"This is my attempt at building upon the frameworks of Savage Worlds to create a system that incorporates many innovations, rules and ideas from other systems to create a game that hits all the points we as a group like. It is also an excuse for me to mess with things - which I love doing. Games such as Dungeons & Dragons (all editions and including Pathfinder and 13th Age), and Song of Ice and Fire RP have greatly influenced the development of these rules."

- Connors "EvilGM"
TABLE OF CONTENTS

Credits ............................................................................................................. 2
Table of Contents .......................................................................................... 3
1: Basic Rule Modifications ........................................................................... 4
2: Character Creation .................................................................................... 11
3: Heritages .................................................................................................. 37
4: Concepts .................................................................................................. Error! Bookmark not defined.
5: Abilities & Specialties .............................................................................. 21
6: Hindrances ................................................................................................ Error! Bookmark not defined.
7: Edges & Talent Trees ................................................................................ Error! Bookmark not defined.
8: Spellcasters ............................................................................................... Error! Bookmark not defined.
9: Equipment ................................................................................................ Error! Bookmark not defined.
10: Action Charts ............................................................................................ Error! Bookmark not defined.
11: Critical Hit Charts ..................................................................................... Error! Bookmark not defined.
12: Mental Trauma .......................................................................................... Error! Bookmark not defined.
13: Creature Codex ......................................................................................... Error! Bookmark not defined.
Credits ............................................................................................................. Error! Bookmark not defined.
Table of Contents ......................................................................................... Error! Bookmark not defined.
Heading 1 ...................................................................................................... Error! Bookmark not defined.
Interior Art ...................................................................................................... Error! Bookmark not defined.

REFERENCES

<table>
<thead>
<tr>
<th>References Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>13A</td>
</tr>
<tr>
<td>FRPG</td>
</tr>
<tr>
<td>PHB</td>
</tr>
<tr>
<td>SWA</td>
</tr>
<tr>
<td>SWD</td>
</tr>
<tr>
<td>SWEX</td>
</tr>
</tbody>
</table>
1: INTRODUCTION, BASIC RULES & MODIFICATIONS

INTRODUCTION

Bashed & Borrowed (B&B) uses the core mechanics of the Savage Worlds system with many additions, exceptions and modifications taken from many of our favourite game systems.

Here is a summary of rules and concepts ‘borrowed’ from other systems in order of influence. Many of them have been ‘bashed’ around a little to suit our vision. Some of these rules (and how they have been modified) are explained later in this chapter.

Savage Worlds (Adventurer’s Edition): Core underlying rules mechanics (although our Target Number is 5 and Raises are increments of 5); Hindrances and Edges/Talents; Rank; Bennies; card initiative; combat rules (including Shaken, incapacitation, etc.); situational rules and conditions (such as Entangled and Distracted); Fear; Hazards; Vehicle stats; Powers/Spells etc.

Song of Ice & Fire RPG: Abilities & Specialties; Qualities/Benefits (as Talents); Drawbacks (as Hindrances); Intrigue (a social interaction system I wish to explore further); Weapon Qualities.

AGE RPG: Abilities & Focuses (as Specialties); Talents; Spells; Stunts.

Dungeons & Dragons: Creature types; Advantage & Disadvantage; reactions; short and long (extended) rests; Feats and class features (adapted as Edges/Talents); Renown; basic costs for fantasy games; downtime activities; lifestyle costs.

13th Age RPG: Relationship dice; Spell targets.

Cypher System RPG: GM intrusions; all individual character elements (as Edges/Talents & Hindrances).

House Rules: These are rules we have used in various games for a long time. Some may have been inspired by earlier editions of games or those above, and others we have come up with ourselves (and also insert into other games): weapon groups; kickers on initiative cards; item number encumbrance; 100 XP per Rank.

Before we delve into all those rules, a little note on play style. Bashed & Borrowed still follows the Pulp!-style game of Savage Worlds where even a lowly or weak creature has that tiny chance of felling a much stronger foe. With exploding dice, anything can happen. Players should embrace this swingy style.

In this game, Health is not the main resource you measure and make your judgements, such as when to rest, on. The accumulation of penalties are the main deciding factor. Of course, the loss of resources, like Powers (spells) will also have an impact.

The following rule discussions outline how Savage Worlds core rules are modified in B&B and how ideas from other games affect that core.

ACTIONS

Typically, you take 1 action and can move your Pace on your turn. You can take multiple actions but for every extra action you take, all actions taken that turn are at -2.

You also get 1 reaction per turn that can be taken out of turn and only used when a situation triggers you being able to use it. So, this is much like D&D, only there are no saving throws, so to avoid a danger, you will have to use your reaction.

E.g. a Fireball is cast at party, Bob stands there and takes it as he has used his reaction, but Tim dives behind Bob and makes a Agility (Dodge) check to reduce the damage.

DIFFICULTY NUMBER IS 5

Savage Worlds has a TN (target number) of 4 to determine success. In B&B it is 5 and referred to as the Difficulty Number (DN). Every 5 above the DN is a Raise. Raises lead to extra effects, such as Stunts in combat.

ABILITY & SKILL TEST MODIFIERS

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very Easy</td>
<td>+2</td>
</tr>
<tr>
<td>Easy</td>
<td>+1</td>
</tr>
<tr>
<td>Routine / Normal</td>
<td>0</td>
</tr>
<tr>
<td>Challenging</td>
<td>-1</td>
</tr>
<tr>
<td>Formidable</td>
<td>-2</td>
</tr>
<tr>
<td>Hard</td>
<td>-4</td>
</tr>
<tr>
<td>Very Hard</td>
<td>-6</td>
</tr>
<tr>
<td>Heroic</td>
<td>-8</td>
</tr>
</tbody>
</table>

EXPLODING DICE

Dice still ‘explode’. When you roll the maximum number, you roll the dice again and add to the original result.

B&B does not top out at a d12 either. You move to a d14, then a d16 and finally a d20.

Obviously, higher dice will not explode as often, but you will more consistently roll successes and Raises with higher dice.

SPECIALTY DICE

There is no automatic Wild Die to add to all rolls as players do in Savage Worlds. Instead, you have Specialties. If you don’t have dice in these Specialties then you don’t have a Wild Die. Specialty Dice otherwise function the same way – as a back up to your main Ability die check.

LOW ROLLS & CRITICAL FUMBLES
Some effects trigger on a 1 on your Ability roll, such as Arcane Backlash. If you roll a 1 on your Ability dice, you suffer the consequences even if your Specialty die succeeds. For example, a wizard’s spell might still go off, but the wizard is also Shaken from rolling a 1 on their Smarts dice.

**Critical Failures:** Any roll of 1 on your Ability dice could also lead to a critical failure. You have to roll the Ability dice again and on another 1 you have a critical failure and the GM will determine some terrible result for your character.

Again, Specialty dice do not play any part in determining critical failures. For example: Doc Gold fires his Lightning Gun and gets a critical failure on his Technical die, but a success on his Weird Science die. So, Doc manages to blow the thug away, but his contraption also explodes.

**HIGH ROLLS & RAISES**

Every increment of 5 above the DN is a Raise. In combat, these become Stunt Points that you can spend to do extra effects such as move foes around or deal extra damage. (See the Stunts rules).

There are many situations where it is clear what happens when Raises are rolled, such as when using Powers or the fact that Raises on damage equal more Wounds for the target, but a GM should also aim to provide something for a Raise even when there is nothing noted for the action. Perhaps the character performs with aplomb, impressing others, or they could complete a task in a shorter amount of time. The GM is encouraged to come up with something and can take inspiration from the GM Intrusions from *Cypher System* game.

**ADVANTAGE/DISADVANTAGE**

This is a popular rule from the *SE D&D* game.

**Advantage:** If you have Advantage, you roll an extra Ability Dice for the check. Only the better of the two Ability dice rolls count. This is very important, as rolling a 1 on your Ability dice is often bad and Advantage means you will do that very rarely. Advantage does not affect Specialty Die in any way.

For example: Rok the dwarf has a Vigour of a d8 with Resilience d6. Being a dwarf, he has Advantage vs poisons, so when resisting poisons Rok rolls 2d8 and 1d6 and takes the best result from all dice.

**Disadvantage:** As with Advantage, you roll an extra Ability Dice, but this time take the lowest. Once again, the Specialty Die is NOT affected by Disadvantage and may replace the Ability result of the lowest roll.

**ARMOUR & POWERS**

Armor interferes with spellcasting. The Armour bonus becomes a penalty applied to all rolls made to use Powers. There are Edges and Talents that reduce this penalty.

**DAMAGE**

Melee weapon damage is now Athletics + d# (not Strength. Though there are creatures whose Strength can go higher than their Athletics die and they use the higher of the two).

For Finesse and Thrown weapons, Agility can replace Athletics for weapon damage.

Projectile weapons remain with fixed damage.

**ENCUMBRANCE**

*B&B* uses a new encumbrance system based on *item slots*. (See Chapter 9 – Equipment for the full rules).
**Derived Stats**

Like Savage Worlds, B&B has a number of static values called your Derived Stats. In B&B, your Derived Stats are: Pace, Size, Parry, Sanity & Toughness.

Unlike Savage Worlds some of these stats rely on more than one Ability score to determine. (See the ‘Character Creation’ chapter to see how these are determined).

**Stress**

If a mental damage roll is less than a target’s Sanity, the victim is worried but there is no game effect. If the mental damage is equal to or greater than a character’s Sanity, they are Shaken (the same as if they were hit with a physical attack). Each Raise on the mental damage roll also inflicts a level of Stress.

- **SUCCESS:** The character is Shaken. If they were already Shaken (for any reason) and the second result is from mental damage of some kind (not a Test that results in Shaken, for example), they remain Shaken and also gain a level of Stress.
- **RAISE:** The character suffers a level of Stress for every raise on the mental damage roll, and is Shaken.

<table>
<thead>
<tr>
<th>Mental Damage</th>
<th>Victim is Shaken</th>
<th>Victim is Already Shaken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success (0-4 dmg over Sanity)</td>
<td>Shaken</td>
<td>1 Stress &amp; remains Shaken</td>
</tr>
<tr>
<td>1 Raise (5-9 dmg over Sanity)</td>
<td>1 Stress &amp; Shaken</td>
<td>1 Stress &amp; remains Shaken</td>
</tr>
<tr>
<td>2 Raises (10-14 dmg over Sanity)</td>
<td>2 Stress &amp; Shaken</td>
<td>2 Stress &amp; remains Shaken</td>
</tr>
<tr>
<td>3 Raises (15-19 dmg over Sanity)</td>
<td>3 Stress &amp; Shaken</td>
<td>3 Stress &amp; remains Shaken</td>
</tr>
</tbody>
</table>

**Madness**

If a character takes more than three levels of Stress they succumb to Madness and must make a roll on the Madness Chart (Chapter 10) as if they had suffered an attack with 3 Raises (i.e. 2d10).

The effects from this Chart are harder to recover from than normal (just like reaching Incapacitations from physical Wounds).

**Shaken**

Shaken characters are dazed, nicked, befuddled, bruised or rattled. They may only take free actions, such as moving (i.e. they cannot make attacks or take reactions, etc.). The Shaken effect can be the result of either physical or mental attacks. Subsequent attacks decide whether a character becomes Wounded (physical) or Stressed (mental).

At the start of their turn, Shaken characters must attempt to recover from being Shaken by making a Will (Spirit) roll. This is a free action.

- **FAILURE:** The character remains Shaken. They can only perform free actions.

- **SUCCESS:** The character is no longer Shaken and may act normally. You can still spend a Benny at any time to remove Shaken, (even when it is not your turn or you have just failed a roll to remove Shaken).

**Fear**

If a character is required to make a Fear roll then they do so on the first row of the Madness Chart in Ch.10 Mental Trauma.

**Countdown Dice**

Countdown Dice are a good cinematic tool to use instead of tracking exactly when something will occur. When there is a chance of something happening (such as guards arriving from the next cavern) or of something ending soon (like oxygen running out in a compromised spaceship), Countdown Dice add to the drama.

It is best to roll these dice where the players can see them, or better yet, have the players roll them.

Countdown Dice are a bunch of d6s. When you roll them and get any 1’s, you remove those dice from the pool. When there are no Countdown Dice left, time is up.

It is up the GM how many dice to roll and how often they are rolled. The situation should determine whether to roll the die every round, every minute, hour or even day. You can even use the idea of short and long rests. How many dice is a bit trickier. It really depends on how urgent the GM wants things to be. A good starting point is 3 Countdown Dice, but for a slow burn, when you know something is going to happen eventually, but there ‘should’ be time, add more. For something that will happen soon, choose 2, or even 1, Countdown Dice.

Powers use Countdown Dice (called Duration Dice). Magic in B&B is less defined and controlled than in other games and casters cannot be too sure how long their spell effects will linger.
## SIZE & SCALE

Size modifier affects Toughness and Encumbrance.

<table>
<thead>
<tr>
<th>Size/Toughness Modifier</th>
<th>Scale Modifier</th>
<th>Typical Height / Length</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>-6</td>
<td>6&quot; (15cm)</td>
</tr>
<tr>
<td>Very Small</td>
<td>-4</td>
<td>18&quot; (50cm)</td>
</tr>
<tr>
<td>Small</td>
<td>-2</td>
<td>3’ (1m)</td>
</tr>
<tr>
<td>Normal</td>
<td>-1</td>
<td>4’ (1.22m)</td>
</tr>
<tr>
<td></td>
<td>0</td>
<td>6’ (1.83m)</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>8’ (2.44m)</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>9’ (2.75m)</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>12’ (3.65m)</td>
</tr>
<tr>
<td>Large (+1 Wound, +1 Reach)</td>
<td>+2</td>
<td>15’ (4.6m)</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>18’ (5.5m)</td>
</tr>
<tr>
<td></td>
<td>6</td>
<td>24’ (7.3m)</td>
</tr>
<tr>
<td></td>
<td>7</td>
<td>30’ (9.15m)</td>
</tr>
<tr>
<td>Huge (+2 Wounds, +2 Reach)</td>
<td>+4</td>
<td>36’ (11m)</td>
</tr>
<tr>
<td></td>
<td>9</td>
<td>50’ (15.25m)</td>
</tr>
<tr>
<td></td>
<td>10</td>
<td>63’ (19.2m)</td>
</tr>
<tr>
<td></td>
<td>11</td>
<td>75’ (22.9m)</td>
</tr>
<tr>
<td>Gargantuan (+3 Wounds, +3 Reach)</td>
<td>+6</td>
<td>100’ (30m)</td>
</tr>
<tr>
<td></td>
<td>12</td>
<td>125’ (38m)</td>
</tr>
<tr>
<td></td>
<td>13</td>
<td>150’ (46m)</td>
</tr>
<tr>
<td></td>
<td>14</td>
<td>200’ (61m)</td>
</tr>
<tr>
<td></td>
<td>15</td>
<td>250’ (76m)</td>
</tr>
<tr>
<td></td>
<td>16</td>
<td>300’ (91m)</td>
</tr>
<tr>
<td></td>
<td>17</td>
<td>400’ (122m)</td>
</tr>
<tr>
<td></td>
<td>18</td>
<td>500’ (152m)</td>
</tr>
<tr>
<td></td>
<td>19</td>
<td>600’ (183m)</td>
</tr>
</tbody>
</table>

**NB:** Metric conversion are rough estimates only.

### SCALE

When creatures of different Scales attack each other, the smaller creature adds the difference between its Scale and its target to its attacks. A Tiny fairy (−6 Scale modifier), for example, adds +10 to hurl a bolt at a Huge dragon (+4). The larger creature subtracts the difference from its attacks. A Very Small eagle (−4) subtracts 2 from its Fighting totals when attacking a Tiny fairy (−6).

### CALLED SHOTS & TARGET SIZE

Use the Scale of the target when making called shots against creatures, not their Scale. If a hero wants to blast the eye of a Huge robot destroying the city, for example, use the Scale of the eye, not the robot. If the eye is about the size of a car, the hero adds +2 to their roll because a car is Large, a +2 bonus.

Hitting the vital areas have extra effects listed under Called Shots (SWA 98).
**CARD INITIATIVE**

Card initiative is a quick and fun style of doing initiative without the need for a GM to track rounds. It also makes combat from round to round a little less predictable (such as with spell durations as your PC changes their position in the initiative from round to round).

1. **Each player and NPC/group is dealt once card for initiative at the start of each round.**
   The order is Kings first, Aces last. The suits determine order for those with the same card, using reverse alphabetical order. So: Spades, Hearts, Diamonds, Clubs. (The GM decides how many groups the enemy will have and each receives their own card. So a leader and grunts might have 2 initiative cards. Though a GM is free to simply have one for all their creatures/NPCs).
   
   Jokers are not technically ‘in the order’. If you are dealt a Joker, you can go at any time in the round, including interrupting another creature’s turn. If both Jokers try to go at the same time, the red one takes precedence.

2. **Extra Bonus Cards**
   PC’s receive extra cards if they have selected a relevant Edge or Talent. The Edge or Talent will indicate how many extra cards are received.
   The player can select any card from the ones received to use for their initiative that round.

3. **Extra Penalty Cards**
   These are rare and only apply if you have selected some Hindrance to receive extra penalty cards. If you receive extra penalty cards you must always take the LOWEST of the cards. (If you somehow end up receiving bonus and penalty cards, they just cancel each other out).

4. **Throwback Cards**
   Once per round, you can throw in a card that is less than your Quickness specialty die, and have it replaced. It is possible to access multiple throwbacks through different features such as Edges and Talents.
   **NB:** you can never get worse for your initiative, but a player may choose to use a lower replacement card if they wish.

**JOKER**

Jokers can be used to take actions at any point during a round, and may be used to interrupt another player or the GM. They also administer a +2 bonus to all dice rolls for that round only. The deck is re-shuffled after anyone receives a Joker.
2: CHARACTER CREATION
Character sheets may be found at the end of this booklet.

1. Choose Heritage – culture, race, species etc.
2. Concept – The type of character you want to play.
3. Apply Heritage adjustments, spend Heritage and Concept Specialty Advances.
4. Hindrances
5. Advances.
6. Derived Stat’s.
7. Renown & Relationship
8. Cash & Equipment. (see Status Ability and ‘Equipment’ chapter)

ABILITIES

STARTING ABILITIES
Characters start with a d8 in all Abilities except for Expertise and Languages (these two are purchased as Specialties).

HERITAGE
The first step in creation is choosing a Heritage, (a cultural group, race or species). You should make all Heritage adjustments to your character before spending your 10 all-purpose Advances (see below).

Your Heritage grants you:

ABILITY ADJUSTMENTS.
You start with a d10 in two Abilities from a select group determined by your Heritage. You will also drop two Abilities to a d6. Your Heritage determines which Abilities these are. You gain no bonus Advances for the two scores that drop to a d6.

HERITAGE SPECIALTY ADVANCES
You gain another 10 Advances that you must spend on particular Specialties associated with and listed under each Heritage. This may include other languages commonly spoken.

STARTING LANGUAGES
You begin with a d8 in a number of languages outlined in your Heritage.

STARTING TALENT TREES
You Heritage will typically grant you access to three Talent Trees.

HERITAGE TRAITS
These are positive qualities, such as Low Light Vision, that members of your Heritage start with. (Rarely, this may include bonus Edges/Talents).

HERITAGE HINDRANCES
These are Hindrances for which you gain no bonus Advances. See the ‘Hindrances’ chapter for details, or if they are unique to your Heritage, they will be explained under Heritage. Hindrances can be ‘bought off’ as outlined in the ‘Hindrances’ chapter.

CONCEPT
The next step in creation is choosing a Concept, (what type of hero your character is). Concepts are dependent upon the genre and setting you are playing and your GM should come up with a list that are suitable to your game. Or, you simply state a concept and come up with the three traits listed below. This should not be difficult.

You should make all Concept adjustments to your character before spending your 10 all-purpose Advances (see below).

Your Concept grants you:

KEY ABILITY.
Your concept’s key Ability is immediately raised by 1 die type. This will usually mean going to a d10, but if you also raised this ability with your Heritage, then it will go to a d12.

CONCEPT SPECIALTY ADVANCES
You gain another 10 Advances that to spend on particular Specialties associated with and listed under each Concept.

STARTING TALENT TREES
Your Concept grants you access to three more Talent Trees. Sometimes one will be assigned and others are chosen from a tight group listed. If on the rare occasion the one compulsory Talent Tree access overlaps with your Heritage Talent Trees granted, then simply choose another from the Concept group of Talent Trees.

HINDRANCES
You can select (or roll random) Hindrances for your character to gain extra Advances at character creation. See the Hindrances Chapter for more details, but basically, you gain the following benefits for taking a hindrance:

- Minor Hindrance: Gain 1 XP or raise a specialty die one type.
- Major Hindrance: Gain 5 XP or 1 Advance

ADVANCES
You gain everything through Advances in B&B. You ‘spend’ Advances to improve Abilities and Specialties and gain new features in Edges and Talents.

**STARTING ADVANCES**

All characters start with 10 Advances to use as they wish to build their characters.

**Gaining More Starting Advances**

There are two ways that you can gain more Advances at character creation.

1. You can lower starting Ability scores to gain an Advance for each reduction in die.
2. You can take Hindrances as outlined above and in the ‘Hindrances’ chapter.

**SPENDING ADVANCES**

You can use an Advance to:

1. **Raise an Ability one die type**, though you need to spend more Advances to keep raising the same Ability score. The costs on the table below are cumulative, so you have to first pay to get to a d10 (1 Advance) and then to get to a d12 (2 Advances) you would need to spend 3 Advances in total. Races that allow you to start with an Ability at a d10 have essentially already paid for the first Advancement. It is then 2 Advances to get to a d12.

<table>
<thead>
<tr>
<th>Starting die</th>
<th>Advancement Cost at Character Creation</th>
</tr>
</thead>
<tbody>
<tr>
<td>d8</td>
<td>1 Advance (to increase scores reduced by heritage)</td>
</tr>
<tr>
<td>d10</td>
<td>1 Advance</td>
</tr>
<tr>
<td>d12</td>
<td>2 Advances</td>
</tr>
<tr>
<td>d14</td>
<td>3 Advances</td>
</tr>
<tr>
<td>d16</td>
<td>4 Advances</td>
</tr>
<tr>
<td>d20</td>
<td>5 Advances</td>
</tr>
</tbody>
</table>

**NB:** After character creation, an Ability increase always costs only 1 Advance, but you can only raise each Ability once per Rank

2. **Increase 2 Specialties by one die each** (or 1 Specialty by 2 die). A Specialty raised for the first time starts at a d4. (Remember, Specialties cannot exceed their linked Ability).
3. **Gain one Edge or Talent** for which you meet the requirements. You have to have access to the Talent Tree to choose a Talent. If you want to gain access to another Talent Tree, you need to choose a relevant Edge (which gives you a minor feature, less than a Talent, as well as entry into a new Talent Tree).

**SPENDING ADVANCES RANDOMLY**

If you like the idea of creating characters randomly, then you can use this chart to help determine what to do with your advances. Obviously, ignore any results that do not suit the genre or your character concept.

<table>
<thead>
<tr>
<th>d10</th>
<th>Advancement cost at Character Creation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Increase a random Ability</td>
</tr>
<tr>
<td>4-6</td>
<td>Increase 2 random Specialties. (After character generation, 50% for each Specialty to be one you already have)</td>
</tr>
<tr>
<td>7-8</td>
<td>Gain a random Talent from a random Talent Tree to which you have access.</td>
</tr>
<tr>
<td>9</td>
<td>Gain a random Edge at character generation. If after character generation, treat as Talent above.</td>
</tr>
<tr>
<td>10</td>
<td>Gain a random Edge.</td>
</tr>
</tbody>
</table>

**GAINING ADVANCES AFTER CHARACTER CREATION**

After character creation, you gain an Advance every 25XP. Once you get 100 XP you move up to the next Rank and begin XP at 0 again. This pattern continues until Legendary Rank where you just keep accumulating XP, still getting an Advance every 25 XP.

Abilities only cost one advance to raise after character creation, but each Ability can only be raised once per Rank (or after 4 Advances at Legendary Rank).

**DERIVED STATS**

These are static numbers, rather than a dice, like Abilities. Often, these serve as DNs for those that would act against you, such as your Parry score being the DN of what a foe needs to hit you in combat.

Here is how you determine each of your Derived Stats and what they mean in the game. Each of these are modified further by your selection of Edges and Talents.

**Pace**

Your Pace is how many inches you can move your miniature on a battle mat. Each point of pace equates to roughly 5-6 feet or 2 yards in the world.

**Calculating Pace:** Pace is set according to your Heritage.

**Running:** Running is an action. Roll an Athletics (Run) check and add the result to your Pace for this round. You cannot move more than triple your Pace with this roll.

**Size**

Your Size is how your character compares to other creatures of the world. Medium-sized creatures have a Size value of 1 to +3, putting them in the Normal Scale. Your Size also adds
to your **Toughness** (see below). There are other rules for creatures outside the Normal size range. (See *Savage Worlds Adventurer’s Edition* page 179, and in the ‘Basic Rules’ chapter of B&B).

**Calculating Size:** Size is set according to your Heritage.

**Parry**

Your Parry score indicates how well you avoid being hit in combat. It serves as the DN for a foe trying to hit you.

**Calculating Parry:** Halve your Agility and Fighting Abilities and then find the average of these two figures. Round this number up and then add +1 to the result.

If you are wielding a weapon or shield with the Defensive property, you add that value to your final Parry score. (If you attack with that weapon, you lose the Parry benefit until the start of your next turn).

For example: Rocc the gnome warden has Agility d10 and Fighting d12. Half of those figures is 5 & 6. The average is therefore 5.5 which is rounded up to 6. With the +1 added, Rocc’s Parry is 7. When he wields his medium shield (+2), his Parry score is 9.

**Sanity**

Your Sanity is a measure of how much mental damage or psychic damage your mind can handle. When you take psychic damage, it is compared to your Sanity score. If it exceeds your score, this could result in Stress. (See the ‘Basic Rules’ chapter for how Stress works).

**Calculating Sanity:** Halve your Smarts and Will Abilities and then find the average of these two figures. Round this number up and then add +1 to the result.

For example: Lugh the bard has Smarts d14 and Will d8. Half of those figures is 7 & 4. The average is therefore 5.5, which is rounded up to 6. With the final +1 added, Lugh’s Sanity is 7.

**Toughness**

Your Toughness is a measure of how much physical punishment you can take. When you suffer any form of physical damage the result is compared to your Toughness. If it exceeds your score, you may receive Wounds.

**Calculating Parry:** Halve your Athletics and Vigour Abilities and then find the average of these two figures. Round this result up and then add +1 to the result.

You also add your Size modifier to your Toughness, as well as any Armour bonus you have.

For example: Kavae’Lee the elf sorcerer has Athletics d8 and Vigour d8. Half of those figures is 4 & 4. The average is therefore 4 (no rounding needed). With the +1 added, Kavae’Lee’s Toughness is 5. However, as an elf with the Slender Hindrance, Kavae’Lee has a -1 to Size which applies to Toughness. Fortunately, she is wearing light armour (+1) to offset that penalty, so her Toughness remains at 5.

**A final note on Derived Stats.** The base assumption with these figures is that a creature or character with average Abilities, a d8 (as in the last example above) then the Derived Stat comes out at the standard DN of 5.

Thus, a creature with average Abilities will beat the DN (Derived Stats) of another average creature 50% of the time.
RELATIONSHIPS & RENOWN

Each character begins with 3 Renown Points. The player has to choose whether to spread these out over different relationships/groups or put them all into one. As renown grows you gain Relationship Dice. It is these dice that determine when your affiliated group play a part in the game.

If creating characters higher than beginning characters:

- Gain +1 Renown per 2 Advances

RENOWN

As you build up Renown, you become more ‘known’ by the group you are affiliated with and there is more of a chance they get involved in your activities. At certain thresholds of Renown, you gain a Relationship Dice and possibly Relationship Rank benefits.

<table>
<thead>
<tr>
<th>Renown</th>
<th>Relationship Dice (d10s)</th>
<th>Relationship Rank</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>25</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>50</td>
<td>5</td>
<td>4</td>
</tr>
</tbody>
</table>

It gets harder and harder to gain Relationship Ranks with one group. Those with 50+ would be the leaders and most influential leaders in a large organisation for example.

RELATIONSHIPS

First, you need to choose what type of relationship you have with your starting groups. Through the course of play you will develop other relationships and the nature of this relationship will be the direct result of how you interacted with the group.

The relationship with the group is defined using the following, and may include both positive and negative dice, resulting in a conflicted relationship.

Positive: The relationship goes well both ways.

Negative: You don’t like the group and they certainly do not like you.

AFFILIATIONS / GROUPS

A player may choose any size group to have a relationship with, even localised areas may be chosen. However, Relationship Dice are only rolled when a character is within the affiliation’s sphere of influence. A character’s Heritage, Concept, home and background should give clues as to what groups could be chosen.

Examples: guilds, noble families, kingdoms, wide ranging organisations, knightly orders, religions, tribes, settlements.

SPHERES OF INFLUENCE

1. Local: A small area such as a village, tiny forest, mountain valley or a localised organisation such as thieves’ guild or tribe. (Typically, Realms of levels 1-5, if using EvilGM’s Realms Creation Charts).

2. Regional: A larger area such as a small city, larger wood or swamp or a small grouping of tribes. This could also simply be a small area as above and all surrounding small areas. (Typically, Realms of levels 6-10. Or levels 1-5 inc all other surrounding realms of levels 1-5).

3. National: Has influence right across the current kingdom, or large geographical area. (Realms levels 10-15).

4. Continental: Influence spans continent, an empire or a kingdom and all surrounding kingdoms of similar level. (Realms levels 16-18).

5. Worldly: Influence can be seen across the setting. Planar factions, and powerful empire or even great religions might have this sort of influence. (Realms levels up to 20).
**RELATIONSHIP DICE**

At the beginning of a gaming session, you select three of the relationships and roll their Relationship Dice. (The relationships chosen must be within their sphere of influence - meaning it must be possible for them to have an influence on your character this session). **Relationship Dice are d10s.** The GM may choose to alter the number of rolls depending on the number of players, location or any other factors they choose.

<table>
<thead>
<tr>
<th>d10</th>
<th>Outcome</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>You get some meaningful advantage from the relationship.</td>
</tr>
<tr>
<td>9</td>
<td>You gain some advantage as above, but there is a complication. Help might be more temporary, or involve a stronger obligation, or you may attract unwanted attention whilst gaining the help.</td>
</tr>
<tr>
<td>2-8</td>
<td>No significant involvement of your affiliated group this session (unless of course the GM already has other plans).</td>
</tr>
<tr>
<td>1</td>
<td>(Optional). You suffer some disadvantage from having this relationship.</td>
</tr>
</tbody>
</table>

NB: it is not just the GM's job to include this outcome. By rolling these at the start of a gaming session and knowing they are possible, a player may instigate things through role-playing their character to try and create plausible reasons for the affiliation to get involved.

A GM should 'try' to get through as many of these as possible a session, but they are not guaranteed to occur. Sometimes there are just too many, sometimes the PCs may simply be in a place too hard to include some relationships, etc. This is not an obligation, but an incentive and a chance for a character's background and affiliations to come into play.

**RELATIONSHIP RANKS**

Relationship Rank determines your 'position' within a group. Formal organisations likely have titles at each step. It is not to be confused with the Ranks for characters, Powers and creatures according to their XP or power. It is simply a measure of their position within that relationship.

There are examples of ranks and titles for Forgotten Realms organisations in the 5E D&D *Dungeonmaster's Guide* chapter 1. The guilds from the *Guildmaster's Guide to Ravnica* have fully fleshed organisations with many tables and the different ranks for all types of organisations. These make for great examples, such as using the Azorius Senate for any town guard or judiciary system (including a religion based around civilization and law).

**RELATIONSHIP RANK BENEFITS**

Not all of a character's relationships are going to be with organisations. Many are going to be with a realm. In civilised centres, recruits are likely NPCs, but in wilder regions it may involve beasts, fey or other creatures. When writing up a realm/organisation a GM should choose one to three of the features below that would be available to characters with each Relationship Rank.

The Companions and Recruits are just guidelines and they might be better represented by tables like those in *Strongholds & Followers* by MCDM Productions (5E D&D)
where a DM chooses a relevant table, or even better, creates a table specific to each faction.

**Positive Relationship Rank Effects**

**Positive Relationship Rank 1 (Renown 3+)**

At this Relationship Rank an affiliation may be able to provide you with one or more of the following:

1. **Companion - Temporary.** You gain the use of one Novice companion (possibly beast). This companion is only available whilst in the realm or when completing missions for the realm/organisation.
2. **Contact.** You gain a contact of Relationship Rank 2 or higher within the organisation/realm. You are likely in regular contact, and possibly receiving commands, from this higher-ranking member.
3. **Downtime Costs.** The organisation/realm with cover 25% of the costs of any downtime activity that it is able to cater to. For example, a wizard's guild could help with 'Buying a Magic Item' but a small village may be of no use for this downtime activity.
4. **Item/Gift - 25gp.** A character may receive a gift of up to 25gp if they intend to do something beneficial to the realm. This could be reflected in the townsfolk offering supplies, of the leader giving them weapons, etc.
5. **Knowledge/Secret.** You learn a vital piece of information to do with the organisation/realm, its members or its enemies.
6. **Lifestyle - Modest.** You may receive a salary or the people/organisation may just 'put you up' for no cost. This is enough to maintain a modest lifestyle (but this could be modified by the wealth level of the organisation/realm).
7. **Recruits - Temporary & Stationary.** Characters can gain the aid of some recruits only whilst within this realm. Typically, these recruits arrive in numbers equal to the level of the Realm plus the character's Relationship Rank. Recruits are typically Novice Minions. If the character has a stronghold in the realm from which the recruits are being made, then add the level of the stronghold to the number of recruits. (If using Strongholds & Followers this may simply be a unit. I will come back with specifics.)
8. **Spells Cast. Novice.** If your realm has the means, they will cast spells of this Rank freely for your benefit.

**Positive Relationship Rank 2 (Renown 10+)**

At this Relationship Rank an affiliation may be able to provide you with one or more of the following:

1. **Companion.** You gain the use of one companion (possibly beast) up to Seasoned Rank (but not higher than your Rank). This companion will accompany you on missions for the realm/organisation.
2. **Contact.** You gain a contact of Relationship Rank 3 or higher within the organisation/realm. You are likely in regular contact, and possibly receiving commands, from this higher-ranking member.
3. **Downtime Costs.** The organisation/realm with cover 50% of the costs of any downtime activity that it is able to cater to. For example, a wilderness tribe with shamans may be able to cover the cost of crafting certain items requiring an herbalist kit.
4. **Gift/Item - 100gp.** A character could receive a gift of up to 100gp for a mission to help the town.
5. **Lifestyle - Comfortable.** You may receive a salary or the people/organisation may just 'put you up' for no cost. This is enough to maintain a comfortable lifestyle (but this could be modified by the wealth level of the organisation/realm).
6. **Magic Item - Common One Use.** Such as a potion or scroll or a guild charm specific to the realm/organisation. (See Guildmaster's Guide to Ravnica chapter 5 for example charms). These can be granted prior to each mission you undertake for that relationship.
7. **Magic Item - Uncommon Loan.** Gain a permanent magic item but it is only for loan for one mission.
8. **Recruits - Temporary & Mobile.** These recruits arrive in numbers equal to the level of the Realm plus the Relationship Rank of the character in this relationship. Recruits are typically Novices. If the character has a stronghold in the realm from which the recruits are being made, then add the level of the stronghold to the number of recruits. (If using Strongholds & Followers this may simply be a unit and follower. I will come back with specifics.)
9. **Residence/Home Base.** Character may get a room in a large guild house or small residence from which to operate.
10. **Spell Secret. Novice.** You can add an additional Power to your known list. Obviously, the realm/organisation has to have some sort of magical connection. These spells should be unique spells or those strongly associated with the realm/organisation.

11. **Spells Cast. Seasoned.** If your realm has the means, they will cast spells of this level freely for your benefit.

12. **Title/Role.** Many organisations have titled, specialised roles that become available at this rank. These often come with their own benefits and quite often, responsibilities.

**POSITIVE RELATIONSHIP RANK 3 (RENOWN 25+)**

At this Relationship Rank an affiliation may be able to provide you with one or more of the following:

1. **Companion.** You gain the use of one companion (possibly beast) up to Veteran Rank (but not higher than your Rank). This companion will likely be a bond and will perform any duties you assign it, including adventuring alongside you.

2. **Contact.** You gain a contact of Relationship Rank 4 or higher within the organisation/realm. You are likely in regular contact, and possibly receiving commands, from this higher-ranking member.

3. **Downtime Costs.** The organisation/realm with cover 75% of the costs of any downtime activity that it is able to cater to. For example, a rogue’s guild could cover the costs to gather the information required before undertaking the crime downtime activity.

4. **Gift/Item - 200gp.** A character could receive a gift of up to 200gp for a mission to help the town.

5. **Lifestyle - Wealthy.** You may receive a salary or the people/organisation may just ‘put you up’ for no cost. This is enough to maintain a wealthy lifestyle (but this could be modified by the wealth level of the organisation/realm).

