

Rovac

A brief history of the Rovac people

Centuries ago, the Rovac lived as one nation, but fate had decided that this was not to last. War came to the Rovac people. In their time of need, the six Orders of Elemental Casters (Ador, Arle, Ebonair, Nin, Galzar and Seth) promised them aid, but the Rovac were betrayed through the machinations of the Order of Arle; the promise was broken. Though the other Orders realised what had happened and attempted to reach the Rovac in time to help, they arrived too late. Only Ador acted swiftly enough. In this fateful act, the Rovac people were decimated, and the seeds of a bitter grudge were sown.

The Rovac people splintered in to three factions after the war. One faction decided that mana casters were dangerous, could not be trusted and should be destroyed; this faction formed the Code of Midnight. The second faction did not agree with this idea and instead argued that mana casters should be protected, presumably on the grounds that the casters had tried to help; they formed the Starfire Codex. The remaining Rovac decided that they wished only to try to rebuild their shattered lives, and did not follow either Coda.

Time passed. As a result of their experiences with magic, the Rovac nation gradually developed a resistance to its effects. The Code of Midnight came to be feared by mana casters everywhere, extending their reach far beyond the island of Rocarl in the quest for retribution. The influence of the Starfire Codex was much less, their work overshadowed by the damage Midnight was inflicting. The people of Rocarl themselves also came to be feared, due to the reputation forged by the Code of Midnight. Divisions widened between the three factions as a result of the different paths taken and the inherent pride of the Rovac people, and in-fighting became rife, even amongst those who were members of the same faction. The Starfire and Midnight codas fought with each other, while the rest of the Rovac people came to view both sides with disdain and resentment, feeling that they had been abandoned and forgotten about while the codas pursued their own agendas. Groups of Rovac, both coda and non-coda, splintered off and moved away from Rocarl to set up their own strongholds. A group of Rovac led by Raven Dragonsbane settled in Evermore and went so far as to make peace with the Wizards Council sponsored by Zeer Stonehand. Other groups settled on New Avmar, with some electing to join the Adventurer's Guild (bringing the Code of Midnight into further conflict with mana casters who also belonged to the guild).

Such widespread divisions and in-fighting amongst a people leaves them weak and ripe for invasion. The opportunity to attack was seized by Arwen of Seth (believed to be a former

apprentice to Jeryll of Seth) and forces of Sonnats Gil. The island of Rocarl was occupied in short order; those inhabitants who had not been able to evacuate or refused to leave before the invasion were captured and set to work for the Gil, controlled through the use of torcs empowered with warp. Any attempt to remove a torc or interfere with the control it exerted on its bearer lead to a swift and certain death for its unfortunate subject. Rovac were corrupted with warp and dispatched to attack the Alliance; others were sent to fight for the Gil on the Elemental Planes. Those who managed to evade capture established a resistance group and began to fight for the freedom of Rocarl and its people; historically Starfire and Midnight called a truce and agreed a pact of non-aggression, although it should be noted that even while this was taking place, members of the Code of Midnight were found to still be fighting amongst themselves and vying for power.

In the fight to re-take Rocarl, three figures were prominent in their attempts to rally the Rovac evacuees and migrants, and in seeking help from the Alliance and the Adventurer's Guild: Morgan Heist, Leader of the Code of Midnight, and Jurgen Alish and Kiedra Dar'Haven Alish, both Code of Midnight Warriors and members of 'Vengeance Posse'. Although the Gil sought to capture or destroy those Rovac who had evaded their grasp, help from the Alliance meant that their efforts were foiled, and the exiles were able to continue in their fight for freedom. With the help of the resistance fighters on Rocarl, the way was cleared for an attempt to be made to re-take the island. Led by Jurgen and Kiedra, a volunteer force of adventurers made a bold strike on Rocarl. Despite the fact that the force was being led by Code of Midnight warriors, and the inherent, often spoken, threats on their lives, several mana casters offered their aid and joined the strike force. The mission was successful in fighting its way to the heart of the enemy forces, although not without casualties, but the success of the attack faded abruptly at this point. Arwen of Seth was found to have a 'master control' for the torcs, giving her the ability to destroy all those wearing a torc in a single stroke. Faced with probable defeat and death at the hands of the strike force, Arwen activated the control and in a single, monstrous act obliterated most of the Rovac nation - men, women and children. For the remaining Rovac, it was the most bitter and soul-destroying defeat they had ever had to face.

