5: CONCEPTS

CREATING CONCEPTS

You concept is the type of character you wish to play. It is a little like class in D&D but not as defined. In fact, a subclass, background or even a feat from 5E D&D might serve as inspiration for a subclass. A Concept is easy to put together and players should be encouraged to create their own. Even if you don’t plan or write it out, you simply spend your Concept starting features in a certain way. This field should be narrow though. Agility and Athletics, for example, could be beneficial to most Concepts, but are they core to the Concept’s main purpose? If not, then you should not be spending Concept Specialty Advances in those Abilities.

To design your own concept, simply follow these steps.

1. Description
   Briefly describe what it is that people with this concept do.

2. Key Ability
   Select one Ability that is essential to the Concept. For spellcasters, this will be the Ability that will include your casting specialty, for example.

3. Concept Specialty Advances
   Choose a tight knit of Specialties that are essential to the functioning of this class. Not everything that would be ‘useful; just those Specialties that truly define their role. You don’t want these spread too widely, or you will not capture the essence of the Concept (and may as well not have one).

   This is where casters and Concepts that use Powers get access to those Powers. Your Concept should include a casting specialty here. This means your Concept grants you access to a Specialty that others cannot access at character creation (except by taking a longer route, such as an Entry Edge).

4. Select Talent Trees & a Talent
   Next, go through the Talent Trees and select those that go well with the Concept. The net can be cast a little wider here than Specialties, as your Concept only gets access to three of them. If there is one Talent Tree that is a must, then designate that as a Talent Tree they must start with and then the rest go into a list from which two can be chosen (for a total of three starting Talent Trees; six with your three from heritage).

   From the available Talent Trees, select one Talent that is likely the defining Talent for your Concept. Often this Talent will have the same or similar name as your Concept. For example, your Sorcerer concept might have to take the Sorcerer Talent to clearly show how they get their powers. Again, this might be a choice if there are more than one that can define the Concept, such as Alchemist or Magical Weird Scientist for a Mad Scientist. These Talents will be like the Professional or Arcane Background Edges from Savage Worlds.

CONCEPTS SUMMARY TABLE

This list includes the Concepts we have used in the past or developed, but a player should feel comfortable coming up with their own Concept (see Creating Concepts above). Obviously, not all of those listed below will be suitable for all genres and settings, they are simply here as examples.

Most rules should be presented in the Bashed & Borrowed system, but references are given here for when a player needs more background on what the Concept is about, or a GM needs further ideas/advice for a ruling.

<table>
<thead>
<tr>
<th>Role/Concept (&amp; sub-concept)</th>
<th>Key Ability</th>
<th>Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>Druid</td>
<td>Will</td>
<td></td>
</tr>
<tr>
<td>Feral</td>
<td>Survival</td>
<td></td>
</tr>
<tr>
<td>Fire-Bound</td>
<td>Will</td>
<td></td>
</tr>
<tr>
<td>Investigator</td>
<td>Knowledge</td>
<td>SWA p48</td>
</tr>
<tr>
<td>Jack-of-All-Trades</td>
<td>Smarts</td>
<td>SWA p48</td>
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<tr>
<td>Mad Scientist</td>
<td>Technical</td>
<td>SWA p148</td>
</tr>
<tr>
<td>Mage Blade</td>
<td>Fighting or Smarts</td>
<td></td>
</tr>
<tr>
<td>Priest</td>
<td>Will</td>
<td></td>
</tr>
<tr>
<td>Ranger</td>
<td>Survival</td>
<td></td>
</tr>
<tr>
<td>Rogue</td>
<td>Stealth</td>
<td></td>
</tr>
<tr>
<td>Treasure Seeker</td>
<td>Knowledge or Survival</td>
<td>-</td>
</tr>
<tr>
<td>Wizard</td>
<td>Smarts</td>
<td>PHB</td>
</tr>
</tbody>
</table>

EDGE TEMPLATE

NAME

What do they do?