6. **Magic Item - Uncommon One Use.** Such as a potion or scroll or a guild keyrune specific to the realm/organisation. (See Guildmaster’s Guide to Ravnica chapter 5 for example keyrunes). These can be granted prior to each mission you undertake for that relationship.

7. **Magic Item - Uncommon.** Gain a permanent magic item to keep.

8. **Magic Item - Rare Loan.** Gain a permanent magic item but it is only for loan for one mission.

9. **Recruits.** These recruits number up to twice the level of the Realm plus the Relationship Rank of the character in this relationship. Recruits are typically Novice Rank but have 2 higher Specialties than most. If the PC has a stronghold in the realm from which the recruits are being made, then add the level of the stronghold to the number of recruits. These recruits will go on a mission that benefits their realm. Along with these recruits will be one Seasoned Rank leaders. (If using Strongholds & Followers this may simply equate to two units and two followers. I will come back with specifics.)

10. **Spell Secret. Seasoned.** You can add an additional spell to your known list. Obviously, the realm/organisation has to have some sort of magical connection. These spells should be unique spells or those strongly associated with the realm/organisation.

11. **Spells Cast. Veteran.** If your realm has the means, they will cast spells of this level freely for your benefit.

12. **Stronghold.** At this level, if you do not have one already, the realm/organisation may grant you a level 1 stronghold (as outlined in Strongholds & Followers).

13. **Title/Role.** Many organisations have titled, specialised roles that become available at this rank, or you may attain a more advanced rank from any previous title. These often come with their own benefits and quite often, responsibilities.
**Positive Relationship Rank 4 (Renown 50+)**

At this rank an affiliation may be able to provide you with one or more of the following:

1. **Companion.** You gain the use of one companion (possibly beast) up to Heroic Rank but never higher than yours. This companion will likely be a bond and will perform any duties you assign it, including adventuring alongside you.

2. **Contact.** You gain another contact of Relationship Rank 4 within the organisation/realm. You are likely in regular contact, working alongside them to issue commands and direct the organisation/realm.

3. **Downtime Costs.** The organisation/realm will cover 100% of the costs of any downtime activity that it is able to cater to. By this rank, you are probably central in deciding where costs go for the organisation or realm. An organisation/realm can still only contribute to downtime activities that it has connections to.

4. **Gift/Item - 2,000gp.** A character could receive a gift of up to 2,000gp for a mission to help the town. Of course, such wealth must be available to the realm.

5. **Lifestyle - Wealthy.** You may receive a salary or the people/organisation may just ‘put you up’ for no cost. This is enough to maintain a wealthy lifestyle (but this could be modified by the wealth level of the organisation/realm).

6. **Magic Item - Rare One Use.** Such as a potion or scroll or a guild keyrune specific to the realm/organisation. (See Guildmaster’s Guide to Ravnica chapter 5 for example keyrunes). These can be granted prior to each mission you undertake for that relationship.

7. **Magic Item - Rare.** Gain a permanent magic item to keep. This is likely a recognisable symbol of the organisation/realm.

8. **Magic Item - Very Rare Loan.** Gain a permanent magic item but it is only for loan for one mission. This could be the main treasure of the organisation/realm.

9. **Recruits.** These recruits number up to three times the level of the Realm plus the rank of the character in this relationship. Recruits are typically Seasoned Rank. If the character has a stronghold in the realm from which the recruits are being made, then add the level of the stronghold to the number of recruits. These recruits will accompany you anywhere you go and serve as a personal retinue. Along with these recruits will be two leaders of up to Veteran Rank. Their Rank cannot exceed yours. (If using Strongholds & Followers this may simply equate to three units and three followers. I will come back with specifics.)

10. **Spell Secret. Veteran.** You can add an additional spell to your known list. Obviously, the realm/organisation has to have some sort of magical connection. These spells should be unique spells or those strongly associated with the realm/organisation.

11. **Spells Cast. Heroic.** If your realm has the means, they will cast spells of this level freely for your benefit.

12. **Stronghold.** At this level, if you do not have one already, the realm/organisation may grant you a level 2-3 stronghold (as outlined in Strongholds & Followers).

13. **Title/Role.** Titles at this level are among the highest in the realm/organisation. If these titles are accepted then you are likely one of the leaders of the realm/organisation, if not the actual leader. At the very least, you likely have the ear of the leaders. These titles come with their own benefits and quite often, responsibilities.

**Negative Relationship Rank Effects**

As these are reactionary features, you can only benefit from
these features once per Relationship Rank per long rest for each negative relationship. So, if you are Relationship Rank 2, you can use two of the features available below, versus that particular faction, and then must complete a long rest before doing so again.

**NEGATIVE RELATIONSHIP RANK 1 (RENOwn 3+)**

1. **Opposed Advantage.** You gain Advantage on one opposed ability check versus members of this relationship.

2. **Forced Fumble.** You can force a fumble on an enemy of this relationship within 60 feet, when they roll a natural 2 on any attack, ability check or saving throw. This will have a minor effect, such as dropping their weapon, as if they had rolled a 1. It also ends their turn immediately.

**NEGATIVE RELATIONSHIP RANK 2 (RENOwn 10+)**

1. **Saving Throw Advantage.** You gain Advantage on one Ability check made to resist the actions, including Powers, taken by members of this relationship.

2. **Recall Lore/Secret.** You can gain one important piece of information about your foes. This can be a secret, such as who they really serve, or a statistical tidbit, such as what a creature’s resistances are. Basically, you can ask the DM one question.

**NEGATIVE RELATIONSHIP RANK 3 (RENOwn 25+)**

1. **Force Morale Check.** Once during an encounter as a bonus action or reaction, you can force all enemies of this relationship within Near Range to make a morale check or they roll on the Fear Table. Morale check is a Will (Spirit) check.

2. **Resistance.** You gain resistance (+2 to rolls to oppose and reduce damage by 2) versus one damage type for one attack made by a member of your opposed faction.

**NEGATIVE RELATIONSHIP RANK 4 (RENOwn 50+)**

1. **Force Morale Check at Disadvantage.** Once during an encounter, you can force all enemies of this relationship within Short Range to make a morale check or they become must roll on the Fear Table. Morale check a Will (Spirit) check at -2.

2. ** Legendary Save.** You automatically make one Ability check to resist an attack/spell from a member of this opposed faction.
3: Abilities & Specialties

Below is a list of each of the Abilities and what you can do for each Specialty. Remember a specialty is basically the Wild Dice of Savage Worlds. If you don’t have a specialty in B&B then you don’t have a Wild Die for that roll.

The list of Specialties would, and should, change depending on the genre of the game or even the specific setting within a genre. (Modifying the character sheet before being given to players may be the best way to show them which Specialties are available). There are examples of Specialties under several of the Abilities below. Others can be added as we play through different settings and a player is free to come up with their own ideas for Specialties.

Specialties listed in brackets can only be used by characters with dice in the specialty.

Sources

The following sources are referenced:

SWD = Savage Worlds - Deluxe version. (This is an older edition, but I have left page references here in case players don’t have the SWA).

SWA = Savage Worlds - Adventure edition. This edition takes precedence where there is conflict in the rules.

SIF = Song of Ice and Fire RPG.

Players don’t really need to look up all these rules - the references are for the GMs, but at least you can now see what each Ability and Specialty adds to the game or is used for.

Adapting SIF to SW Ability Checks

Below are the modifiers to use for Savage Worlds Ability checks using the difficulty categories of the Song of Ice & Fire RPG. These are used for B&B too.

Remember - the standard Target Number in Savage Worlds is 4. The TN in B&B is 5.

<table>
<thead>
<tr>
<th>Ability Check Adjustments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Easy</td>
</tr>
<tr>
<td>Routine</td>
</tr>
<tr>
<td>Challenging</td>
</tr>
<tr>
<td>Formidable</td>
</tr>
<tr>
<td>Hard</td>
</tr>
<tr>
<td>Very Hard</td>
</tr>
<tr>
<td>Heroic</td>
</tr>
</tbody>
</table>

Agility

- **Damage:** Can be used for finesse weapons.
- **Encumbrance:** Encumbrance penalties apply to all Agility checks.

Acrobatics

- Reduce falling damage (SIF 56).
- Reduce movement penalty for getting up from prone (SIF 56).
- Increase Speed (SIF 56).
- Perform flips and stunts (SIF 56).
- Withdraw from combat. As an action reduce the number of opportunity attacks against you by one for every success and raise.

Balance

- Move across narrow surfaces (SIF 56).
- Reduce movement penalties for difficult terrain (SIF 56).
- Oppose being pushed. (Could also use Athletics (Strength).

Contortions

- Move through a crowd (SIF 56).
- Escape a net or other entanglement (SIF 56).
- Escape being grappled or trapped under fallen mount.
- Removed weapon with the Barbed property.

Dodge

- As an Action, use in place of the TN to hit you for ranged attacks.
- Avoiding area attacks and other powers.
- Withdraw from combat. As an action reduce the number of opportunity attacks against you by one for every success and raise.

Quickness

- Initiative: Once per round you can draw a second card if the first is lower than your Quickness die. You can take the better of the two cards. (So if your Quickness is a d6, you can have a second card if dealt a 2 through 5 on your fist card).
- Readying Weapons: Quickness specialty can be used to draw 2 weapons or one large or unwieldy weapon (SWD 66, SWA 105).
- Interrupting another’s action when on hold.
- Tests of Reflexes. Such as catching a thrown dagger. (Could only be achieved if on Hold).
ANIMAL HANDLING

CHARM
- Calm animals. Improves disposition (SIF 57).
- Push animal. Get animal to force march, approach something it is afraid of or perform difficult task or a trick (that is not trained to do but is physically capable of performing).

DRIVE
- Operate animal-drawn ground vehicle. Checks only needed in combat or when animal is wounded or frightened (SIF 56).

RIDE
- Ride an unwilling mount (SIF 57).
- Resist being dismounted or hurt when falling from mount.
- Used as defense in jousting tournament.
- Make trample attacks.

TRAIN
- Teach tricks/tasks. Extended over number of weeks equal to animal's Will die minus Smarts die. (Minimum one test). (SIF 58). (Tricks for animals, Pathfinder 97).
- Raise a wild animal.

ATHLETICS

- Damage: Athletics die is added to most damage rolls (wherever Strength is cited in SW).
- Encumbrance: Encumbrance penalties apply to all Athletics checks (except Strength checks) and are doubled for Swim checks.
- Encumbrance: Equal to Athletics die + Strength specialty die + Size. (This is the number of items you can carry using our All - Encumbrance house rules.
- Weapon Minimum Strength die: (SWD 48, SWA 66) is Athletics now.

CLIMB
- Climbing rates and chances of success (SWA105, SWD 24 or SIF 58). NB: Climbing rate on a success = half of Athletics die (not Strength).

JUMP
- Distance (SWA93, SWD 65). Now an Athletics check (not Strength).

RUN
- Running Die: Now equal to Athletics die (not an automatic d6 for everyone). Those with Run specialty roll wild die as normal and take the best.
- Action: Running counts as an action and thus counts towards multi-action penalties.

STRENGTH
(Non-Wild Card creatures may have a Strength specialty listed. This may even exceed their Athletics die and if it does, the creature uses this Strength die for melee damage).

- Breaking Things (SWA98, SWD 71).
- Burst through obstacles. (SWA99, SWD 75).
- Resist Disarm (SWA100, SWD 72).
- Lifting/moving something heavy (SIF 59).
- Helps with Encumbrance (see above).
- Resist Grapples or Being Pushed. Can also use Agility (Contortions and Balance) (SWA98 & 104).
**Swim**
- Swim Speed Half Pace +1" for every raise.
- Swimming condition difficulties (SIF 59).
- Holding Breath (SWA126, SWD 27).
- Resist Drowning (SWA126, SWD 87).

**Throw**
- Hurl object not made for throwing. (SIF 60).
- Throw weapons that are heavier than Light. Otherwise use Marksmanship.

**Fly**
- Resist being dragged to the ground.
- Carry extra weight while flying.
- Can be used to increase Flight speed, like *Run* or *Swim*.

**Coercion**
- *Reaction Table*: SWA33, SWD26. Although the lasting effects might be more temporary than Persuasion, Coercion is another method of attempting to alter a target’s disposition towards you.

**Incite**
- Decrease target’s disposition to someone or something else (SIF 147).

**Intimidate**
- Test of Will vs Will (Spirit) to make target Distracted or Vulnerable (& Shaken on a Raise). (SWA100&108, SWD 76).
- Drive target off. Cause target to flee. (SIF 147).
- Improve disposition temporarily (but it worsens for future encounters, SIF 147).

**Taunt**
- Test of Will vs Smarts (Logic) to make target Distracted or Vulnerable (& Shaken on a Raise). (SWA100&108, SWD 76).
- Goad target into doing what you want (SIF 148).

**Deception**
- Most acts of Deception are opposed by target’s Perception (Insight).

**Bluff**
- Mislead, lie or conceal information.
- Add to Gaming rolls. See Gaming ability below.
- Trick. Test vs Smarts (Logic) to make target Distracted or Vulnerable (& Shaken on a Raise). (SWA100&108, SWD 76).

**Cheat**
- Add to Gaming rolls. See Gaming ability below.

**Disguise**
- Conceal identity.
- Pretend to be someone else (SIF 61).
**EXPERTISE**

**Examples:** Cooper, Blacksmith, Armorer, Weaponsmith, Sailor, Leather Worker, Carpenter, Mason, Tailor, Baker, Cook, Wainright, Locksmith, Gem cutter, Jeweller, Clockwork/Tinker, Wood carver, Alchemy, Brewer, Cobbler, Painter, Weaver, Navigator, Cartographer, Instrument maker, Poisoner etc.

Each skill/craft/profession is treated as its own Ability, but is paid for like a Specialty, so you do not automatically start with a d8 in any expertise. Each one is attained separately. You are considered to have a Wild Die of the same type as your Ability die in any Expertise you have. A PC that does not purchase a Specialty Expertise cannot make Expertise rolls.

- **Make a living.** For each week of work you could earn your check x10 in $ for SW monetary system. (If using D&D lists, check = silver pieces. (Do not x10)).
- **Craft Items.** Material cost = 1/4 of item’s cost. Each day you multiply your check by 10 (if successful). When this total reaches the cost of the item, it is complete. This uses the $ prices in SW. (If using D&D prices, just use the check (no x10) in silver pieces). Failure results in no notable progress that day; a roll of 1 means no progress and you have to pay 1/4 of the cost again; a critical failure means you have to start again.
- **Repairing:** This skill can be used to fix things associated with your expertise. -2 without basic tools; Half the time with a raise.

<table>
<thead>
<tr>
<th>ITEM CREATION DIFFICULTY EXAMPLES</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Difficulty</strong></td>
</tr>
<tr>
<td>Easy (+2)</td>
</tr>
<tr>
<td>Routine (+0)</td>
</tr>
<tr>
<td>Challenging (-1)</td>
</tr>
<tr>
<td>Formidable (-2)</td>
</tr>
<tr>
<td>Hard (-3)</td>
</tr>
<tr>
<td>Very Hard (-6)</td>
</tr>
<tr>
<td>Heroic (-8)</td>
</tr>
</tbody>
</table>

**FIGHTING**

- **Fighting** is used for all melee attacks. The Target Number to hit an opponent is equal to their Parry score (2 + ½ Fighting die type; minimum of 2).
- **Specialty dice** here are taken as selections in different Weapon Groups e.g.: Axes & Picks, Brawling, Clubs & Staffs, Flails, hammers & Maces, Hooks & Sickles, Long Blades, Natural Weapons, Polearms, Shields, Short Blades, Spears and Whips Nets & Chains (full list of weapon groups can be found in the Equipment chapter).
- **Specialty dice** are only added when a character is making an attack using a weapon of that weapon group.
- **Encumbrance:** Encumbrance penalties apply to all Fighting checks.
- **Parry:** A PC’s Parry is 2 + half of their Fighting die.
- **Grappling:** grapplers can add Brawling specialty to initial attack.
- **Push:** If using a shield for this action the attacker can roll Fighting (Shields) for the initial attack.
**GAMING**

Typical Game types: Board, Card, Dice, Video.

(For some settings, individual games may have their own specialty or there may be other types of games).

- Win money. Rules to represent half-hour gambling (SWA30, SWD 25).
- Cheating: Instead of a bonus +2, have the cheating player make another appropriate check (e.g., Thievery (Sleight of Hand) or Deception (Bluff, Cheat) and add +1 for a success and each raise.

**HEALING**

**TREAT ILLNESS**

- Diagnose ailments (SIF 63).
- Determine mode of death caused by ailments.
- Treat disease, poison, etc. Replace patient’s Vigor rolls with this roll (SWD128).

**TREAT INJURY**

- Diagnose injuries (SIF 63).
- Determine mode of death caused by injury.
- Heal wounds (SWA 96, SWD 78).
- Remove Incapacitation (SWA 96, SWD 78).
- Enhance Natural Healing. Long term medical care (check every 5 days). (SWA 96, SWD78).

**TREAT MIND**

- Diagnose mental conditions/traumas.
- Treat Madness. Similar to treating wounds (SWA96, SWD 78), but requires 20 minutes in a quiet, safe place. -2 to checks without such a sanctuary. (Replaces Knowledge (Psychology) rolls).

- Treat Insanity. This can only be performed by someone with dice in this specialty. (See Realms of Cthulhu p30).
- Enhance Mental Recuperation. This is like natural healing of levels of madness. Check every 5 days. (See Realms of Cthulhu p30 for modifiers).

**KNOWLEDGE**

- Common Knowledge rolls (SWA 30,SWD 23).

**EDUCATION**

- Recall Knowledge (SIF 63).

**RESEARCH**

- Locate lore. Find information when you have access to library, etc. (SIF 64).

**STREETWISE**

- Gather rumours.
- Seek out specific information. Time spent and difficulty (SIF 64).

**SPECIFIC STUDY**

- (For specialised areas of study, you roll Education, Research or Streetwise AND your specialised field as Wild Die. (In effect, you may get 2 Specialty/Wild Dice). Specialty study areas will depend upon the setting and players are encouraged to come up with their own fields, but could include: Architecture, Arcana, Astronomy, Geography, Heraldry, History & Legends, Nature, Psychology, Religion, Specific Sciences, Underworld).
LANGUAGE

(Each individual language is treated as its own Ability, but is paid for like a Specialty. You do not automatically start with a d8 in Languages not granted by your heritage. You are considered to have a Wild Die of the same type as your Ability die in any Language you can speak. Languages will depend upon the setting).

See SWA31 (SWD 25) for how fluent a character is according to dice. (NB: d8 = fluent).

MARKSMANSHIP

- Marksmanship is used for all ranged attacks. The basic Target Number is 5, though there are many modifiers such as cover, range and positioning of target.
- Specialty dice here are taken as selections in different ran Weapon Groups e.g: Blowguns, Bows, Crossbows, Pistols, Rifles, Siege & Heavy weapons, Spears, Thrown & Slings (full list of weapon groups can be found in the Equipment chapter)
- Encumbrance: Encumbrance penalties apply to all Marksmanship checks.
- Range (-2 for every range category beyond initial weapon ranges – see Weapon Property in Equipment chapter), Cover & Illumination mods: SWA 93 (SWD 67).
- Target Shooting. See Tournament rules (SIF 169).

PERCEPTION

- Intrigue. Used as a defense in Intrigue (SIF 139).

INSIGHT

- Learn general disposition of NPC. Opposed roll vs Deception if they are attempting to hide their disposition.
- Detect lies or other deceptions. Opposed by Deception.
- Read target in Intrigue (SIF 149).

NOTICE

- Notice something moving or hidden such as an ambush. Notice is used in general awareness situations.
- Oppose target’s Stealth when ‘active’/alert.
SEARCH

- Actively search for something. Search is used when a specific area is targeted with an intensive search.
- Locate secret doors and compartments
- Locate details such as at a crime scene.

PERFORM

- Armor: Armor bonuses are subtracted from all spell casting rolls for magic of Arcane (not Divine) origin. This penalty also applies to magic of Primal origin for forged metal armor.
- Encumbrance: Encumbrance penalties apply to all Perform checks except Sing.
- Inspire allies. On a success you grant a +1 to an ally’s next action (+2 with aRaise). This is basically the Support action, but repeated attempts are not likely to work. (House).

ACT

- Pretend to be someone else (SIF 61).

DANCE

- Perform ritualistic movements, usually to music or a beat e.g. Walts, Samba, Foxtrot, Spirit Dance, ballet etc.

ORATORY

- Speak in front of a group e.g. politician, pet, comedian, storyteller

SING

- Sing in front of a group e.g. opera singer, minstrel, rock singer

INSTRUMENT GROUP

- Select one group that suits the setting e.g: Wind, Brass, Woodwind, Percussion, Stringed, Electronic (eg DJ).

(MUSIC MAGIC)

- Casting Specialty for Bards/Skalds.

PERSUASION

- Reaction Table: SWA 33, SWD 26. Basically, persuasion is attempting to alter target's disposition towards you.
- Persuasion checks are typically opposed by opponent's Will.
- To interact with others

BARGAIN

- Gain something in exchange for recompense. Only use Bargain if you intend to hold up your part of the deal (SIF 146).

CHARM

- Cultivate Friendship. This is to improve the target’s disposition towards you. (SIF 146)

CONVINCE / INSPIRE

- Garner Assistance without threats, but through convincing arguments. This does not alter a target's disposition; it merely gets them to assist for this task. Even enemies can be convinced to help. (SIF 147).
- Improve an ally's chances of completing a task. On a success you grant a +1 to an ally's next action (+2 with a Raise). This is basically the Support action, but repeated attempts are not likely to work. (House).

**SEDUCE**
- Improve disposition with feelings of desire. Disposition falls after encounter if relations are not maintained. (SIF 148).

**SMARTS**
Smarts is your application of your Knowledge. So it is not a measure of what you know, but how you make use of that information.
- Armor: Armor bonuses are subtracted from all spell casting rolls for magic of Arcane (not Divine) origin. (The Alchemy AB is exempt from this penalty too). This penalty also applies to magic of Primal origin for forged metal armor.
- Intrigue. Can be used as defense in an Intrigue (SIF 139).

**CUNNING**
- Think on feet, quick thinking.
- Trick (Test: SWA 108). Can be used to outsmart/trick your opponent and impose the Distracted or Vulnerable condition (SWA 100) on them. (Plus Shaken on a Raise). (SWD 76).

**DECIPHER**
- Gain meaning from written foreign language (SIF 61).
- Detect forgeries.
- Solve codes and script-based puzzles.

**LOGIC**
- Resist Test of Will - Taunt.
- Solve riddles, puzzles and tricks.
- Make predictions based upon knowledge or related events or prior events.

**MEMORY**
- Resist Power Disruption (SWA 150, SWD 103). (Can also use Will (Concentrate) to resist disruption).
- Recall information (SIF 61).

**BATTLECASTING**
- Casting Specialty for Mage Blades.

**MAGICK**
- Casting Specialty for Warlocks.

**SPELL CASTING**
- Casting Specialty for Wizards.

**STATUS**
Your position within society determines your status. Be sure that your Status score represents this. If your PC is from a noble background, then they should have the appropriate Status.
- Starting Funds. Depending upon the setting, but GMs should base starting funds and access to funds on your Status. In games where you don't wish to track exact funds, you can use this ability to purchase common items with a success.
- Intrigue. Status can be used to determine intrigue opponent's starting disposition.
### Examples Status Ranking/meaning

<table>
<thead>
<tr>
<th>Status</th>
<th>Likely Standing – Medieval &amp; Fantasy</th>
<th>Modern</th>
</tr>
</thead>
<tbody>
<tr>
<td>d0 (no dice)</td>
<td>Slave</td>
<td>-</td>
</tr>
<tr>
<td>d4</td>
<td>Serfs, servants, low born, plebeians, poor free folk, homeless, unskilled commoners, member of congregation.</td>
<td>Lower class</td>
</tr>
<tr>
<td>d6</td>
<td>Commoners, smallfolk, squires, most crafts and professions, noble house retainer, poor merchant, guildmember, priest, minor government official.</td>
<td>Lower middle class workers, government workers</td>
</tr>
<tr>
<td>d8</td>
<td>Landed knight, high born, merchant, member of a minor noble house, position holder in guild or organisation, temple title holder, government official.</td>
<td>Middle class, government officials, minor celebrities, business owners</td>
</tr>
<tr>
<td>d10</td>
<td>Lord/heir/member of immediate family of minor noble house, member of noble house, merchant prince, guild/organisation master, church dignitary, ambassador, regional title holder in church, member of government.</td>
<td>Upper middle class/wealthy, member of extended celebrity family or entourage, member of government, executive of a business, member of wealthy family</td>
</tr>
<tr>
<td>d12</td>
<td>Lord/heir/member of immediate family of noble house, head of church, head of government.</td>
<td>Upper class/very wealthy, celebrity or in celebrity immediate family, minister in government, board member of business</td>
</tr>
<tr>
<td>d14</td>
<td>Member of royal family, lord of large noble family with influence.</td>
<td>Upper class/extremely wealthy, member of high ranking politician family, member of world renowned celebrity, member of CEO of a big business</td>
</tr>
<tr>
<td>d16</td>
<td>Member of royal family of an empire, member of family of kingdom-spanning organisation.</td>
<td>Upper upper class/multi-millionaire family, family of recognized world leaders</td>
</tr>
<tr>
<td>d20</td>
<td>Leader of an imperial family or kingdom-spanning organisation.</td>
<td>Among the richest and/or most influential people in the world.</td>
</tr>
</tbody>
</table>

### Etiquette
- Know customs, procedures and etiquette when dealing with those of similar or higher status.

### Lineages/Connections
- Know status, lineage, standards and heraldry of noble houses.
- Know the connections of various celebrities, politicians or wealthy business owners.
- Intrigue. Can make a check to gain advantage in Intrigue with targets of d8 or higher status.

### Reputation
- Determines order in Intrigue (SIF 66).
- Gain audience or attention with local lords/rulers/leaders/VIPs (SIF).

### Stewardship/Bureaucracy
- Manage one's holdings and finances.
- Oversee improvements to one's keep, temple, business, etc.
- Undertake Realm actions for home base.
- Run and attract notable knights to your tournaments, the best workers, the most famous celebs, etc.
**Sleight of Hand**
- Add to Gaming rolls. See Gaming ability above.
- Entertain (SIF 69).
- Palm small objects. Opposed by Perception. (SIF 69).
- Pick Pockets. Opposed by Perception.
- Trick (Test: SWA 108). Can be used to distract your opponent and enforce the Distracted or Vulnerable (SWA 100) condition on them. (Shaken too with a raise). (SWD 76).

**Stealth**
Generally used to avoid being detected and opposed by Perception checks. Use Hide for static situations. When movement is involved, Sneak or Blend In rolls should be used.

- **Modifiers and Pace:** SWA 35, SWD 26.
- **Encumbrance:** Encumbrance penalties apply to all Stealth checks.
- **Active Guards:** Roll opposed Perception (Notice) rolls vs Stealth.
- **Inactive Guards:** Just need to pass a Stealth check.

**Blend In**
- Hide in a crowd.
- Gain advantage on Fighting or Marksmanship rolls if opponent is unaware of you when you attack. If it is the first round of combat, the GM may award you The Drop on your opponent.

**Hide**
- Hide in shadows, foliage or other obscurement.
- Hiding or concealing items.
- Setting up an ambush.
- Conceal small objects on your person (SIF 69).

**Sneak**
- Moving whilst trying to remain undetected.
- Gain advantage on Fighting or Marksmanship rolls if opponent is unaware of you when you attack. If it is the first round of combat, the GM may award you The Drop on your opponent.

**Survival**
Used to live in the wild.

**Dungeoneering**
- Hunt and Forage underground. Use rules for Forage and Hunt below, but without penalties for being underground.
- Determine Direction, Slope and which way is Up. As orientation below.

**Fish**
- Fish for Food. Time taken and Season modifiers (SIF 68).

**Forage**
- Find Food & Water. Time taken and Season modifiers (SIF 68).

**Hunt**
- Hunt Game. Time taken and Season modifiers (SIF 68).

**Orientation**
- Determine Direction. Time of day and Terrain modifiers (SIF 68).

**Track**
- TrackingModifiers (Survival SWA 35, SWD 27; SIF 68).

**(Herbalism)**
- Herbalism - creating remedies and poultices (Hellfrost PG 46).
- Finding ingredients (Hellfrost PG 47).
**TECHNICAL**

Typical Technical specialties: Clockwork Devices, Computers, Constructs, Electronics, Explosives, Infusions, Locks, Mechanics, Traps

(Many other Specialties can be added to this Ability, depending upon the genre and setting).

- Repairing: This skill is often used to fix things. -2 without basic tools; Half the time with a raise.
- Opening a lock (SIF 69).

**WEIRD SCIENCE**

- Casting specialty for Mad Scientists.

**MAGICAL INFUSIONS**

- Casting specialty for Alchemists.

---

**VEHICLE OPERATION**

This Ability depends greatly upon the setting. Obviously the more modern the setting, the more vehicle types you would divide the list into.

- Vehicle Rules (SWA 81, 83–85, 109, SWD 98).

**TYPICAL FANTASY SETTING VEHICLE GROUPS**

- Oared, Sailing, Siege, Tracked, Wheeled. (You could also use Animal handling (Drive) for vehicles that are animal-drawn).

---

**DEADLANDS - WESTERN - STEAMPUNK**

- Bicycles, Oared, Wheeled, Sailing, Steam, Indiviudal Steam-powered vehicles/Weird Science vehicles (such as Gyrocopters, Powered Wagons etc.).

**TYPICAL MODERN SETTING VEHICLE GROUPS**

- (Obviously there are many more specialised vehicles (such as Ocean Liners or Forklifts), but these are for your typical characters).
- 4WDs, Cars, Heavy Vehicles, Motorbikes, Motor Boats, Planes, Tracked Vehicles.

**SCIENCE FICTION**

Vigor

- Toughness is equal to 2 + 1/2 Vigor dice.

Durability

Use this specialty to resist immediate, external physical damage.

- Avoid Incapacitation (SWA 95, 96 & 100, SWD 68)
- Soak Wounds (SWA 96, SWD 69)
- Avoid Bumps & Bruises (SWA 125, SWD 87)

Resilience

Use this specialty to resist sudden internal toxins or changes.

- Resist and recover from Disease (SWA 126, SWD 87)
- Resist and recover from Poison (SWA 128, SWD 89)
- Resist Radiation (SWA 129, SWD 89)
- Resist Smoke Inhalation (SWA 128)

Stamina

- Use this specialty to resist physical effects that take place over time.
- Natural healing (SWA 96, SWD 78)
- Resist Cold (SWA 125, SWD 87)
- Resist Heat (SWA 128, SWD 88)
- Resist Hunger (SWA 128, SWD 89)
- Deal with lack of Sleep (SWA 129, SWD 89)
- Resist Thirst (SWA 129, SWD 89)

(Gorging)

- This is mainly used by those that live where food and/or water may be scarce. It requires a large food or water source to make the check, such as after a hunt.
- Drink. You do not need to drink for a number of days equal to each success and Raise.
- Eat. You do not need to eat for a number of days equal to each success and Raise.

Warfare

Used for mass battle rules (in place of Knowledge (Battle) in SW). Can also be used to coordinate smaller, skirmish units. Like Leadership Edges your command radius is 6”. You must issue commands and the allies must be able to hear them. (This can be increased with the Command Presence Edge).

Command

- Command Units. As an action you can issue commands. Bonuses granted last until the end of the combat or until you are knocked out, incapacitated or dead. You can choose one of the following effects with each use (which are variations of Leadership Edges):
  - Success: +1 to allies’ rolls vs Shaken; +1 to rolls vs Fear; +1 Toughness in mass combat.
  - 1 Raise: +2 to allies’ rolls vs Shaken; +2 to rolls vs Fear; +2 Toughness in mass combat; +1 Toughness.
  - 2 Raises: +2 to roll vs Fear and subtract 2 from rolls on the Fright Table; +1 melee damage.
  - 3+ Raises: Use a combination of the above bonuses totalling the amount of raises rolled.
- For each dice in this specialty you can issue one command during mass battle.

Strategy

- Prepare for fight: Requires observing enemy and terrain of combat area whilst being able to communicate with allies. (At least 1 hour for mass battle or 1 minute for
skirmish. These can be reduced to 10 minutes or 1 round with a -2 on the roll). For each success and raise on the roll grants you a pool of cards that can be substituted for any ally’s initiative card during the fight. Also on a raise, you and your allies act as if you had a Joker for the first round of combat.

- Initiative for Mass Battle: If you are part of the command crew of a mass battle, once per round you can draw a second card if the first is lower than your Strategy die. You can take the better of the two cards. (So if your Strategy is a d6, you can have a second card if dealt a 2 through 5 on your fist card).
- Siege Warfare: When in command of the fortification you can increase the Siege Bonus by 1 (+1 per raise). Or, if in command of a unit attacking a fortification you can reduce opposing fortification’s Siege Bonus by a like amount. (SW Fantasy Companion p13 has rules regarding sieges).
- Operate siege engines. (See Fantasy Companion p15).

**TACTICS**

- Allow a single ally to act on your card: As an action, 1 ally per success and raise can act on your card (instead of their own).
- Share Bennies: As a reaction during combat you can make a check to give an ally one of your Bennies and they can use it immediately.
- Grant Advantage: As an action you can grant an ally Advantage on their next Fighting or Marksmanship roll. If they have not taken the action before your next action, the benefit is lost.
- Improved Gang-up: Any time you are involved in combat with multiple foes and/or allies you can spend an action to reduce the enemies’ gang-up bonus by 1 (+1 per raise) to a minimum of +0, or improve the advantage granted to you and your allies by a like amount. (To an increased maximum of +4, so there is even a benefit if already getting the usual maximum Gang-Up bonus of +3).

**WILL**

- Armor: Armor bonuses are subtracted from all spell casting rolls for magic of Arcane (not Divine) origin. This penalty also applies to magic of Primal origin for forged metal armor.
- Intrigue Forms your defense.

**CONCENTRATE**

- Resist Power Disruption (SWA 150, SWD 103). (Can also use Smarts (Memory) to resist disruption).
- Resist mind control and similar magic.
- Intrigue. Can use as defense during Withdraw action.

**COORDINATE / SUPPORT**

- Improve Co-operative/Support rolls. When you co-ordinate a group action you can also add +1 (+1 per raise) to the result. This is on top of the maximum of +4 for those with the same skill assisting. (SWA 96, 106, 123 & 145, SWD 63).

**SPIRIT**

- Remove Shaken condition (SWA 94, SWD 68).
- Resist Test of Will - Intimidation checks (SWA 108, SWD 76).
- Fear checks (SWA 124, SWD 85).

**(BLOODLINE MAGIC)**

- Casting Specialty for Sorcerers.

**(PRIMAL MAGIC)**

- Casting Specialty for Druids.

**(FAITH MAGIC)**

- Casting Specialty for Clerics.
3: HERITAGES

AQUALISH

Lore & Roleplaying Ideas. These are an aquatic race from the Star Wars setting. You can see the d20 Alien Anthology and they are also written up in the back of the Saga Edition core rulebook. I am a fan of adapting races/species from other settings and I have used the aqualish before, such as in the Summer Isles Setting.

ABILITIES

Ability Adjustments. Increase two of the following Abilities to a d10: Athletics, Coercion, Perception, Survival or Vigour. Decrease two of the following Abilities to a d6: Knowledge, Persuasion, Smarts or Will.

Languages: You start with d8 in Common and Aquan for fantasy settings; Aqualish & Basic for Star Wars.

SPECIALTIES

Aqualish gain 10 Heritage Advances to spend on the following Specialties:

- (Athletics): Climb, Swim
- (Coercion): Incite, Intimidate, Taunt
- (Expertise): Any
- (Perception): Insight, Notice, Search
- (Survival): Dungeoneering, Fish, Forage, Orientation
- (Vigour): Durability, Resilience, Stamina

TALENTS

You have access to three of the following Talent Trees:

- Awareness
- Combat Training
- Elemental – Water
- Intimidation
- Wilderness

HERITAGE TRAITS

Amphibious: You breath air and water, so you cannot drown in water.

Aquatic: You have a swim speed of 6’. You have advantage on Athletics (Swim) checks.

Darkvision: You can see in dim and dark conditions at no penalty and in pitch darkness as if it were dim light. You can’t discern colour in darkness, only shades of grey. Your large, dark eyes have adapted to the dim conditions of the deeps.

Pace: 6.

Size: +0. This places you in the Normal Scale.

HERITAGE HINDRANCES

Dependency – Dehydration (Minor): You must immerse yourself in water for at least one hour per day. All fatigue penalties are lost after immersion for one hour.

Mean (Major): It is customary and expected social behaviour for an aqualish to be pushy and forceful upon first meeting others.
Brayhan (Goat Folk)

Lore & Roleplaying Ideas. Brayhan are a race developed for our long-running fantasy setting of Kage (and before that, Shane’s Plains of Shrekk setting). They are horned goat-folk that have given into the evil worship of fiends and are slavish fodder for their arcane and priest overlords.