But from the seeds of this devastation came the growing realisation (for one Rovac at least) that the Rovac had to change if they were to survive and re-build. In the wake of the destruction wrought by Arwen of Seth, Kiedra and Jurgen were married and swore they would rebuild the Rovac nation. A few years passed. The members of the Starfire and Midnight coda continued their lives as they had always done, whilst the surviving people of Rocarl struggled to rebuild. Kiedra and Jurgen returned to taking missions with the Adventurer's Guild, alongside their fellow Posse members Zanzibar, Battle Wizard of Ador, and Darius, Discordian. Then one day Jurgen left his companions to undertake a mission for Morgan Heist, without leaving word of his destination or intended purpose. Months passed

and still he did not return. Certain in the knowledge that her husband would have killed her out of hand if she told him of her intentions, Kiedra took the opportunity presented and set off on a personal quest to bring an end to the Code of Midnight's vendetta against mana casters and reunite the warring factions of the Rovac people. She chose to first approach the faction with which she was most familiar – the Code of Midnight. Even though Kiedra knew her chance of success was almost non-existent, she still hoped to bring Morgan Heist around to her viewpoint that the Rovac were on the path to extinction unless they changed their ways. Accompanied by Zanzibar and Darius, Kiedra began searching for Morgan Heist but it seemed the search was in vain. At this point, however, events took an unexpected turn, as the hunt for Morgan instead led the trio to a man who introduced himself as the Shaman to the Rovac people. The people of Rocarl had been lacking a Shaman for decades, so Kiedra saw his presence now as a powerful omen.

The Shaman was accompanied by three men, who introduced themselves as the leaders of the Code of Midnight (though it was not Morgan Heist), Starfire Codex, and the non-codex Rovac. Encountering the leaders of the three factions together was a piece of luck (or quirk of fate) that Kiedra had never dared hope for. Seizing the initiative, Kiedra began to explain her quest and her aim of reuniting the Rovac people. She knew almost as soon as she started talking that her attempt to persuade the three leaders had failed. United for one brief moment in the face of what they perceived as a common enemy, the three Rovac belligerently challenged Kiedra's words, dismissing the very idea that the survival of the Rovac people might be at stake and refusing to countenance any suggestion that change was needed. Had it not been for the intervention of the Shaman, Kiedra's fate would have been sealed at this point.

Seeing that words alone would not bring about a resolution, the Shaman proposed that the four Rovac undertake a challenge, of a type that had not been attempted in centuries: a dream quest. The three Rovac leaders would work together in their attempt to complete the dream quest while Kiedra would be accompanied by Darius and Zanzibar. Whichever side prevailed in the dream quest would thus have proved themselves worthy in the eyes of the ancestor spirits to lead the Rovac people. This, according to the Shaman, had always been the means by which the Rovac leaders were chosen before the Wizard War sundered the people into three factions. Having agreed that they would abide by the outcome of the dream quest, the two sides set off into the unknown world of the dream quest, entrusting their lives and the future of the Rovac nation to the judgement of the ancestors.

The events that took place in that dream time are known only to those people who experienced them. What is known to history is this: when the dream quest had been completed, the leaders of the Starfire and Midnight codas were dead, and the leader of the non-codex Rovac had been rendered mindless. Kiedra and her companions successfully

completed the dream quest and, by virtue of this accomplishment, Kiedra Dar'Haven Alish became leader of the Rovac people. She adopted the title 'Lady Starfire', the name by which His Dread Majesty King Dagravane had last addressed her. In her first acts as leader of the Rovac, Kiedra declared an end to the Code of Midnight's jihad against warp, and disbanded the Starfire and Midnight codas, in the belief that this was the best means of putting the past to rest and moving forwards towards a united people. In their place, she announced the creation of the Dawnfire Warriors, a force dedicated to the protection of the people of Rocarl, and the Order of the Midnight Star, a professional rank knightly order akin to the Elven Swan Knights. She also announced the creation of an elite fighting force, with the task of protecting the leader of the Rovac people (whoever that may be) and acting as a strike force when necessary. This force she named 'Alish's Eternal'. In recognition of the help and support received from her companions, Darius and Zanzibar, she appointed them to the ranks of the Alish's Eternal.

