he/she is from the city. The below Table is a list of just the few Haeflin cities in the Living World of Alquennas. These are the current cities that a Haeflin player Character can be from

City/ Country Name	Country/continent the city/country is located in	Sphere	Brief Description
City of Dawn	Valinnia	Ninth	This city controls the passage to the mountains of Stone Rising.
City of Koalh	Continent of Cellenda	Sixth	This is city on the southern shores of Cellenda
Fifth Sphere	The Continent of Kenda	Fifth	All of the Fifth Sphere is located on this continent. They consist of 30 cities, 140 towns and over 2000 villages. Country population two million Haeflin
Country of Currerria	The Continent of Vitainnia	Third	Currerria is the home of 5 million Haeflin in more then 50 towns and 3 Large cities
City of Carwin	The Continent of Xendarna	Second	Carwin is a city state with a population of 125,000
City of Kreedden	The continent of Bryagel	Seventh	Kreedden is a city state with a population of 85,000
Country of Frenton	The continent of Fyngel	Fourth	Frenton is home to 6 million Haeflin in more then 30 large towns and 5 large cities.
City of Kann	The Country of Terralen	First	The city is home to 35,000 Haeflin
Kavendar	The continent of Terla	Eighth	This is a city state that borders the country of Azatar