Abilities

Ability Adjustments. Increase two of the following Abilities to a d10: Athletics, Coercion, Fighting, Survival, Vigour or Warfare. Decrease two of the following Abilities to a d6: Persuasion, Gaming, Healing, Knowledge, Perform, Smarts, Status, Technical or Will.

Languages: You start with d8 in Common and Brayhan.

Specialties

Brayhan gain 10 Heritage Advances to spend on the following Specialties:

- (Agility): Balance
- (Athletics): Climb, Jump
- (Coercion): Intimidate
- (Expertise): Any
- (Fighting): Axes & Picks, Long Blades, Natural Weapons, Polearms, Spears
- (Languages): Abyssal, Infernal
- (Perception): Notice
- (Vigour): Durability, Resilience, Stamina
- (Warfare): Command, Strategy, Tactics

Talents

You have access to three of the following Talent Trees:

- Combat Training
- Evil
- Fighting Style – Brawler
- Fighting Style – Crushing & Cleaving
- Fury
- Intimidation
- Tough
- Wilderness

Heritage Traits

Fur: You add +2 to Vigour rolls when resisting the Cold Hazard. This does not protect you against magical cold. Brayhan have thick fur, that grows even thicker in cold climates.

Horns: Your horns deal Athletics +1d4 bludgeoning or piercing damage. You are still considered an ‘unarmed combatant’ when just using horns unless you have dice in the Natural Weapons Specialty. Brayhan can use their horns or a strong head-but to attack, but they prefer large weapons.

Pace: 6.

Pack Courage: If you have an ally adjacent to you, you gain an extra +1 Gang-Up bonus and +1 to Will (Spirit) rolls made to resist fear or intimidation.

Scent: Brayhan ignore cover and concealment penalties to Perception checks out to Near Range. They do not take poor visibility penalties on Survival (Track) rolls either. Brayhan have a keen sense of smell.

Size: +0. This places you in the Normal Scale.

Heritage Hindrances

Herd Mentality (Minor): (See Communal Hindrance). A brayhan does not operate well alone.

Outsider (Minor): The most common reaction to brayhan is outright hostility. This animosity not only stems from a brayhan’s monstrous appearance and unpleasant smell, but because brayhan are widely known as bloodthirsty slave-traders that work for evil, fiend-worshipping overlords.
Further Lore & Roleplaying Ideas. The canisarans are a communal/pack culture that live very close to nature. This race/heritage is one of the very first things I created for Kage and built the whole Frontier region around them.

Abilities

Ability Adjustments. Increase two of the following Abilities to a d10: Agility, Animal Handling, Athletics, Perception, Stealth, Survival or Vigour. Decrease two of the following Abilities to a d6: Gaming, Knowledge, Persuasion, Status, or Vehicle Operation.

(If the Primitive Hindrance below is bought off or does not apply to your Heritage, as determined by the GM, then you can add Technical to these choices).

Languages: You start with d8 in Canisaran and Elven or Common.

Specialties

Canisarans gain 10 Heritage Advances to spend on the following Specialties:

- Agility: Balance, Dodge, Quickness
- Animal Handling: Communicate, Train
- Athletics: Climb, Jump, Run
- Coercion: Intimidate
- Expertise: Any
- Fighting: Axes & Picks, Brawling, Spears
- Marksmanship: Bows, Thrown & Slings
- Perception: Notice
- Stealth: Hide, Sneak
- Survival: Fish, Forage, Hunt, Orientation, Track, Tribal Medicine
- Vigour: Durability, Resilience, Stamina
- Warfare: Tactics
- Will: Spirit

Talents

You have access to three of the following Talent Trees:

- Awareness
- Fighting Style – Ranged
- Fighting Style – Unfettered
- Fighting Style – Weapon Specialty
- Mobility
- Stealthy
- Tough
- Wilderness

Heritage Traits

Fur: You add +2 to Vigour rolls when resisting the Cold Hazard. This does not protect you against magical cold. Canisarans have thick fur, that grows even thicker in cold climates.

Bite: Your bite attack deals Athletics +1d4 bludgeoning or piercing damage. You are still considered an ‘unarmed combatant’ when just using your bite attack unless you have dice in the Natural Weapons Specialty. Even though they have this option, most tribes of canisarans do not use their bite as weapons.

Low Light Vision: You ignore penalties for Dim and Dark Illumination (but not Pitch Blackness). Your eyes amplify like a wolf’s.

Pace: 7.

Scent: You ignore cover and concealment penalties to Perception checks out to Near Range. You do not take poor visibility penalties on Survival (Track) rolls. Canisarans have a keen sense of smell.

Size: +0. This places you in the Normal Scale.

Heritage Hindrances

Canisarans typically dislike metal armour for a number of reasons: it is not traditional, it is a sign of weakness, and it irritates when worn. Many canisarans shun technology altogether and take the Oath of the Ancestors Hindrance.

Illiterate (Minor): Canisarans do not have a written language.

Outsider (Minor): Canisarans typically live in the wilds and rarely involve themselves with races other than elves. Their bestial appearance can also be unsettling.

Primitive (Minor): Canisarans worth with wood, bone, fur and flint, not metal.
CATFOLK

Lore & Roleplaying Ideas. This entry can be used for the many smaller, nimble catfolk that have appeared in various fantasy settings. The base racial features below present a dextrous being, like the catfolk or rakasta from earlier editions of Dungeons & Dragons, the tabaxi from the 5E D&D Volos Guide to Monsters, or the rakashans from Savage Worlds. The wilderness-based catfolk have lots of lore on the 3E D&D Races of the Wild supplement. Stronger and larger catfolk based on tigers, leopards and lions are best represented as their own Heritage.

ABILITIES

Ability Adjustments. Increase two of the following Abilities to a d10: Agility, Knowledge, Perception, Persuasion, Stealth, Survival, Technical or Vigour. Decrease two of the following Abilities to a d6: Knowledge, Persuasion, Status, Technical, Vehicle Operation or Will.

Languages: You start with d8 in Theran (or whatever the catfolk racial language may be).

SPECIALTIES

Catfolk gain 10 Heritage Advances to spend on the following Specialties:

- (Agility): Acrobatics, Balance, Contortions, Dodge, Quickness
- (Animal Handling): Communicate, Train
- (Athletics): Climb, Jump, Run
- (Expertise): Any
- (Fighting): Natural
- (Language): Any
- (Knowledge): Research, Streetwise
- (Perception): Notice
- (Stealth): Hide, Sneak
- (Survival): Hunt, Orientation, Track
- (Technical): Clockwork devices, Locks, Traps

TALENTS

You have access to three of the following Talent Trees:

- Awareness
- Beast
- Charm
- Contacts
- Delver
- Entertainer
- Mobility
- Physical - Small
- Stealthy
- Wilderness

HERITAGE TRAITS

Cat-like Senses: You have Advantage on Perception (Notice) rolls.

Claws: Your claws deal Athletics +1d4 slashing damage. As a natural fighter, a catfolk is never considered an ‘unarmed defender’. You also have Advantage on all Athletics (climb) checks. Catfolk arms end in retractable claws.


Pace: 6.

Scent: You ignore cover and concealment penalties to Perception checks out to Near Range. You do not take poor visibility penalties on Survival (Track) rolls. Catfolk have a keen sense of smell.

Size: -1. This places you in the Normal Scale. Whilst not as short as some Size -1 creatures, catfolk are slight of build.

HERITAGE DRAWBACKS

Curious (Minor): Most catfolk are curious in nature, especially the tabaxi.

Outsider (Minor): Catfolk typically live in the wilds and rarely involve themselves with other races.

If you wish to play to the tabaxi ‘Fleeting Fancies’ entry in 5E D&D Volos Guide to Monsters, you should consider the Obsession (Minor) Hindrance.
CHANGELING

Lore & Roleplaying Ideas. Changelings are a player race from the Eberron campaign setting. Although they are not as fully adaptable as doppelgangers, they could take their place in some worlds. You will find more lore in: 5E D&D Eberron Rising from the Last War, 4E D&D Eberron Player’s Guide, 3E D&D Eberron Campaign Setting.

ABILITIES

Ability Adjustments. Increase two of the following Abilities to a d10: Agility, Coercion, Deception, Persuasion, Smarts, Stealth, or Will. Decrease two of the following Abilities to a d6: Athletics, Status, Vigour or Warfare.

Languages: You start with d8 in Common and one other language of your choice.

SPECIALTIES

Changelings gain 10 Heritage Advances to spend on the following Specialties:
- (Agility): Acrobatics, Balance, Contortions, Dodge, Quickness
- (Deceptions): Bluff, Disguise
- (Expertise): Any
- (Language): Any
- (Knowledge): Streetwise
- (Perception): Insight
- (Perform): Act, Dance, Musical Instrument Group
- (Persuasion): Bargain, Charm, Convince, Seduce
- (Smarts): Cunning
- (Stealth): Blend In, Hide, Sneak
- (Will): Spirit

TALENTS

You have access to three of the following Talent Trees:
- Academic
- Adaptable
- Awareness
- Charm
- Contacts
- Mental Toughness
- Mobility
- Shape-Shifting
- Stealthy
- Trickery

HERITAGE TRAITS

Pace: 6.
DRAGONBORN

Lore & Roleplaying Ideas. The information here represents the proud and honourable race of dragonborn from Dungeons & Dragons 4th & 5th editions. They also appear in 13th Age as Draconic/ Dragonspawn. In the 5E D&D Explorer’s Guide to Wildemount, there are two variant types, detailing an upper and lower class dragonborn.

ABILITIES

Ability Adjustments. Increase two of the following Abilities to a d10: Athletics, Fighting, Vigour, Warfare or Will. Decrease two of the following Abilities to a d6: Agility, Deception, Stealth, and Technical.

Languages: You start with d8 in Common & Draconic.

SPECIALTIES

Dragonborn gain 10 Heritage Advances to spend on the following Specialties:

- (Athletics): Strength, Throw
- (Coercion): Intimidate
- (Expertise): Any
- (Fighting): Long Blades, Shields
- (Knowledge): Education, History
- (Language): Any
- (Persuasion): Convince
- (Status): Lineages, Reputation
- (Vigour): Durability, Resilience, Stamina
- (Warfare): Command, Strategy, Tactics
- (Will): Concentrate, Co-ordinate, Spirit

TALENTS

You have access to three of the following Talent Trees:

- Honour
- Leader
- Mental Toughness
- Storm (only if your Breath Weapon deals lightning damage)
- Tough

HERITAGE TRAITS

Breath Weapon: As an action, place a Small Burst Template adjacent to you and make a Vigour (Resilience) roll. All targets in the area must use their reactions to make opposed Agility (Dodge) rolls or take 2d6 damage. If you roll a 1 on your Vigour roll, you gain a level of Fatigue that can cause Incapacitation. At creation, you decide what type of energy this attack deals: acid, cold, fire, or lightning.

Energy Resistance: Against attacks from the same energy source as your Breath Weapon, you gain a +2 bonus to rolls made to resist such effects and reduce the damage by 2. (This counts as a ‘Resistance’ Talent for the purposes of being able to choose the ‘Improved Resistance’ Talents if you have access to them in your Talent Tree choices).

Pace: 6.

Size: +1. This places you in the Normal Scale.

HERITAGE HINDRANCES

Dedicated (Minor): You must spend at least 5 of your starting Advances on Specialties. Dragonborn are natural perfectionists and tend to have fewer skills, but what they do, they do well.
Dwarf

Lore & Roleplaying Ideas. Descriptions for dwarves can be found in many products, being a staple of most fantasy settings. The 5E D&D Mordenkainen’s Tome of Foes and 2E D&D Complete Book of Dwarves are good sources for dwarven lore.

Dwarves typically live a clannish life and spend their days toiling in their underground holds. Many fantasy settings have a variety of subraces/ancestries for dwarves. The Heritage choices you make here should cover most standard subraces of dwarf. For unusual subraces, like the jade (celestial) dwarves of Kage, you will need to take an Edge (such as Gifted Bloodline) to get access to the Celestial Talent Tree.

Abilities

Ability Adjustments. Increase two of the following Abilities to a d10: Athletics, Coercion, Fighting, Knowledge, Status, Technical, Vigour, Warfare or Will. Decrease two of the following Abilities to a d6: Agility, Deception, Persuasion or Stealth.

Languages: Auto start with d8 in Common & Dwarven.

Specialties

Dwarves gain 10 Heritage Advances to spend on the following Specialties:

- (Athletics): Strength
- (Coercion): Intimidate
- (Expertise): Armourer, Blacksmith, Brewing, Jeweller, Stone mason, Weaponsmith
- (Fighting): Axes & Picks, Hammers & Maces, Shields
- (Language): Any
- (Marksmanship): Crossbows, Siege & Heavy Weapons
- (Perception): Search
- (Status): Lineages, Reputation, Stewardship
- (Survival): Dungeoneering
- (Technical): Any genre-appropriate specialties
- (Vigour): Durability, Resilience, Stamina
- (Will): Concentrate, Coordinate, Spirit

Talents

You have access to three of the following Talent Trees:

- Amor Specialist
- Artillery
- Combat Training
- Delver
- Elemental – Earth
- Fighting Style – Crushing & Cleaving
- Fighting Style – Defender
- Fighting Style – Slayer
- Fighting Style – Weapon Specialist
- Fury (only if your Breath Weapon deals lightning damage)
- Honour
- Leader
- Mental Toughness
- Tinker
- Tough

Heritage Traits

Darkvision: You can see in dim and dark conditions at no penalty and in pitch darkness as if it were dim light. You can’t discern colour in darkness, only shades of grey. Dwarves have traditionally lived below ground.

Pace: 5.

Poison Resistance: You have Advantage on Vigour (Resilience) rolls vs poisons. Dwarves have strong stomachs and blood that can deal with toxins.

Size: +0. This places you in the Normal Scale. Though shorter than humans, dwarves are solid in build and weigh as much.

Heritage Hindrances

Clumsy (Minor) or Stubborn (Minor). With their sturdy build, dwarves are not as dextrous as others and many dwarves have a stubborn nature. (See the Anti-Social Hindrance for Stubborn).

Honourable (Minor): Dwarves are typically lawful; their word is true and they live by a code of honour and ethics.
**Elf, Dark**

**Lore & Roleplaying Ideas.** Racial descriptions for dark elves can be found in many products. In D&D they are often known as drow. The 5E D&D *Mordenkainen’s Tome of Foes* and 2E D&D *Complete Book of Elves* are good sources for drow lore. Drow are often considered fallen fey that descended into the Underdark and worship demonic powers, like the Llolth.

**Abilities**

**Ability Adjustments.** Increase two of the following Abilities to a d10: Agility, Coercion, Deception, Knowledge, Perception, Persuasion, Smarts, Status, or Stealth. Decrease two of the following Abilities to a d6: Athletics, Technical, Vehicle Operation, or Vigour.

**Languages:** You start with d8 in Elven and Deep Speech or Undercommon or any one language used in the deeps of the setting.

**Specialties**

Dark Elves gain 10 Heritage Advances to spend on the following Specialties:

- (Agility): Acrobatics, Balance, Contortions, Dodge, Quickness
- (Coercion): Incite, Intimidate
- (Deception): Bluff, Cheat, Disguise
- (Expertise): Any
- (Fighting): Long Blades, Short Blades
- (Knowledge): Education, Streetwise
- (Language): Any.
- (Perception): Insight, Notice, Search
- (Persuasion): Bargain, Convince, Seduce
- (Smarts): Cunning, Memory
- (Status): Lineages, Reputation, Stewardship
- (Stealth): Hide, Sneak
- (Survival): Dungeoneering
- (Warfare): Strategy, Tactics
- (Will): Spirit

**Talents**

You have access to three of the following Talent Trees:

- Academic
- Arcana
- Awareness
- Beast
- Charm
- Darkness
- Delver
- Evil
- Fey
- Fighting Style – Dual-Wielder
- Fighting Style – Unfettered
- Fighting Style – Weapon Specialty
- Gish
- Mobility
- Stealthy
- Trickery

**Heritage Traits**

**Elven Senses:** You have Advantage on Perception (Notice) rolls.

**Darkvision:** You can see in dim and dark conditions at no penalty and in pitch darkness as if it were dim light. You can’t discern colour in darkness, only shades of grey. Most dark elves have spent their whole lives underground and their senses have adapted to such conditions.

**Pace:** 7.

**Size:** +0. This places you in the Normal Scale.

**Starting Talent:** To account for your Hindrances, you start with one Talent from the Talent Trees you have access to. If you wish to play a D&D-like drow, choose a Talent that gives you access to magic and take Powers that replicate what D&D drow start with.

**Trance:** You gain the benefits of an extended rest from entering a reverie state for 4 hours. Whilst in a trance you remain aware of your surroundings and make Perception (Notice) rolls without penalty.

**Heritage Hindrances**

**Slender (Minor) or Weak (Minor).** Elves are often slight of build and slender. (See the Delicate Hindrance for Slender).

**Outsider (Minor):** Dark elves are known to be scheming, cruel and outright evil, making other races reluctant to deal with them.

**Sunlight Sensitivity (Major).** Your senses and skin have adapted to a life underground.
Elf Lore & Roleplaying Ideas. Racial descriptions for elves can be found in many products. The 5E D&D Mordenkainen’s Tome of Foes and 2E D&D Complete Book of Elves are good sources for elven lore. Elves are often considered fey and have a strong connection to nature and arcane magic.

Typically, there are many ancestries/subraces of elves in fantasy settings. You can replicate those with your choices here. Do you want to be an eladrin of the Feywild? Then choose the Fey and Arcana Talent Trees. Want to play a wild or wood elf? Make sure you select the Wilderness Talent Tree.

Abilities
Ability Adjustments. Increase two of the following Abilities to a d10: Agility, Knowledge, Marksmanship, Perception, Persuasion, Smarts, Stealth or Survival. Decrease two of the following Abilities to a d6: Athletics, Vehicle Operation, Vigour or Technical.

Languages: You start with d8 in Common & Elven.

Specialties
Elves gain 10 Heritage Advances to spend on the following Specialties:
- (Agility): Balance, Contortions, Dodge, Quickness
- (Animal Handling): Communicate, Ride, Train
- (Athletics): Climb, Jump, Run, Swim
- (Expertise): Any
- (Fighting): Long Blades, Short Blades, Spears
- (Knowledge): Education, Arcana, History
- (Language): Any
- (Marksmanship): Bows
- (Perception): Notice, Search
- (Perform): Dance, Sing, Stringed Instruments
- (Persuasion): Charm
- (Smarts): Cunning, Memory
- (Status): Lineages
- (Stealth): Hide, Sneak
- (Survival): Forage, Fish, Herbalism, Hunt, Orientation, Track
- (Will): Spirit

Talents
You have access to three of the following Talent Trees:
- Academic
- Arcana
- Awareness
- Beast
- Fey
- Fighting Style – Ranged
- Fighting Style – Unfettered
- Fighting Style – Weapon Specialty
- Gish
- Mobility
- Plant
- Stealthy
- Wilderness

Heritage Traits
Elven Senses: You have Advantage on Perception (Notice) rolls.

Low Light Vision: You ignore penalties for Dim and Dark Illumination (but not Pitch Blackness). Your eyes amplify like a cat’s.

Pace: 7.

Size: +0. This places you in the Normal Scale.

Trance: You gain the benefits of an extended rest from entering a reverie state for 4 hours. Whilst in a trance you remain aware of your surroundings and make Perception (Notice) rolls without penalty.

Heritage Hindrances
Slender (Minor) or Weak (Minor). Elves are often slight of build and slender. (See the Delicate Hindrance for Slender).
Gnome

Lore & Roleplaying Ideas. The lore on gnomes has changed over the editions of D&D and across different fantasy RPGs. This entry, with the right choices should cover most of them, from the fey origin gnomes in the 4E D&D Player's Handbook 2 to the tinkering rock gnomes of the 5E D&D Player's Handbook. The 5E D&D Mordenkainen’s Tome of Foes and 2E D&D Complete Book of Gnomes & Halflings are good sources for gnomish lore.

Abilities

Ability Adjustments. Increase two of the following Abilities to a d10: Agility, Animal Handling, Perception, Persuasion, Smarts, Stealth, Survival or Technical. Decrease two of the following Abilities to a d6: Athletics, Coercion, Vigour or Warfare.

Languages: You start with d8 in Gnomish and one other language.

Specialties

Gnomes gain 10 Heritage Advances to spend on the following Specialties:

- (Animal Handling): Communicate, Train
- (Deception): Bluff, Cheat, Disguise
- (Expertise): Any profession/craft appropriate to gnomish life
- (Knowledge): Streetwise, Arcana, History, Nature
- (Language): Any
- (Perception): Insight, Notice, Search
- (Perform): Act, Dance, Oratory, Sing, Woodwind, Stringed instruments
- (Persuasion): Bargain, Charm, Convince
- (Smarts): Cunning, Decipher, Logic, Memory
- (Stealth): Blend In, Hide, Sleight of Hand, Sneak
- (Survival): Forage, Herbalism, Orientation
- (Vigour): Resilience
- (Technical): Clockwork, Infusions, Locks, Traps
- (Will): Spirit

Talents

You have access to four of the following Talent Trees:

- Academic
- Adaptable
- Alchemy
- Arcana
- Awareness
- Beast
- Charm
- Elemental – Earth
- Entertainer
- Fey
- Mental Toughness
- Physical - Small
- Plant
- Stealthy
- Tinker
- Trickery
- Wilderness

Racial Traits

Extra Interests: As gnomes are a diverse lot with a bunch of interests and talents, you start with access to an extra Talent Tree compared to other Heritages. They have a larger list to choose from compared to most Heritages too. The extra Talent Tree has already been factored into the four you chose above.

Low Light Vision: You ignore penalties for Dim and Dark Illumination (but not Pitch Blackness). Your eyes have adapted to dimly lit burrows and forests.

Pace: 5.

Size: -1. This places you in the Normal Scale.

Trickster’s Cunning: You have Advantage on Smarts (Logic) rolls to detect or resist illusions.

Racial Hindrances

Weak (Minor). All gnomes are small and this limits their physical power.
Goblin Lore & Roleplaying Ideas. Goblins mostly started as an enemy race, encountered in caverns and forests, but they have evolved into a more diverse heritage. In some settings, goblins make up ghettos in cities (like Eberron and Eledros), in others, they are magical tinkerers or alchemists (Ravnica and Pathfinder).

The 5E D&D Volo’s Guide to Monsters has a lot of interesting lore and stats for playing goblins, as do several of 5E’s setting books. The goblins of Pathfinder are very interesting and have a love for fire, alchemy, animal husbandry and singing. See the PF 2E Core Rulebook and Lost Omens Character Guide.

**Abilities**

**Ability Adjustments.** Increase two of the following Abilities to a d10: Agility, Animal Handling, Deception, Perception, Stealth or Survival. Decrease two of the following Abilities to a d6: Athletics, Knowledge, Persuasion, Smarts, Status, or Will.

**Languages:** You start with d8 in Goblin and 1 other suitable language.

**Specialties**

Goblins gain 10 Heritage Advances to spend on the following Specialties:

- **(Agility):** Acrobatics, Balance, Contortions, Dodge, Quickness
- **(Animal Handling):** Ride, Train
- **(Coercion):** Taunt
- **(Deception):** Bluff
- **(Expertise):** Any
- **(Fighting):** Brawling, Short Blades
- **(Knowledge):** Streetwise
- **(Language):** Any
- **(Marksman):** Bows, Slings & Thrown
- **(Perception):** Notice, Search
- **(Perform):** Sing
- **(Smarts):** Cunning
- **(Stealth):** Blend In, Hide, Sleight of Hand, Sneak
- **(Survival):** Dungeoneering, Fish, Forage, Hunt
- **(Technical):** Any genre-appropriate specialties
- **(Vigour):** Resilience, Stamina

**Talents**

You have access to three of the following Talent Trees:

- Alchemy
- Awareness
- Beast
- Delver
- Elemental – Fire
- Fighting Style – Mounted
- Fighting Style – Unfettered
- Fighting Style – Weapon Specialty
- Mobility
- Physical – Small
- Stealthy
- Thievery
- Tinker
- Trickery
- Wilderness

**Heritage Traits**

**Darkvision:** You can see in dim and dark conditions at no penalty and in pitch darkness as if it were dim light. You can’t discern colour in darkness, only shades of grey. Your large eyes have adapted to the dim conditions of the deeps.

**Pace:** 5.

**Shifty:** You have Advantage on Agility (Acrobatics or Dodge) checks made to Withdraw from Combat.

**Size:** -1, This places you in the Normal Scale.

**Survival Instinct:** Whilst Wounded, you have a +1 Parry.

**Heritage Hindrances**

**Illiterate** (Minor): Most goblins do not like to read and many even fear the written word.

**Weak** (Minor). All goblins are small and this limits their physical power.
Goliath Lore & Roleplaying Ideas. Goliaths are a type of giant character, typically native to mountain ranges. They are known for their daring and competitive nature. They have appeared in generic products like 5E D&D Volo’s Guide to Monsters and 4E D&D Player’s Handbook 2. The most information can be found in 3E D&D Races of Stone. They were also used to represent half-giants for 4E D&D Dark Sun. This race can also serve as template for the giants in Monte Cook’s Arcana Unearthed (d20) with some cultural modifications.

Abilities
Ability Adjustments. Increase two of the following Abilities to a d10: Athletics, Survival, Vigour or Will. Decrease two of the following Abilities to a d6: Agility, Deception, Knowledge, Status, Technical or Vehicle Operation.

Languages: You start with d8 in Giant.

Specialties
Goliaths gain 10 Heritage Advances to spend on the following Specialties:
- (Athletics): Climb, Jump, Run, Strength, Throw
- (Expertise): Leatherwork, Primitive craft (flintknapping, bone/wood carving).
- (Fighting): Brawling
- (Language): Any.
- (Marksman): Slings & Thrown
- (Perception): Insight, Notice
- (Stealth): Hide
- (Survival): Forage, Hunt, Orientation, Track
- (Vigour): Durability, Gorging, Resilience, Stamina
- (Will): Spirit

Talents
You have access to three of the following Talent Trees:
- Cold
- Combat Training
- Elemental – Earth
- Fighting Style – Brawler
- Fury
- Honour
- Intimidation
- Mobility
- Physical – Large
- Storm
- Tough
- Wilderness

Racial Traits
Competitor: When pitted against a single opponent in any endeavour, a goliath gains a +2 to all opposed Ability rolls against that opponent. This bonus will typically be applied to tests. It does not include rolls made to resist a caster’s Power.

Mountain Born: Treat mountain terrain as one step less difficult for the purpose of overland movement. You begin play with the Cold Acclimated Edge and you ignore penalties attributed to high altitudes.

Pace: 7.

Size: +1. This places you in the Normal Scale.

Strong: Your Strength Specialty die may advance above Athletics die. (The higher of the two is used for melee damage rolls).

Racial Hindrances
Illiterate (Minor): Goliaths have an oral tradition. (Some tribes that trade with dwarves have learnt the dwarven script).

Outsider (Minor): Most people are a little put off or fearful of goliaths upon first encountering them, but this usually turns to friendship when they realise how amiable goliaths are.
HALF-ELVES

Lore & Roleplaying Ideas. The following entry tries to cover several views of half-elves, including those that act as great diplomats between humans and elves, those that were raised amongst one of their parent races, or those that do not fit into either culture. It often depends upon the setting (and edition of the game) as to where half-elves belong. The 4E D&D Player’s Handbook describes half-elves that are very good intermediaries between the races. The Pathfinder Core Rulebook describes half-elves as adaptable and in 2E they are a human ancestry choice. In 13th Age, half-elves are a symbol of friendship between the elves and humans. Savage Worlds (and some earlier versions of Dungeons & Dragons) describe half-elves that are outsiders to their parents’ races. The 5E D&D Player’s Handbook and the Pathfinder 2E Core Rulebook account for the many possibilities of half-elf heritage.

The entry below can also be used to cover the various views and ancestries of a human-elf union, or one of two half-elves.

ABILITIES

Ability Adjustments. Increase two of the following Abilities to a d10: Agility, Knowledge, Marksmanship, Perception, Perform, Persuasion, Smarts, Stealth or Survival. Decrease two of the following Abilities to a d6: Athletics, Status, Technical, Vigour or Warfare.

Languages: You start with d8 in Common & Elven.

SPECIALTIES

Half-Elves gain 10 Heritage Advances to spend on the following Specialties. Some of your Specialty Advances spent here should reflect what your character was before they became an adventurer and represent your cultural upbringing. You can choose to spend your Specialty Advances on those below and ONE list of Elf or Human Heritage:

- (Perception): Insight, Notice, Search
- (Perform): Act, Dance, Sing, Musical Instrument Groups
- (Persuasion): Bargain, Charm, Convince, Seduce

TALENTS

You have access to the following Talent Trees:

- Adaptability
- 2 extra Talent Trees from those listed under Elf or your Concept

RACIAL TRAITS

Bonus Edge or Talent: You start with an Edge or Talent of your choice. You must meet all prerequisites, including having access to the Talent Tree if you choose a Talent.

Born of Two Worlds: You count as an elf and human in addition to half-elf for the purposes of pre-requisites of Talents and for when heritage is important, such as when Powers or creature attacks target only certain Heritages.

Low Light Vision: You ignore penalties for Dim and Dark Illumination (but not Pitch Blackness). Your eyes amplify like a cat’s.

Pace: 6.

Size: +0. This places you in the Normal Scale.

RACIAL HINDRANCES

Starting Hindrances: You start with two Minor Hindrances of your choice that you gain no benefits for. If you prefer, you can instead start with one Major Hindrance.

If you wish to be more elven in physique, consider taking the Weak (Minor) or Delicate (Minor) Hindrances. You should also consider the Outsider (Minor) Hindrance if you were raised among humans or elves exclusively in settings where half-breeds are frowned upon, or the Wayward (Minor) hindrance if you wish to portray a half-elf that does not fit in with either ancestry.
HALF-ORC

Lore & Roleplaying Ideas. Earlier version of half-orcs from most games (including Dungeons & Dragons) describe half-orcs as being the result on an unwanted union. This is the case in Pathfinder Core Rulebook and Savage Worlds too. More recent interpretations, such as in 13th Age suggest it is a race apart. 4E D&D also takes this approach, offering several suggestions for the origins of the race. The 4E D&D Advanced Player’s Guide and the 5E D&D Player's Handbook describe half-orcs as the result of tribal alliance with the possibility of these lines continuing. In Pathfinder 2E Core Rulebook, half-orcs are a possible choice of human ancestry.

ABILITIES

Ability Adjustments. Increase two of the following Abilities to a d10: Agility, Athletics, Coercion, Fighting, Vigour or Warfare. Decrease two of the following Abilities to a d6: Knowledge, Perform, Persuasion, Smarts, Status or Technical.

Languages: You start with d8 in Common & Orcish.

SPECIALTIES

Half-Orcs gain 10 Heritage Advances to spend on the following Specialties. Some of your Specialty Advances spent here should reflect what your character was before they became an adventurer and represent your cultural upbringing. You can choose to spend your Specialty Advances on those below and ONE list of Orc or Human Heritage:

- (Athletics): Climb, Jump, Run, Strength, Throw
- (Coercion): Intimidate
- (Vigour): Durability, Resilience, Stamina

TALENTS

You have access to the following Talent Trees:

- Adaptability
- 2 extra Talent Trees from those listed under Orc or your Concept

RACIAL TRAITS

Bonus Edge or Talent: You start with an Edge or Talent of your choice. You must meet all prerequisites, including having access to the Talent Tree if you choose a Talent.

Born of Two Worlds: You count as an orc and human in addition to half-orc for the purposes of pre-requisites of Talents and for when heritage is important, such as when Powers or creature attacks target only certain Heritages.

Darkvision: You can see in dim and dark conditions at no penalty and in pitch darkness as if it were dim light. You can’t discern colour in darkness, only shades of grey.

Pace: 6.

Size: +0. This places you in the Normal Scale.

RACIAL HINDRANCES

Starting Hindrances: You start with two Minor Hindrances of your choice that you gain no benefits for. If you prefer, you can instead start with one Major Hindrance.

If you wish to channel more of a tribal orcish upbringing, consider taking the Anti-Social (Minor) or Dullard (Minor) Hindrances. You should also consider the Outsider (Minor) Hindrance if you were raised among orcs in a setting where half-breeds are frowned upon, or the Wayward (Minor) hindrance if you wish to portray a half-orc that does not fit in with either ancestry.
HALFLING

Lore & Roleplaying Ideas. The following entry tries to encapsulate the various halflings that have been represented in D&D and other roleplaying games. Depending upon the choices taken, you should be able to create a stout, hobbit-like, shire halfling or a river-dwelling, semi-nomadic folk. The luck and brave traits that have been associated with the race since the kender of Dragonlance have been kept. The 5E D&D Mordenkainen’s Tome of Foes and 2E D&D Complete Book of Gnomes & Halflings are good sources for gnomish lore.

ABILITIES

Ability Adjustments. Increase two of the following Abilities to a d10: Agility, Animal Handling, Marksmanship, Persuasion or Stealth. Decrease two of the following Abilities to a d6: Athletics, Status or Warfare.

Languages: You start with d8 in Common and Halfling (if halflings have their own language in the setting).

SPECIALTIES

Halflings gain 10 Heritage Advances to spend on the following Specialties:

- (Agility): Acrobatics, Balance, Contortions, Dodge, Quickness
- (Animal Handling): Communicate, Drive
- (Athletics): Climb, Swim
- (Coercion): Taunt
- (Expertise): Any
- (Fighting): Short Blades
- (Knowledge): Streetwise
- (Language): Any
- (Marksmanship): Thrown & Slings
- (Perception): Notice
- (Persuasion): Bargain, Charm
- (Stealth): Blend In, Hide, Sleight of Hand, Sneak
- (Vehicle Operation): Oared Boats, Sailing Ships, Wheeled Vehicles
- (Vigour): Resilience
- (Will): Spirit

TALENTS

You have access to three of the following Talent Trees:

- Awareness
- Contacts
- Fate
- Fighting Style – Weapon Specialty
- Mental Toughness
- Mobility
- Physical - Small
- Stealthy
- Thierry
- Vehicle Operation

HERITAGE TRAITS

Halfling Luck: You start each session with 1 extra Benny per session. You can also use Bennies to make enemies reroll any attack or ability that targets only you.

Pace: 5.

Size: -1. This places you in the Normal Scale.

Spirited: You have Advantage on Will (Spirit) rolls to resist Fear and Intimidate checks made against you. Halflings have a lot of verve and are known for their fearlessness.

HERITAGE HINDRANCES

Weak (Minor). All halflings are small and this limits their physical power.
HAWKFOLK (HARKRINN)

Lore & Roleplaying Ideas. This heritage was originally created for the harkrinn, a race for our Kage setting (Nyaatan campaign). I also used them in the Summer Isles campaign (a Dark Age fantastical British Isles setting). There is a webpage for harkrinn lore on the Connors Campaigns website for a GM to adapt to their setting. Harkrinn typically differ to other bird-folk like aarakocra as they don’t have a connection to the Elemental Plane of Air, but they are instead a very divine-driven race with a proud demeanour.

This entry is broad enough to cover other eagle and hawk-like folk, such as the aarakocra of D&D. They are presented as a player race in the 5E D&D Explorer’s Guide to Wildemount.

ABILITIES

Ability Adjustments. Increase two of the following Abilities to a d10: Agility, Perception, Status, Warfare or Will. Decrease two of the following Abilities to a d6: Athletics, Deception, Smarts, Technical, Vehicle Operation or Vigour.

Languages: You start with d8 in Common & Auran.

SPECIALTIES

Harkrinn gain 10 Heritage Advances to spend on the following Specialties:

- (Agility): Balance, Quickness
- (Athletics): Fly, Jump
- (Coercion): Intimidate
- (Expertise): Any
- (Fighting): Long Blades, Spears
- (Language): Any
- (Perception): Insight, Notice, Search
- (Perform): Oratory
- (Persuasion): Convince
- (Status): Lineages, Reputation
- (Survival): Hunt, Orientation
- (Will): Concentrate, Co-ordinate, Spirit

TALENTS

You have access to three of the following Talent Trees:

- Awareness
- Divine
- Elemental – Air
- Fighting Style – Unfettered
- Honour
- Leader
- Mobility

HERITAGE HINDRANCES

Brittle Bones (Minor): (See Bruise Easy Hindrance). Although fit and able, a harkrinn’s bones are light to enable them the use of their wings.

Wings (Minor): You have Disadvantage on Athletics (Swim) checks. Wings are a hindrance in the water.

Penetrating Gaze: You have Advantage on Perception (Insight & Notice) rolls where vision is important.

Size: +0. This places you in the Normal Scale.

Wings: As long as there are at least two free, adjacent squares/spaces throughout the movement, a harkrinn can fly with a speed of 10.

HERITAGE TRAITS

Low Light Vision: You ignore penalties for Dim and Dark Illumination (but not Pitch Blackness). Harkrinn have amazing, eagle-like vision.

Pace: 6.
HUMAN

Lore & Roleplaying Ideas. Obviously, humans appear in practically all settings. Their main feature is usually adaptability. Any core RPG sourcebook has lore on humans. The 2E D&D Races of Destiny has a lot of human-specific material.

Human character game statistics really depend on the setting and cultures appropriated. The statistics below represent a human from any civilized setting.