In her new role as Lady Starfire, Kiedra also took the momentous step of announcing that the people of Rocarl would, from this point forward, forgive the past transgressions of the Elemental Orders and judge them by their own actions, rather than by transgressions committed by the Orders so many centuries ago. The exception to this 'clean slate' was the Order of Seth. Kiedra determined that the recent wound inflicted on the Rovac by Arwen of Seth was too raw and painful to forgive. Seth were offered only an assurance that the Rovac would stay their hand and not attack them outright, with no forgiveness possible until Arwen of Seth had been dealt with.

One might be forgiven for thinking that this would be the end of any in-fighting amongst the Rovac, but they have ever been a proud and stubborn people. Many of the surviving members of both the Code of Midnight and Starfire Codex, unable to accept the changes wrought by Kiedra, announced that she was a traitor to her kind. They banded together under the banner of the Code of Midnight, swearing to bring down the new regime and restore the Rovac.

Once more, unity evaded the Rovac nation and divisions threatened their existence. As to the outcome, only time will tell.

The Rovac people

It is generally accepted that the Rovac people are proud, stubborn, and slow to forgive a slight, whether perceived or actual. They tend to be independent and strong willed, and are often reluctant to accept help as they don't like to be beholden to anyone.

In terms of social structure and culture, the Rovac are not a particularly religious people, following a shaman rather than priests. They're organised in a basic feudal society, with a minor noble responsible for each village, reporting to a council of the leaders of the Dawnfire Warriors and Rovac people.

As a result of recent upheavals, the Rovac are currently a somewhat divided people. This change brought upon by Kiedra and the Dawnfire Warriors, has led to the people of Rocarl being more integrated into the general Evemorian society. To this end the classes that are open to the Rovac people has expanded well beyond the traditional warriors and the codas, there is still a coda for the Rovac to aspire to and join this being the Dawnfire Warriors, with some going on to join the ranks of Alish's Eternal and on to the ranks of the Order of the Midnight Star.

Rovac can be any melee class that is not spiritual in nature. Warriors move on to standard Cult table if they join the Dawnfire Warriors.

Due to the mixing of the Rovac peoples with the religion and the priests of the rest of Evermore some few Rovac have chosen to follow the spiritual classes be that priest or holy warrior – however these are few and far between (ref approval required).

The below tables are firstly the standard Rovac peoples racial abilities and resistances then the Dawnfire warriors skills and ability table.

Rovac Racial Abilities

Rank	Life Points	Power	Weapon Type	Stress Resistance	Racial Skill Points	Standard Racial Abilities
1	As per Class	As per Class	As per Class	As per Class	1	Immune To 1 st Level Magic
2						Immune To 2 nd Level Magic
3					1	Immune To 3 rd Level Magic +3 Strength
4						Immune To 4 th Level Magic
5					2	Immune To 5 th Level Magic +3 LPs Damage Vs Elemental User
6						Immune To 6 th Level Magic Immunity High Magic Spells 1 /5 Levels Per Day
7						Immune To 7 th Level Magic +2 AC Vs Magic
8					3	Immune To 8 th Level Magic
9						Immune To 9 th Level Magic +6 LPs Damage Vs Elemental User
10					1	Immune To 10 th Level Magic Immunity Deep Magic Spells 1 /6 Levels Per Day
11						Immune To 11 th Level Magic
12					3	Immune To 12 th Level Magic

Class Abilities

Immune to x level magic – This makes the Rovac immune magic spells (Elemental or Illusory) of the level stated and below. This is the base spell level, irrespective of the amount of mana used to cast it. Spells that may still effect those are spells where the Rovac is not the target of the spell despite having high enough levels of immunity e.g. Darkness. They are however still immune to damage from area effect spells, if you are ever unsure about an effect ask a referee.