KEY ABILITY: Name

You gain 10 Advances to spend on the following Specialties:

CONCEPT SPECIALTY ADVANCES:

- (Ability): Specialty
- (Ability): Specialty
- (Ability): Specialty
- (Ability): Specialty
- (Ability): Specialty

TALENTS

You begin play with the ??? Talent.

You have access to the following Talent Trees:

- TT (For some Concepts you might just offer 3 choices and not list a compulsory one here).

And any 2 of your choice from the following:

- TT
- TT
- TT
**DRUID**

You are a magician of nature. Your magic is fuelled by raw, primal nature. Your Powers are themed around animals, plants, and the elements. Some druids can even take the shape of animals.

**KEY ABILITY:** Will

You gain 10 Advances to spend on the following Specialties:

**CONCEPT SPECIALTY ADVANCES:**
- (Expertise): Any that to help you survive in the wilds or a rural region.
- (Animal Handling): Charm, Ride, Train.
- (Athletics): Climb, Swim
- (Healing): Treat Ailment, Treat Injury
- (Languages): Any.
- (Perception): Notice.
- (Survival): Dungeoneering, Fish, Forage, Hunt, Orientation, Track.
- (Vigour): Resilience, Stamina.

**TALENTS**

You begin play with the Animist Talent (from the Beast Talent Tree), OR the Elementalist Talent (from each of the Elemental Talent Trees), OR the Greenbond Talent (from the Plant Talent Tree).

You have access to the following Talent Trees:
- Wilderness
- And any 2 of your choice from the following:
  - Arcana
  - Awareness
  - Beast
  - Cold
  - Any Elemental
  - Medical
  - Mental Toughness
  - Shape-Shifting
  - Storm

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**FERAL**

You were raised completely in the wild, possibly even by animals.

**KEY ABILITY:** Survival

You do not start with any dice in Languages.

You gain 10 Advances to spend on the following Specialties:

**CONCEPT SPECIALTY ADVANCES:**
- (Agility): Acrobatics, Balance, Contortions, Dodge, Quickness
- (Animal Handling): Charm, Ride, Train
- (Athletics): Climb, Jump, Run, Strength, Swim, Throw
- (Coercion): Intimidate
- (Expertise): Any that suit such as Weaving, Leather Working, etc.
- (Stealth): Hide, Sneak
- (Survival): Dungeoneering, Fish, Hunt, Orientation, Track
- (Vigor): Durability, Gorging, Resilience, Stamina

**TALENTS**

You begin play with the Scout, Survivor, or Terrain Specialist Talent, all of which are found in the Wilderness Talent Tree.

You have access to the following Talent Trees:
- Wilderness
- And any 2 of your choice from the following:
  - Adaptable
  - Awareness
  - Beast
  - Fury
  - Mobility
  - Plant
  - Stealthy
  - Tough
FIRE-BOUND
This is for those with a Heritage forged in flame or you have made some magical or supernatural connection to fire. You could be an azer, a fire genasi, a tiefling, someone that has spent time on a plane of fire, a member of an elemental cult of fire, the worshiper of a fire god, or a sorcerer with fire in your blood.

(Putting this here as a reminder to me not to have a general sorcerer Concept – each bloodline should be its own).

KEY ABILITY: Will

You gain 10 Advances to spend on the following Specialties:

CONCEPT SPECIALTY ADVANCES:

- (Agility): Acrobatics, Contortions, Dodge, Quickness
- (Coercion): Incite, Intimidate, Taunt
- (Language): Ignan, Infernal
- (Perception): Insight, Notice
- (Persuasion): Charm, Seduce
- (Smarts): Cunning
- (Will): Spirit, Bloodline Magic

TALENTS
You begin play with the Fire Adept or Fire Resistance Talent. Both are found in the Elemental – Fire Talent Tree.