ABILITIES

Ability Adjustments. Increase two Abilities to a d10. Decrease two Abilities to a d6. (A GM may limit these choices like other heritages, if they wish to reflect the culture of a particular group)

Language: You start with a d8 in Common (or whatever is the primary language of your homeland).

SPECIALTIES

Humans gain 10 Heritage Advances to spend on the following Specialties. Some of your Specialty Advances spent here should reflect what your character was before they became an adventurer. You are free to spend up to half of your Heritage Advances on Concept Advances instead:

- (Expertise): Any
- (Knowledge): Any
- (Language): Any
- (Perform): Any
- (Status): Any
- (Technical): Any
- (Vehicle Operation): Any
- (Will): Spirit

TALENTS

You have access to the following Talent Trees:

- Adaptability
- 1 Talent Tree of your choice
- 1 extra Talent Tree from your Concept

HERITAGE TRAITS

Bonus Edges or Talents: You start with a combination of two Edges or Talents of your choice. You must meet all prerequisites, including having access to the Talent Tree if you choose a Talent.

Pace: 6.

Size: +0. This places you in the Normal Scale.

HERITAGE HINDRANCES

Starting Hindrances: You start with two Minor Hindrances of your choice that you gain no benefits for. If you prefer, you can instead start with one Major Hindrance.
**Ibisil (Ibis Folk)**

**Lore & Roleplaying Ideas.** Ibisils are smart avian folk that were central to the Egyptian-influenced land of Nyaat in our Kage campaign setting, where they serve as a guardian race and are known for their love of knowledge and studious ways. Of particular note, is the lack of wings on the ibisil.

These statistics can be used to represent any ibis or heron-like bird-folk.

**Abilities**

**Ability Adjustments.** Increase two of the following Abilities to a d10: Healing, Knowledge, Persuasion, Smarts or Will. Decrease two of the following Abilities to a d6: Athletics, Coercion, Fighting, or Vigour.

**Languages:** You start with d8 in Common & Auran.

**Specialties**

Ibisil gain 15 Heritage Advances to spend on the following Specialties:

- (Agility): Balance, Dodge
- (Expertise): Any
- (Healing): Diagnose, Treat Injury, Treat Mind
- (Knowledge): Education, Research, Any Specific Study
- (Language): Any
- (Smarts): Decipher, Logic, Memory, Spellcasting
- (Status): Lineages, Reputation
- (Stealth): Hide
- (Will): Concentrate, Co-ordinate

**Talents**

You have access to three of the following Talent Trees:

- Academic
- Arcana
- Fate
- Medical
- Mental Toughness
- Physical - Small
- Plant
- Support

**Heritage Traits**

**Ibisil Scrutiny:** You have Advantage on checks made to decipher, understand or identify forgeries when dealing with written text, including runes and magical writing. This includes casting spells directly from your spellbook if you have the Wizard Talent.

**Learned:** Through a love of education, or superior intellect or memory, you simply have better knowledge or training in your Specialties. You start with 5 more Heritage Specialty Advances. (These have already been factored into your choices above).

**Low Light Vision:** You ignore penalties for Dim and Dark Illumination (but not Pitch Blackness). Ibisils have large, light-sensitive eyes.

**Pace:** 5. Ibisils have an ungainly gait.

**Size:** -1. This places you in the Normal Scale. Ibisil might be slightly taller than other creatures of Size -1, but they are very slight of build.

**Heritage Drawbacks**

**Brittle Bones (Minor):** (See Bruise Easy Hindrance). Ibisil bones are light - a hangover from times when they could fly.

**Feeble (Major) or Weak (Major):** Ibisil builds are slight.
KREEN

Lore & Roleplaying Ideas. These four-armed insectoid creatures, better known as thri-kreen, have long been associated with the D&D setting of Dark Sun. You could use any edition write up for a description of the race, including the 4E D&D Dark Sun Campaign Setting.

ABILITIES

Ability Adjustments. Increase two of the following Abilities to a d10: Agility, Athletics, Perception, Stealth, Survival or Will. Decrease two of the following Abilities to a d6: Deception, Gaming, Perform, Persuasion, Status, Technical or Vehicle Operation.

Languages: You start with d8 in Kreen.

SPECIALTIES

Kreen gain 10 Heritage Advances to spend on the following Specialties:

- (Agility): Acrobatics, Balance, Dodge, Quickness
- (Athletics): Climb, Jump, Run, Strength
- (Coercion): Intimidate
- (Expertise): Any primitive craft or profession
- (Fighting): Natural, Pole Arms, Spears
- (Language): Any (but cannot speak it)
- (Marksmanship): Slings & Thrown
- (Perception): Notice
- (Smarts): Cunning, Memory
- (Stealth): Hide, Sneak
- (Survival): Hunt, Orientation, Tracking
- (Vigour): Durability, Resilience, Stamina
- (Warfare): Tactics
- (Will): Concentrate, Spirit

TALENTS

You have access to three of the following Talent Trees:

- Awareness
- Beast
- Fighting Style – Brawling
- Fighting Style – Dual Wielder
- Fighting Style – Unfettered
- Fighting Style – Weapon Specialty
- Mental Toughness
- Mobility
- Stealthy
- Tough
- Wilderness

HERITAGE TRAITS

Alien Mind: You gain +2 Sanity. Kreen minds are harder to penetrate due to their insectoid nature.

Armoured: You have +1 Armour (which equates to +1 Toughness). All kreen are covered in hard chitin.

Claws: Your claws deal Athletics +1d4 slashing damage. As a natural fighter, a kreen is never considered an ‘unarmed combatant’. Kreen arms end in claws that can be used as natural weapons.

Multiple Arms: You can use all arms equally and do not suffer any Off-Hand penalties. Each round, you can interact freely with up to three items as part of another action. You have Advantage on all Grappling checks.

Natural Jumper: Your Jump specialty die may exceed your Athletics die. Each raise on a Jump check adds a further 1” to the distance jumped. You make all Jump rolls as if you had a running start, and gain Advantage if actually taking the run action.

Low Light Vision: You ignore penalties for Dim and Dark Illumination (but not Pitch Blackness). Your insectoid eyes are able to penetrate dim conditions.

Pace: 7.

Size: +0. This places you in the Normal Scale.

Torpor: Kreen do not sleep, but enter a torpid state of inactivity for 4 hours to gain the benefits of an extended rest. While in this state, you are fully aware of your surroundings and can make Perception (Notice) rolls as normal.

HERITAGE DRAWBACKS

Dullard (Minor) OR Anti-Social (Minor). Kreen simply do not interact with other races in a social setting often and have difficulty understanding their ways. They do not undertake formal training of any kind.

Hypothermic (Minor). Kreen to not function well in the cold.

Illiterate (Minor): Kreen do not have a written language.

Limited Vocabulary (Minor). Kreen’s mouths are unable to vocalise all but the most basic sounds recognisable to others. They communicate in clicks, whirs and other strange sounds, as well as distinct antennae movements.

Loyal (Minor). A kreen’s pack intelligence makes them protective of their clutch-mates. In an adventuring group, you likely consider your allies as clutch.

Outsider (Minor): Kreen are pragmatic and survival-tuned to the extreme. They have difficulty understanding others.

Primitive (Minor): Kreen do not work with metal.
**MINOTAURS**

**Lore & Roleplaying Ideas.** Though usually an enemy, player character minotaurs have appeared in several products such as in Dragonlance where they have had a Viking influence (or Roman for Taladas). The entry here is more generic and follows the idea of a being torn between savagery and civilised, from the 4E D&D Player’s Handbook 3. Minotaurs have also been explored as a player race in 5E D&D Mythic Odysseys of Theros and Guildmaster’s Guide to Ravnica.

Most player character minotaurs are those that have calmed their savage nature somewhat, but if you wish to play the minotaur that struggles with that, consider taking the Go Berserk Talent from the Fury Talent Tree.

**ABILITIES**

**Ability Adjustments.** Increase two of the following Abilities to a d10: Athletics, Coercion, Fighting, Persuasion, Vigour or Warfare. Decrease two of the following Abilities to a d6: Agility, Deception, Perform, Persuasion, Status, Stealth, Technical or Vehicle Operation.

**Languages:** You start with d8 in Giant.

**SPECIALTIES**

Minotaurs gain 10 Heritage Advances to spend on the following Specialties:

- (Athletics): Jump, Run, Strength, Throw
- (Coercion): Intimidate
- (Expertise): Any one
- (Fighting): Axes & Picks, Hammers & Maces, Long Blades, Natural, Pole-arms, Spears
- (Language): Any
- (Perception): Notice
- (Smarts): Decipher
- (Survival): Dungeoneering, Orientation, Track
- (Vigour): Durability, Resilience, Stamina
- (Warfare): Command, Strategy, Tactics
- (Will): Spirit

**TALENTS**

You have access to three of the following Talent Trees:

- Combat Training
- Evil
- Fighting Style – Brawler
- Fighting Style – Crushing & Cleaving
- Fury
- Intimidation
- Physical - Large
- Tough

**HERITAGE TRAITS**

**Fur:** You add +2 to Vigour rolls when resisting the Cold Hazard. This does not protect you against magical cold. Minotaurs have thick fur, that grows even thicker in cold climates.

**Head Slam:** Whilst you can gore with your horns, you may instead slam with the hard, flattened part of your head. The slam deals 1d4 + Strength modifier bludgeoning damage.

**Heedless Charge:** If you move at least 4" you can make an attack with your head slam or horns. If you hit, you deal damage and it may initiate a free Push attack. Minotaurs are considered armed for this attack.

**Horns:** Your horns deal Athletics +1d6 damage. You are still considered an ‘unarmed combatant’ when just using your horns attack unless you have dice in the Natural Weapons Specialty or when using your Heedless Charge.

**Pace:** 6.

**Size:** +2. This places you in the Normal Scale. Minotaurs are bulky and stand over 7 feet tall.

**Strong:** You Strength Specialty die may advance above your Athletics die. (The higher of the two is used for melee damage rolls).

**HERITAGE DRAWBACKS**

**Anti-Social (Minor) or Clumsy (Minor):** Minotaurs tend to have an aggressive demeanour and are large and cumbersome.

**Outsider (Minor):** Minotaurs suffer from suspicion to outright hatred from other races. This animosity not only stems from the minotaur’s monstrous appearance, but from the infamy of their race for savage brutality.
**MUL**

**Lore & Roleplaying Ideas.** Muls are tough, resilient descendants from the union of dwarves and humans in the Dark Sun campaign Setting. Their description appears in the 4E D&D Dark Sun Campaign Setting, or one could use the description from the 2E D&D Dark Sun Box Set.

**Abilities**

**Ability Adjustments.** Increase two of the following Abilities to a d10: Agility, Athletics, Fighting, Vigour or Will. Decrease two of the following Abilities to a d6: Deception, Persuasion, Status or Technical. (Muls are often slaves in the Dark Sun setting, so lowering Status to no dice is not unusual).

**Languages:** You start with d8 in Common & Dwarven.

**Specialties**

Muls gain 10 Heritage Advances to spend on the following Specialties. Some of your Specialty Advances spent here should reflect what your character was before they became an adventurer and represent your cultural upbringing. You can choose to spend your Specialty Advances on those below and ONE list of Dwarf or Human Heritage:

- (Agility): Balance, Quickness
- (Athletics): Jump, Run, Strength
- (Fighting): Any
- (Vigour): Durability, Resilience, Stamina

**Talents**

You have access to the following Talent Trees:

- Adaptability
- 2 extra Talent Trees from those listed under Dwarf or your Concept

**Heritage Traits**

**Born of Two Worlds:** You count as a dwarf and human in addition to mul for the purposes of pre-requisites of Talents and for when heritage is important, such as when Powers or creature attacks target only certain Heritages.

**Bred for Battle:** If dealt a Club on the first round of combat you gain Advantage on any Fighting and Athletics (Run) rolls you make in the first round.

**Competitor:** When pitted against a single opponent in any endeavour, a goliath gains a +2 to all opposed Ability rolls against that opponent. This bonus will typically be applied to tests. It does not include rolls made to resist a caster’s Power.

**Pace:** 6.

**Size:** +0. This places you in the Normal Scale.

**Tireless:** Advantage on Vigour (Stamina) rolls to resist Fatigue due to Hazards and environmental effects, including a lack of sleep. Any cumulative penalties for lack of sleep are also halved.

**Heritage Drawbacks**

**Starting Hindrances:** You start with two Minor Hindrances of your choice that you gain no benefits for. If you prefer, you can instead start with one Major Hindrance.

If you wish to channel more of your dwarven ancestry, consider taking the Clumsy (Minor), Honourable (Minor) or Anti-Social (Minor) Hindrances (usually called Stubborn).

You should also consider the Outsider (Minor) Hindrance if you were raised in the wastes. Being so self-focused, and often blunt and uncaring, tends to make it hard for muls get along with others.
**Nautolan**

**Lore & Roleplaying Ideas.** Another aquatic race from the Star Wars setting I have used in fantasy settings before. In fact, the nautolans are probably my favourite Star Wars species and I think make a perfect fantasy amphibious race. If you use nautolans in your setting, you may add extra cultural modification (especially for Specialties).

**Abilities**

*Ability Adjustments.* Increase two of the following Abilities to a d10: Agility, Coercion, Perception, Perform, Persuasion or Vigour. Decrease two of the following Abilities to a d6: Knowledge, Smarts or Will.

*Languages:* You start with d8 in Common and Aquan for fantasy settings; Basic & Nautila for Star Wars.

**Specialties**

Nautolans gain 10 Heritage Advances to spend on the following Specialties:

- (Agility): Acrobatics, Contortions, Dodge
- (Athletics): Swim
- (Coercion): Intimidate
- (Expertise): Any
- (Perform): Nautolan Underwater Instruments
- (Perception): Insight, Notice, Search
- (Persuasion): Charm, Seduce
- (Vigour): Durability, Resilience, Stamina

**Talents**

You have access to three of the following Talent Trees:

- Awareness
- Cold
- Elemental - Water
- Honour
- Tough
- Fury

**Heritage Traits**

*Amphibious:* You breath air and water, so you cannot drown in water.

*Aquatic:* You have a swim speed of 6. You have advantage on Athletics (Swim) checks.

*Darkvision:* You can see in dim and dark conditions at no penalty and in pitch darkness as if it were dim light. You can’t discern colour in darkness, only shades of grey. Your large, dark eyes have adapted to the dim conditions of the deeps.

*Pace:* 6.

*Pheromone Sensors:* You have advantage on Perception (Insight) rolls with adjacent targets. This extends to Near Range underwater. A nautolan’s head tendrils ‘read’ pheromones.

*Size:* +0. This places you in the Normal Scale.

*Rubbery Hide:* +1 Armour (which adds to Toughness). The pressure of the deeps and their thick rubbery hides make nautolans tougher than most.

**Heritage Drawbacks**

*Loyal (Minor).* Nautolans are loyal and steadfast companions.

*Pheromone sensors (Minor):* If another creature adjacent to you displays a strong emotion, you must make a Will (Spirit) roll or replicate that emotion. (This extends to Near Range underwater). This often means taking on Hindrances temporarily, and can even result in replicating Talents like Berserk. The absorption of pheromones through the head tendrils can cause unwanted chemical changes. This is why a nautolan’s mood often replicates the strongest emotion around them.
**Ratlings**

**Lore & Roleplaying Ideas.** This entry covers all sorts of rodent-folk. Ratlings are typically adaptable, energetic and vivacious, though this could vary by setting.

Ratfolk were in the 3E D&D Oriental Adventures as there were a part of the Legend of the Rings game and Rokugan setting. Ratfolk feature in Kobold Press’s D&D settings like Midgard. The ysoki from Starfinder RPG also inspired this Heritage.

**Abilities**

**Ability Adjustments.** Increase two of the following Abilities to a d10: Agility, Animal Handling, Perception, Persuasion, Stealth, or Survival. Decrease two of the following Abilities to a d6: Athletics, Knowledge, Status, Vehicle Operation, Vigour, or Warfare.

**Languages:** You start with d8 in Common and Ratling.

**Specialties**

Ratlings gain 10 Heritage Advances to spend on the following Specialties:

- **(Agility):** Acrobatics, Balance, Contortions, Dodge, Quickness.
- **(Animal Handling):** Communicate, Train.
- **(Athletics):** Climb, Run, Swim.
- **(Expertise):** Any.
- **(Knowledge):** Streetwise
- **(Language):** Any.
- **(Perception):** Notice, Search.
- **(Persuasion):** Bargain, Charm, Convince.
- **(Stealth):** Blend-In, Hide, Sleight of Hand, Sneak.
- **(Survival):** Dungeoneering, Forage, Track.

**Talents**

You have access to three of the following Talent Trees:

- Adaptable
- Awareness
- Beast
- Delver
- Fighting Style – Unfettered
- Mobility
- Physical – Small
- Stealthy
- Support

**Heritage Traits**

**Cheek Pouches:** You can store up to 2 light items (or 20 appropriate tiny items) in your cheek pouches. These items do not count towards your encumbrance and you can disgorge the entire contents as an action.

**Low Light Vision:** You ignore penalties for Dim and Dark Illumination (but not Pitch Blackness). Your eyes have adapted to dimly lit conditions.

**Pace:** 6.

**Ratling Senses:** You have Advantage on Perception (Notice) rolls. Ratlings have especially keen hearing and sense of smell.

**Scent:** You ignore cover and concealment penalties to Perception checks out to Near Range. You do not take poor visibility penalties on Survival (Track) rolls. Ratlings have very sensitive noses.

**Size:** -1. This places you in the Normal Scale.

**Heritage Hindrances**

**Weak (Minor):** All ratlings are small and this limits their physical power.
**SHARDMINDS**

**Lore & Roleplaying Ideas.** Shardminds are psionic creatures formed from psychic crystals. See the 4E D&D Player’s Handbook 3 for lore on this interesting race of constructs. Shardminds were created to guard against and combat incursions from the far realm, so they are usually prepared to take the fight to aberrations.

**ABILITIES**

**Ability Adjustments.** Increase two of the following Abilities to a d10: Coercion, Knowledge, Persuasion, Smarts or Will. Decrease two of the following Abilities to a d6: Animal Training, Status, Stealth, or Survival.

**Languages:** You start with d8 in Common & Deep Speech. (Or whatever language is common to aberrations in the campaign).

**SPECIALTIES**

Shardminds gain 10 Heritage Advances to spend on the following Specialties:

- (Agility): Contortions
- (Coercion): Incite, Intimidate, Taunt
- (Deception): Bluff
- (Healing): Treat Mind
- (Knowledge): Education, Special Studies (any)
- (Persuasion): Convince
- (Smarts): Cunning, Decipher, Logic, Memory
- (Technical): Constructs
- (Vigour): Durability, Resilience, Stamina
- (Will): Concentrate, Co-ordinate, Spirit

**TALENTS**

You have access to three of the following Talent Trees:

- Academic
- Construct
- Delver
- Elemental - Earth
- Fighting Style – Slayer
- Mental Toughness
- Psionic
- Trickery

**HERITAGE TRAITS**

**Crystalline Mind:** You gain +2 Sanity. Shardminds’ ‘minds’ are stronger and operate very differently than living beings.

**Darkvision:** You can see in dim and dark conditions at no penalty and in pitch darkness as if it were dim light. You can’t discern colour in darkness, only shades of grey. Your crystalline eyes can see in the depths.

**Expressionless:** Those interacting with a shardmind suffer -2 to Perception (Insight) checks. Not having facial expressions makes it hard for others to read shardminds.

**Living Construct:** Shardminds do not need to eat, drink, breathe, or sleep. They never make checks to resist the following hazards: Disease, Drowning/Suffocation, Hunger, Poison, or Thirst. (See Inactive State below for rest and Sleep). You have Advantage on Vigour rolls to resist Bleeding Out.

**Pace:** 6.

**Size:** +0. This places you in the Normal Scale.

**Telepathy:** Shardminds can communicate telepathically with any creature within Near Range that has a language.

**Inactive State:** Shardminds do not sleep, but enter a state of inactivity for 6 hours to gain the benefits of an extended rest. While in this state, you are fully aware of your surroundings and you can make Perception (Notice) rolls as normal.

**HERITAGE DRAWBACKS**

**Aversion – Aberrations (Minor):** It is possible shardminds were created with the direct purpose of fighting aberrations.

**Living Construct (Minor):** Healing (Treat Injury) has no effect on a shardmind. Instead they need to be repaired using the Technical (Constructs) ability. Natural healing and magical healing work normally.

**Moving Crystals (Minor):** You have Disadvantage on Stealth (Sneak) checks. Shardminds are made up of many individual crystals that are in constant movement, and hence, make constant grinding and tinkling sounds. (This can be ‘bought off’ with an Advance, as a shardmind learns to ‘separate’ when stealth is needed).

**Outsider (Minor):** Shardminds do not have expressions and ‘rocks that communicate’ can be a little unnerving for some.
Warforged

Lore & Roleplaying Ideas. Warforged are constructs that have long been associated with the Dungeons & Dragons setting of Eberron. They appear in the core setting books of D&D in every edition of since 3E. In 13th Age, they are crafted by dwarves and known as forgeborn or dwarf-forged.

Abilities

Ability Adjustments. Increase one of the following Abilities to a d10: Athletics, Coercion, Fighting, Technical, Vigour, Warfare, or Will. (Your second Ability die raise can be any Ability – see Special Purpose below). Decrease two of the following Abilities to a d6: Agility, Animal Training, Deception, Healing, Perform, Persuasion, Stealth, Status or Survival.

Languages: You start with d8 in Common. (Or another language if created by another race).

Specialties

Warforged gain 10 Heritage Advances to spend on the following Specialties (but see Special Purpose below):

- (Athletics): Jump, Run, Strength, Throw
- (Coercion): Intimidate
- (Expertise): Any one
- (Fighting): Any
- (Languages): Any
- (Smarts): Logic, Memory
- (Vigour): Durability, Resilience, Stamina
- (Technical): Constructs
- (Warfare): Command, Strategy, Tactics
- (Will): Concentrate, Spirit

Talents

You have access to three of the following Talent Trees:

- Armour Specialist
- Artillery
- Combat Training
- Construct
- Fighting Style – Crushing & Cleaving
- Fighting Style – Defender
- Fighting Style – Dual-Wielder
- Fighting Style – Weapon Speciality
- Intimidation
- Leader
- Tough

Heritage Traits

Armoured: You can choose to include light (+2), medium (+3) or heavy (+4) armour as part of your make up. This functions as standard armour, including encumbrance, its effect on magical checks and minimum Athletics needed, but the armour cannot be taken off; it is part of your being.

Expressionless: Those interacting with a warforged suffer -2 to Perception (Insight) checks. Not having facial expressions makes it hard for others to read warforged.

Living Construct: Warforged do not need to eat, drink, breathe, or sleep. They never make checks to resist the following hazards: Disease, Drowning/Suffocation, Hunger, Poison, or Thirst. (See Inactive State below for rest and Sleep). You have Advantage on Vigour rolls to resist Bleeding Out.

Special Purpose: At creation you can select any one Ability score to increase for your second Ability raise. For that chosen Ability you add its standard Specialties to your Heritage Specialties list as well. Whilst primarily built for war, some warforged were imbued with other skills.

Pace: 6.

Size: +0. This places you in the Normal Scale.

Inactive State: Warforged do not sleep, but enter a state of inactivity for 6 hours to gain the benefits of an extended rest. While in this state, you are fully aware of your surroundings and you can make Perception (Notice) rolls as normal.

Heritage Drawbacks

Clumsy (Minor) or Anti-Social (Minor). Being a construct, you may have difficulty relating and being perceptive to other living creatures, or your formidable and rigid bulk may hinder movement.

Living Construct (Minor): Healing (Treat Injury) has no effect on a warforged. Instead they need to be repaired using the Technical (Constructs) ability. Natural healing and magical healing work normally.

Outsider (Minor): Warforged do not have expressions and can be a little unnerving to many people.
Wemics

Lore & Roleplaying Ideas. Wemics are the lion equivalent of centaurs. They rarely appear as a player race, though have been a feature of some of my early settings, such as in Nyaat of Kage. The monster entry in 3E D&D Monster Compendium: Monsters of Faerun has a little lore, as do 2E D&D monster books. They have not officially (that I know of) made it to later editions of D&D, though they did appear in Atlas Games’ 3E D&D Nyambe: African Adventures as entare. They also appear in Fighting Fantasy as felinaurs and in some settings, wemics may be regarded as a type of sphinx.

Abilities

Ability Adjustments. Increase two of the following Abilities to a d10: Athletics, Stealth, Survival or Vigour. Decrease two of the following Abilities to a d6: Deception, Knowledge, Perform, Status, Technical, Vehicle Operation or Will.

Languages: You start with d8 in Theran (or whatever their racial language may be).

Specialties

Wemics gain 10 Heritage Advances to spend on the following Specialties:

- (Agility): Balance, Quickness
- (Animal Handling): Communicate, Train
- (Athletics): Climb, Jump, Run, Strength
- (Coercion): Intimidate
- (Expertise): Any primitive profession/craft
- (Fighting): Natural, Spears
- (Language): Any
- (Marksmanship): Thrown & Sling
- (Perception): Notice
- (Stealth): Hide, Sneak
- (Survival): Hunt, Orientation, Track
- (Vigour): Durability, Gorging, Resilience, Stamina
- (Warfare): Strategy, Tactics
- (Will): Spirit (but this still costs double).

Talents

You have access to three of the following Talent Trees:

- Awareness
- Beast
- Fighting Style - Brawler
- Fighting Style – Dual-Wielder
- Fighting Style – Unfettered
- Intimidation
- Mobility
- Physical - Large
- Tough
- Wilderness

Heritage Traits

Claws: Your claw attacks deal Athletics +1d6 slashing damage. As a natural fighter, a wemic is never considered an ‘unarmed defender’. Wemics never suffer an ‘off-hand’ attack penalty for using their claws. Wemic legs end in retractable claws that can be used as natural weapons when the wemic rears up.

Four-Legged: You have a +2 bonus to Agility (Balance) or Athletics (Strength) rolls to resist forced movement or being knocked prone. As a quadruped you carry 4 times the number of items when determining Encumbrance limits.

Lion Affinity: Advantage on all Animal Handling rolls with lions or part-lion creatures.


Natural Jumper: Your Jump specialty die may exceed your Athletics die. Each raise on a Jump check adds a further 1” to the distance jumped. You make all Jump rolls as if you had a running start, and gain Advantage if actually taking the run action.

Pace: 6.

Size: +2. This places you in the Normal Scale. Wemics are 6-7 feet tall and 10-12 feet long.
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>
</tr>
<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
- (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
- Arcana
- Awareness
- Beast
- Cold
- Any Elemental
- Medical
- Mental Toughness
- Shape-Shifting
- Storm

**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
- 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
- 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
- Arcana
- Awareness
- Charm
- 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:

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

**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

---

**JACK-OF-ALL-TRADES**

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

**KEY ABILITY:** Smarts

You gain 10 Advances to spend on the following Specialties:

**Concept Specialty Advances:**
You can spend these Advances on any Specialty with the following restrictions:
1. You can only use these to raise new Specialties to a d4.
2. You cannot use them on more than two Specialties for any one Ability.

**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
- 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

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)
Hindrances are flaws, deficiencies or drawbacks for your character that we use for our games. They can be seen as ‘anti-Specialties and ‘anti-Talents’. Note that penalties are typically equal to or double what you would receive for an Advance. This is on purpose, as it is easy to reduce a PC in areas they already suck at (and probably won’t use too often) to boost areas of specialty even further.

Yes, there are roleplaying Hindrances in the list below. We have not had a problem with this in our groups, but if you find that min-maxers are abusing this system, then perhaps limit their number (such as a maximum of 2 Major Hindrances). This system works best when some Hindrances are assigned to characters (see Heritage Hindrances below): that way, even if a hindrance that barely comes into play is chosen by a player, there are still others that will. It isn’t all about how to bend the system for the benefits.

**Hindrance Titles**

Whilst each Hindrance has one main title, just like the Talent Trees, you should choose a name for each Hindrance that suits your character. Under the main title is a list of alternative names for you to consider. These extra titles give you more of an idea about the Hindrance when glancing through them.

**Benefits for Taking Hindrances**

You gain the following benefits for taking a hindrance:

- **Minor Hindrance**: Gain 1 XP or raise a specialty die one type.
- **Major Hindrance**: Gain 5 XP or 1 Advance

**NB:** You can actually go to zero dice for Abilities, but do this with caution. It might make sense to have no experience at all with vehicles and drop Vehicle Operation to zero dice, but it would make less sense for a character to have zero Smarts.

**Heritage Hindrances**

Heritages have starting hindrances assigned to them. These are recommended Hindrances for the stereo-typical members of that Heritage and these could vary significantly from setting to setting and genre to genre, so it is best to check with your GM on how a particular Heritage fits into the game you are playing.

**Removing Assigned Heritage Hindrances**

With the GM’s permission, you may be able to ‘buy off’ an assigned Minor Heritage hindrance. This should mainly be used for roleplaying-based drawbacks (such as not wanting to be an Honourable dwarf), but there may be rare situations where a physical drawback could be removed too. The player and GM should come up with a suitable backstory for this.

To remove a Minor Hindrance, you must give up 2 XP or reduce 2 specialty dice. Major Hindrances assigned as Heritage Hindrances should not be ‘bought off’, but for 2 Advances or 10 XP, a GM may allow a player to reduce their character’s major hindrance to a minor. (In extreme circumstances a GM may allow the Hindrance to be removed altogether).

**Upgrading' Heritage Hindrances**

If you have a Minor Hindrance assigned as a Heritage Hindrance, then you still gain the benefits of a Major Hindrance if you ‘upgrade’ to the major. This encourages players to take Hindrances that would be considered common for that particular Heritage.

**New Hindrances**

Feel free to come up with your own Hindrances and talk to your GM about how to integrate them into the game. There is a template at the end of the chapter.
HINDRANCE LIST EXAMPLES

1. All-Thumbs - Shaky, Sausage Fingers
2. Allergy
3. Anti-Social - Annoying, Bad Habits, Flat Tyre, Karen, Killjoy, Shy, Socially Inept, Stubborn
5. Aversion - Bigoted, Foes, Hatred, Jingoistic
6. Bad Reputation - Branded, Criminal, Reviled
7. Bad with Machines - Bad Driver, Hack, Luddite, Poor Operator
8. Big Mouth - Blabber Mouth, Loos Lips, Stool Pigeon
9. Bleeder - Haemophiliac
10. Bloodthirsty - Bloodlust, Brutal, Cruel, Killer, Ruthless
11. Bruise Easily - Brittle Bones
12. Cautious
13. City-Slicker - Pampered, Refined, Spoilt
14. Civilian - Airedale, Non-Combatant
15. Clueless - Forgetful, Sap, Uneducated
16. Clumsy - Corn-Shredder, Klutz, Uncoordinated
17. COMMUNAL - Herd Mentality, Hive/Pack Member
18. Coward - Craven, Poltroon, Yella, Yellow-Belly
19. Curious - Inquisitive, Sticky-Beak
20. Cursed - Doomed, Fated, Trouble-Magnet
21. Delicate - Slender, Slight Build
22. Dependency - Addiction, Sustenance Requirement
23. Driven - Ambitious, Fanatic, Oathbound, Relentless, Vengeful
24. Dullard - Blockhead, Brain-Dead, Dull, Not Bright, Stoopid
25. Easily Shaken - Lacking Resolve, Sensitive
26. Easy Target - Bullet Magnet
27. Easy To Hit - Poor Defences
28. Feeble - Frail
29. Flammable - Tinderbox
30. Fragile - Thunderstruck
31. Glass Jaw - Glass Canon
32. Grave-Touched - Part Undead, Touch of Undeath
33. Heavy Sleeper - Blood Sucker, Coffee Boiler, Dew Dropper, Lazy, Skive, Sleepyhead
34. Hesitant - F.N.G., Cherry Jumper, Jumpy, Greenhorn, Newbie, Replacement, Rookie, Tenderfoot
35. Honourable - Dependable, Heroic, Honest, Honour-Bound, Square
36. Hyperthermic - Can't Handle The Heat
37. Hypothermic - Snowbird
38. Illiterate - Can't Read
39. Illness - Ailin', Crook, Ill, Sick
40. Impulsive - ADHD, Easily Bored, Played by Nicko, Short Attention Span, Teen, Reckless
41. Inaccurate - Bad Shot, Unsteady Hands
42. Inattentive - Away with the Pixies, Blinkered, Dreamy, Non-Observable, Not Perceptive, Unaware, Vague
43. Landlubber - Raw Seaman
44. Lascivious - flirtatious, Lewd, Lusty, Sleeze Bag, Slime Ball
45. Limited Vocabulary - Mute
46. Loyal - Devoted, Faithful, True Blue
47. Lumbering - Big, Large, Obese, Ungainly
48. Mean - A-Hole, Belligerent, Threatening, Violent
49. Naïve - Gullible, Self-Centred
50. Nervous - Lying Eyes, Wash
51. Nice - Mild-Mannered, Milquetoast
52. Non-Swimmer - Brick
53. Oath of the Ancestors - The Old Ways
54. Obsession - Greedy, Just a Hobby, My Precious
55. Old - Boomer, Elderly, Old-Timer, Venerable
56. One-Armed - Damaged Limb, Maimed
57. Outsider - Alien, Don't Belong, Fream, Newcomer
58. Overconfident - Cocky, Smug
59. Pacifist - Merciful, Peaceful, Peace Keeper
60. Pain Sensitive - Can't Cope with Pain, Hyperalgesia, Sook
61. Phobia - Scared, Terrified, Trigger
62. Poor - Garrulous, Holes in your Pockets, On the Nut, Pound-Stupid, Spender
63. Poor Eyesight - Bad Eyes, Blind, One-Eyed, Shortsighted
64. Poor Hearing - Deaf, Hard of Hearing, Hey?
65. Poor Negotiator - Bad Haggler, Brian
66. Poor Reflexes - Goldbrick, Slow To Act
67. Primitive - Tribal, Uncivilised
68. Self-Reliant - Brash, Insolent, Loner, One-Man-Band, Untrusting
69. Slow - Lame, Limp, One-Legged, Slowpoke
70. Soft-Skin - Pin Cushion, Thin-Skinned
71. Storm-Scarred - Lightning Rod, Super-Conductor
72. Sunlight Sensitivity - Delver, Pale, Ranga
73. Thin-Blooded - Liquid Vulnerability
74. Tormented - Bad Dreams, Nightmares, Night Terrors
75. Unfit - Poor Condition, Unhealthy
76. Unlucky - Bad Luck, Unfortunate
77. Unstable - Delusional, Mad, Nutter, On Edge
78. Unwise - Easily Influenced, Pushover, Unfocussed
79. Wayward - Banished, Bastard-Born, Half-Cast, Outcast
80. Weak - Small, Weakling
81. Weak Mind - Open Mind, Shell-Shocked, Weak-Willed
82. Young - Adolescent, Kid, Pipsqueek
**ALL-THUMBS**

Alternate Names: SHAKY, SAUSAGE FINGERS

You have not developed your fine motor skills and have difficulty manipulating fine objects. Alternatively, you may have ‘the shakes’ due to an illness, alcoholism or exposure to something ‘man was not meant to see’.

<table>
<thead>
<tr>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Minor</strong>: You have Disadvantage on all Stealth (Sleight of Hand) checks and other checks that involve fine motor skills (such as picking locks or forging documents). Additionally, the DM will require you to roll a check for many mundane tasks requiring the manipulation of tiny items, such as drinking a potion or writing a letter.</td>
</tr>
<tr>
<td><strong>Major</strong>: As Minor &amp; you have Disadvantage on all attacks made with ranged and finesse weapons, as well as Powers that require using material components or using fine motor skills.</td>
</tr>
</tbody>
</table>

**ALLERGY**

Alternate Names: CAN’T STOMACH, WEAK STOMACH

You are highly allergic to or simply cannot stand the sight of something. If your allergy is something that you would be exposed to frequently (such as fur, pollen, people, daylight) it is a Major Hindrance. If you would only come into contact with your allergy infrequently (such as horses, insects, dairy products, fish etc.), then it is Minor. This is the same for sites you cannot handle. A Major Hindrance might mean blood, whereas a Minor might be only your blood or a specific creature, like undead or aberrations. Check with your GM. If you are not likely to come into contact with your allergy, then you gain no benefit at all.

You either have an allergic reaction, become faint or even retch in the presence of your allergy or sight you wish to remain unseen. No matter how your weakness manifests, the rules are the same.

<table>
<thead>
<tr>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Minor</strong>: When exposed to your allergy (within 1’, though some allergies may require direct contact) make a Vigour (Resilience) check or act as if Distracted. If you roll a 1 on your Vigour roll, you are also Fatigued and on a Critical failure you are Incapacitated. You may attempt a check at the end of each of your turns to remove these conditions if you move more than 30 feet away from the allergy source.</td>
</tr>
<tr>
<td><strong>Major</strong>: You have a -1 penalty to all Persuasion checks.</td>
</tr>
</tbody>
</table>

**ANTI-SOCIAL**

Alternate Names: ANNOYING, BAD HABITS, FLAT TYRE, KAREN, KILLJOY, SHY, SOCIALLY INEPT, STUBBORN

There could be many reasons for this, but you simply don’t get along with people. You might be a recluse; fear social interactions; have strange or off-putting quirks or habits; or just simply, hate people.
ARROGANT
Alternate Names: HAUGHTY, HIGH-HAT, JAW-ME-DOWN, UP YOURSELF
You think you are above the common rabble. Only people of your station/status/power deserve respect. You might humiliate foes or find common foes beneath your concerns and issue challenges to leader-types.

