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# THE FORGE

## A GENESYS RPG PODCAST

### EPISODE 7 - THE WISE AND THE WILFUL

The Forge Podcast is all about bringing new creations to the table, and the Genesys RPG provides us all with a powerful set of tools to do so. When it comes to creating your own setting or world in Genesys or perhaps expanding upon an existing setting, one of the very first things that often comes to mind for GMs and players is archetypes and species.

Whether it's specialized humans (archetypes) who embody classic tropes, or genuine species of diverse appearance and ability who populate your fantasy and sci-fi settings, the archetypes and species available for players to select go a long way to imparting the tone and feeling of your game.

Back in Episode 4, we began the first of a series on the topic of archetype and species creation, first exploring the rules for species crafting. We then examined archetypes with a high Brawn score, using the mechanics in the *Genesys Core Rules* to hone in on the best practices, tips, and tricks for developing a custom-created Brawn-focused archetype. This culminated in the creation of a Brawn-based species—The Minotaur.

In episode 7, however, we shifted our focus to a very different archetype whose core attribute was

Willpower. During the episode we created two distinct species, the God Touched and the Treant Sapling, that are both appropriate for any Fantasy Setting, but could also be incorporated into any setting of your choosing. We now present both of those species for use in your games.

For the sake of simplicity, both species are created for use in the *Realms of Terrinoth* Setting.

#### ARCHETYPE: GOD TOUCHED

The people of Mennara do not see the gods as their creators; rather, they worship heroes who once walked amongst them. These individuals, many of whom appeared in great times of need, wielded great power in the form of ancient artifacts and possessed abilities that allowed them to harness the very fabric of the world.

When the events that summoned them passed, many disappeared, only to patiently wait for another time to arrive when the world once again called them to battle. Some retired to live amongst their people, while others started families of their own. As time passed, however, many of those families faded into obscurity, some slaughtered during wars, others scattered to the winds.

But there are some whose blood flows with the same callings only their ancestors understood. These individuals feel touched in some way by the gods, often seeking service in the name of justice and glory for their peoples. These became known as the God Touched and their righteousness has become well-known throughout all Mennara.



- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95
- **Starting Skills:** A God Touched starts with one rank in Knowledge (Lore) during character creation. They obtain this rank before spending experience points, and may not increase Knowledge (Lore) above rank 2 during character creation.
- **Force of Will:** Once per session, your character may spend a Story Point as an incidental. If they do so, during the next check they make during that turn, you count their ranks in the skill being used as equal to their Willpower.
- **Dark Vision:** The God Touched often seek out enemies alone, striding through the night without fear, blessed with vision that pierces the darkness. When making skill checks, a God Touched removes up to ■■ imposed due to darkness.

### ARCHETYPE: TREANT SAPLING

Hidden on the border of the Deepwood forests and the Bloodwood of Aymhelin lies a valley a hundred miles across known as Aldinona. A once tranquil place, birthed from the mystical waters of the Nellindor River, the area is now the site of slowly escalating but bitter war the home between two factions of Treants—living trees whose knowledge spans the length of time.

Scions, as they are known to the elves, have a mysterious origin known only to those schooled in world history, their connection to the brothers Nevis and Tuarin, children to Lady Latariana and her husband, Lord Emorial a secret well kept by the elves. At the dawn of recorded history, the brothers, both powerful mages, battled over the love of an elven woman. It was during this conflict of jealousy and rage that aberrant magic unleashed from one of the mages and struck an ageless Wethitar Oak which stood at the centre of the Bloodwood. The force of the explosion shattered the tree, its pieces scattering throughout the realm.

Unbeknown to the wizards, the residual magic instilled sentience into the falling remains of the tree,

birthing the first saplings who quickly fled deep into the forests. Unfortunately, the brothers' jealousy permeated the magic and corrupted the Treants forever. Now the bitterness of the two wizards lives on, held deep within the psyche of every Treant in Mennara. It is this jealousy that corrupts their minds who now wage a secret war on the border of the ancient Deepwood and the Bloodwood. The only thing keeping the war from the eyes of the elves is the pace at which it unfolds.

The Treants, now factionalized in their beliefs, either act in secret to travel the forests in search of information to outwit their opponents or seek methods to end the conflict. It is this last group who choose to walk among the other races of Mennara, seeking knowledge to somehow prevent the destruction of their kind, and inevitability should the war continue.



- **Starting Wound Threshold:** 12 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 85
- **Starting Skills:** A Treant Sapling starts with one rank in either Knowledge (Lore) or Knowledge (Geography) during character creation. They obtain this rank before spending experience points, and may not increase their chosen skill above rank 2 during character creation.
- **Old and Wise:** Once per session, when your character makes a Discipline or Knowledge (Lore) check, they may spend a Story Point to add a Triumph to the check.
- **Extra Load:** The Treant may carry twice their encumbrance capacity.
- **Forest Dwellers:** Your character may remove ■ imposed by forest or jungle conditions.
- **Slow and Ponderous:** When your character takes a second move action during their turn, they must suffer 2 strain. This is in addition to any other strain suffered due to taking a second maneuver.

*We recommend playtesting these species before using them in your game.*

*You can leave feedback about these species for The Forge: A Genesys RPG Podcast via Facebook, Twitter, or YouTube by searching @forgegenesys. You can also e-mail us at forgegenesys@d20radio.com.*