You have access to the following Talent Trees:

- Elemental - Fire

And any 2 of your choice from the following:

- Arcana
- Awareness
- Charm
- Combat Training
- Fighting Style – Unfettered
- Gish
- Mobility

GUIDE
You get people where they need to go. You could be an advance scout of a military operation, an explorer crossing new lands or even a modern-day tour operator.

KEY ABILITY: Knowledge, Survival, OR Vehicle Operation

You gain 10 Advances to spend on the following Specialties:

CONCEPT SPECIALTY ADVANCES:

- (Animal Handling): Ride, Train
- (Athletics): Climb, Run, Swim
- (Knowledge): Research, Streetwise
- (Perception): Notice
- (Persuasion): Bargain
- (Survival): Dungeoneering, Fish, Hunt, Orientation, Track
- (Vehicle Operation): Any
- (Vigor): Stamina

TALENTS
You begin play with the Explorer, Scout OT Terrain Specialist Talent, all in the Wilderness Talent Tree.

You have access to the following Talent Trees:

- Wilderness

And any 2 of your choice from the following:

- Awareness
- Cold
- Contacts
- Delver
- Fighting Style – Ranged
- Mobility
- Tough
- Vehicle Operation
**INVESTIGATOR**

You seek out clues that lead you to your goal. In a modern setting you might be a detective in a police force, a private investigator or investigative journalist. In fantasy settings, you still might work for an organisation like a city guard or simply a mage or rogue that likes to take their knowledge out on the beat. Whoever you are, you tend to be obsessed with details, you research well and then head out to put all the clues together and seek your quarry, be it a criminal, expose, or legendary item.

**KEY ABILITY: Knowledge**

You gain 10 Advances to spend on the following Specialties:

<table>
<thead>
<tr>
<th>Concept Specialty Advances:</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Coercion): Intimidate.</td>
</tr>
<tr>
<td>(Expertise): Any that would help, such as Journalism.</td>
</tr>
<tr>
<td>(Knowledge): Education, Research, Streetwise and Special Studies that might be relevant.</td>
</tr>
<tr>
<td>(Languages): Any.</td>
</tr>
<tr>
<td>(Perception): Insight, Search.</td>
</tr>
<tr>
<td>(Persuasion): Bargain, Convince.</td>
</tr>
<tr>
<td>(Smarts): Cunning, Decipher, Logic, Memory</td>
</tr>
<tr>
<td>(Stealth): Blend-In, Hide, Sneak</td>
</tr>
</tbody>
</table>

**TALENTS**

You begin play with the Investigator Talent from the Awareness Talent Tree.

You have access to the following Talent Trees:

- Awareness
- Academic
- Adaptable
- Combat Training
- Contacts
- Delver
- Intimidation
- Stealthy

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**Jack-Of-All-Trades**

You have dabbled in a lot of things without focusing on anything in particular.

**KEY ABILITY: Smarts**

You gain 10 Advances to spend on the following Specialties:

<table>
<thead>
<tr>
<th>Concept Specialty Advances:</th>
</tr>
</thead>
<tbody>
<tr>
<td>You can spend these Advances on any Specialty with the following restrictions:</td>
</tr>
<tr>
<td>1. You can only use these to raise new Specialties to a d4.</td>
</tr>
<tr>
<td>2. You cannot use them on more than two Specialties for any one Ability.</td>
</tr>
</tbody>
</table>

**TALENTS**

You begin play with the Jack-Of-All-Trades Talent from the Adaptable Talent Tree.

You have access to the following Talent Trees:

- Adaptable
- And any 2 of your choice from the following:
- Any Talent Tree, but you cannot take more than one of the same type, such as two Fighting Styles or two Elemental Talent Trees.
**Mad Scientist**

You work with a mysterious power source to create strange and wonderful (and likely dangerous) inventions that can fuel Powers.