<table>
<thead>
<tr>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor: You have Disadvantage on Perception (Insight) and all Persuasion rolls when dealing with anyone of a different Status die than you.</td>
</tr>
</tbody>
</table>

AVERSION
Alternate Names: BIGOTED, FOES, HATRED, JINGOISTIC
You do not get along with a particular group of creatures. Some Heritages might be assigned this Hindrance in particular settings (such as the Guardian Races of Kage). A GM might allow a player to choose a focused group for their character if it suits their background. Ideas include a particular Heritage, arcane casters, members of a particular organisation or religion (if it plays a prominent part in the game), beasts (or beasts of a particular grouping and their anthropomorphic-related Heritages, if any), or other creature types.

<table>
<thead>
<tr>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor: You have Disadvantage on any Animal Handling rolls made with beasts or other non-intelligent creatures in your chosen group. You have Disadvantage on all Persuasion checks when interacting with intelligent members of your chosen group. Creatures belonging to your chosen group typically reciprocate the negative feelings you have for them, and will likely target you over others.</td>
</tr>
</tbody>
</table>

BAD REPUTATION
Alternate Names: BRANDED, CRIMINAL, REVILED
You have a criminal past or have committed an act so reviled that you are known throughout the land. You often have the markings to prove it. Depending upon the setting, this could mean the lack of fingers, brands, tattoos, or missing ears. Perhaps when you open your mouth, your time in the slammer becomes obvious. Common people are uneasy in your presence.

<table>
<thead>
<tr>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor: If people recognise you for your past actions, you have Disadvantage on Persuasion checks with people of your Status die or higher.</td>
</tr>
</tbody>
</table>
**Bad with Machines**

Alternate Names: Bad Driver, Hack, Luddite, Poor Operator

You are not good with machines and moving parts. When something needs fixing, you are in a fix. This Hindrance cannot be taken if machinery will not feature in the setting. It is a Minor Hindrance if machines play some part in the game and a Major Hindrance if machines are essential for everyday life, including travel.

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor: You have a -1 penalty to all Technical and Vehicle Operation rolls involving machines or devices or vehicles with moving parts.</th>
<th>Major: You have a -2 penalty to all Technical and Vehicle Operation rolls involving machines or devices or vehicles with moving parts.</th>
</tr>
</thead>
</table>

**Big Mouth**

Alternate Names: BLABBER MOUTH, LOOSE LIPS, STOOL PIGEON

If the saying ‘loose lips sinks ships’ is true, then you are a veritable storm. You don’t know when to keep your trap shut and often blab information to the wrong people.

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor: When you take slashing damage, you take +2 damage.</th>
<th>Major: When you take slashing damage, you take +4 damage.</th>
</tr>
</thead>
</table>

**Bleeder**

 Alternate Names: HAEMOPHILIAC

Paper cuts can be a hazard for you. Blades are extra deadly. This could be a Minor Hindrance in modern settings, where slashing attacks may be considered rare. (Check with GM).

**Bloodthirsty**

Alternate Names: BLOODLUST, BRUTAL, CRUEL, KILLER, RUTHLESS

You are more than driven; you have no remorse for anyone that gets in your way. You have no qualms about taking out the opposition. Your ruthlessness leads to developing many enemies, but could also cost your allies, such as killing foes that might have vital information.
Effect

**Minor:** You kill your enemies unless given orders by a superior or ally.
You have Disadvantage on Perception (Insight) and Persuasion (Charm) checks.

**Major:** As Minor & you kill your enemies unless your superiors or an ally is present to command you directly or stop you physically.
Once the killing has begun, the GM might require you to make a Smarts (Logic) or Will (Concentrate) check to stop.

---

**BRUISE EASILY**
Alternate Names: BRITTLE BONES

You flunked out of the school of hard knocks. Blunt weapons are your bane.

**Effect**

**Minor:** When you take bludgeoning damage, you take +2 damage.

**Major:** When you take bludgeoning damage, you take +4 damage.

---

**CAUTIOUS**
Alternate Names: WARY

You do not rush in. You assess all options before acting.

**Effect**

**Minor:** Your action on the first round of any encounter is spent assessing the situation. You may make an appropriate Knowledge, Perception or Smarts check to learn something about your environment or enemies, but you may take no other action.

---

**CITY-SLICKER**
Alternate Names: PAMPERED, REFINED, SPOILT

You are used to your homely comforts and being able to get what you want with little effort.

**Effect**

**Minor:** You have Disadvantage on all Survival and Vigour (Stamina) rolls.
**CIVILIAN**  
*Alternate Names: AIREDALE, NON-COMBATANT*  
You have never learnt to fight up close and personal.

<table>
<thead>
<tr>
<th>Effect</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Minor:</strong></td>
<td>You have a -1 penalty to all Fighting checks.</td>
</tr>
<tr>
<td><strong>Major:</strong></td>
<td>You have a -2 penalty to all Fighting checks.</td>
</tr>
</tbody>
</table>

**CLUMSY**  
*Alternate Names: CORN-SHREDDER, KLUTZ, UNCOORDINATED*  
You lack co-ordination and often trip over your own toes, or perhaps your bulk simply limits your movement. Chewing and walking at the same time may be a challenge if you have the Major Hindrance.

<table>
<thead>
<tr>
<th>Effect</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Minor:</strong></td>
<td>You have a -1 penalty to all Agility checks.</td>
</tr>
<tr>
<td><strong>Major:</strong></td>
<td>You have a -2 penalty to all Agility checks.</td>
</tr>
</tbody>
</table>

**CLUELESS**  
*Alternate Names: FORGETFUL, SAP, UNEDUCATED*  
You are not stupid, but you lack a basic education and your knowledge base is very narrow. Or perhaps you just have a memory like a sieve.

<table>
<thead>
<tr>
<th>Effect</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Minor:</strong></td>
<td>You have a -1 penalty to all Knowledge checks.</td>
</tr>
<tr>
<td><strong>Major:</strong></td>
<td>You have a -2 penalty to all Knowledge checks.</td>
</tr>
</tbody>
</table>

**COMMUNAL**  
*Alternate Names: HERD MENTALITY, HIVE/PACK MEMBER*  
You do not cope well with being alone.

<table>
<thead>
<tr>
<th>Effect</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Minor:</strong></td>
<td>When you cannot see an ally within Near Range, you take a -2 penalty on rolls to resist Powers, attacks or Hazards, and to any opposed roll you make. For each day spent in isolation, you must make a Will (Spirit) check or gain 1 level of Stress until you are back with your community/pack/hive/herd.</td>
</tr>
<tr>
<td><strong>Major:</strong></td>
<td></td>
</tr>
</tbody>
</table>
**Coward**
Alternate Names: CRAVEN, POLTROON, YELLA, YELLOW-BELLY

Although you might want to be brave, acts of bravery are very hard for you. You are easily frightened and go to water during confrontations.

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor: When resisting a Coercion (Intimidate) or a Fear check, you suffer a -2 penalty.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Major:</td>
<td>As Minor &amp; you start every confrontational situation (social intrigue, combat, unexpected encounter) with Disadvantage on all ability checks. You may spend an action to overcome your fear by making a Smarts (Logic) or Will (Spirit) check (at Disadvantage). On a success, you are no longer at Disadvantage on all checks and attacks for the encounter. On a failure, Disadvantage remains, though you may continue to make checks for every action you spend. A natural roll of 1 on one of these checks, results in you becoming Frightened (or roll on the Fear Table). If you get a Raise on any of these checks to overcome your fear, you conquer it and gain a Benny that has to be used before the end of your next turn.</td>
</tr>
</tbody>
</table>

**Curious**
Alternate Names: INQUISITIVE, STICKY-BEAK

Yep, curiosity killed the cat, and it may well get you (and your allies) killed too. You are likely to take on missions, valuing the solving of the mystery more than monetary reward. It should not take much to get you dragged into bad situations. You are likely to create a few of your own too, such as checking behind that unopened door whilst others are trying to rest, or wandering off whilst on watch to ‘see what that noise is’.

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor: When confronted by a situation where you don't know all the answers, you act to find those answers. There may be times when a GM might impose a Will (Spirit) roll if you wish to resist acting upon this compulsion, such as following a will-o-wisp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Curse:</td>
<td>Things just go wrong for you. If something bad is going to happen to someone, that someone is you.</td>
</tr>
</tbody>
</table>

**Cursed**
Alternate Names: DOOMED, FATED, TROUBLE-MAGNET

Things just go wrong for you. If something bad is going to happen to someone, that someone is you.
**Effect**

**Minor:** Whenever something bad would happen for the heroes and the GM has to choose a random character, such as a possible target for a Random Bystander when a shooter rolls a 1, you have a chance of being chosen equal to all other possible targets. In other words, you are targeted 50% of the time no matter how many other targets there are.

**Major:** As Minor, but when another creature or ally adjacent to you suffers negative effects from rolling a 1 or a critical fumble, you also suffer some negative consequences equal to what the acting character takes.

If an adjacent spellcaster is Shaken by Arcane Backlash, so are you. If a mad scientist's gizmo blows up, you suffer the same effects as the scientist wearing/using it.

---

**DElicate**

**Alternate Names:** SLENDER, SLIGHT BUILD

You have a slight build.

---

**Dependency**

**Alternate Names:** ADDICTION, SUSTENANCE REQUIREMENT

You just have to have the desire of your dependency. Your addiction is likely an addictive substance or drug (such as alcohol or chew leaf), but could be some other odd compulsion. (Special drugs that could be used in the game can be found in the 3E D&D Book of Vile Darkness p41.)

This Hindrance can also be used for Heritages that have a special dietary or atmospheric requirement. You might be an alien struggling to breath air, partially undead and require blood, a herbivore in a region without a lot of plant life, an aquatic creature that must immerse in water every day, etc. Usually, there are ways to overcome your deficiency, such as advanced equipment, hence this Hindrance is usually minor. (It could be a Major Hindrance if access to such equipment or the sustenance itself is hard to come by). The rules below might be slightly altered depending upon your Heritage.
**Effect**

**Minor:** Following every long rest, you must make a Will (Spirit) or Vigour (Specialty varies – see below) if you did not partake in your dependency the previous day. Usually, you use your weakest of these two Abilities, but the roll may depend upon the condition. (Your GM will help you decide). If you fail your check, you are Fatigued. A second failed roll increases your level of Fatigue to Exhausted. On a successful Test, you stave off your dependency for one day (+1 day for each Raise), or if already Fatigued, remove 1 level of Fatigue + 1 for each Raise (but resume checks the next day). You cannot become Incapacitated due to failing checks to stave off the dependency.

**Major:** As Minor, but you can become Incapacitated.

**NB:** Addictions & Dependencies make Vigour (Resilience) rolls. Substance Requirements make Vigour (Stamina) tests.

---

**Driven**

**Alternate Names: AMBITIOUS, FANATIC, OATHBOUND, RELENTLESS, VENGEFUL**

You have a commitment and nothing is going to stop you fulfilling it. You might have strong political feelings, a close association with an organisation to which you are devoted. Your mindset might be driven by Heritage. Or, your relentlessness might be directed at opposing a particular group or Heritage. You might just be intrinsically focussed and you do not let anything get in your way. Maybe you just can’t handle failure. You need to come up with a goal, an oath you have taken, or an organisation’s philosophy that guides your actions.

---

**Dullard**

**Alternate Names: BLOCKHEAD, BRAIN-DEAD, DULL, NOT BRIGHT, STOOPID**

You lack the mental faculties and capabilities of other people. You have trouble grasping concepts and ideas. Beating an ogre in a spelling bee might be a challenge for you if you have the Major Hindrance.

---

**Drive**

**Effect**

**Minor:** You will do whatever it takes, short of physically harming allies to achieve your goal or push your agenda.

If forced to take a course that puts your goal, oath or philosophy second, you are -1 on all Ability checks until your current course aligns with your primary goal, oath or guiding philosophy.

**Major:** As Minor, but the penalty becomes -2 and you are willing to harm anyone that gets in your way.

---

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor</th>
<th>Major</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor</td>
<td>You have a -1 penalty to all Smarts checks.</td>
<td>You have a -2 penalty to all Smarts checks.</td>
</tr>
</tbody>
</table>
**EASILY SHAKEN**
Alternate Names: LACKING RESOLVE, SENSITIVE

It takes you longer to pull yourself together once upset or shaken.

**Effect**

| Minor: | You have a -1 penalty to all rolls to recover from being Shaken. |
| Major: | You have a -2 penalty to all rolls to recover from being Shaken. |

**EASY TARGET**
Alternate Names: BULLET MAGNET

You often zig when you should have zagged and tend to get in the way. You literally aren’t going anywhere and get hit a lot.

**Effect**

| Major: | Opponents gain +1 Marksmanship when targeting you.  
|        | You are often hit by accidental fire too. You are hit on a 1-2 for the Innocent Bystander rule. |

**FEEBLE**
Alternate Names: FRAIL

You might have trouble fighting your way out of a wet paper bag.

**Effect**

| Major: | You have disadvantage on Athletics checks  
|        | You have a -2 penalty to Soak rolls. |

**EASY TO HIT**
Alternate Names: POOR DEFENCES

You are not very good at defending yourself.

**Effect**

| Minor: | Your Parry is reduced by 1. |

**FLAMMABLE**
Alternate Names: TINDERBOX

You don’t take too well to fire, but it takes well to you.

**Effect**

| Minor: | When you take fire damage, you take +2 damage.  
| Major: | When you take fire damage, you take +4 damage. |
FRAGILE
Alternate Names: THUNDERSTRUCK
Force and thunder damage leave you rattled. (This hindrance may not be allowed in games where these damage types are extremely rare or non-existent).

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor</th>
<th>Major</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor</td>
<td>When you take thunder or force damage, you take +2 damage.</td>
<td>When you take thunder or force damage, you take +4 damage.</td>
</tr>
<tr>
<td>Major</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

GLASS JAW
Alternate Names: GLASS CANON
You might look tough, but you go down easily when hit in the right spot.

<table>
<thead>
<tr>
<th>Effect</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor</td>
<td>You have Disadvantage on Soak rolls.</td>
</tr>
<tr>
<td>Major</td>
<td></td>
</tr>
</tbody>
</table>

GRAVE-TOUCHED
Alternate Names: PART UNDEAD, TOUCH OF UNDEATH
You are partially undead or have a supernatural connection with the undead. Perhaps you worship a deity of undeath?

<table>
<thead>
<tr>
<th>Effect</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor</td>
<td>When you take radiant damage, you take +2 damage.</td>
</tr>
<tr>
<td>Major</td>
<td>When you take radiant damage, you take +4 damage.</td>
</tr>
</tbody>
</table>

HEAVY SLEEPER
Alternate Names: BLOOD SUCKER, COFFEE BOILER, DEW DROPPER, LAZY, SKIVE, SLEEPYHEAD
You like your sleep and when you get it, you are not easy to awaken.

<table>
<thead>
<tr>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor: You have Disadvantage on all Perception checks when asleep, no matter how loud the noise.</td>
</tr>
<tr>
<td>Minor: You have Disadvantage on Vigour rolls made to resist Fatigue due to loss of sleep.</td>
</tr>
</tbody>
</table>
**HESITANT**
Alternate Names: F.N.G, CHERRY, JUMPY, GREENHORN, NEWBIE, REPLACEMENT, ROOKIE, TENDERFOOT

You just don’t seem to act quickly or develop a fast, clear plan of action. Perhaps you are new to this war or adventuring caper. They have lots of names for you in war.

**Effect**

**Minor:** On the very first round of an encounter, you get two cards and must act on the lowest one.
You have a -1 penalty on Agility (Quickness) and Perception (Notice) rolls.

**Major:** On the very first round of an encounter, you do not get an initiative card. You are always surprised.
You have a -2 penalty on Agility (Quickness) and Perception (Notice) rolls.

---

**HONOURABLE**
Alternate Names: DEPENDABLE, HEROIC, HONEST, HONOUR-BOUND, SQUARE

You believe in a behavioural code, such as chivalry, where your word is your honour. You act in a respectful and non-deceitful manner. Your code may even require you to treat enemies (especially captives) in a decent manner.

**Effect**

**Minor:** You have a -1 penalty to all Deception & Stealth checks.

**Major:** You have a -2 penalty to all Deception & Stealth checks.

---

**HYPERTHERMIC**
Alternate Names: CAN’T HANDLE THE HEAT

You suffer in the heat. When it’s hot, you’re not.

**Effect**

**Minor:** You have Disadvantage on Vigour (Stamina) rolls to resist the effects of the Heat Hazard.
**Hypothermic**
*Alternate Names: Snowbird*
You do not function well in the cold and suffer from cold attacks.

| Effect | Minor: You have Disadvantage on Vigour (Stamina) rolls to resist the effects of the Cold Hazard. If you take cold damage, you take +2 damage. | Major: As Minor, but damage penalty becomes +4. |

**Illiterate**
*Alternate Names: Can't Read*
You are all about talking. There is no need to commit your words to paper. You were likely raised in a community where reading was unexpected or even unknown. (For some settings it is quite possible for the GM to assign this drawback with no benefits, if being illiterate is the norm).

| Effect | Minor: You cannot read or write. |

**Illness**
*Alternate Names: Ailin', Crook, Ill, Sick*
You are suffering from a long-term illness that leaves you susceptible to exhaustion. Your weakness may well kill you.

| Effect | Minor: Decrease either Agility, Athletics or Vigour by 1 die type (this should be representative of the illness). You have Disadvantage on any checks to avoid Fatigue. Additionally, you must make a Vigour (Stamina) check to reduce your level of Fatigue, even if you normally would be able to do so for free. Furthermore, you must make a Vigour (Stamina) roll at the start of each game session; if you fail you gain 1 level of Fatigue. This is the result of your illness taking effect. You can roll to remove this level of Fatigue after a long rest or if a Healing (Treat Ailment) check is successful against your illness. Magical healing will offset the level of Fatigue. |

**Impulsive**
*Alternate Names: ADHD, Easily Bored, Played by Nicko, Teen, Reckless, Short Attention Span*
You jump right on in to the action without thinking things through. You tend to leap before you look and shoot first and ask questions later. You lose interest and focus easily. If any activity or conversation is taking too long, find something else to do.
**Inaccurate**

Alternate Names: BAD SHOT, UNSTEADY HANDS

It might be because of a disability, such as unsteady hands or poor vision, but it is just as likely a lack of training; for whatever reason, you simply, are a poor shot.

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor: You have a -1 penalty to all Marksmanship checks.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Major: You have a -2 penalty to all Marksmanship checks.</td>
</tr>
</tbody>
</table>

**Inattentive**

Alternate Names: AWAY WITH THE PIXIES, BLINKERED, DREAMY, NON-OBSERVANT, NOT PERCEPTIVE, UNAWARE, VAGUE

You wander through life not taking too much notice of what is going on around you.

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor: You have a -1 penalty to all Perception checks.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Major: You have a -2 penalty to all Perception checks.</td>
</tr>
</tbody>
</table>

**Landlubber**

Alternate Names: RAW SEAMAN

You have no sea legs at all. You are uncomfortable on the deck of a moving ship and suffer from motion sickness. (Obviously, you cannot benefit from this hindrance if boat travel is not a major feature in the campaign.)
**Effect**

**Minor:** You have disadvantage to all Agility, Athletics and Vigour checks whilst in or on a waterborne vehicle.

At the start of each day aboard a water vessel, you must make a Vigour (Resilience) check to avoid seasickness (treated as Fatigue). This can be removed with another check after a short rest (or automatically after a long rest) off of the vessel. On a raise you remove an extra level of Fatigue due to seasickness. You cannot be incapacitated from seasickness.

---

**LASCIVIOUS**

Alternate Names: FLIRTATIOUS, LEWD, LUSTY, SLEEZE BAG, SLIME BALL

You are very sexual in nature.

---

**LOYAL**

Alternate Names: DEVOTED, FAITHFUL, TRUE BLUE

You do not leave a mate behind.

---

**LIMITED VOCABULARY**

Alternate Names: MUTE

You may have never learnt (or ever been able) to speak clearly, or perhaps you lost the ability to speak after a horrific encounter or a magical curse. Or perhaps your tongue got you into trouble once too often and someone had to remove it for you. You may simply be of a Heritage that cannot vocalise the common language. In any case you cannot speak clearly, though you may be able to make noises (ala Ilyn Payne), growl and gesture Chewbacca) or repeat one word or phrase (like “Hodor” or “I am Groot”).

---

**Effect**

**Minor:** In an intrigue or non-hostile social interaction with a gender and Heritage your character is interested in, your first check must be a Persuasion (Seduce) check, no matter your actual intentions.

You have Disadvantage on non-Seduce Persuasion checks.

---

**Effect**

**Minor:** You have Disadvantage on Persuasion rolls and to Warfare checks to convey plans or commands to others.

---

**Effect**

**Minor:** If you are not the last of your group to leave a dangerous situation, then you suffer overwhelming guilt. (This includes running or disengaging from an enemy that still threatens other allies). All Ability rolls are made with a -1 penalty until you take a long rest. (If several members of a group have this inability, then the penalty only applies if there are allies without this Hindrance left behind).
**LUMBERING**
Alternate Names: BIG, LARGE, OBESE, UNGAINLY

Your size can be a problem. You plod around and find acrobatics difficult.

**Effect**

**Minor:** You have disadvantage on all Agility (Acrobatics) and Stealth checks.

**MEAN**
Alternate Names: A-HOLE, BELLIGERENT, THREATENING, VIOLENT

You are not a nice person. You come across as abrasive.

**Effect**

**Minor:** Your first social interaction with anyone is a Coercion (Intimidate) check, no matter your actual intentions.
You also have Disadvantage on Persuasion checks.

**NAIVE**
Alternate Names: GULLIBLE, SELF-CENTRED

You have no reason to question what your ears hear and what your eyes see.

**Effect**

**Minor:** You have a -2 penalty on Perception (Insight) checks, Smarts (Logic) rolls made to see through Illusions, and Will (Spirit) checks to resist charm attempts against you.

**NERVOUS**
Alternate Names: LYING EYES, WASH

You have trouble hiding your thoughts and controlling your nerves when put under pressure. Attempting to make others feel uneasy is just as hard for you.

**Effect**

**Minor:** You have Disadvantage on all Coercion (Intimidate) and Deception checks.
**NICE**

Alternate Names: MILD-MANNERED, MILQUETOAST

You just don’t have it in you to take your anger out on others verbally. Your demeanour is non-threatening, or perhaps you just have too nice a face and soft voice.

| Effect | Minor: You have a -1 penalty to all Coercion checks. | Major: You have a -2 penalty to all Coercion checks. |

**NON-SWIMMER**

Alternate Names: BRICK

Whilst most people have had some exposure to and can move around in the water, you cannot swim at all. Maybe you have never been in the water, or perhaps a near-drowning incident scared you away from the water. This Hindrance cannot be taken in a setting where water will play no part, but may be upgraded to Major if set on the high seas.

Effect

| Minor: You cannot start with Specialty dice in Athletics (Swim) and you have a Disadvantage on all checks made to swim. Furthermore, swimming 1’ costs you 3’ of movement. |

**OATH OF THE ANCESTORS**

Alternate Names: THE OLD WAYS

You have sworn to follow in the steps of your ancestors and their traditions. This is for Heritages and traditions such as for First People or druids.

| Effect | Minor: You avoid weapons, armours and tools made of metal. If you use metal objects, you suffer overwhelming guilt and take a -2 to all Ability checks until you have atoned. |

**OBSESSION**

Alternate Names: GREEDY, JUST A HOBBY, MY PRECIOUS

You have a near-addiction liking for something or someone. It could be a type of vehicle, a certain activity, or type of creature or you just might be greedy for wealth. When the object of your obsession is around, you engage in or with it, making you distracted to the world around you. Your obsession must be something that would have a regular effect on your behaviour to qualify as a drawback.

| Effect | Minor: When in the presence of your obsession, you are Distracted. You remain Distracted until you or another person nearby spends an action to ‘snap you out of your’ obsession to concentrate on what is going on around you. |
OLD
Alternate Names: BOOMER, ELDERLY, OLD-TIMER, VENERABLE
You are getting long in the tooth. Physical exertion is more taxing than it used to be.

| Effect | Minor: You have -1 on checks to resist Fatigue. Reduce one of Agility, Athletics or Vigour by 1 die type. | Major: You have -2 on checks to resist Fatigue. Reduce Agility, Athletics and Vigour by 1 die type. |

ONE-ARMED
Alternate Names: DAMAGED LIMB, MAIMED
You only have one functioning upper limb. You may have been this way since birth, but it is more likely that you have lost the use of your other limb through battle or a traumatic accident.

OUTSIDER
Alternate Names: ALIEN, DON’T BELONG, FREAM, NEWCOMER
You are away from your own people and your ways are strange to those where you are now. (You cannot take this drawback if the campaign is mainly set in your character’s homeland, obviously).

| Effect | Minor: You have Disadvantage on all Persuasion and Knowledge (Streetwise) checks when dealing with someone with a different Heritage. |

OVERCONFIDENT
Alternate Names: COCKY, SMUG
When it comes to using your skills, there is nothing you can’t handle. When you fail, you do not take it well.
**Effect**

**Minor:** If you fail at a check for which you have a Specialty die, you suffer Disadvantage on all checks and attacks until you take a long rest. You tend to tackle the toughest (or smartest) enemy - whichever is considered a 'suitable target' for one of your skills.

**NB:** For combat, this does not mean failing a single attack, but failing to defeat the enemy if you used attacks with weapons, spells etc. with which you have a Specialty die in. Likewise, for tasks requiring several checks - the penalty only applies if you fail the task, not an individual check.

---

**PACIFIST**

**Alternate Names:** MERCIFUL, PEACEFUL, PEACE KEEPER

You abhor violence. You are unlikely to kill a natural, living creature, even when attacked. This Hindrances does not apply to creatures of pure evil, like fiends, or non-intelligent foes, like animated constructs.

---

**Effect**

**Minor:** You will only resort to combat as a last resort. You do not allow the killing of prisoners or defenceless creatures. If you willingly damage another sentient creature, you suffer overwhelming guilt and are at Disadvantage on all checks until you have taken a short rest to compose yourself.

**Major:** You do not resort to violence under any circumstances. You can defend yourself, but will not harm another living creature. If forced to fight in self-defence you can use non-lethal methods. If you willingly damage another sentient creature, you suffer overwhelming guilt and are at Disadvantage on all checks until you have taken a long rest to compose yourself.

---

**PAIN SENSITIVE**

**Alternate Names:** CAN'T COPE WITH PAIN, HYPERALGESIA, SOOK

You cannot cope with being hurt.

---

**PHOBIA**

**Alternate Names:** SCARED, TERRIFIED, TRIGGER

You have an irrational fear of something (like cats, drinking from containers, tall people), or your fear of something that others fear (undead, aberrations, etc.) is extreme. Your fear must be something that will have an effect on your abilities, so a creature type is a good choice for this drawback.
<table>
<thead>
<tr>
<th>Effect</th>
</tr>
</thead>
</table>
| **Minor:** When in the presence of your phobia (usually Near Range), you must make a Will (Spirit) check. If you succeed, you suffer a -1 on Ability rolls; if you fail, you must make a d10 roll on the Fear Table (at +2 on a Critical Failure).

| **Major:** As Minor, but if you succeed, you still suffer a -2 penalty to Ability checks whilst within Near Range of phobia, and if you fail you must make a d20 roll on the Fear Table (at +4 on a Critical Failure). |

**POOR**
Alternate Names: GARRULOUS, HOLES IN YOUR POCKETS, ON THE NUT, POUND-STUPID, SPENDER
You just don’t know how to manage or hold on to funds.

<table>
<thead>
<tr>
<th>Effect</th>
</tr>
</thead>
</table>
| **POOR EYESIGHT** Alternate Names: BAD EYES, BLIND, ONE-EYED, SHORT-SIGHTED
You have blurred vision or one-eye and have trouble with depth perception. For a Major Hindrance you are completely blind. |

| **Minor:** You only start with half your starting funds. When performing downtime activities, you halve all money earned. You have Disadvantage on all Status (Stewardship) rolls. |

| **Major:** As Minor, but the penalty becomes -4. For the equivalence of two Major Hindrances, you are completely blind and operate as if in pitch blackness Illumination. |

**NB:** In settings where glasses are available, they reduce the penalties by 2 when worn. Obviously, they do not help those that are blind.
If your glasses are lost or broken during a combat (generally a 50% chance when you are Wounded, fall, or suffer some other trauma), you are also Distracted (and Vulnerable if a Major Hindrance) until the end of your next turn.

<table>
<thead>
<tr>
<th>Effect</th>
</tr>
</thead>
</table>
| **POOR HEARING** Alternate Names: DEAF, HARD OR HEARING, HEY?
Through age, an unfortunate accident, or being born this way, you have a hearing deficiency. Fortunately for you, shriekers don't pose much of a problem - get some to annoy the neighbours. |

| **Minor:** You suffer a -2 penalty to any ability roll dependent upon vision (such as Notice and Search rolls) and to ranged attacks. You reduce the Range for all weapons you use to Near. |

| **Major:** As Minor, but the penalty becomes -4. For the equivalence of two Major Hindrances, you are completely blind and operate as if in pitch blackness Illumination. |
**POOR REFLEXES**  
**Alternate Names: GOLDBRICK, SLOW TO ACT**

People always get the jump on you.

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor:</th>
<th>Major:</th>
</tr>
</thead>
<tbody>
<tr>
<td>You have a -2 penalty to all Perception (Notice) rolls that rely on hearing. This also applies to Persuasion and Perception (Insight) rolls when conversation is important.</td>
<td>You cannot hear, and fail all checks requiring hearing. In addition, you cannot gain any benefits from anything that requires you to hear, such as Persuasion (Convince) or Warfare (Tactics) unless there is some other way to communicate with you.</td>
<td></td>
</tr>
</tbody>
</table>

**POOR NEGOTIATOR**  
**Alternate Names: BAD HAGGLER, BRIAN**

You are hopeless at negotiating with other people. Whether you are bargaining on the price of a new car or a fake beard, you just never seem to get a good deal.

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor:</th>
<th>Major:</th>
</tr>
</thead>
<tbody>
<tr>
<td>You have Disadvantage on all Coercion (Incite) and Persuasion (Convince &amp; Bargain) rolls.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**PRIMITIVE**  
**Alternate Names: TRIBAL, UNCIVILISED**

Your people do not make use of metal. Equipment and items are made from unrefined materials such as stone, wood, and bone. Some rare materials, such as obsidian, may make up components too, such as a knife in a healer’s bag. This drawback really only hinders the character at initial levels, but can be a good roleplaying angle too. (Again, if the whole campaign is based around having very little equipment and technology, they GM may assign this drawback with no benefits).
**Effect**

**Minor:** You start with a d4 in Technical.

All starting weapons that would normally include a metal component gain the Fragile property. Starting armour is restricted to non-metal armours. Starting equipment is limited to non-metal items. Most can be substituted with other materials, but this will prohibit some items. For example, you might carry a simple oil-burning lamp as opposed to a lantern. You do not start with any coins. After purchasing all equipment, any funds leftover are lost, or if it suits your background, could be converted to other commodities available to your people, such as livestock, produce, spices, etc.

---

**SELF-RELIANT**

*Alternate Names: BRASH, INSOLENT, LONER, ONE-MAN-BAND, UNTRUSTING*

You find it hard working closely with and trusting others to help you.

---

**SLOW**

*Alternate Names: LAME, LIMP, ONE-LEGGED, SLOWPOKE*

Whether through birth, an accident or injury, you are not as fast on your feet as others. When the others get going, you get left behind.

**Effect**

| **Minor:** | Your Pace is reduced by 1. |
| **Major:** | Your Pace is reduced by 2. You also have disadvantage on all Agility (Acrobatics) and Athletics (Run) rolls. |

---

**SOFT-SKIN**

*Alternate Names: PIN CUSHION, THIN-SKINNED*

Not even your skin offers you much protection. You are a walking pin-cushion.

---

**Effect**

**Minor:** To receive or give Support, or benefit from another person’s Warfare roll, you must succeed on a Will (Concentrate) check.

You have Disadvantage on (Will) Coordinate and Warfare rolls.
### Storm-Scarred

**Alternate Names: Lightning Rod, Super-Conductor**

Something in your past has led you to being vulnerable to attacks from the heavens - more than likely you have upset the gods, or just one of them. (This drawback may not be allowed in settings where such damage types are very rare to non-existent. If a system relies heavily on energy weapons (as many futuristic settings do, this could become a Major Hindrance).

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor:</th>
<th>Major:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>When you take piercing damage, you take +2 damage.</td>
<td>When you take piercing damage, you take +4 damage.</td>
</tr>
</tbody>
</table>

### Sunlight Sensitivity

**Alternate Names: Delver, Pale, Ranga**

You grew up in the dark or have very sensitive skin.

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor:</th>
<th>Major:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>You have Disadvantage on Perception checks that rely on sight when whatever you are trying to perceive is in direct sunlight. You also have Disadvantage on Vigour (Stamina) rolls to resist the effects of heat Hazards.</td>
<td>Minor &amp; you have Disadvantage on attack rolls when you or your target are in direct sunlight.</td>
</tr>
</tbody>
</table>

### Thinned-Locked

**Alternate Names: Liquid Vulnerability**

Liquids travel faster through your bloodstream and your skin offers little resistance to such fluids.

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor:</th>
<th>Major:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>When you take acid damage, you take +2 damage. You also have Disadvantage to Vigour (Resilience) checks to resist and recover from Poison.</td>
<td>As Minor, but you take +4 damage from acid attacks, and take twice as long to recover from Poisons.</td>
</tr>
</tbody>
</table>
**TORMENTED**
Alternate Names: BAD DREAMS, NIGHTMARES, NIGHT TERRORS

You cannot even find rest in the Land of Nod. Your nightmares are vivid and prevent you from getting a good night’s sleep. Perhaps you have night terrors from a previously traumatic event.

**Effect**

**Minor:** Following every long rest, you have a level of fatigue unless you spend a Benny.

---

**UNFIT**
Alternate Names: POOR CONDITION, UNHEALTHY

You do not look after yourself. You could be rangy and unhealthy or large and unfit.

**Effect**

**Minor:** You have a -1 penalty to all Vigour checks.

**Major:** You have a -2 penalty to all Vigour checks.

---

**UNLUCKY**
Alternate Names: BAD LUCK, UNFORTUNATE

Things just don’t go your way often. You luck pool is a lot shallower than your companions’.

---

**UNSTABLE**
Alternate Names: DELUSIONAL, MAD, NUTTER, ON EDGE

You suffer from an indefinite madness. This is primarily a roleplaying drawback and should only be taken if the player is comfortable taking on such as restriction.

**Effect**

**Minor:** You roll a random flaw from the table below. If you try to resist the urge of your affliction, the GM may require a Will (Spirit) check at -2.

Your madness will also result in situations where you suffer Disadvantage too. Many of these situations may be interaction based and will be determined by the GM.

<table>
<thead>
<tr>
<th>d100</th>
<th>Random Flaw Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-15</td>
<td>“Being drunk keeps me sane.”</td>
</tr>
<tr>
<td>16-25</td>
<td>“I keep whatever I find.”</td>
</tr>
<tr>
<td>26-30</td>
<td>“I try to become more like someone else I know adopting his/her style of dress, mannerisms, and name.”</td>
</tr>
<tr>
<td>31-35</td>
<td>“I must bend the truth, exaggerate, or outright lie to be interesting to other people.”</td>
</tr>
<tr>
<td>36-45</td>
<td>“Achieving my goal is the only thing of interest to me, and I’ll ignore everything else to pursue it.”</td>
</tr>
<tr>
<td>46-50</td>
<td>“I find it hard to care about anything that goes on around me.”</td>
</tr>
<tr>
<td>51-55</td>
<td>“I don’t like the way people judge me all the time.”</td>
</tr>
<tr>
<td>56-70</td>
<td>“I am the smartest, wisest, strongest, fastest, and most beautiful person I know.”</td>
</tr>
<tr>
<td>71-80</td>
<td>“I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they’re watching me all the time.”</td>
</tr>
<tr>
<td>81-85</td>
<td>“There’s only one person I can trust. And only I can see this special friend.”</td>
</tr>
<tr>
<td>86-95</td>
<td>“I can’t take anything seriously. The more serious the situation, the funnier I find it.”</td>
</tr>
<tr>
<td>96-100</td>
<td>“I’ve discovered that I really like killing people.”</td>
</tr>
</tbody>
</table>
**UNWISE**
Alternate Names: EASILY INFLUENCED, PUSHOVER, UNFOCUSSED

You are not a strong-minded soul and are open to influence.

| Effect | Minor: You have a -1 penalty to all Will checks. | Major: You have a -2 penalty to all Will checks. |

**WAYWARD**
Alternate Names: BANISHED, BASTARD-BORN, HALF-CAST, OUTCAST

You do not fit into either of your parents’ cultures.

| Effect | Minor: You have Disadvantage on rolls with people of your own Heritage(s) who have a higher Status die than you. | NB: May only be taken by characters with parents from different Heritages. |
| Minor: You have a -1 penalty to all Athletics checks. | Major: You have a -2 penalty to all Athletics checks. |

**WEAK**
Alternate Names: SMALL, WEAKLING

You simply lack the bulk and power of other people.
**WEAK MIND**
Alternate Names: OPEN MIND, SHELL-SHOCKED, WEAK-WILLED

Your mind is easy to penetrate and you are easily influenced by magic.