+X strength - this gives the Rovac the listed amount of strength.

+X LPs Damage vs Elemental User – this gives the Rovac the listed extra damage when

fighting elemental users

Immunity to High Magic spells – Once per 5 levels per day the Rovac can resist the effects a high magic spell.

+X AC vs Magic – this gives the Rovac the listed AC vs magic

Immunity to Deep Magic spells – Once per 6 levels per day the Rovac can resist the effects a Deep Magic spell.

Racial skill pick table

Ability	Cost	Description
Sense Elemental User	1	This allows the Rovac to sense if a elemental caster is within 15' of them, this is a 360 degree sense – it does not tell the Rovac where they are, just that there is one
Parry Magic	3	This allows the Rovac to deflect a visible magical attack away from an ally, so that their ally takes no affect from the magic. This skill is usable once per four levels
Anti-Magic Aura	3	Once a day, for 60 seconds, the Rovac can erect an anti-magic aura which will negate and turn off all magic in a 15ft radius.
Dodge Magic	2	Allows the Rovac to once a day Dodge any Mantic 1–3 magic effect. If dodging an area effect the Rovac will move to the closest 'safe' edge
Repel Magic	1	Once per day, this allows the Rovac to Repel Magic (magic users/elementals etc). This repels all those affected within 30' of a 120° arc indicated by the caster 10' directly away from the Rovac.
Absorb Magic	4	Once per day, the Rovac can use this ability to 'absorb' a magic effect targeted at another. This will cause the spell to by-pass their immunity to magic and affect the Rovac fully. The spell does not have to be seen or heard, but the Rovac must be in the general area of the spell caster.
Reflect Magic	2	Once per day, the Rovac may reflect a solo target magic spell, which they were the target of, back onto the caster.
Summon Magic User <i>(Dawnfire Warriors ONLY)</i>	6	Once per day, the Rovac may summon any known magic user within line of sight. This may be used defensively or offensively, depending on what dedication they are currently adopting.
Identify Magic User	2	This will act as Discern Elemental User for non-Dawnfire Warriors. For Dawnfire Warriors this will enhance their Discern Elemental User ability. Details may be revealed of

		who the Elemental User is, their level, and whether they are known to have higher mantic casting. Ref's discretion will apply.
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Dawnfire Warrior

Rank	Life Points	Power	Weapon Type	Stress Resistance	Skill Points	Class Abilities
1	34	8	Single	1S	2	Utilise Any Armour Utilise Any Weapon
2	40	9	Any 1 Skill*	1S/2D	2	
3/1	46	10	All	2S/2D		Dedicated Protectorate Or Dedicated Vengeance Discern Elemental User +1 AC vs Magic
4/2	50	12		2S/3D	1	Dedicated Skill 1
5/3	54	14		3S/4D	2	Locate Elemental User Weapon Mastery 1
6/4	58	16		4S/4D		Dedicated Skill 2
7/5	62	18		4S/5D	1	+2 AC vs Magic
8/6	66	20		6S/7D	1	Dedicated Skill 3 Cold rage 1 / day
9/7	70	22		6S/7D	2	Dedicated Mighty Blow 1 / 4 levels +6 LPs Damage vs Elemental User
10/8	74	24		7S/8D	3	Cold Rage In Defence Dedicated Skill 4
11/9	80	27		8S/8D	2	+12 LPs Damage vs Elemental User
12/10	86	30		9S/10D	3	True Dedication

* Choice Of: Ambidextrous, Thrown, Missile, Firearms, Double-Handed

Class Restrictions

1. At full third rank a Warrior may opt to become a Dawnfire Warrior. When obtaining the 1st rank Dawnfire Warrior the character moves to the warrior cult xp track
2. The Dawnfire Warrior's skill picks are from the standard Warrior tables
3. The Dawnfire Warrior can never wield Magical Items/weapons/armour
4. Racial Rovac Dawnfire Warriors gain all the racial and class abilities. Non-Racial Dawnfire Warriors gain just the class abilities and the immunity to magic spells as 2 levels lower than a racial Rovac (i.e. at 8th level the non-racial Rovac would be immune to 6th level and below magic spells).