**Key Ability:** Technical

You gain 10 Advances to spend on the following Specialties:

**Concept Specialty Advances:**
- (Expertise): Any that are hands-on such as smithing, engineering, architect, etc.
- (Knowledge): Research
- (Smarts): Decipher, Logic, Memory,
- (Technical): Weird Science (casting Specialty), Magical Infusions (casting Specialty) and any others. This will determine the types of devices you work with and your ability to repair them. Your choices here determine what gadgets fuel your Powers.
- (Vehicle Operation): Any.

**Talents**

You begin play with the Magical Mad Scientist from the Tinker Talent tree OR the Alchemist Talent from the Alchemy Talent Tree.

You have access to the following Talent Trees:
- Tinker OR Alchemy
- And any 2 of your choice from the following:
  - Advanced Tech
  - Alchemy
  - Arcana
  - Armor Specialist
  - Artillery
  - Combat Training
  - Delver
  - Fighting Style - Weapon Specialty
  - Tinker
  - Vehicle Operation

**Mage Blade**

You love to combine your fighting ability with your talent for magic. You focus your magic through your athame, a weapon with which you have a magical bond. Mage blades that like to be heavily armoured as well, are often known as eldritch knights.

**Key Ability:** Fighting OR Smarts

You gain 10 Advances to spend on the following Specialties:

**Concept Specialty Advances:**
- (Agility): Quickness
- (Athletics): Jump, Run
- (Coercion): Intimidate
- (Fighting): Any
- (Knowledge): Education, Research
- (Perception): Insight, Notice
- (Smarts): Cunning, Decipher, Logic, Battlecasting
- (Vigour): Durability, Resilience
- (Warfare): Strategy, Tactics
- (Will): Concentration

**Talents**

You begin play with the Battle Caster Talent from the Gish Talent Tree.

You have access to the following Talent Trees:
- Gish
- And any 2 of your choice from the following:
  - Arcana
  - Armour Specialist
  - Awareness
  - Combat Training
  - Fighting Style – Weapon Specialty
  - Mental Toughness
  - Mobility
  - Tough
**Priest**

You worship a deity or a group of deities, or perhaps even a whole pantheon and you channel the power of those deities through you.

**Key Ability:** Will

You gain 10 Advances to spend on the following Specialties:

**Concept Specialty Advances:**

- (Expertise): Any.
- (Fighting): Any one group that includes the weapon(s) used by your deity.
- (Healing): Diagnose, Treat Ailment, Treat Injury, Treat Mind.
- (Knowledge): Education, Research, Special Studies (Religion or other areas related to deity’s portfolio).
- (Languages): Any.
- (Persuasion): Convince, Inspire
- (Status): Reputation

**Talents**

You begin play with the Cleric Talent from the Divine Talent Tree.

You have access to the following Talent Trees:

- Divine
- And any 1 of your choice from the following:
  - Academic
  - Arcana
  - Celestial
  - Chaos
  - Combat Training
  - Contacts
  - Evil
  - Gish
  - Honour
  - Leader
  - Medical
  - Mental Toughness
  - Support

You are also free to choose any 1 other Talent Tree that directly represents the sphere of control of your deity.

**Ranger**

You are at home in the wilds. You may be a commando or advance scout for a military organisation or a loner that prefers the company of animals and beasts. You know how to survive hazards and take down the many dangerous foes of the wilderness.

**Key Ability:** Survival

You gain 10 Advances to spend on the following Specialties:

**Concept Specialty Advances:**

- (Agility): Balance, Contortions, Dodge, Quickness.
- (Animal Handling): Communicate, Drive, Ride, Train.
- (Athletics): Climb, Jump, Run, Strength, Swim, Throw.
- (Coercion): Intimidate.
- (Expertise): Any.
- (Languages): Any.
- (Stealth): Hide, Sneak
- (Survival): Dungeoneering, Fish, Forage, Herbalism, Hunt, Orientation, Track.
- (Technical): Traps
- (Vigour): Durability, Resilience, Stamina, Gorging.
- (Will): Spirit.

**Talents**

You begin play with any 1 Novice Talent from the Wilderness Talent Tree.