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor</th>
<th>Major</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lower your Sanity by -1.</td>
<td>When you take mental/psychic damage, you take +2 damage.</td>
<td>When you take mental/psychic damage, you take +4 damage. You have Disadvantage on all Smarts and Will checks to resist mental attacks.</td>
</tr>
</tbody>
</table>

**YOUNG**
Alternate Names: ADOLESCENT, KID, PIPSQUEEK

You are only a kid caught up in a big adventure. As a Minor Hindrance, you an adolescent or young teen. As a Major Hindrance you are pre-pubescent.

**TEMPLATE**
Alternate Names: NAME

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor</th>
<th>Major</th>
</tr>
</thead>
<tbody>
<tr>
<td>Desc.</td>
<td>You only gain half of your Concept Specialty Dice and are limited to a d10 maximum starting score in all Abilities, except Agility, Gaming, Perception, Perform, Smarts, and Stealth.</td>
<td>You do not start with the benefits of a Concept. Being a kid is your concept. You are limited to a d8 maximum starting score in all Abilities, except Agility, Gaming, Perception, and Stealth.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Effect</th>
<th>Minor</th>
<th>Major</th>
</tr>
</thead>
<tbody>
<tr>
<td>Desc.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

"These aren't the druids you're looking for"
ENTRY EDGES

Edges are typically less powerful than the Talents they give access to, but work in such a way that they may work with those Talents.

TYPICAL EDGE BENEFITS

- Gain a temporary +1 bonus to one Ability or derived stat. This is usually based on an initiative card. If you are not in combat, you still flip one card and if it is of the type listed, you get the benefit.
- Switching a Specialty from one Ability to another.
- Gaining access to a restricted Specialty, such as casting Specialties.
- Gain dice in a common Specialty, such as Languages and Expertise.
- Gain advantage on a roll that is not used often and not in combat.
- Reducing a common penalty (such as for running or unsteady platform) by 1 or by 2 for rare penalties or ones that don’t affect other actions (such as off-hand penalties).

TALENT TREE ACCESS

These Edges are another way to gain access to a Talent Tree. When you take the Entry Edge you gain access to the associated Talent Tree. If you already have access to the Talent Tree, you are still free to choose the Entry Edge as one of your Advances. If several Talent Trees are listed, you choose 1 of them at the time you take the Entry Edge.

<table>
<thead>
<tr>
<th>Entry Edge</th>
<th>Prerequisites</th>
<th>Description</th>
<th>Talent Tree Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>Agile Mount</td>
<td>Animal Handling d8</td>
<td>If dealt a Spade, any beast you are mounted on gains +2 Pace or +1 to Fighting rolls.</td>
<td>Beast OR Fighting Style - Mounted</td>
</tr>
<tr>
<td>Agro</td>
<td>Coercion d6</td>
<td>If dealt a Heart, you gain a +1 to Coercion rolls.</td>
<td>Fury OR Intimidation</td>
</tr>
<tr>
<td>Ambidextrous</td>
<td>Agility d8</td>
<td>You can perform equally with both hands, so you never suffer the off-hand -2 penalty.</td>
<td>Fighting Style – Dual Wielder</td>
</tr>
<tr>
<td>Animal Affinity</td>
<td>Animal Handling d8</td>
<td>If dealt a Heart, you gain a +1 to Animal Handling rolls.</td>
<td>Beast</td>
</tr>
<tr>
<td>Arcane Writings</td>
<td>Knowledge d6, Language d8, Smarts d8</td>
<td>You gain access to the Smarts (Spellcasting) caster Specialty.</td>
<td>Arcana</td>
</tr>
<tr>
<td>Armour Deflection</td>
<td>Agility OR Athletics d8</td>
<td>If dealt a Spade, you gain a +1 to Armour Rating (Toughness). You must be wearing armour to gain this bonus.</td>
<td>Armor Specialist</td>
</tr>
<tr>
<td>Armour Wearer</td>
<td>Athletics d8</td>
<td>When wearing Medium or Heavy armour, it counts as one category less for encumbrance.</td>
<td>Armor Specialist OR Fighting Style - Defender</td>
</tr>
<tr>
<td>Armoured Caster</td>
<td>Athletics d8, Smarts d8</td>
<td>When wearing armour, you reduce its penalty to cast spells by 1.</td>
<td>Divine OR Gish</td>
</tr>
<tr>
<td>Artillery Accuracy</td>
<td>Warfare d8</td>
<td>You halve all distances for deviation rolls for weapons from the Siege &amp; Heavy Weapons Specialty</td>
<td>Artillery</td>
</tr>
<tr>
<td>Attractive</td>
<td>Vigour d6, Persuasion d8</td>
<td>If dealt a Heart, you gain a +1 to Persuasion checks.</td>
<td>Charm</td>
</tr>
<tr>
<td>Body Guard</td>
<td>Fighting d8</td>
<td>If an ally adjacent to you is hit by an attack that targets only them, you can interpose yourself and become the target. You must be aware of the attack and declare your intentions before knowing the damage.</td>
<td>Fighting Style - Defender</td>
</tr>
<tr>
<td>Brave</td>
<td>Will d8</td>
<td>You have Advantage on all rolls to resist Fear or Coercion (Intimidate) checks.</td>
<td>Leader OR Mental Toughness</td>
</tr>
<tr>
<td>Brew Potions</td>
<td>Smarts d6, Technical d8</td>
<td>You gain access to the Technical (Magic Infusions) caster Specialty.</td>
<td>Alchemy</td>
</tr>
<tr>
<td>Bring the Hurt</td>
<td>Fighting d8 OR Marksmanship d8</td>
<td>If dealt a Club, you can reroll any damage dice showing a 1. You must accept the rerolls.</td>
<td>Fighting Style - Slayer</td>
</tr>
<tr>
<td>Burst of Fury</td>
<td>Coercion d8 OR Fighting d8</td>
<td>If dealt a Club, you gain a +1 to Fighting and damage rolls for Wild Attacks only.</td>
<td>Fury</td>
</tr>
<tr>
<td>Capable Driver</td>
<td>Vehicle Operation d8</td>
<td>If dealt a Spade, you gain a +1 to Vehicle Operation rolls.</td>
<td>Vehicle Operation</td>
</tr>
<tr>
<td>Clear Mind</td>
<td>Will d8</td>
<td>If dealt a Diamond, you gain a +1 to Smarts rolls.</td>
<td>Mental Toughness</td>
</tr>
<tr>
<td>Cold Acclimated</td>
<td>Vigour d8</td>
<td>You have Advantage on all Vigour rolls to resist cold Hazards. This provides no protection against magical cold.</td>
<td>Cold OR Wilderness</td>
</tr>
<tr>
<td>Talent</td>
<td>Trait</td>
<td>Description</td>
<td>Specialty</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>----------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>----------------------------</td>
</tr>
<tr>
<td><strong>Competent Combatant</strong></td>
<td>Fighting d8</td>
<td>If dealt a Club, you gain a +1 to Fighting rolls if you don’t move before your attack.</td>
<td>Combat Training OR Gish</td>
</tr>
<tr>
<td><strong>Competent Rider</strong></td>
<td>Animal Handling d8</td>
<td>You have advantage on checks made to resist falling from your mount.</td>
<td>Beast OR Fighting Style - Mounted</td>
</tr>
<tr>
<td><strong>Connected</strong></td>
<td>Persuasion d8</td>
<td>You gain +2 Renown.</td>
<td>Contacts</td>
</tr>
<tr>
<td><strong>Danger Sense</strong></td>
<td>Perception d8</td>
<td>You can use Perception (Notice) instead of Agility (Quickness) for initiative card redraws.</td>
<td>Awareness</td>
</tr>
<tr>
<td><strong>Divine Channelling</strong></td>
<td>Must follow a deity or philosophy, Will d8</td>
<td>You gain access to the Will (Faith) caster Specialty.</td>
<td>Tinker</td>
</tr>
<tr>
<td><strong>Divine Guidance</strong></td>
<td>Must follow a deity or philosophy.</td>
<td>When dealt a Joker you can use a fast action to say a quick prayer and share the Joker with one other character you can see.</td>
<td>Divine</td>
</tr>
<tr>
<td><strong>Earth Connection</strong></td>
<td>Agility d8 OR Vigour d8</td>
<td>You ignore difficult terrain caused by stones, rubble or turned earth.</td>
<td>Elemental - Earth</td>
</tr>
<tr>
<td><strong>Enchanting Performance</strong></td>
<td>Perform d8</td>
<td>You gain access to the Perform (Music Magic) caster Specialty.</td>
<td>Entertainer</td>
</tr>
<tr>
<td><strong>Far Shot</strong></td>
<td>Marksmanship d8</td>
<td>If dealt a Spade, you increase the Range of a ranged weapon by one category for this round.</td>
<td>Fighting Style - Ranged</td>
</tr>
<tr>
<td><strong>Fast</strong></td>
<td>Agility d8 OR Athletics d8</td>
<td>If dealt a Spade, you gain a +1 to Pace.</td>
<td>Mobility</td>
</tr>
<tr>
<td><strong>Fast Healer</strong></td>
<td>Vigour d8</td>
<td>You have advantage on natural healing rolls.</td>
<td>Tough</td>
</tr>
<tr>
<td><strong>Favoured Terrain</strong></td>
<td>Survival d8</td>
<td>Choose a favoured terrain (eg: swamp, jungle, forest, mountains, underground, plains). When in your favoured terrain, you gain a +1 to Survival rolls.</td>
<td>Survivor</td>
</tr>
<tr>
<td><strong>Favoured Soul</strong></td>
<td>Will d8</td>
<td>You have been marked by a deity for greatness. You gain 1 Power from a Talent Tree you have access to. This should reflect your deity’s portfolio. You can cast this power once and regain the ability to do so following a long rest. Will is your casting dice and if you later gain the (Faith) Specialty you can apply it also. You simply need to utter a prayer to your deity to cast this Power. <strong>Arcane Backlash.</strong> If you roll a 1 on your Will die when casting this Power, you suffer a level of Fatigue. If you reach Incapacitated due to this Fatigue or your roll a critical fumble casting it, you lose access to this Power for a week. (You are not incapacitated).</td>
<td>Divine</td>
</tr>
<tr>
<td><strong>Favoured Weapon</strong></td>
<td>Fighting d8 OR Marksmanship d8</td>
<td>You gain 1 Specialty die in a chosen weapon group.</td>
<td>Fighting Style - Weapon Specialty</td>
</tr>
<tr>
<td><strong>Field Medic</strong></td>
<td>Healing d8</td>
<td>If dealt a Heart, you gain a +1 to Healing rolls.</td>
<td>Medical</td>
</tr>
<tr>
<td><strong>Fluid Heritage</strong></td>
<td>Must be taken at character creation</td>
<td>Choose a second appropriate Heritage. You are considered a member of this heritage for the purpose of meeting Prerequisites for Edges and Talents. You cannot take Talents that you do not have the physiological features for. The GM will decide which Talents are not allowed.</td>
<td>Adaptable OR Talent Tree offered from chosen Heritage</td>
</tr>
<tr>
<td><strong>Free Cover</strong></td>
<td>Size -1 or smaller</td>
<td>If dealt a Spade, you add +1 to your Parry if there is at least one humanoid larger than you, that is not making the attack roll, within 1 square of you.</td>
<td>Physical - Small</td>
</tr>
<tr>
<td><strong>Gifted Bloodline</strong></td>
<td>Will d8</td>
<td>You gain access to the Will (Bloodline Magic) caster Specialty.</td>
<td>Arcana OR a specific bloodline (Aberrant, Celestial, Chaos, Cold, Darkness, Divine, Draconic, Elemental (any one), Evil, Fey, Fiend, Storm or Undeath)</td>
</tr>
<tr>
<td>Ability</td>
<td>Specialty</td>
<td>Description</td>
<td>Other Abilities</td>
</tr>
<tr>
<td>--------------------</td>
<td>-----------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Good Con</td>
<td>Deception</td>
<td>If dealt a Heart, you gain a +1 to Deception rolls.</td>
<td>Trickery</td>
</tr>
<tr>
<td>Good Hit</td>
<td>Fighting</td>
<td>If dealt a Club, you deal +1 damage with one melee weapon attack this turn.</td>
<td>Fighting Style – Crushing &amp; Cleaving OR Fighting Style – Weapon Specialty</td>
</tr>
<tr>
<td>Good Shot</td>
<td>Marksmanship</td>
<td>If dealt a Spade, you deal +1 damage with one ranged weapon attack this turn.</td>
<td>Fighting Style - Ranged OR Fighting Style - Weapon Specialty</td>
</tr>
<tr>
<td>Gunner</td>
<td>Marksmanship</td>
<td>If dealt a Club, you gain a +1 to attack rolls made with Siege &amp; Heavy weapons and vehicle mounted artillery.</td>
<td>Artillery or Vehicle Operation</td>
</tr>
<tr>
<td>Heat Acclimated</td>
<td>Vigour</td>
<td>You have Advantage on all Vigour rolls to resist heat Hazards.</td>
<td>Elemental – Fire OR Wilderness</td>
</tr>
<tr>
<td>Hidden Talent</td>
<td>-</td>
<td>At the start of a session, select one specific card. If dealt that card, it is treated as a Joker for you. (If it is a Joker, the bonus increases to +4).</td>
<td>Adaptable OR Fate</td>
</tr>
<tr>
<td>Honourable Intentions</td>
<td>Persuasion</td>
<td>If dealt a Heart, you gain +1 to Perception (Insight) and Persuasion checks for honourable (non-deceitful) interactions.</td>
<td>Honour</td>
</tr>
<tr>
<td>Inner Reserve</td>
<td>Vigour</td>
<td>If dealt a Spade, you gain a +1 to Vigour rolls.</td>
<td>Tough</td>
</tr>
<tr>
<td>Keen Senses</td>
<td>Perception</td>
<td>If dealt a Heart, you gain a +1 to Perception rolls.</td>
<td>Awareness</td>
</tr>
<tr>
<td>Ki Focus</td>
<td>Fighting</td>
<td>You can substitute Will for Athletics (or Agility) to add to damage for Brawling Weapons.</td>
<td>Fighting Style – Brawler OR Mental Toughness</td>
</tr>
<tr>
<td>Lightly Armoured</td>
<td>Agility</td>
<td>When wearing Light Armor it counts as a Tiny item for encumbrance.</td>
<td>Fighting Style - Unfettered</td>
</tr>
<tr>
<td>Listen Up</td>
<td>Warfare</td>
<td>If dealt a Heart, you gain a +1 to Warfare or Will (Coordinate) rolls.</td>
<td>Leader</td>
</tr>
<tr>
<td>Lucky Break</td>
<td>-</td>
<td>At the start of the session flip a card. If you receive that card throughout the session, you get a Benny.</td>
<td>Fate</td>
</tr>
<tr>
<td>Magic Devices</td>
<td>Smarts</td>
<td>You gain access to the Technical (Weird Science) caster Specialty.</td>
<td>Tinker</td>
</tr>
<tr>
<td>Mark Enemy</td>
<td>Fighting</td>
<td>If dealt a Club, select one enemy. You get +1 to all attacks versus that foe.</td>
<td>Fighting Style - Slayer</td>
</tr>
<tr>
<td>Moment of Clarity</td>
<td>Knowledge</td>
<td>If dealt a Diamond, you gain a +1 to Knowledge checks.</td>
<td>Academic OR Mental Toughness</td>
</tr>
<tr>
<td>Moment of Resolve</td>
<td>Will</td>
<td>If dealt a Diamond, you gain a +1 to Will checks.</td>
<td>Mental Toughness</td>
</tr>
<tr>
<td>Momentary Appeal</td>
<td>Perform</td>
<td>If dealt a Heart, you gain a +1 to Perform rolls.</td>
<td>Charm OR Entertainer</td>
</tr>
<tr>
<td>Natural Leader</td>
<td>Persuasion</td>
<td>If dealt a Heart, one ally within Near range can also act on your card. You have to give a quick command or piece of advice as a fee action and the receiving character has to be able to hear you.</td>
<td>Leader</td>
</tr>
<tr>
<td>New Language</td>
<td>Knowledge</td>
<td>You add a new Language Specialty at a d6</td>
<td>Academic</td>
</tr>
<tr>
<td>Nimble</td>
<td>Agility</td>
<td>If dealt a Spade, you gain a +1 to Agility rolls.</td>
<td>Fighting Style - Unfettered OR Mobility</td>
</tr>
<tr>
<td>Onboard Commands</td>
<td>Persuasion</td>
<td>If you use an action to issue commands, all crew on the same vessel/vehicle do not suffer from the Unsteady Platform penalty when using Marksmanship before the start of your next turn.</td>
<td>Leader OR Vehicle Operation</td>
</tr>
<tr>
<td>Out of Reach</td>
<td>Agility</td>
<td>If dealt a Spade, opponents making Fighting rolls against you do not get the +2 bonus for fighting an Unarmed Defender.</td>
<td>Fighting Style – Brawler OR Fighting Style - Unfettered</td>
</tr>
<tr>
<td>Class</td>
<td>Ability d8</td>
<td>Ability d8 OR Specialties d8</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>------------</td>
<td>--------------------------------------------------------------------------------------------</td>
<td>------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Overbearing</strong></td>
<td>Athletics 8</td>
<td>You can move the Intimidate Specialty from Coercion to Athletics.</td>
<td>Intimidation OR Tough</td>
</tr>
<tr>
<td><strong>Pitch Perfect</strong></td>
<td>Perform 8</td>
<td>You gain 1 die in a chosen Perform Specialty.</td>
<td>Entertainer</td>
</tr>
<tr>
<td><strong>Porter</strong></td>
<td>Athletics 8</td>
<td>You can carry 1 extra item.</td>
<td>Tough</td>
</tr>
<tr>
<td><strong>Reliable Contact</strong></td>
<td>Knowledge 8</td>
<td>You start with one contact that may or may not be a part of one of your Relationships. This contact as a d12 in an Ability of your choosing and two d8 Specialties for that Ability.</td>
<td>Contacts</td>
</tr>
<tr>
<td><strong>Safe Withdrawal</strong></td>
<td>Agility 8 OR Fighting 8</td>
<td>If dealt a Spade, one opponent of your choosing does not get a Free Attack if you withdraw from combat this round.</td>
<td>Combat Training OR Fighting Style - Brawler OR Fighting Style - Unfettered</td>
</tr>
<tr>
<td><strong>Sea Legs</strong></td>
<td>Agility 8</td>
<td>You ignore the Unstable Platform penalty when on a water craft.</td>
<td>Vehicle Operation</td>
</tr>
<tr>
<td><strong>Shake It Off</strong></td>
<td>Vigour 8</td>
<td>You can use Vigour (Durability) rolls to remove the Shaken condition if Shaken was caused by physical damage.</td>
<td>Tough</td>
</tr>
<tr>
<td><strong>Shield Bearer</strong></td>
<td>Fighting 8</td>
<td>If dealt a Spade, any shield you wield gains +1 to its Defensive quality.</td>
<td>Fighting Style - Defender</td>
</tr>
<tr>
<td><strong>Skirmisher</strong></td>
<td>Agility 8</td>
<td>If dealt a Spade, and you move at least 2', you gain a +1 to Fighting rolls.</td>
<td>Fighting Style - Unfettered</td>
</tr>
<tr>
<td><strong>Sneaky</strong></td>
<td>Stealth 8</td>
<td>If dealt a Spade you gain a +1 to Stealth rolls.</td>
<td>Stealthy OR Thievery</td>
</tr>
<tr>
<td><strong>Sound Advice</strong></td>
<td>Smarts 8</td>
<td>You gain a +1 bonus to rolls when you take the Support action.</td>
<td>Support</td>
</tr>
<tr>
<td><strong>Split Decision</strong></td>
<td>Agility 8 OR Smarts 8</td>
<td>On the first round of combat only, you get an extra initiative card.</td>
<td>Adaptable OR Combat Training</td>
</tr>
<tr>
<td><strong>Stalwart Leader</strong></td>
<td>Warfare 8</td>
<td>When dealt a Heart, all allies within Near range of you gain +1 to rolls made to oppose Coercion rolls and to resist Fear effects.</td>
<td>Leader</td>
</tr>
<tr>
<td><strong>Steady on Your Feet</strong></td>
<td>Agility 8</td>
<td>You reduce running penalties by 1.</td>
<td>Mobility</td>
</tr>
<tr>
<td><strong>Strong Blood</strong></td>
<td>Vigour 8</td>
<td>You have +1 on all rolls made to resist the effects of poison.</td>
<td>Aberrant OR Beast OR Tough OR Wilderness</td>
</tr>
<tr>
<td><strong>Sunder</strong></td>
<td>Fighting 8</td>
<td>If dealt a Club whilst wielding a melee weapon that does bludgeoning or slashing damage and does not have the Light or Finesse properties, the weapon gains Armor Penetration 1.</td>
<td>Fighting Style – Crushing &amp; Cleaving</td>
</tr>
<tr>
<td><strong>Tech Savvy</strong></td>
<td>Smarts 8 OR Technical 8</td>
<td>If dealt a Diamond, you gain a +1 to Technical rolls.</td>
<td>Advanced Tech OR Tinker</td>
</tr>
<tr>
<td><strong>Turn of Luck</strong></td>
<td>-</td>
<td>Choose one number or picture card (such as 4s or Queens). If you are dealt one of those cards, you gain a Benny that must be spent that round.</td>
<td>Fate</td>
</tr>
<tr>
<td><strong>Well-Adjusted</strong></td>
<td>Smarts 8</td>
<td>Increase your Sanity by 1.</td>
<td>Mental Toughness</td>
</tr>
<tr>
<td><strong>Wild Step</strong></td>
<td>Agility 8</td>
<td>If dealt a Spade, your Pace is not reduced by natural terrain.</td>
<td>Survivor</td>
</tr>
</tbody>
</table>
Talents truly define your character and their features are much more significant than Edges (which are just a means of getting access to more Talent Trees).
You can only choose Talents from Talent Trees to which you have access. One Advance gets you a Talent.
More Talents and Talent Trees will be added to the game as we play new settings and genres.

Talent Trees
Talents are arranged into groups called Talent Trees, though they operate more like groupings than true 'trees'.

Access to Talent Trees
You gain access to Talent Trees in the following ways:
1. Heritage grant access to 3 Talent Trees. Typically, one of those is assigned and the other is chosen from a select list.
2. Concept grants you access to 3 Talent Trees. Usually one of these is assigned, but that is not always the case.
3. Edges. Also called Entry Edges, as they grant you access to a particular Talent Tree. Most Edges grant access to a particular Talent Tree, but some offer a limited choice of Talent Trees. Edges also come with a minor feature.

Powers & Talent Trees
Talent Tree titles also serve as Keywords for all Powers in the game. For example, spells that shoot ice or deal cold damage, have the Cold Keyword.
Several of the Talents that grant Powers make it clear what Keywords Powers you choose must have. Usually, it is a requirement that you have access to a particular Talent Tree to cast Powers with its Keyword.
**ABERRANT**

Alternate Names: FAR REALM INFLUENCE

**How to get access to this Talent Tree:**

**Concept:**

**Heritage:**

**Entry Edge:** Gifted Bloodline, Strong Blood

**Talents**

**NOVICE TALENTS**

**Acid Resistance**

*Prerequisites: Vigour d10 (or Durability d6)*

You gain a +2 bonus to any roll made to resist acidic effects and reduce any acid damage by 2.

**Draining Touch**

*Prerequisites: Power casting Ability d12*

As an Enhancement to any Power that deals damage with a touch, you can change the damage type to acid, cold, or necrotic.

If you have any type of tentacle attack, once per round you can add 2d6 acid, cold or necrotic damage to any successful attack made with the tentacle. For Powers that involve tentacles, this acts as an Enhancement.

**Long Limbs**

*Prerequisites: Agility d8, Vigour d10*

As an action you can make your limbs stretch, adding +1 Reach to all melee attacks until the end of your next turn.

**Poison Resistance**

*Prerequisites: Vigour d10 (or Resilience d6)*

You gain a +2 bonus to any roll made to resist poison effects and reduce any poison damage by 2.

**Psychic Resistance**

*Prerequisites: Will d10 (or Spirit d6)*

You gain a +2 bonus to any roll made to resist psychic effects and reduce any psychic damage by 2.

**SEASONED TALENTS**

**Improved Acid Resistance**

*Prerequisites: Seasoned Rank, Acid Resistance Talent*

Your bonuses to resist acid effects increases to +4 and you reduce acid damage by 4.

**Improved Poison Resistance**

*Prerequisites: Seasoned Rank, Poison Resistance Talent*

Your bonuses to resist poison effects increases to +4 and you reduce poison damage by 4.

**Improved Psychic Resistance**

*Prerequisites: Seasoned Rank, Psychic Resistance Talent*

Your bonuses to resist psychic effects increases to +4 and you reduce psychic damage by 4.

**Powers Associated with this Talent Tree:**

**Typical Trappings/Effects:**

**Example Powers:**

---

**Powers**

**NOVICE POWERS**

**Tentacle Appendages**

**Keywords/Talent Trees:** Aberrant

**Rank:** Novice

**Power Points:** 2

**Range:** Self

**Duration:** Every round

**Effects/Description:**

One or two of your arms (your choice) become slick tentacles. These tentacles are Natural Weapons with a Reach of 2 and deal Athletics +1d6 bludgeoning damage. You use Fighting or your spellcasting ability (whichever is higher) when attacking with the tentacles and for any grappling roles. If you hit a target with the tentacles, you can choose to Entangle the target. Targets attempt to break free on their turn (as detailed under Entangled, *Savage Worlds Adventure Edition* p98). If the tentacles are targeted whilst Entangling a target, you can retract them as a reaction and thus use Parry to resist the attack, otherwise a successful attack on them just needs the regular 5 to hit and the tentacle has a Toughness of 5. If a Shaken result is achieved against your tentacle then any target Entangled by it is released. On a Wound, the tentacle is severed and the Power simply ends for that tentacle with no damage to you.

**Enhancers:** Potency

**Protective Tendrils**

**Keywords/Talent Trees:** Aberrant

**Rank:** Novice

**Power Points:** 3

**Range:** Self

**Duration:** Every round

**Effects/Description:**

Tendrils of dark matter spring from your body blurring your position and battering away attacks.

With a successful casting of this spell, foes that target you, must subtract 1 from their attack rolls, with a further -1 penalty for every Raise you rolled.

**Enhancers:** Range, Recipients

**SEASONED POWERS**

**Draining Tendrils**

**Keywords/Talent Trees:** Aberrant

**Rank:** Novice

**Power Points:** 4

**Range:** Self

**Duration:** Every round

**Effects/Description:**

Tendrils of dark matter spring from your body to batter all creatures adjacent to you.

Upon casting the spell, and as an action every turn, you make an attack against all adjacent creatures’ Parry, using your spellcasting check. On a hit, you deal 2d6 cold or necrotic damage (your choice) and the target cannot take Reactions until the start of their next turn.

**Enhancers:** Damage, Range, Recipients, Selective.
ACADEMIC

Alternate Names: EDUCATION, LEARNED
This is for the well-educated that can use their brains and knowledge to solve problems.

How to get access to this Talent Tree:
Concept: Investigator, Priest, Treasure Seeker, Wizard
Heritage: Changeling, Drow, Elf, Gnome, Ibisil, Shardmind
Entry Edge: Moment of Clarity, New Language

Talents

NOVICE TALENTS

Calculating (SWA p41)
Prerequisites: Smarts d10
A few seconds to study your foe’s actions and get your head together, gives you a major advantage.
When your action card is a 5 or less or any time you go on Hold to be last in a round, you ignore up to 2 points of penalties on one action that turn, which can include Multi-Action, cover, Range, or even Fatigue, Madness or Wound penalties.

Linguist
Prerequisites: Smarts d8
You gain extra Advances to spend on Languages equal to half your Smarts die.
You can make a Smarts (Decipher) check at -2 to be understood in any language.

Sage
Prerequisites: Knowledge d12, Smarts d8
You gain extra Advances to spend on Knowledge Specialties (including Special Studies) equal to half your Smarts die.

Powers Associated with this Talent Tree:
Typical Trappings/Effects: Powers that increase your intellect, improve your chances of solving problems and allow you to understand languages are likely to have the Academic Keyword.

Example Powers: comprehend languages, decipher runes, read magic.

Powers

NOVICE POWERS
ADAPTABLE

Alternate Names: ???
This Talent Tree represents ambition, tenacity and a willingness to adapt or die. Its features represent different ways of doing things, diversification of skills, and holding on, no matter the odds.

How to get access to this Talent Tree:
Concept: Feral, Investigator, Jack-Of-All-Trades
Heritage: Changeling, Gnome, Half-Elf, Half-Orc, Human, Ratling
Entry Edge: Fluid Heritage, Hidden Talent, Split Decision

Talents

NOVICE TALENTS

Energy Boost  (SWA p47)
Prerequisites: Will d10 (or Spirit d6)
When you spend a Benny to reroll an Ability check, you add +2 to the total.
This bonus does not apply to damage rolls, nor to initial Soak rolls, unless you’ve used another Benny to reroll the Soak roll.

Fast Learner
Prerequisites: Smarts d12
You gain two new Specialties at a d6 each.
You can take this talent more than once, but only once per Rank.

Flexible Approach
Prerequisites: Agility d10 (or Quickness d6) OR Smarts d10 (or Cunning d6)
You gain an extra initiative card.

Human Determination
Prerequisites: Human Heritage, Vigour d8, Will d8
Whilst you have a no Bennies, you have +1 on all Ability checks to resist Powers, Hazards or attacks that target you. This bonus does not apply to Ability checks you choose to take as actions to do something except remove conditions such as Shaken, Distracted or Bleeding Out.

Jack-Of-All-Trades
Prerequisites: Smarts d10
As an action, you can observe a situation or manipulate an item to get a ‘feel for things’. As part of that action, you make a Smarts (Cunning) roll. On a success, you gain a one-use d4 Specialty die of your choice. Each Raise increases the Specialty die by one (to the normal maximum of the associated Ability). You must make use of this Specialty die within a minute or it is wasted. If you fail on your Smarts roll, you cannot use this feature again this day.

Prodigy
Prerequisites: Smarts d10 OR Will d10
You gain a +1 bonus to checks made with one Specialty of your choice.

SEASONED TALENTS

Clever Improviser
Prerequisites: Seasoned Rank, Ability chosen d10, Smarts d12 (or Cunning d6)
Choose one Ability that you have at least a d10 in. Any Specialties for that Ability that have no dice all become a d4. You can take this Talent multiple times. Each time it is applied to a new Ability.

Eclectic Talent
Prerequisites: Seasoned Rank, Knowledge d10 OR Smarts d10
Choose a Talent from any other Talent Tree. You must still meet the pre-requisites for this Talent.
You can take this talent more than once, but only once per Rank.

Human Perseverance
Prerequisites: Seasoned Rank, Human Determination Talent, Smarts d8, Will d8
Whilst you have a Benny left, you have +1 on all active Ability checks that you make. This bonus does not apply to checks to resist Powers, Hazards or attacks that target you; only to actions you choose to take.

VETERAN TALENTS

Incredible Improviser
Prerequisites: Veteran Rank, Clever Improviser Talent, Ability chosen d10
All Specialty dice that are at a d4 for one Ability (chosen at the time of taking this talent) become d6s.
You can take this Talent multiple times. Each time it is applied to a new Ability.

HEROIC TALENTS

Master Improviser
Prerequisites: Heroic Rank, Incredible Improviser Talent, Ability chosen d12
All Specialty dice that are at a d6 or lower for one Ability (chosen at the time of taking this talent) become d8s.
You can take this Talent multiple times. Each time it is applied to a newAbility.

Powers Associated with this Talent Tree:
Typical Trappings/Effects: There are not a lot of Powers with the Adaptable Keyword, but those that might grant you temporary skills or provide another approach might be applicable.
Example Powers:

Powers
ADVANCED TECH

Alternate Names: COMPUTERS, DIGITAL
This Talent Tree is only for modern and especially futuristic settings where amazing things can be done with computers and other technologies.

How to get access to this Talent Tree:
Concept: Mad Scientist
Heritage:
Entry Edge: Tech Savvy

Talents

NOVICE TALENTS

Talent
Prerequisites
Description

Powers Associated with this Talent Tree:
Typical Trappings/Effects: Powers associated with this Talent Tree blur the line between science and magic. They are likely advanced technologies such as nanobots or force fields.
ALCHEMY

Alternate Names: ???
This is a rather tight Talent Tree focused on concocting brews, infusions and potions, ranging from the mundane to the magical.

How to get access to this Talent Tree:
Concept: Mad Scientist, Wizard
Heritage: Gnome, Goblin
Entry Edge: Brew Potions

Talents

NOVICE TALENTS

Alchemist
Prerequisites: Smarts d8, Technical d8
You start knowing 3 Powers and have 15 Power Points. Your Powers are alchemical infusions and you use Technical (Magical Infusions) for creating them. Your Power Points represent the amount of magical energy you can generate with your lab/kit each day.

You must have access to a lab or a portable alchemist’s kit to brew these magical infusions. Each magical infusion takes 10 minutes to concoct. You can rush the work in 1 minute with a -2 penalty or 1 round with a -4 penalty.

The Power Points invested into the magical infusion cannot be recovered by you until the infusion is used. At that point they return at the usual rate.

The Power that the infusion holds will determine how they need to be used. A Healing infusion needs to be consumed by the recipient as a potion, or perhaps it is a salve to place directly on wounds. A Fire Burst Power might need to be thrown and explode on contact. In this case, the thrown vial would be treated as a throwing attack and use ranges for throwing improvised weapons, not the range in the Power. How an infusion works should be determined by you at the time of creation.

Arcane Backlash. You roll the checks for your magical infusions when you concoct them. If you roll a natural 1 (or get a total of 1 or less due to penalties) on your Technical check, you cannot create any more of that particular magical infusion for the day. If you get a critical failure, then you roll on the Alchemic Backlash Table in the Savage Worlds Fantasy Companion p.24. Or, the power source for this particular Power is depleted. You cannot use this Power again until you visit a place where you can resupply and spend $100 per rank of the spell that is depleted.

Create Alchemical Antidote
Prerequisites: Technical d10
With access to a lab or alchemist’s kit you can try to create an antidote to a poison, that you have physically studied, with a Technical (Infusions) check.

An antidote takes 10 minutes to concoct. You can rush the work in 1 minute with a -2 penalty or 1 round with a -4 penalty.

If you fail the check, you are unable to create an antidote for that particular poison and cannot attempt to do so again until you increase either Technical Ability or Infusions Specialty.

If successful, the antidote grants a +2 bonus per success and Raise to a person’s Vigour roll against that type of poison. They get to make a Vigour roll the moment that they consume the antidote.

Powers Associated with this Talent Tree:
Typical Trappings/Effects: Few Powers start with this Keyword, unless they are already represented as a potion or concoction of some sort. When using Magical Infusions Specialty, you are free to choose any Power that makes sense as a potion, infusion, dust, powder, gel, etc. When you use a Power in this manner, it gains the Alchemy Keyword.

Example Powers: alchemist’s fire, dust of sneezing, potion of healing.

Powers

NOVICE POWERS
**ARCANA**

**Alternate Names: MAGIC**
This is a catch-all Talent Tree for all users of magic in the world.

**How to get access to this Talent Tree:**

**Concept:** Druid, Fire-Bound, Mad Scientist, Priest, Wizard

**Heritage:** Drow, Elf, Gnome, Ibisi

**Entry Edge:** Arcane Writings, Gifted Bloodline

**Talents**

**NOVICE TALENTS**

**Arcane Exposure**

*Prerequisites: Smarts d8 OR Will d8*
This is normally for settings where arcane and occult magic is not common, yet you have been exposed to it.

You gain +2 Sanity.

You have +2 on rolls to resist Fear caused by magical or supernatural events.

**New Power**

*Prerequisites: Access to Powers*
You gain a new Power according to your rank. This Power must conform to the Talent and method for which you gained access to Powers. For example, if you use Technical (Weird Science), then this is a new magical device. If you are a wizard this is a new spell in your spellbook, etc. You can take this talent multiple times.

**Power Extension**

*Prerequisites: Access to Powers*
Choose one Power that you have access to. When you cast this Power, you gain a +1 Duration Dice.

You can choose this talent multiple times, but it applies to a different power.

**Power Focus**

*Prerequisites: Access to Powers*
Choose one Power that you have access to. When you cast this Power, you gain a +1 bonus to your casting Ability check.

You can choose this talent multiple times, but it applies to a different power.