Class Abilities

Utilise Any Weapon and Armour – Warriors are able to utilise any armour type, and any weapon type. The only restriction to this is that a Warrior may not use both a spiritual and magical weapon/armour at the same time they must choose either/or.

Dedicated Protectorate – If given a reason, the Dawnfire Warrior can choose to enter a Dedicated Protectorate state. This lasts until they chose to end the protectorate. Once ended, they may not assume Dedicated Vengeance until 24 hours have passed, unless given a very good reason to change, Ref's discretion. In this state the Dawnfire Warrior gains +3 AC vs magic, and Parry Blow 1 per 4 levels

Parry Blow – this allows the Dawnfire Warrior to parry a blow that would normally have hit either themselves, or an ally within his weapons range. The weapon must be able to stop the blow normally for this ability to work. (a spiritual level drain could only be parried if the weapon had a spiritual nature). The parry must be declared immediately following the blow. The Dawnfire Warrior can parry one blow per 4 levels per day.

Dedicated Vengeance – If given a reason, the Dawnfire Warrior can choose to enter a Dedicated Vengeance state. This lasts until they chose to end the vengeance. Once ended, they may not assume Dedicated Protectorate until 24 hours have passed, unless given a very good reason to change, Ref's discretion. In this state the Dawnfire Warrior gains +6 strength vs magic users, Cut to Bleed vs Magic Users 1 per 3 levels, and Crushing Blow Vs Magic User 1 per day.

Cut To Bleed vs Magic User – this skill allows the Dawnfire Warrior to inflict a cut upon a person in such away as for it to keep bleeding at the rate of 1 LP per min. The added effect of this is it makes concentrating on casting very hard, spell casters cannot cast, Psionics cannot be cast, etc. The bleeding requires mystical healing to stop. Natural Healing and bandages will not work, though Stop Bleeding will. This skill is usable 1 per 3 levels.

Crushing Blow vs Magic User – this allows the Dawnfire Warrior with a suitably blunt / heavy bladed (axe) weapon, or Body Weaponry to strike a location and reduce it to zero LPS. This skill is usable 1 per day.

Discern Elemental User – The Dawnfire Warrior is able to discern whether a target is an elemental magic user, specifying class (Sorcerer, Ward, Elemental Guardian etc) and which elements they are capable of casting.

+X AC vs Magic – this gives the Dawnfire Warrior the listed AC vs magic

Dedicated Skill 1 – Depending on which dedication the Dawnfire Warrior is in, this skill has different effects.

In *Dedicated Vengeance* the Dawnfire Warrior will gain +1 Weapon Mastery vs Magic User.

In *Dedicated Protectorate* the Dawnfire Warrior will gain Turn Magic 1 per 4 levels.

+1 Weapon Mastery vs Magic User – this gives the Dawnfire Warrior +6LPs damage with a favoured melee weapon type e.g. a long sword.

Turn Magic – this allows the Dawnfire Warrior to reduce the damage a magic spell or blow does by half before armour. This skill is usable 1 per 4 levels per day.

Locate Elemental User – The Dawnfire Warrior may sense the presence and exact location of any elemental casters (Wizard, Warlock, Elementalist etc), within a 30ft radius of yourself.

Weapon Mastery 1 – this gives the Dawnfire Warrior +6 LPs damage with a favoured melee weapon type e.g. a long sword.

Dedicated skill 2 – Depending on which dedication the Dawnfire Warrior is in, this skill has different effects.

In *Dedicated Vengeance* the Dawnfire Warrior will gain a weapon ability vs magic users 1 per 4 levels – Focus Blow with blades, Crushing Blow with blunt weapons, and Grievous Impale with a polearm.

In *Dedicated Protectorate* the Dawnfire Warrior will gain Turn Blow 1 per 2 levels.

Focus Blow – the Dawnfire Warrior can double the force of a single blow. This blow must be performed using a bladed weapon, and may go over normal Stress Resistance.