You have access to the following Talent Trees:

- Wilderness
- And any 2 of your choice from the following:
  - Awareness
  - Beast
  - Cold
  - Combat Training
  - Fighting Style – Brawler
  - Fighting Style – Dual-Wielder
  - Fighting Style – Mounted
  - Fighting Style – Ranged
  - Fighting Style – Weapon Specialist
  - Mobility
  - Plant
  - Stealthy
  - Tough
**ROGUE**

You typically rely upon your varied skills to get you out of trouble. When that does not work, the shadows are your friend. You are a trained sneak that relies on striking targets unaware of you.

**KEY ABILITY:** Stealth

You gain 10 Advances to spend on the following Specialties:

**CONCEPT SPECIALTY ADVANCES:**

- (Agility): Acrobatics, Balance, Contortions, Dodge, Quickness
- (Athletics): Climb, Jump, Run
- (Deception): Bluff, Cheat, Disguise
- (Fighting): Short Blades
- (Gaming): Any
- (Knowledge): Streetwise
- (Perception): Insight, Notice, Search
- (Persuasion): Bargain
- (Smarts): Cunning, Decipher
- (Stealth): Blend-In, Hide, Sleight of Hand, Sneak
- (Technical): Locks, Traps

**TALENTS**

You begin play with the Scoundrel (from the Trickery Talent Tree) or any Novice Talent from the Stealthy or Thievery Talent Trees.

**You have access to the following Talent Trees:**

- Stealthy or Thievery

And any 2 of your choice from the following:

- Awareness
- Contacts
- Delver
- Fighting Style - Slayer
- Fighting Style – Unfettered
- Mobility
- Stealthy
- Thievery
- Trickery

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**TREASURE SEEKER**

Treasure seekers are just happy with a few dollars or gold coins; they seek out legendary relics and magical treasures as much for the glory as the wealth they might bring. They could be Pulp archaeologists that do the legwork as well as the bookwork or daring, fantasy rogues. Treasure Seekers revel in the excitement of delving into ancient ruins, mad mage’s dungeons or strange and unexplored lands.

**KEY ABILITY:** Knowledge OR Survival

You gain 10 Advances to spend on the following Specialties:

**CONCEPT SPECIALTY ADVANCES:**

- (Agility): Balance, Contortions, Dodge.
- (Athletics): Climb, Jump.
- (Expertise): Any that would help, such as Cartography.
- (Knowledge): Education, Research, and Special Studies such as Archaeology, Anthropology, History, etc.
- (Languages): Any.
- (Perception): Search.
- (Smarts): Decipher, Logic
- (Survival): Dungeoneering, Orientation
- (Technical): Traps

**TALENTS**

You begin play with the Active Archaeologist Talent from the Delver Talent Tree.

**You have access to the following Talent Trees:**

- Delver

And any 2 of your choice from the following:

- Academic
- Awareness
- Combat Training
- Contacts
- Mobility
- Thievery
- Wilderness
**Wizard**

You learn spells through studying sigils and magical formulas. You are a versatile caster, able to amass a great collection of spells, but you rely on having them written down.

**Key Ability:** Smarts

You gain 10 Advances to spend on the following Specialties:

**Concept Specialty Advances:**
- (Expertise): Any that are scholarly in nature, such as calligraphy, book making, etc.
- (Healing): Treat Mind
- (Knowledge): Education, Research, Special Studies such as Arcana, History, Creatures, Religion, etc.
- (Languages): Any.
- (Smarts): Cunning, Decipher, Logic, Memory, Spellcasting (casting Specialty).
- (Status): Lineages, Stewardship
- (Will): Concentrate.

**Talents**

You begin play with the Spellbook Caster Talent from the Arcana Talent Tree.

You have access to the following Talent Trees:
- Arcana

And any 2 of your choice from the following:
- Academic
- Alchemy
- Charm (as Enchantment)
- Cold
- Any Elemental
- Fate (as Divination)
- Mental Toughness
- Storm
- Support
- Trickery (as Illusion)