**Power Point Boost**

*(SWA p47)*

*Prerequisites: Access to Powers*
You gain 5 Power Points. These must be applied as appropriate to your casting method. For example, if you use Technical (Weird Science), then these Power Points must be applied to a specific device.

You can take this Talent once at character creation and once per rank.

**Ritual Caster**

*(13A p192)*

*Prerequisites: Access to Powers*
You can cast any Power you know as a ritual. This takes time and requires components.

---

**Spellbook Caster (PHB)**

*Prerequisites: Smarts d10*
You know how to read and record magic. Smarts (Spellcasting) is the Specialty you use to cast Powers. Powers are typically known as spells for you.

- You start with a spellbook containing a number of spells equal to your Smarts die. These must be from Talent Trees you have access to.
- To prepare spells each day, you must study your spellbook (or other magical writings containing spells) for 10 minutes. You can prepare a number of spells equal half your Smarts die + your Rank (+1 at Novice).
- You use your Power Points to cast prepared spells. You begin with 10 Power Points.
- You can also cast spells by reading directly from your spellbook, but doing so makes the minimum casting time 10 minutes.
- If you come across other arcane writings, you can copy spells into your spellbook. The copied spells must be of your Rank or lower. You must pass a Smarts (Spellcasting) roll to understand the spell and then spend 1 hour per Rank of the Power and use exotic materials/inks equal to 25 gp/$ per Rank of the Power. These spells can be from any Talent Tree, but your spellbook must always contain more spells from those you do have access to.
- Casting your spells is not a subtle process. It requires loud, spoken words, gestures, flashy effects and often requires material components.

**Arcane Backlash.** If you roll a natural 1 (or get a total of 1 or less due to penalties) on your Smarts die when casting a Power, you are automatically Shaken. If you roll a critical failure use the Scrolls Mishap Table in the 5E D&D Dungeon Master’s Guide p140.

---

**SEASONED TALENTS**

**Power Surge**

*Prerequisites: Seasoned Rank, Spellcasting Specialty d8*

When you are dealt a Joker, you regain 2d6 Power Points (or regain a spell you have lost access to if you do not use Power Points), or deal x2 damage with a successful Power cast this turn.
Powers Associated with this Talent Tree:

Typical Trappings/Effects:

Example Powers:

**Powers**

**NOVICE POWERS**

<table>
<thead>
<tr>
<th>Identify Enchantment</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Keywords/Talent Trees:</strong> Arcana</td>
</tr>
<tr>
<td><strong>Rank:</strong> Novice</td>
</tr>
<tr>
<td><strong>Power Points:</strong> 1</td>
</tr>
<tr>
<td><strong>Range:</strong> Touch</td>
</tr>
<tr>
<td><strong>Duration:</strong> Instant</td>
</tr>
</tbody>
</table>

**Effects/Description:**
You cast this spell and choose an item. If the spell is successful, you immediately learn if the item is magical. With each Raise, you learn another property of the item.

You can also cast this on a creature to see if they are benefitting from a magical enchantment. With a Raise, you identify that exact power.

**Enhancers:** Range, Recipients
**ARMOUR SPECIALIST**

Alternate Names: ???

How to get access to this Talent Tree:

**Concept:** Mad Scientist, Soldier  
**Heritage:** Dwarf, Warforged  
**Entry Edge:** Armor Deflection, Armor Wearer

Talents

**NOVICE TALENTS**

**Armor Focus**

*Prerequisites: Athletics d10 (or Strength d6)*

Choose one specific type of armour (for example, chainmail). When wearing your chosen armour, its Armor Rating is improved by 1.

Powers Associated with this Talent Tree:

Typical Trappings/Effects:

Example Powers:

**Powers**

**NOVICE POWERS**
ARILLERY

Alternate Names: HEAVY WEAPONS, SIEGE WARFARE
This Talent Tree focuses on the use of siege and heavy weapons and bringing down structures, vehicles or even large creatures.

How to get access to this Talent Tree:
Concept: Mad Scientist, Soldier
Heritage: Dwarf, Warforged
Entry Edge: Artillery Accuracy, Gunner

Talents

NOVICE TALENTS

Talent
Prerequisites
Description

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE TALENTS
Awareness

Alternate Names: ALERTNESS
This Talent Tree is all about perceptive abilities involving the five senses and sometimes even a sixth sense for those that delve deep into the tree.

How to get access to this Talent Tree:
Concept: Druid, Feral, Fire-Bound, Guide, Investigator, Ranger, Soldier, Treasure Seeker
Heritage: Aqualish, Canisaran, Catfolk, Changeling, Dragonborn, Drow, Elf, Gnome, Goblin, Halfling, Hawkfolk, Kreen, Nautolan, Ratling, Wemic
Entry Edge: Danger Sense, Keen Senses

Talents

NOVICE TALENTS

Always Alert
Prerequisites: Perception d14 (or Notice d8)
You are rarely surprised. On the first round of any encounter, you can make a Perception (Notice) check. If successful, you are considered on Hold.
If ambushed, your Perception roll is a Test against the enemy's Stealth roll.

Enhanced Senses
Prerequisites: Perception d10
You gain a +2 bonus on Perception (Notice) rolls.

Intuition
Prerequisites: Perception d10 (or Insight d6)
You have Advantage on Perception (Insight) checks.

Investigation
Prerequisites: Knowledge d10 (or Research d6), Perception d10 (or Insight d6 & Search d4), Smarts d8
You gain +2 to Knowledge (Research & Streetwise) checks and to Perception (Insight & Search) checks.

Blind Fighting
Prerequisites: Fighting d10, Perception d14 (or Notice d8)
You have honed your other senses or developed some supernatural ability to cope with the loss of sight.
You suffer no illumination penalties to your Fighting rolls against adjacent foes.
By spending an action and making a successful Perception (Notice) check, you can locate and move to another combatant within Near Range. This does not apply to foes that are remaining quiet or trying to hide.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS

Heighten Senses
Keywords/Talent Trees: Awareness
Rank: Novice
Power Points: 3
Range: Self
Duration: Every 10 minutes
Effects/Description: The recipient’s senses are enhanced for the duration of the Power.
You gain Advantage on all Perception checks.
On a Raise, you cannot be surprised and are considered on Hold at the start of any combat that occurs.
Enhancers: Range, Recipients
**BEAST**

Alternate Names: ANIMAL
Take this Talent Tree if you wish to make a connection (often a supernatural one) with natural beasts and animals.

**How to get access to this Talent Tree:**
**Concept:** Druid, Feral, Ranger  
**Heritage:** Canisaran, Catfolk, Drow, Elf, Gnome, Goblin, Kreen, Wemic  
**Entry Edge:** Agile Mount, Animal Affinity, Competent Rider, Strong Blood

**Talents**

**NOVICE TALENTS**

**Animal Companion**  
**Prerequisites:** Animal Handling d8  
You gain an Extra animal companion. The companion must be a natural beast of Size -3 through to Size +3. You have no supernatural bond with this animal, but it regards you as its companion and master.

**Animist**  
**Prerequisites:** Survival d8, Will d10  
You channel the energy of the primal spirits of beasts.  
- Will (Primal Magic) is your spellcasting Ability. Your Powers are known as evocations.  
- You do not use Power Points.  
- You start knowing the following amount of Powers: Novice 4; Seasoned: 2; Veteran: 1. A least half of your known powers must come from the Awareness, Beast, Fighting Style - Brawler or Wilderness Talent Trees. (You can only choose from the above Talent Trees to which you have access).  
- You can attempt to cast any spell known to you, even those of a higher Rank than you are. However, you take a -2 to your spellcasting roll for every Rank that the Power is above your own Rank.  
- If you fail a spellcasting attempt, you can no longer cast that particular Power until you have taken a long rest.  
- Your evocations are not subtle. They require words of the Ancients to call forth the spirits of the animal world.

**Arcane Backlash.** If you roll a 1, or get a total of less than 1, on your Will die when casting a Power, you suffer a level of Fatigue. If you reach Incapacitated due to this Fatigue you lose access to all spells (rather than being Incapacitated). You also lose access to all Powers if you roll a critical fumble on your casting check. You regain access to all spells following a long rest.

**Beast Bond** *(SWA p51)*  
**Animal Companion Talent, Animal Handling d10 (or Charm d6)**  
You have an empathic link with your companion and typically know your companion’s condition and well-being and can convey basic messages like ‘danger’, ‘safety’, ‘food’ or ‘water’. You can spend your Bennies on this companion when it is within Near Range.

**POISON RESISTANCE**  
**Prerequisites:** Vigour d10 (or Resilience d6)  
You gain a +2 bonus to any roll made to resist poison effects and reduce poison damage by 2.

**Steady in the Saddle**  
**Prerequisites:** Agility d8, Animal Handling d12 (or Ride d8)  
You do not suffer the ‘Unsteady Platform’ penalty when using Marksmanship when mounted.  
If mounted, you gain a +1 to all Fighting rolls made against creatures that are of a Size smaller than your mount.

**SEASONED TALENTS**

**Improved Poison Resistance**  
**Prerequisites:** Seasoned Rank, Poison Resistance Talent  
Your bonuses to resist poison effects increases to +4 and you reduce poison damage by 4.

**Improved Beast Bond**  
**Prerequisites:** Seasoned Rank, Beast Bond Talent  
Select one of your non-Power casting Talents. If your Animal Companion is adjacent to you (or being ridden by you) it benefits from one of your Talents chosen when you take this Talent.

**Powers Associated with this Talent Tree:**
Typical Trappings/Effects:
Example Powers:
**Powers**

**NOVICE POWERS**
CELESTIAL

Alternate Names: ANGELIC, GOOD, SERAPH
This is for those with a strong connection to the upper planes or creatures from those planes. It may be part of your bloodline or heritage (such as an aasimar) or a deep knowledge of celestial forces.

How to get access to this Talent Tree:
Concept: Priest
Heritage: Entry Edge: Gifted Bloodline

Talents

NOVICE TALENTS

Channel Positive Energy
Prerequisites: Be able to cast at least 1 Power.
You increase the damage dice type by one for any Power you cast that does radiant or holy damage.

Radiant Resistance
Prerequisites: Vigour d8
You gain a +2 bonus to any roll made to resist radiant effects and reduce radiant damage by 2.

Turn Fiends
Prerequisites: Channel Positive Energy Talent, Will d10 (or Faith d6).
You present your holy symbol and roll a Will (Faith) roll, as if casting a miracle.
1d6 fiends (or creatures with Lower Planes connections) in a group in Near Range must make opposed Will (Spirit) rolls. If you get a success, the targeted creatures are Shaken and cannot move towards you. On a Raise they cannot move or they move away from you (your choice) and you roll a partial critical on the Fear/Mental Trauma Table. Every extra raise deals a Wound (destroying Extras).

SEASONED TALENTS

Improved Radiant Resistance
Prerequisites: Seasoned Rank (or appropriate Heritage), Radiant Resistance Talent
Your bonuses to resist radiant effects increases to +4 and you reduce radiant damage by 4.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
CHAOS
Alternate Names: WILD MAGIC
This is for those with chaotic bloodlines or from heritages that revel in chaos. It is also representative of wild magic.

How to get access to this Talent Tree:
Concept: Priest
Heritage:
Entry Edge: Gifted Bloodline

Talents

NOVICE TALENTS

Law Resistance
Prerequisites: Will d10 (or Spirit d6)
You gain a +2 bonus to any roll made to resist Powers or magical effects that restrain you physically or take mental choice away from you.

SEASONED TALENTS

Improved Law Resistance
Prerequisites: Seasoned Rank (or appropriate Heritage), Law Resistance Talent
Your bonuses to physical or mentally restraining effects increases to +4.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
CHARM

Alternate Names: CHARISMA, ENCHANTMENT, FACE
This talent Tree is about messing with people’s feelings and emotions as well as improving one’s own charm or beauty.

How to get access to this Talent Tree:
Concept: Fire-Bound
Heritage: Catfolk, Changeling, Drow, Gnome
Entry Edge: Attractive, Momentary Appeal

Talents

NOVICE TALENTS

**Affable**
Prerequisites: Persuasion d10 (or Charm d6)
You have a +2 on Persuasion (Bargain and Charm) checks. You enjoy the gift of the gab and are generally likable.

**Alluring**
Prerequisites: Vigour d8, Persuasion d8
You gain +2 on all Perform and Persuasion rolls in non-combat situations vs targets interested in your gender and heritage.

**Charismatic**
Prerequisites: Persuasion d10
You have Advantage on rolls for one Persuasion Specialty of your choice, chosen when you take this talent.
You can take this Talent multiple times. Each time it applies to a new Specialty.

**Charm Resistance**
Prerequisites: Will d10 (or Concentrate d6)
You gain a +2 bonus to any roll made to resist Powers and magical effects that try to charm or alter your emotions.

**You’ve Got the Look**
Prerequisites: Vigour d8, Persuasion d8
On any round that you are dealt a Heart, and there are people interested in your gender and heritage around, you can use your reaction to make a Persuasion or Perform check as a Test of Will (opposed by target’s Smarts (Logic) or Will (Concentration) to distract one of those targets. The target must be within 6’ and able see or hear you. If successful, the target is Distracted OR you can swap their initiative card with an ally of your choice. Both cards must still be in play for this round, however. This trick cannot cause foes to lose their turn.

SEASONED TALENTS

**Improved Charm Resistance**
Prerequisites: Seasoned Rank (or appropriate Heritage), Charm Resistance
Your bonuses to resist charm and other emotion-based effects increases to +4.

POWERS ASSOCIATED WITH THIS TALENT TREE:

COLD

Alternate Names: FROST, WINTER
This is for those that dwell in the cold lands or have a connection to such places. It also represents those with magical abilities that wish to channel cold and ice spells, but could also be helpful for Heritages that have a connection to creatures or places of frigid cold, such as frost dwarves or tieflings of Levistus.

**How to get access to this Talent Tree:**
- **Concept:** Druid, Ranger, Wizard
- **Heritage:** Dragonborn, Goliath, Nautolan
- **Entry Edge:** Cold Acclimated, Gifted Bloodline

**Talents**

**NOVICE TALENTS**

**Cold Adept**
- **Prerequisites:** Will d8 (or Bloodline Magic d6)
  - Choose 1 cold-themed Power of your rank or lower. You cast this spell using Will (Bloodline Magic). You do not spend Power Points.
  - Once you fail a casting roll, you cannot use this spell again until you have had a long rest. If you roll a 1 you cannot access the spell the next day either. If you roll a critical fumble, you lose access to the spell for a week.

**Cold Resistance**
- **Prerequisites:** Vigour d10 (or Durability d6 or Resilience d6)
  - You gain a +2 bonus to any roll made to resist cold effects and reduce cold damage by 2.

**SEASONED TALENTS**

**Improved Cold Resistance**
- **Prerequisites:** Seasoned Rank (or appropriate Heritage), Cold Resistance Talent
  - Your bonuses to resist fire effects increases to +4 and you reduce fire damage by 4.

**Powers Associated with this Talent Tree:**

**Typical Trappings/Effects:**

**Example Powers:**
COMBAT TRAINING

Alternate Names: ??
This Talent Tree represents a broad and general combat training that basic guards or soldiers would undertake. The Fighting Style Talent Trees represent more specialised forms of combat ability.

How to get access to this Talent Tree:
Concept: Fire-Bound, Investigator, Mad Scientist, Priest, Ranger, Soldier, Treasure Seeker
Heritage: Aqualish, Brayhan, Dragonborn, Goliath, Minotaur, Wemic
Entry Edge: Competent Combatant, Safe Withdrawal, Split Decision

Talents

NOVICE TALENTS

Fighting Withdrawal
Prerequisites: Agility d8, Fighting d10
You can use Fighting (with the Specialty of any melee weapon wielded) to withdraw from combat, instead of Agility (Acrobatics or Dodge).

Press the Advantage
Prerequisites: Fighting d8
When you strike at a Shaken target with a melee weapon attack, you gain a +2 on your Fighting roll.

SEASONED TALENTS

Combat Ready
Prerequisites: Vigour d8, Will d10 (or Spirit d6)
When rolling to recover from being Shaken or Stunned you do so at +2.

Seasoned Soldier
Prerequisites: Seasoned Rank, Athletics d10 (or Strength d6), Vigour d10 (or Stamina d6)
You can carry 3 extra items before being encumbered.
You have advantage on rolls made to resist Fatigue.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers
**CONSTRUCT**

Alternate Names: DROID  
This is for Heritages of living constructs or even droids and cybernetic androids in sci-fi settings.

**How to get access to this Talent Tree:**

*Concept:
Heritage: Shardmind, Warforged
Entry Edge:*

**Talents**

NOVICE TALENTS

**Talent**

*Prerequisites
Description*

**Powers Associated with this Talent Tree:**

*Typical Trappings/Effects:
Example Powers:*
CONTACTS
Alternate Names: CONNECTIONS, SOCIAL NETWORK
This Talent Tree is for those that wish to increase their social network. It is about knowing who to seek and gaining friends and favours.

How to get access to this Talent Tree:
Concept: Guide, Investigator, Priest, Treasure Seeker
Heritage: Catfolk, Changeling, Dwarf, Halfling
Entry Edge: Reliable Contact, Connected

Talents

NOVICE TALENTS

Favours
*Prerequisites: Knowledge d10 (or Streetwise d6), Persuasion d8*
Choose a group that you have Positive Relationship dice with. Once per session, you can access a Rank Benefit of one ranking higher.

Well-Connected
*Prerequisites: Knowledge d10 (or Streetwise d6)*
Once per session, you can roll a Knowledge (Streetwise) check to add another Contact to your Renown & Relationships. This contact has a d14 in an ability of your choice and two Specialties for that ability at a d8. You chose this at the time of generating the contact. This is simple knowledge of a contact; it does not guarantee they will help you. But if they are part of one of your Relationship groups then they will act in accordance with the value of your relationship with the group.
You can spend a Benny any time to add another contact.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:
**DARKNESS**

Alternate Names: GLOOM, MOON, SHADOW, TWILIGHT, UMBRAL

This is a broad Talent Tree that could be chosen by those that manipulate and love darkness or by worshippers of a moon or twilight deity. It is common for those that spend time in gloom, the Underdark, the Shadowfell or are active at night.

**How to get access to this Talent Tree:**

**Concept:**

**Heritage:** Drow

**Entry Edge:** Gifted Bloodline

**Talents**

**NOVICE TALENTS**

**Darkvision**

*Prerequisites: Perception d10*

You can see in dim and dark conditions at no penalty and in pitch darkness as if it were dim light. You can’t discern colour in darkness, only shades of grey.

**Shadow Adept**

*Prerequisites: Will d8 (or Bloodline Magic d6)*

Choose 1 darkness, shadow or moon-themed Power of your rank or lower. You cast this spell using Will (Bloodline Magic). You do not spend Power Points.

Once you fail a casting roll, you cannot use this spell again until you have had a long rest. If you roll a 1 you cannot access the spell the next day either. If you roll a critical fumble, you lose access to the spell for a week.

**Powers Associated with this Talent Tree:**

**Typical Trappings/Effects:** Powers that manipulate darkness or shadows, as well as allow others to see in the dark. Moonlight based spells are also a part of this Talent Tree.

**Example Powers:** darkness, dark vision, moonbeam.

**Powers**

**NOVICE POWERS**

**Shadow Dagger**

*Keywords/Talent Trees: Darkness*

**Rank:** Novice

**Power Points:** 2

**Range:** Short

**Duration:** Instant

**Effects/Description:**

If your casting roll is successful, a shard of darkness shoots from your hand or arcane device and speeds towards a target or your choice within range.

Modify your casting roll by anything that would affect a ranged attack, such as Illumination and Cover.

A target struck takes 2d6 cold or necrotic (your choice) damage.

**Enhancers:** Damage, Range, Targets

---

**Shadow’s Hood**

*Keywords/Talent Trees: Darkness*

**Rank:** Novice

**Power Points:** 2

**Range:** Near

**Duration:** Instant

**Effects/Description:**

Your mystical darkness robs a foe of their sense of sight as shadows obscure their vision.

Choose one target within Near range. If your casting roll is successful the target takes penalties as if in Dim illumination (-2), Dark illumination (-4) with a Raise or Pitch Darkness (-6) with 2 Raises.

The target can attempt to shake off the darkness at the end of each of their turns with a Vigour (Durability) roll as a free action. Each success and Raise improve the illumination levels for this Power’s effect by one step. Once they return to normal illumination levels the effects end.

**Enhancers:** Potency, Range, Targets

**Shadow Step**

*Keywords/Talent Trees: Darkness*

**Rank:** Novice

**Power Points:** 1

**Range:** Self/Near

**Duration:** Instant

**Effects/Description:**

You step into an area of Dim, Dark or Pitch Darkness and teleport to another area of Dim, Dark or Pitch Darkness that you can see within Near range.

**Enhancers:** Range, Recipients

**Shadow Tendrils**

*Keywords/Talent Trees: Darkness*

**Rank:** Novice

**Power Points:** 2

**Range:** Near

**Duration:** Every round

**Effects/Description:**

Tendrils of pure darkness spring up from the ground or floor in a Small Burst Template. If your casting roll is successful, all targets in the area are Entangled, or Bound on a Raise.

Targets attempt to break free on their turn (as detailed under Bound & Entangled, *Savage Worlds Adventure Edition* p98). A new casting check is made against any new creature that enters the tendril’s space.

**Enhancers:** Area, Potency, Range

---

**DELVER**
Alternate Names: DUNGEON
This is for the adventurer that spends time underground in dungeons, crypts, or possibly even sewers and dark alleyways.

How to get access to this Talent Tree:
Concept: Guide, Investigator, Mad Scientist, Treasure Seeker
Heritage: Catfolk, Dragonborn, Drow, Dwarf, Goblin, Ratling, Shardmind
Entry Edge:

Talents

NOVICE TALENTS

Active Archaeologist
Prerequisites: Knowledge d10 (or Special Study Speciality d6 such as Archaeology or History)
You have a +2 to any check made to identify or recall lore regarding relics and ruins of the past. When in ruins, dungeons, or another places of historical significance, you have a +2 bonus on all Perception rolls.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
**DIVINE**

**Alternate Names: FAITHFUL, PIETY**
This is for those that feel a strong connection to the gods or some other divine source.

**How to get access to this Talent Tree:**
- **Concept:** Priest
- **Heritage:** Hawkfolk
- **Entry Edge:** Armoured Caster, Divine Channelling, Divine Guidance, Favoured Soul, Gifted Bloodline

**Talents**

**NOVICE TALENTS**

**Cleric**

*Prerequisites: Will d10*

You are a divine servant and channel a deity’s power. Choose any one Talent Tree you have access to. This is known as your Domain Talent Tree and should reflect one of the main spheres of influence of the deity you worship.

- Will (Faith) is your spellcasting Ability. Your Powers are known as Miracles or Prayers.
- You do not use Power Points.
- You start knowing the following amount of Powers:
  - Novice 4; Seasoned: 2; Veteran: 1. A least half of your known powers must come from your Domain Talent Tree. (Other Powers must come from other Talent Trees to which you have access).
- You can attempt to cast any spell known to you, even those of a higher Rank than you are. However, you take a -2 to your spellcasting roll for every Rank that the Power is above your own Rank.
- If you fail a spellcasting attempt, you can no longer cast that particular Power until you have taken a long rest.
- Your spells are considered to be of the Divine power source and their casting is not subtle. They require spoken prayers and the display of a holy symbol.
- As a cleric, you reduce armour casting penalties by 1.

**Arcane Backlash.** If you roll a 1, or get a total of less than 1, on your Will die when casting a Power, you suffer a level of Fatigue. If you reach Incapacitated due to this Fatigue you lose access to all spells (rather than being Incapacitated). You also lose access to all Powers if you roll a critical fumble on your casting check. You regain access to all spells following a long rest.

**Crusader**

*Prerequisites: Fighting d10, Will d10*

You are a fighting divine champion, that takes the battle to the enemy.

- You reduce the penalty of armour to spellcasting checks by 1.
- Any armour or weapon bonus you grant through the casting of Powers is increased by 1.

---

**SEASONED TALENTS**

**Conviction**

*Prerequisites: Seasoned Rank, Will d12 (or Faith d8)*

When dealt a Diamond, you reduce any penalties associated with casting miracle Powers by 2.

**VETERAN TALENTS**

**Divine Blessing**

*Prerequisites: Veteran Rank, Will d14 (or Faith d10)*

If you use a Benny on any round you are dealt a Diamond, you can choose an ally within Near Range to gain that Benny. The ally also gets 2 Countdown Dice that they must roll every round. If your ally runs out of Countdown Dice before using the Benny, it is lost.

If you use a Benny out of combat, flip a card (after the Benny is spent) and if you get a Diamond you can still pass the Benny on, but the Countdown Dice are rolled every 10 minutes, instead of every round.

**HEROIC TALENTS**

**Patron Spirit**

*Prerequisites: Heroic Rank, Will d14 (or Faith d10)*

You must align yourself with a known spirit or herald of your deity. Once per week you can ask your patron spirit to directly involve itself in your affairs.

You perform a 10-minute ritual and roll a Will (Faith) roll as if casting a miracle. You can rush the roll in 1 minute with a -2 penalty, or 1 action with a -4 penalty.

If successful, your patron spirit or their ally appears or sends one of their close servants to do your bidding. The creature that appears is a Wild Card.

You get 1 Countdown Dice for a success +1 for every Raise. These are rolled every minute. When they run our, your patron spirit or their ally disappears.

---

**LEGENDARY TALENTS**
Flock
Prerequisites: Legendary Rank, Will d12 (or Coordinate d8 or Faith d8).
You gain a band of followers loyal to the edicts of your religion.
- You gain one Extra for every die you have in Persuasion or Warfare (your choice).
- Each Extra begins with a d8 in all Abilities modified by Heritage and all Heritage features. They also gain 2 Advances to reflect their religion and purpose.
- If you lose the followers fighting for your deity's cause, they will be replaced in time.
- These followers stack with any you may attract due to Relationships you have with your church.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
**Draconic**

**Alternate Names:** DRAGON

For those that draw magic from a draconic bloodline or are draconic in heritage. Sometimes this may be taken by servants of dragons or draconic deities.

**How to get access to this Talent Tree:**

**Concept:**

**Heritage:** Dragonborn

**Entry Edge:** Gifted Bloodline

**Talents**

**NOVICE TALENTS**

**Commanding Presence**

*Prerequisites: Dragonborn Heritage*

You have Advantage on all Coercion (Intimidate) and Persuasion (Charm and Convince) checks.

Dragonborn are widely known as honourable and have a commanding presence and proud bearing about them.

**Powers Associated with this Talent Tree:**

**Typical Trappings/Effects:**

**Example Powers:**

**Powers**

**NOVICE POWERS**
**Elemental - Air**

**Alternate Names:** SKY, WIND

This is mainly for those with magical abilities that wish to channel air spells, but could also be helpful for people that can fly or have a connection to creatures of the air, like genasi.

**How to get access to this Talent Tree:**

**Concept:** Druid, Wizard

**Heritage:** Hawkfolk

**Entry Edge:** Gifted Bloodline

**Talents**

**NOVICE TALENTS**

**Air Resistance**

*Prerequisites: Agility d8, Vigour d8*

You gain a +2 bonus to any roll made to resist air-based Powers or magical effects from creatures of the air and reduce any damage caused by such effects by 2.

**Elementalist - Air**

*Prerequisites: Will d10*

You channel the primal energy of the elements, namely air.

- **Will (Primal Magic)** is your spellcasting Ability. Your Powers are known as evocations.
- **You do not use Power Points.**
- **You start knowing the following amount of Powers:** Novice 4; Seasoned: 2; Veteran: 1. A least half of your known powers must come from the Elemental - Air, Fighting Style – Ranged, Mobility or Wilderness Talent Trees. (You can only choose from the above Talent Trees to which you have access).
- **You can attempt to cast any spell known to you, even those of a higher Rank than you are. However, you take a -2 to your spellcasting roll for every Rank that the Power is above your own Rank.**
- **If you fail a spellcasting attempt, you can no longer cast that particular Power until you have taken a long rest.**
- **Your evocations are not subtle. They require words of the Ancients to call forth the spirits of the sky.**

**Arcane Backlash.** If you roll a natural 1, or get a total of 1 or less due to penalties, on your Will die when casting a Power, you suffer a level of Fatigue. If you reach Incapacitated due to this Fatigue you lose access to all spells (rather than being Incapacitated). You also lose access to all Powers if you roll a critical fumble on your casting check. You regain access to all spells following a long rest.

**SEASONED TALENTS**

**Improved Air Resistance**

*Prerequisites: Seasoned Rank (or appropriate Heritage), Air Resistance Talent*

Your bonuses to resist air-based effects increases to +4 and you reduce the resultant damage by 4.

**Powers Associated with this Talent Tree:**

**Typical Trappings/Effects:**

**Example Powers:**

**Powers**

**NOVICE POWERS**

**Air Net**

*Keywords/Talent Trees: Elemental - Air*

**Rank:** Novice

**Power Points:** 1

**Range:** Short

**Duration:** Every round

**Effects/Description:** You can use this Power with a reaction or as an action.

Choose one object or creature within range. The target’s Size modifier is reversed and then applied to your casting roll.

At your command and with a successful casting roll, the winds form an invisible net to slow and cushion the target’s fall, allowing them to drop from any height, and land on the ground as softly as a feather. They descend a Short Range per round and take no falling damage if they land before the spell ends.

You can also cast wind net to catch a falling object or creature, as long as you can see them and they are within Range. Wind net has no effect on direct missile weapon attacks, except for things like large falling objects.

**Enhancers:** Range, Recipients

**Voices on the Wind**

*Keywords/Talent Trees: Elemental - Air*

**Rank:** Novice

**Power Points:** 2

**Range:** Self/Short

**Duration:** Every minute

**Effects/Description:** On a successful casting check, you can focus on any conversation happening within Range of you that you can see. The wind carries the conversation to your ears and you can hear it as clearly as if you were sitting next to the participants.

**Enhancers:** Range
Alternate Names: STONE
This is mainly for those with magical abilities that wish to channel earth spells, but could also be helpful for people that live at one with the earth (like dwarves) or have a connection to creatures or places of earth, like genasi.

How to get access to this Talent Tree:
Concept: Druid, Wizard
Heritage: Dwarf, Gnome, Goliath, Shardmin
Entry Edge: Earth Connection, Gifted Bloodline

Talents

NOVICE TALENTS

Earth Resistance
Prerequisites: Vigour d10 (or Durability d6)
You gain a +2 bonus to any roll made to resist earth-based powers or magical effects from creatures of the earth and reduce any damage caused by such effects by 2.

Elementalist - Earth
Prerequisites: Will d10
You channel the primal energy of the elements, namely earth.
- Will (Primal Magic) is your spellcasting Ability. Your Powers are known as evocations.
- You do not use Power Points.
- You start knowing the following amount of Powers: Novice 4; Seasoned: 2; Veteran: 1. A least half of your known powers must come from the Delver, Elemental - Earth, Fighting Style – Defender, or Wilderness Talent Trees. (You can only choose from the above Talent Trees to which you have access).
- You can attempt to cast any spell known to you, even those of a higher Rank than you are. However, you take a -2 to your spellcasting roll for every Rank that the Power is above your own Rank.
- If you fail a spellcasting attempt, you can no longer cast that particular Power until you have taken a long rest.
- Your evocations are not subtle. They require words of the Ancients to call forth the spirits of the land.
- Being an Earth Elementalist, you reduce armour penalties for casting Powers by 1.

Arcane Backlash. If you roll a natural 1, or get a total of 1 or less, on your Will die when casting a Power, you suffer a level of Fatigue. If you reach Incapacitated due to this Fatigue you lose access to all spells (rather than being Incapacitated). You also lose access to all Powers if you roll a critical fumble on your casting check. You regain access to all spells following a long rest.

Stonecunning
Prerequisites: Perception d8
You gain +2 to Perception rolls to notice unusual stonework, such as traps and secret doors.
- You have a +2 on any Knowledge check relating to stone, such as identifying the type of stone or construction methods.
- You have +2 to Survival (Orienteering) when underground or when within stone structures.

STONE'S ENDURANCE
Prerequisites: Vigour d12 (or Durability d8)
Once per encounter, as a reaction, you can roll a free Soak check without having to spend a Benny.

Stone Strike
Prerequisites: Vigour d12
When you at least Shaken a target when you hit with a melee attack that deals bludgeoning damage, that creature must make a free Vigour (Durability) check or they are also Distracted.
You can also use this feature as a Power Enchanter when you deal bludgeoning damage with a spell with the Elemental – Earth Keyword.

Sturdy as Stone
Prerequisites: Vigour d10
If you are standing on earth or stone, you have a +2 to all Agility (Balance) checks and to checks made to resist forced movement or being knocked prone.

SEASONED TALENTS

Improved Earth Resistance
Prerequisites: Seasoned Rank (or appropriate Heritage), Earth Resistance Talent
Your bonuses to resist earth-based effects increases to +4 and you reduce the resultant damage by 4.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

POWERS

NOVICE POWERS

Earth Passage
Keywords/Talent Trees: Elemental - Earth
Rank: Novice
Power Points: 3
Range: Touch
Duration: Every round
Effects/Description: On a successful spell casting check, you touch an earthen or stone surface and open an unseen magical passageway through it.
- The passage is 5-by-5 feet wide and high. Your casting roll is the maximum length of the passage in squares.
- Both ends of the passage must touch open space or water or the spell does not work (and the caster knows why).
- Creatures can move through the earthen material as if it were normal air. Light conditions are as if it were a normal passage.
- The spell can be ended with an action by the caster. If there are creatures in the passage when the spell ends, they are forced out the nearest exit and take 1d6 bludgeoning damage for every 2 squares they are pushed.
- Enhancers: Size (see below)
- Increase Size: For each Enhancement you increase the size of the passage by 1 square in any dimension.

Stone Cloak
Keywords/Talent Trees: Elemental - Earth

**Rank:** Novice

**Power Points:** 2

**Range:** Self

**Duration:** Every 10 minutes

**Effects/Description:** Your clothing takes on the toughness of stone while remaining pliable. *Stone cloak* gives you an Armour Rating of 1, plus 1 for every Raise.

If you are wearing armour, only the highest armour rating applies. These do not stack.

**Enhancers:** Range, Recipients

---

**Stone Shoot**

Keywords/Talent Trees: Elemental - Earth

**Rank:** Novice

**Power Points:** 2

**Range:** Short

**Duration:** Instant

**Effects/Description:** A loose, fist-sized stone that you can see within Range, flies at a target within Short range of the stone’s origin. You can carry stones to be targeted by this spell.

Your casting roll acts as an attack against the target of the flung stone. On a success, the target takes 2d6 bludgeoning damage.

Stones flung with this Power are considered magical weapons.

**Enhancers:** Damage, Range, Targets
ELEMENTAL - FIRE

Alternate Names: FLAME
This is mainly for those with magical abilities that wish to channel fire spells, but could also be helpful for people that have a connection to creatures or places of fire, such as genasi or tieflings.

How to get access to this Talent Tree:
Concept: Druid, Fire-Bound, Wizard
Heritage: Dragonborn, Goblin
Entry Edge: Heat Acclimated, Gifted Bloodline

Talents

NOVICE TALENTS

Elementalist - Fire
Prerequisites: Will d10
You channel the primal energy of the elements, namely fire.
- Will (Primal Magic) is your spellcasting Ability. Your Powers are known as evocations.
- You do not use Power Points.
- You start knowing the following amount of Powers:
  Novice 4; Seasoned: 2; Veteran: 1. A least half of your known powers must come from the Elemental - Fire, Fighting Style – Unfettered, Mobility or Wilderness Talent Trees. (You can only choose from the above Talent Trees to which you have access).
- You can attempt to cast any spell known to you, even those of a higher Rank than you are. However, you take a -2 to your spellcasting roll for every Rank that the Power is above your own Rank.
- If you fail a spellcasting attempt, you cannot use this spell again until you have taken a long rest.
- Your evocations are not subtle. They require words of the Ancients to call forth the spirits of flame.
  Arcane Backlash. If you roll a 1, or get a total of less than 1, on your Will die when casting a Power, you suffer a level of Fatigue. If you reach Incapacitated due to this Fatigue you lose access to all spells (rather than being Incapacitated). You also lose access to all Powers if you roll a critical fumble on your casting check. You regain access to all spells following a long rest.

Fire Adept
Prerequisites: Will d8 (or Bloodline Magic d6)
Choose 1 fire-themed Power of your rank or lower. You cast this spell using Will (Bloodline Magic). You do not spend Power Points. Raises on the casting roll increase the duration by an amount equal to the initial duration.
Once you fail a casting roll, you cannot use this spell again until you have had a long rest. If you roll a 1 you cannot access the spell the next day either. If you roll a critical fumble, you lose access to the spell for a week.

Fire Resistance
Prerequisites: Vigour d10 (or Durability d6)
You gain a +2 bonus to any roll made to resist fire effects and reduce fire damage by 2.

SEASONED TALENTS

Improved Fire Resistance
Prerequisites: Seasoned Rank (or appropriate Heritage), Fire Resistance Talent
Your bonuses to resist fire effects increases to +4 and you reduce fire damage by 4.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE

POWERS
Alternate Names: SEA
This is mainly for those with magical abilities that wish to channel water spells, but could also be helpful for people that live in the water or have a connection to creatures of the seas or other waterways.