Crushing Blow – this allows the Dawnfire Warrior with a suitably blunt / heavy bladed (axe) weapon to strike a location and reduce it to zero LPS.

Grievous Impale – this allows the Dawnfire Warrior to strike a blow for double their normal damage, and do an enhanced Cut to Bleed causing 3 lps per min. The bleeding requires mystical healing to stop. Natural Healing and bandages will not work, though Stop Bleeding will.

Turn Blow – this allows the Dawnfire Warrior to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types. This skill is usable 1 per 2 levels per day.

Dedicated Skill 3 – Depending on which dedication the Dawnfire Warrior is in, this skill has different effects.

In *Dedicated Vengeance* the Dawnfire Warrior will gain +6 strength vs magic user.

In *Dedicated Protectorate* the Dawnfire Warrior will gain Mantic 1 Berserk when a magic user is struck.

+6 strength vs Magic User – this gives the Dawnfire Warrior the listed amount of strength.

Mantic 1 Berserk when Magic User struck – Allows the Dawnfire Warrior to enter into Berserk if they see a magic user struck. In this state they gain 6 points of strength and take only 1/2 of

all damage that they would normally take from physical and Mantic I blows - this damage reduction has no effect on higher mystical damage types. When in this raged state the Dawnfire Warrior loses all weapon masteries, cannot use a shield, cannot use any skills such as Dodge, Turn Blow, Mighty Blow etc. This allows the Dawnfire Warrior to keep going, no matter how much damage has been taken (except Holy or higher forms spiritual damage, which cuts straight through) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period to this skill. 1 Sanity is lost per use of this skill.

Cold Rage - this allows the Dawnfire Warrior to enter a state of rage against an opponent. A Dawnfire Warrior in this state will take only one quarter (1 / 4) of all normal physical damage after armour. The Dawnfire Warrior gains +6 points strength whilst in Cold Rage. The Dawnfire Warrior may still use all weapon masteries and skills whilst in Cold Rage. This skill should be declared against a specific opponent in an encounter (e.g. Cold Rage vs that Gil commander). This allows the Dawnfire Warrior to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target has been killed or escaped. There is no wind down to this skill - once the target has died or escaped, the Cold Rage ends immediately. This skill is usable once day.

Dedicated Mighty Blow 1 per 4 levels - As long as the Dawnfire Warrior is in a dedication they gain the ability to Mighty Blow. This allows the Dawnfire Warrior to strike a melee blow that is three times their normal damage. This can be used vs anyone not just magic users or in defence of magic users.

+X Lps Damage vs Elemental User - this gives the Dawnfire Warrior the listed extra damage when fighting elemental users.

Cold Rage in defence - While in a defence of the Rovac Council or the leaders of Rocarl the Dawnfire Warrior can enter a state of Cold Rage this skill can be used at will in the above conditions.

Dedicated Skill 4 - Depending on which dedication the Dawnfire Warrior is in, this skill has different effects.

In *Dedicated Vengeance* the Dawnfire Warrior will gain a major weapon ability 1 per day vs a magic user, Strike Off Limb with blades, Break Limb with blunt, or Poleaxe with a polearm. In *Dedicated Protectorate* the Dawnfire Warrior will gain Ward Magic User, this allows mean that the Dawnfire Warrior will take all damage that is targeted against the magic user they are protecting for one encounter per day

Strike Off Limb - this allows the Dawnfire Warrior to strike a blow with a bladed weapon in such away as to cut an opponents limb off. This skill only works on limbs and the call limb off should be called as the blow is being made. If it misses or the target opponent parries or dodges then the skill is still used.

Break Limb - This allows the Dawnfire Warrior to break an opponents limb with a blunt weapon, making it effectively useless although no actual LPs damage are caused.

Poleaxe – this allows the Dawnfire Warrior to strike a blow to the torso (main body part) of a target opponent which will reduce the target to zero LPs. This requires the use of a pole arm weapon type.

True Dedication – Once ever the Dawnfire Warrior can either take the life of a magic user, or give life to a magic user, as long as they can be *Resurrected* (i.e. not spiritually annihilated etc). This costs the Dawnfire Warrior a level and the associated XP.