HANDOUT FOR BAND OF BLADES

EASTERN KINGDOM HERITAGES

Bartans are close-knit and devout. Many wear jewelry made of tokens granted to them by family and people they have forged strong friendships with. Their culture is agrarian and ruled by a council. Tall and dark-haired with red or black eyes. Prefer flowing, brightly dyed cloth, and complex tattoos and skin painting. Worship seven major deities, including Asrika, the goddess of healing and mercy. Family names are passed through the mother.

Given Names: Adikar, Arun, Karoj, Kirish, Makit, Nadit, Parkresh, Raghav, Rakash; Adisha, Aswina, Kalyika, Kaviya, Kita, Rahika, Rashi, Riya, Seneha, Shimya, Vani.

Family Names: Arani, Chabarti, Dardhi, Dewa, Kapatia, Khatri, Pakshi, Manabur.

Warm, Pious, Stoic, and Educated.

Orites are cosmopolitan and influential. Their country is known for its technology. Their advances in clockwork and alchemy are almost as defining as their obsession with nobility and lineage. Favor embroidered linens and velvet and wear fancy masks instead of hats. Worship the Maker, the Shaper, and the Builder.

Noble Titles: Baronet, Contessa, Dame, Gallant, Graf, Landgrave, Marquess, Princips, Reina, Viscount.

Given Names: Alben, Anton, Blas, Cyprian, Elrik, Farian, Leon, Marilo, Rubin, Silvin; Aurora, Chiara, Emetta, Hadriana, Katovica, Livia, Millia, Severina, Tiana, Valeria.

Family Names: Albrekt, Garossi, Loprio, Martiko, Rodano, Sanicci, Zardani.

Noble, Connected, Vengeful, and Stern.

Panyar come from a deep forest touched by an ancient god. Everyone who spends enough time in the forest gains an animal trait, such as cat-like eyes or noticeable fangs. Their culture focuses on great deeds, and Panyar must earn the third part of their name. Dark eyed, with brightly dyed hair woven with tubers. Worship the god of the forest, the Horned One, and the goddess of the moon, Nyx.

Color Names: Amber, Azure, Russet, Sapphire, Scarlet, Silver, Vermillion, Violet.

Mark Names: Charging, Dancing, Flowing, Growing, Raging, Standing, Surging.

Deed Names: Blaze, Ember, Flood, Glade, Grove, Reef, Storm, Tempest, Tide, Weald, Wind.

Artisanal, Traveled, Shrewd, and Marked.

Zemyati are mountain-dwelling clans, and their culture is a complex arrangement of oaths between various clans, between a clan and its members, and between a Zemyati and the world. Pale-skinned. Prefer heavy, embroidered cloth and braided jewelry mixed with pieces of forged armor. All carry a ritual dagger to swear blood oaths. Worship the Living God, who is embodied as a tree.

Given Names: Adrimir, Colay, Gabridyor, Liavel, Maleksei, Melislav, Theonin, Viltory; Alika, Dania, Emilinya, Freriya, Isalana, Klarina, Sverena, Tatinika, Valentina, Zaya.

Patronymic/Matronymic: (masculine) -ovich, -evich, -ich; (feminine) -yevna, -ovna, -ichna.

Tough, Bold, Loyal, and Stubborn.

Additional Heritages

There are some heritages not found in the book, or separated from the four main heritages listed as a baseline for Band of Blades games.

Presented here are two possible heritages, along with the heritage traits and mechanical bonuses those heritage traits grant. The Aldermari and their heritage traits can be found in the rulebook, while the Darr traits have been crafted specifically for this document and are non-canonical.

Aldermari are proud, xenophobic hunters and equestrians who value their own culture above others, but have invested heavily in Orite technology, from rifles to steam engines. They despise the Old Empire and those who still venerate it. Olive-skinned with brown or black hair. They worship the Twin Gods: Mattiar the Smith, and Gerholtz the Hunter.

Given Names: Anjika, Ennika, Erelda, Grisynn, Idlin, Joha, Karona, Katriza, Kola, Lenia, Sarina; Aldke, Buren, Deikart, Fulon, Haghulm, Hanar, Janton, Zigfren

Family Names: Beher, Jeiker, Pober, Scharel, Schmeker, Skeider, Weidt, Weyer.

Ingenious, Hunter, Traditional, and Survivor.

- **Ingenious**: Mark an additional rank of rig, up to a maximum of 2. *Are you a worshipper of Mattiar, or do you practice your family's traditional trade?*
- **Hunter**: Mark an additional rank of shoot, up to a maximum of 2.
- **Traditional**: Mark 2 xp at the end of a mission instead of 1 for bringing into play your heritage. Define your traditions.
- **Survivor**: Once per mission, you may push for free to ignore wound penalties. *Let the undead come. They will not break Aldermark or its people.*

Darr are an iron-willed people from an ashen wasteland haunted by deadly shadows. A land broken by a cataclysm centuries ago. They are trapped there by a curse causing their bodies to bleed and fail if they spend more than a few years beyond its borders. Other kingdoms refuse their black coinage, fearing they will be cursed, too. Pale-haired and pale skinned. The Darr do what they must to survive.

Given Names: Akara, Orosha, Gada, Beila, Hikata, Mekuna, Okona, Paya, Sakara, Zagona; Basar, Birosh, Garanj, Hirem, Kibak, Mekan, Okosh, Pogan, Sarkar.

Family Names: Bekatief, Lahazar, Mehalsun, Omonar, Royota, Siharun, Zohitar.

Haunted, Unyielding, Amoral, and Cursed.

- **Haunted**: If one of your Traumas comes into play, gain an additional +1xp once per mission.
- **Unyielding**: Spend Special Armor to narrate a victory from a defeat; you still take the original Consequences.
- **Amoral**: If you take a Devil's Bargain to betray or deceive an ally, you may also Push for an additional +1d. *No one can say you don't get things done. No one said they have to like how you do it.*
- **Cursed**: When you take corruption, take 1 less corruption. *For some reason, your cursed heritage provides you some protection against the corruptive forces of the world. Maybe your curse is jealous.*

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