How to get access to this Talent Tree:
Concept: Druid, Wizard
Heritage: Aqualish, Nautolan
Entry Edge: Gifted Bloodline

Talents

NOVICE TALENTS

Elementalist - Water
Prerequisites: Will d10
You channel the primal energy of the elements, namely water.
- Will (Primal Magic) is your spellcasting Ability. Your Powers are known as evocations.
- You do not use Power Points.
- You start knowing the following amount of Powers: Novice 4; Seasoned: 2; Veteran: 1. A least half of your known powers must come from the Elemental - Water, Fighting Style – Unfettered, Mobility or Wilderness Talent Trees. (You can only choose from the above Talent Trees to which you have access).
- You can attempt to cast any spell known to you, even those of a higher Rank than you are. However, you take a -2 to your spellcasting roll for every Rank that the Power is above your own Rank.
- If you fail a spellcasting attempt, you can no longer cast that particular Power until you have taken a long rest.
- Your evocations are not subtle. They require words of the Ancients to call forth the spirits of water.

Arcane Backlash. If you roll a natural 1, or get a total of 1 or less due to penalties, on your Will die when casting a Power, you suffer a level of Fatigue. If you reach Incapacitated due to this Fatigue you lose access to all spells (rather than being Incapacitated). You also lose access to all Powers if you roll a critical fumble on your casting check. You regain access to all spells following a long rest.

Water Resistance
Prerequisites: Vigour d10 (or Durability d6)
You gain a +2 bonus to any roll made to resist water effects and reduce damage caused by water effects by 2.

SEASONED TALENTS

Improved Water Resistance
Prerequisites: Seasoned Rank (or appropriate Heritage), Water Resistance Talent
Your bonuses to resist water effects increases to +4 and you reduce water damage by 4.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS

Healing Waters
Keywords/Talent Trees: Elemental - Water
Rank: Novice
Power Points: 3
Range: Touch
Duration: Instant
Effects/Description: You must have a source of water to cast this spell. On a successful casting roll, you infuse a small amount of water (about a cupful) with healing energy.

- If a character consumes this water within 1 hour of having suffered the Wound, they heal 1 Wound (2 with a Raise).
- If healing waters are used every day prior to making a Natural healing check, then the recipient makes that check with Advantage.

Enhancers: Healing (see below)
- Increase Healing: You can negate any poison or disease with your healing waters.

Obscuring Mists
Keywords/Talent Trees: Elemental - Water
Rank: Novice
Power Points: 2
Range: Medium
Duration: Every round
Effects/Description: The area in a Large Burst Template is obscured by magical mist.

- On a successful casting roll the level of obscurement is light (-2 penalty to see and target creatures in the mist. With a Raise the obscurement goes up to medium cover (-4).
- Each level of wind reduces your Duration Dice as the wind disperses your cloud. Light winds -1; Medium winds -2; Heavy winds -4. Higher winds disperse the cloud automatically.

Enhancers: Area, Range

Water Breathing
Keywords/Talent Trees: Elemental - Water
Rank: Novice
Power Points: 1
Range: Touch
Duration: Every hour
Effects/Description: Targets of this spell can breathe underwater and cannot drown whilst under the effects of this spell.

Enhancers: Range, Recipients
**ENTERTAINER**

**Alternate Names: MUSIC**
This Talent Tree is for those that wish to make the most of their Perform Ability. You might be a rock star, exceptional dancer, gambler, gaming celebrity or a magic-wielding bard.

**How to get access to this Talent Tree:**

**Concept:**

**Heritage:** Catfolk, Gnome

**Entry Edge:** Enchanting Performance, Momentary Appeal, Pitch Perfect

**Talents**

**NOVICE TALENTS**

**Bard (PHB, 13A – final verse)**

**Prerequisites:** Perform d10

You can weave magic through your voice or any music you play.
- Perform (Music Magic) is the Specialty you use to cast Powers.
- Your Powers are magical performances referred to as ‘songs’. You start with 3 songs and 15 Power Points. Songs you choose must have the keyword of a Talent Tree you have access to.
- For Powers with a duration that is not Instantaneous, the duration is reduced to 1 round (you do not use Duration Dice). But you can maintain your song performance from round to round without spending Power Points. Songs that you can maintain also get a feature called a final verse. This is an enhanced, one-off effect.
- You start a song as normal, with an action to roll a Perform (Music Magic).
- To maintain the Power, you must keep spending an action with a successful Perform (Music Magic) check each round. On a failure, the song ends and the final verse takes effect. A Bard can choose to end the song and gain the final verse benefit without spending an action whenever they like, but they cannot start a new song in a round when another ends. If a bard is prevented from taking actions in any way or is incapacitated then the song ends immediately with no final verse effect.
- A Bard cannot perform 2 songs at the same time, but may take other actions, including casting Powers with an Instantaneous duration, whilst a bardic song is going.
- Your songs are considered to be of the Arcane power source and their casting is not subtle. They require musical performances.

**Arcane Backlash.** If you roll a 1 (or get a total of 1 or less) on your Perform die when casting a Power, you are automatically Shaken. If you roll a 1 whilst trying to maintain a song, the song ends without a final verse and you are Shaken. If you roll a critical failure use the Scrolls Mishap Table in the SE D&D Dungeon Master's Guide p140.

**Devoted Gamer/Gambler**

**Prerequisites:** Gaming d10

You gain a +2 bonus with one Gaming Specialty of your choice.

You can choose this Talent multiple times. Each time it applies to a new Specialty.

**Music Resistance**

**Prerequisites:** Will d10 (or Concentrate d6)

You gain a +2 bonus to any roll made to resist music-based Powers or magical effects and reduce any sonic damage caused by such effects by 2.

**SEASONED TALENTS**

**Improved Music Resistance**

**Prerequisites:** Seasoned Rank (or appropriate Heritage), Music Resistance Talent

Your bonuses to resist music-based effects increases to +4 and you reduce any resultant sonic damage by 4.

**Powers Associated with this Talent Tree:**

**Typical Trappings/Effects:**

**Example Powers:**

**Powers**

**NOVICE POWERS**
**EVIL**

Alternate Names: CURRUPTION, VILE

This Talent Tree is for people or creatures that are pure evil, or that worship or draw power from supreme evil beings.

How to get access to this Talent Tree:

**Concept:** Priest, Wizard  
**Heritage:** Brayhan, Drow  
**Entry Edge:** Gifted Bloodline

Talents

**NOVICE TALENTS**

**Channel Negative Energy**  
*Prerequisites: Be able to cast at least 1 Power.*  
You increase the damage dice type by one for any Power you cast that does necrotic or unholy damage.

**Turn Celestial Creatures**  
*Prerequisites: Channel Negative Energy Talent.*  
You present your holy symbol and roll a Will (Faith) roll, as if casting a miracle.  
1d6 supernaturally good creatures (celestials, archons, casters that channel positive energy) in a group in Near Range must make opposed Will (Spirit) rolls. If you get a success, the targeted creatures are Shaken and cannot move towards you. On a Raise they cannot move or they move away from you (your choice) and you roll a partial critical on the Fear/Mental Trauma Table. Every extra raise deals a Wound (destroying Extras).

Powers Associated with this Talent Tree:

**Typical Trappings/Effects:**

**Example Powers:**

**Powers**

**NOVICE POWERS**
Alternate Names: DIVINATION, FORTUNE
This talent tree involves changing one's chances or luck as well as trying to scry into the future.

How to get access to this Talent Tree:
Concept: Wizard
Heritage: Halfling, Ibisil
Entry Edge: Hidden Talent, Lucky Break, Turn of Luck

Talents

NOVICE TALENTS

Lucky
Prerequisites: -
You start each session with an extra Benny.

Scavenger
Prerequisites: -
Once per session, you may 'suddenly remember' you have or know where to find a piece of mundane equipment. The cost of this item should not exceed 5gp multiplied by your Rank.

SEASONED TALENTS

Exceptionally Lucky
Prerequisites: Lucky Talent
You start each session with an extra Benny.

VETERAN TALENTS

Fortune Favours the Brave
Prerequisites: Lucky Talent
To use this Talent, you must first spend a Benny. Then flip a card and gain its value in 'fortune points'. (All face cards count as 10 'fortune points'. A Joker also counts as 10, but allows you to flip another card and add that to the pool).

You gain 3 Countdown Dice that are rolled every round. If you have unspent fortune points at this time, they are wasted.

Whilst you have fortune points you can add points from your fortune pool to any roll you make, or even to your static values (Pace, Sanity, Toughness, etc.). Each bonus cannot exceed your rank (starting at 3 for Veteran) and lasts for 1 round.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:
FEY

Alternate Names: FAERIE
Those with access to this Talent Tree typically are of fey origin, such as elves, have made pacts with fey lords, or are native to or have spent a lot of time in the Feywild.

How to get access to this Talent Tree:
Concept:
Heritage: Elf, Drow, Gnome
Entry Edge: Gifted Bloodline

Talents

NOVICE TALENTS

Fade Away
Prerequisites: Deception d10, Smarts d8
When you take damage, you can use your reaction to turn invisible. You remain invisible until you attack, cast a spell, or until the end of your next turn. You must finish a short rest before you can use this feature again.

Fey Allure
Prerequisites: Perform d8, Persuasion d8
Many other Heritages find fey enchanting. Against members of such Heritages (as determined by the GM) you gain a +2 bonus on all Perform and Persuasion checks.

Fey Resistance
Prerequisites: Will d10 (or Concentrate d6)
You gain a +2 bonus to any roll made to resist charm or sleep effects.

SEASONED TALENTS

Improved Fey Resistance
Prerequisites: Seasoned Rank (or appropriate Heritage), Fey Resistance Talent
Your bonuses to resist charm or sleep effects increases to +4.

Powers Associated with this Talent Tree:
Typical Trappings/Effects: This is a bit of a mixed bag for Powers, but often includes short teleports and sleep magic. There is also a large crossover with Powers with the Charm Keyword.
Example Powers: blink, fey step, slumber.

Powers

NOVICE POWERS
FIEND

Alternate Names: ABYSSAL, DEMONIC, HELLISH, INFERNAL
Those with access to this Talent Tree typically are of fiendish origin, such as tieflings, have made pacts with fiendish lords, or are native to or have spent a lot of time studying the Lower Planes.

How to get access to this Talent Tree:
Concept:
Heritage:
Entry Edge: Gifted Bloodline

Talents

NOVICE TALENTS

<table>
<thead>
<tr>
<th>Talent</th>
<th>Prerequisites</th>
<th>Description</th>
</tr>
</thead>
</table>

Powers Associated with this Talent Tree:

Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
Fighting Style - Brawler

Alternate Names: SCRAPPER
This style is for those that love a good scrap, but also for those highly trained in martial arts, whose bodies are their weapon.

How to get access to this Talent Tree:
Concept: Ranger, Soldier
Heritage: Brayhan, Goliath, Kreen, Minotaur, Wemic
Entry Edge: Ki Focus, Out of Reach, Safe Withdrawal

Talents

NOVICE TALENTS

Armed Brawler
Prerequisites: Fighting d10 (or Brawling d6)
You are not considered an Unarmed Defender and your unarmed attacks deal Athletics + 1d4 damage.

Armed Improvisor
Prerequisites: Fighting d10 (or Brawling d6)
You do not take the -2 penalty to Fighting or Marksmanship rolls when using items not made as weapons.
You are not considered an Unarmed Defender when wielding improvised weapons.
Furthermore, you increase the damage dice of improvised weapons by one die type.

Counterpunch
Prerequisites: Agility d10 (or Quickness d6), Fighting d10 (or Brawling d6)
You can use your Reaction to make a Fighting attack with a Brawling weapon vs a foe that misses you with a Fighting attempt with a Brawling weapon a Light weapon or Natural Weapons such as claws or fist/slam attacks.

Close-Quarter Fighter
Prerequisites: Agility d10 (or Contortions d6), Fighting d10 (or Brawling d6)
You reduce all penalties for fighting in confined spaces by 2. If fighting with a Light weapon, or one-handed weapon from the Brawling Specialty, you gain a bonus against targets using large and unwieldy weapons. The bonus is equal to +1 for each of the following Properties of the weapons wielded by your target: Awkward, Two-Handed, Reach.

Great Grappler
Prerequisites: Fighting d10 (or Brawling d6)
You can roll your Athletics (Strength) Specialty die as well as your Fighting (Brawling) dice to initiate and maintain grapples.

Take Down
Prerequisites: Fighting d10 (or Brawling d6)
When using Brawling weapons you can perform the Knock Down and Crippling Strikes Stunts for one less Stunt Point, (to a minimum of 1 Stunt Point each).

SEASONED TALENTS

Dirty Fighter
Prerequisites: Seasoned Rank, Agility d10, Fighting d10 (or Brawling d6), Deception d8
Whenever you are dealt a Club in combat, you can make a free Test against one target. The roll you make will depend upon the actions you take. A feint would be Deception (Bluff); kicking sand in eyes, Agility (Acrobatics); staring the opponent down, Coercion (Intimidate). If you use the same Ability check against the same foe, they have Advantage to resist your Test.

Heavy Hitter
Prerequisites: Seasoned Rank, Athletics d10 (or Strength d8), Fighting d10 (or Brawling d6)
Increase the damage of your unarmed attacks by 1 die type.

Improved Counterpunch
Prerequisites: Seasoned Rank, Agility d12 (or Quickness d8), Fighting d12 (or Brawling d8)
You can use your Reaction to make a Fighting attack with a Brawling weapon vs a foe that misses you with a Fighting attempt.

VETERAN TALENTS

Deadly Brawler
Prerequisites: Fighting d14 (or Brawling d10)
Increase the damage of all Brawling weapons by 1 die type. (This stacks with Heavy Hitter Talent).

Fighting Style Talent Trees do not have Powers associated with them.
**Fighting Style – Crushing & Cleaving**

**Alternate Names:** ???
This style is for those that like to use large weapons to reign devastation on their foes. They like to hit hard.

**How to get access to this Talent Tree:**

**Concept:** Soldier  
**Heritage:** Brayhan, Dwarf, Minotaur, Warforged  
**Entry Edge:** Good Hit, Sunder

**Talents**

**NOVICE TALENTS**

<table>
<thead>
<tr>
<th>Talent</th>
<th>Prerequisites</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cleave</strong></td>
<td>Athletics d10 (or Strength d6), Fighting d10</td>
<td>When using a bludgeoning or slashing weapon that does not have the Light property to kill a foe with a melee attack, you can make an immediate free attack against another adjacent enemy. If you take this extra attack, your weapon is considered to have the Unbalancing 2 quality (or adds 2 to the value if it already has this quality) until the start of your next turn.</td>
</tr>
<tr>
<td><strong>Heavy Blow</strong></td>
<td>Athletics d10 (or Strength d6), Fighting d10</td>
<td>Before striking with a melee or thrown weapon that deals bludgeoning or slashing damage and does not have the Light property, you can sacrifice rolling any number of Specialty dice to add +1 to weapon’s damage, should you hit with the attack. This strike trades accuracy for more damage.</td>
</tr>
<tr>
<td><strong>Rattling Hit</strong></td>
<td>Athletics d12 (or Strength d8)</td>
<td>If you deal bludgeoning or slashing damage with a melee or thrown weapon whilst you have a Club for initiative, the target is Shaken (even if the damage was less than the target’s Toughness).</td>
</tr>
<tr>
<td><strong>Shattering Strike</strong></td>
<td>Athletics d12 (or Strength d8), Fighting d8</td>
<td>On any round that you are dealt a club and make a melee attack with a weapon that deals bludgeoning or slashing damage and has the Armor Penetration (AP) property, you permanently reduce the Defensive bonus of a shield or reduce the Armour bonus of foe (your choice) by an amount equal to the AP of your weapon.</td>
</tr>
<tr>
<td><strong>Strong Stance</strong></td>
<td>Athletics d12 (or Strength d8), Fighting d10</td>
<td>You ignore the Unbalancing property of any weapon you wield.</td>
</tr>
<tr>
<td><strong>Sweeping Strike</strong></td>
<td>Cleave Talent, Athletics d12 (or Strength d8), Fighting d12</td>
<td>When wielding a melee weapon that deals bludgeoning or slashing damage and does not have the Light property, you can attempt a sweep attack. To do so, you roll one Fighting roll at -2 and apply the result up to 3 targets in a group within reach. Resolve the damage separately for foe you hit. You can only make 1 sweep attack per round.</td>
</tr>
</tbody>
</table>

**SEASONED TALENTS**

<table>
<thead>
<tr>
<th>Talent</th>
<th>Prerequisites</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Shuddering Strike</strong></td>
<td>Athletics d10 (or Strength d6), Fighting d10</td>
<td>When you make a melee attack with a weapon that deals bludgeoning or slashing damage and does not have the Light property, you can perform the Push Stunts for one less Stunt Point (to a minimum of 1 Stunt Point).</td>
</tr>
<tr>
<td><strong>Sundering Strike</strong></td>
<td>Athletics d10 (or Strength d6), Fighting d10</td>
<td>And weapon that deals bludgeoning damage and does not have the Light property, gains Armor Penetration (AP) 1. If the weapon already has AP, increase its value by one.</td>
</tr>
</tbody>
</table>

**VETERAN TALENTS**

<table>
<thead>
<tr>
<th>Talent</th>
<th>Prerequisites</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Improved Sweep</strong></td>
<td>Sweeping Strike Talent, Athletics d14 (or Strength d8), Fighting d14</td>
<td>As Sweeping Strike Talent, but you no longer take the -2 penalty.</td>
</tr>
<tr>
<td><strong>Spinning Sweep</strong></td>
<td>Sweeping Strike Talent, Agility d10 (or Balance d6), Athletics d14 (or Strength d8), Fighting d14</td>
<td>As Sweeping Strike Talent, but you are not limited to 1 sweep attack per round. However, you cannot target the same target with more than one sweep attack.</td>
</tr>
</tbody>
</table>

**Fighting Style Talent Trees do not have Powers associated with them.**
Fighting Style - Defender

Alternate Names: Guardian, Protection, Sentinel
This style is for those that have a sense of duty to protect others. Defenders are typically tanks that can take a lot of blows whilst implementing fighting techniques and using their shields to protect allies.

How to get access to this Talent Tree:
Concept: Soldier
Heritage: Dragonborn, Dwarf, Warforged
Entry Edge: Armor Wearer, Body Guard, Shield Bearer

Talents

Novice Talents

Bastion of Honour
Prerequisites: Agility d10 (or Quickness d6), Fighting d10
You can use your Reaction to take the damage from one physical source that would have struck an adjacent ally. The damage is rerolled against you.
This Talent cannot be applied against area attacks.
You can move up to Close Range as part of this Reaction to interpose yourself between the source of the attack and the target.

Sentinel
Prerequisites: Fighting d10, Perception d10
You must choose a ‘ward’. Your ward can be a person, place or important item that does not belong to you. You gain +1 damage vs foes adjacent to your ward.

You also have advantage on Will (Spirit) rolls made to resist any effect that would have you move away from or prevent you from protecting your ward, such as paralysis.

Shield Fighter
Prerequisites: Fighting d10 (or Shields d6)
You do not lose your shield’s Defensive quality after attacking with it.

Shield Focus
Prerequisites: Fighting d10 (or Shields d6)
Increase your shield’s Defensive bonus by 1.

Shield Push
Prerequisites: Fighting d10 (or Shields d6)
When wielding a shield (not buckler), you can perform the Push Stunts for one less Stunt Point following a melee attack (to a minimum of 1 Stunt Point).

Fighting Style Talent Trees do not have Powers associated with them.
**Fighting Style – Dual-Wielder**

*Alternate Names: Dueling, Multi-weapon, Two-weapon*

This style is for those that like to fight with two (or more) weapons.

Note that normally, any action carried out solely with your off-hand incurs a -2 penalty.

A character fighting with two melee weapons adds +1 to Fighting rolls against targets armed with a single weapon and no shield. The bonus also applies against targets considered Unarmed Defenders.

**How to get access to this Talent Tree:**

*Concept: Ranger, Soldier*

*Heritage: Drow, Kreen, Warforged, Wemic*

*Entry Edge: Ambidextrous*

**Talents**

**Novice Talents**

**Two-Weapon Defence**

*Prerequisites: Agility d10, Fighting d10*

Any Light melee weapon you use in your off-hand whilst wielding two or more weapons, gains the Defensive 1 property. If it has the Defensive property, increase the value by 1.

**Two-Weapon Fighter**

*Prerequisites: Agility d10, Fighting d10*

You do not take any multi-action penalties if you choose to attack with two different weapons, as long as the second weapon is Light. (You still take the Off-hand penalty).

**Seasoned Talents**

**Advanced Two-Weapon Fighter**

*Prerequisites: Two-Weapon Fighter, Agility d12, Athletics d8 (or Strength d6), Fighting d12*

You do not take any multi-action penalties if you choose to attack with two different weapons. (You still take the Off-hand penalty).

**Florentine**

*Prerequisites: Agility d10, Fighting d12 (or Short Blades d8)*

When wielding two Short Blades, you double the normal bonus for dual-wielding and foes reduce any Gang-Up bonus against you by 1.

**Improved Two-Weapon Defence**

*Prerequisites: Two-Weapon Defence Talent, Agility d12, Fighting d12*

You do not lose any Defensive bonus from weapons wielded in your off-hand if you attack with them.

Fighting Style Talent Trees do not have Powers associated with them.
**Fighting Style - Mounted**

Alternate Names: RIDING
A style for those that like to fight from the back of a mount or even a moving vehicle such as a motorbike. Mounted combat is explained in SWA p103.

**How to get access to this Talent Tree:**
*Concept:* Ranger, Soldier  
*Heritage:* Goblin  
*Entry Edge:* Agile Mount, Competent Rider

## TALENTS

### Novice Talents

**Defensive Rider**  
Prerequisites: Animal Handling d10 (or Ride d6)
When mounted, you can use your Reaction to roll an Animal Handling (Ride) check to set the Difficulty Number for one physical attack aimed at your mount. This roll replaces your mount’s Parry or sets the DN for one ranged attack. You must announce this action before the results are known. You cannot use this against area attacks. You must be aware of the attack to use this Talent.

**High in the Saddle**  
Prerequisites: Animal Handling d10 (or Ride d6), Fighting d8
When mounted, you gain a Parry bonus against foes that are not also mounted. This bonus is equal to the Scale difference between your mount and the attacker.

**Overrun**  
Prerequisites: Animal Handling d10 (or Ride d6)
Any foes that you or your mount Push or Knock Prone (through actions or Stunts) do not get to make free attacks if you move away from them in the same round.

### Seasoned Talents

**Ride-By Attack**  
Prerequisites: Animal Handling d12 (or Ride d8), Fighting d10
When mounted, any foes you or your mount hit do not get free attacks if you move away from them in the same round.

**Trample**  
Prerequisites: Animal Handling d10 (or Ride d6)
When mounted, your mount makes free hoof (or other trampling) attacks against any prone creatures whose space you move through.

**Jousting Knight**  
Prerequisites: Animal Handling d10 (or Ride d6), Fighting d10 (or Spears d6), Status d8
When mounted and you Charge with a lance, you gain a +2 to attack rolls and may perform the Knock Prone and Push Stunts for one less Stunt Point (with a minimum of 1 Stunt Point spent).

**Mounted Warrior**  
Prerequisites: Animal Handling d10 (or Ride d6), Fighting d10
When mounted, you average your Animal Handling and Fighting dice (rounded down) for attack rolls. (Normally you use the worse of the two). You also use the best of your Specialties; Ride or Fighting Group. (Whichever Specialty you choose, it still cannot exceed the Ability die for this attack).

Fighting Style Talent Trees do not have Powers associated with them.
**FIGHTING STYLE - RANGED**

**Alternate Names: SHOOTING**
This is a specialty style for those that wish to advance their ranged attacks.

**How to get access to this Talent Tree:**
**Concept:** Guide, Ranger, Soldier
**Heritage:** Canisaran, Elf
**Entry Edge:** Far Shot, Good Shot

**Talents**

**NOVICE TALENTS**

**Sniper**
*Prerequisites: Marksmanship d10, Stealth d10*
If you are hidden when you miss with a ranged attack roll, you remain hidden.
- When you have the Drop on a target and successfully hit them with a ranged attack, you can take the Extra Damage Stunts for one less Stunt Point (to a minimum of 1 Stunt Point).

**SEASONED TALENTS**

**Dead-Eye**
*Prerequisites: Marksmanship d12, Perception d10*
When you take the Aim action, you can take the shot this round, rather than waiting until the start of your next round. You still cannot move or take any other actions this round, even after you take the shot.

**RETURN SHOT**
*Prerequisites: Marksmanship d10, Stealth d10*
If you are wielding a loaded weapon or one without the Reload property, you can use your Reaction to make a ranged attack roll against a target that misses you with a ranged attack. The target must be within the normal Range of your weapon.

**VETERAN TALENTS**

**Sharp-Shooter**
*Prerequisites: Marksmanship d14, Perception d12*
You can take the Aim action as any other standard action during a round, but can only take aim once per turn.

**Fighting Style Talent Trees do not have Powers associated with them.**
**Fighting Style - Slayer**

Alternate Names: ??
A style for those that like to take down foes quickly. This can be through precision attacks, careful study of an opponent, or advanced training in fighting specific foes.

**How to get access to this Talent Tree:**
- **Concept:** Ranger, Soldier
- **Heritage:** Shardmind
- **Entry Edge:** Bring the Hurt, Mark Enemy

**Talents**

**Novice Talents**

<table>
<thead>
<tr>
<th>Talent</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ambusher</td>
<td>Fighting d8, Marksmanship d8, Stealth d10</td>
</tr>
<tr>
<td></td>
<td>You have Advantage on any attacks made against a surprised target.</td>
</tr>
<tr>
<td>Backstab</td>
<td>Fighting d8, Marksmanship d8, Stealth d10</td>
</tr>
<tr>
<td></td>
<td>Once per round, if you deal damage from a weapon attack to a target unaware of you, you roll 1 extra weapon dice for damage.</td>
</tr>
<tr>
<td>Bounty Hunter</td>
<td>Knowledge d10 (or Streetwise d6), Marksmanship d10, Survival d10 (or Track d6)</td>
</tr>
<tr>
<td></td>
<td>Following a long rest, you choose a single enemy as your mark. You gain +2 to all checks to locate (such as to track) or find out information about your mark. If you encounter your mark, you gain +2 on all opposed rolls and damage against your mark and all its allies within Near Range of it.</td>
</tr>
<tr>
<td>Death Dealer</td>
<td>Fighting d12 OR Marksmanship d12</td>
</tr>
<tr>
<td></td>
<td>You can reroll any 1’s showing on any damage dice you roll. You must accept the rerolls, even if they turn up 1.</td>
</tr>
<tr>
<td>Foe Slayer</td>
<td>Fighting d10 OR Marksmanship d10</td>
</tr>
<tr>
<td></td>
<td>Choose a specific type of creature, one heritage, or one organisation/group. Once per round, when you deal damage to a member of your chosen foe group, you deal an extra 1d6 damage.</td>
</tr>
</tbody>
</table>

**Seasoned Talents**

<table>
<thead>
<tr>
<th>Talent</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Mercy</td>
<td>(SWD p43)</td>
</tr>
<tr>
<td></td>
<td>Prerequisites: Seasoned</td>
</tr>
<tr>
<td></td>
<td>When you spend a Benny to reroll damage, you add +2 to the final roll.</td>
</tr>
</tbody>
</table>

**Fighting Style Talent Trees do not have Powers associated with them.**
**Fighting Style - Unfettered**

**Alternate Names: Skirmisher**

This is a style for those that like to fight with freedom. Proponents of this style are not likely to use heavy armour and value moving around the battlefield. Monks, duellists and skirmishers are likely to take this Talent Tree.

**How to get access to this Talent Tree:**

**Concept:** Fire-Bound, Soldier

**Heritage:** Canisaran, Drow, Elf, Goblin, Hawkfolk, Kreen, Ratling, Wemic

**Entry Edge:** Lightly Armoured, Nimble, Out of Reach, Safe Withdrawal, Skirmisher

**Talents**

**NOVICE TALENTS**

**First Strike**

*Prerequisites: Agility d12 (or Quickness d6), Fighting d10*

You can use your Reaction to make a Fighting roll against an enemy that moves adjacent to you.

You cannot gain this benefit with weapons that have the Awkward, Heavy, Two-handed or Unbalancing properties.

**Flanking Fighter**

*Prerequisites: Fighting d10*

On any round that you are dealt a Club, you may add any Gang-Up bonus you have to damage.

**Nimble Defence**

*Prerequisites: Agility d12 (or Dodge d8), Fighting d12*

All Gang-Up bonuses against you are reduced by 1 and if you are dealt a Spade, no foe can benefit from a Gang-Up bonus against you. You do not get these benefits is affected by conditions such as Vulnerable, Distracted or Shaken.

**Riposte**

*Prerequisites: Agility d12 (or Quickness d6), Fighting d10*

You can use your Reaction to make a Fighting roll against an enemy that misses you with an attempted Fighting roll. You cannot gain this benefit with weapons that have the Awkward, Heavy, Two-handed or Unbalancing properties.

**Safe Withdrawal**

*Prerequisites: Agility d10, Fighting d10*

You have Advantage on any rolls made to Withdraw from combat. Typically, you can withdraw using an Agility (Acrobatics or Dodge) check, but there are ways to gain access to other methods of withdrawing.

**SEASONED TALENTS**

**Mobile Fighter**

*Prerequisites: Safe Withdrawal Talent, Agility d10 (or Acrobatics d6), Fighting d10*

If you move at least 2 squares immediately before you attack, you can perform any Extra Damage Stunts for one less Stunt Point (to a minimum of 1 Stunt Point).

**Opportunist**

*Prerequisites: Agility d12 (or Quickness d8), Fighting d10*

You gain an extra number of Reactions each round equal to half the umber of dice you have in the Quickness Specialty (minimum of +1 extra Reaction). These Reactions can only be used for attacks, such as opportunity attacks or those granted from other Talents such as First Strike and Riposte.

Fighting Style Talent Trees do not have Powers associated with them.

---

![Image of a pirate]
**Fighting Style — Weapon Specialty**

**Alternate Names: Weapon Focus**
This is a catch-all Talent Tree for anyone that loves to specialise in and master their techniques with specific weapons.

**How to get access to this Talent Tree:**
**Concept:** Mad Scientist, Ranger, Soldier  
**Heritage:** Canisaran, Dwarf, Elf, Goblin, Halfling, Kreen, Orc, Warforged  
**Entry Edge:** Favoured Weapon, Good Hit, Good Shot

**Talents**

**NOVICE TALENTS**

**Bonded Weapon**
*Prerequisites: Fighting d10 (or Specialty d6) OR Marksmanship d10 (or Specialty d6)*
Choose one specific weapon. Through an hour-long ritual you form a supernatural bond with that weapon. You gain +1 to all Fighting or Marksmanship rolls made with that weapon. You can only have one bonded weapon at a time. You can switch your bond to a new weapon through ritual and the bond with your previous weapon is broken.

**Canisaran Weapons Training**
*Prerequisites: Canisaran Heritage, Fighting d8, Marksmanship d8*
Increase all Specialty dice by 2, for the following Fighting Specialties: (Brawling, Spears) and the light axe (tomahawk) is treated as a Brawling weapon for you. Increase your Marksmanship (Bows) Specialty by 2 dice.

**Celestial Dwarf Weapons Training**
*Prerequisites: Dwarf Heritage, Fighting d8*
Increase all Specialty dice by 2, for the following Fighting Specialties: (Long Blades, Short Blades, Shields).

**Dwarf Weapons Training**
*Prerequisites: Dwarf Heritage, Fighting d8*
Increase all Specialty dice by 2, for the following Fighting Specialties: (Axes & Picks, Hammers & Maces, Shields).

**Elf Weapons Training**
*Prerequisites: Elf Heritage, Fighting d8, Marksmanship d8*
Increase all Specialty dice by 2, for the following Fighting Specialties: (Long Blades, Short Blades). Increase your Marksmanship (Bows) Specialty by 2 dice.

**Halfling Weapons Training**
*Prerequisites: Halfling Heritage, Fighting d8, Marksmanship d8*
Increase your Fighting (Short Blades) Specialty by 2 dice. Increase your Marksmanship (Thrown & Slings) Specialty by 2 dice. Increase one other Fighting or Marksmanship Specialty of your choice by 2 dice.

**Kreen Weapons Training**
*Prerequisites: Kreen Heritage, Fighting d8, Marksmanship d8*
Increase all Specialty dice by 2, for the following Fighting Specialties: (Polearms, Spears).

**Machine Gunner**
*Prerequisites: Marksmanship d10 (or Rifles d6 or Auto-Weapons d6)*
If you do not move on your turn, you ignore the recoil penalty when using weapons firing at a Rate of Fire higher than 1.

**Orc Weapons Training**
*Prerequisites: Orc Heritage, Fighting d8*
Increase all Specialty dice by 2, for the following Fighting Specialties: (Axe & Picks, Long Blades, Spears).

**Weapon Master**
*Prerequisites: Fighting d12 (or chosen Specialty d8) OR Marksmanship d12 (or chosen Specialty d8)*
Choose a specific Fighting or Marksmanship Specialty. You deal +1 damage with weapons from that group. If you have a Heritage Weapons Training Talent, such as Halfling Weapons Training, you can instead apply the +1 damage bonus to all weapon Specialties listed for that Talent. You can choose this Talent multiple times, selecting a different Specialty each time.

**SEASONED TALENTS**

**Second Bonded Weapon**
*Prerequisites: Bonded Weapon Talent, Fighting d12 (or Specialty d8) OR Marksmanship d12 (or Specialty d8)*
As Bonded Weapon, but you can now have two bonded weapons.

**VETERAN TALENTS**

**Greater Bonded Weapon**
*Prerequisites: Bonded Weapon Talent, Fighting d14 (or Specialty d10) OR Marksmanship d14 (or Specialty d10)*
Your bonus to Fighting or Marksmanship rolls from Bonded Weapon Talent becomes +2.

**Greater Weapon Master**
*Prerequisites: Weapon Master Talent, Fighting d16 (or chosen Specialty d10) OR Marksmanship d16 (or chosen Specialty d10)*
Choose a specific Fighting or Marksmanship Specialty for which you have applied the Weapon Master Talent. Increase the damage dice by one for all weapons in that group. If you have a Heritage Weapons Training Talent, such as Halfling Weapons Training, you can instead apply damage bonus to all weapon Specialties listed for that Talent.

**Fighting Style Talent Trees do not have Powers associated with them.**
Fury

Alternate Names: ANGER, RAGE
This Talent Tree is for those that draw power from their anger or a primal source like storms. They can channel their rage or draw on their pain to hit harder and ignore damage. If you are playing a primal barbarian or a battle-crazed berserker, then this Talent Tree is for you.

How to get access to this Talent Tree:
Concept: Feral
Heritage: Brayhan, Goliath, Minotaur
Entry Edge: Agro, Burst of Fury

Talents

Novice Talents

Barbaric Blood
Prerequisites: Go Berserk Talent
As a free action on your turn, you can choose to Go Berserk.

Go Berserk (SWA p38)
Prerequisites: Athletics d8, Vigour d10
Immediately after suffering a Wound or a Shaken result from physical damage, you must make a Smarts (Logic) roll or you go berserk. You can also voluntarily fail this check if you like. Going Berserk has the following effects:
- All Fighting attacks must be Wild Attacks.
- Your Athletics (Strength) die increases two die types. If this raises Strength above your Athletics score, you use Strength for damage whilst Berserk.
- You cannot make Ability checks that require concentration.
- +2 Toughness.
- Ignore 1 point of Wound penalties.
- If you roll a 1 on your Fighting roll, you hit a random target in reach, that is not the intended target. If no targets, the attack might smash nearby objects.
- After a number of rounds equal to half your Vigour die, you gain a level of Fatigue.
- After a number of rounds equal to your Vigour die, you gain another level of Fatigue and the Berserk ends.
- You can try to end your Berserk fury as a free action, at any time by making a Smarts (Logic) roll at -2.

Seasoned Talents

Frenzy (SWA p38)
Prerequisites: Seasoned Rank, Fighting d10
On any round that you are dealt a club, you can roll a second Fighting die with any one Fighting attack for the turn. The extra die may be allocated to the same or different targets as you see fit. Resolve each separately.

Powers Associated with this Talent Tree:

Typical Trappings/Effects: Powers that allow you to enter a rage state or play with others’ anger.
Example Powers: rage.
GISH

Alternate Names: ELDRITCH FIGHTING
This Talent Tree is for those that combine their swordplay with magic.

How to get access to this Talent Tree:
Concept: Fire-Bound, Priest, Ranger
Heritage: Dragonborn, Drow, Elf
Entry Edge: Armoured Caster, Competent Combatant

Talents

NOVICE TALENTS

Armoured Caster
Prerequisites: Athletics d10 (or Strength d6), Fighting d10
You reduce the casting penalties of armour by 1.

Battle Caster
Prerequisites: Fighting d8, Smarts d10
You know how to channel magic through weapons. Smarts (Battlecasting) is the Specialty you use to cast Powers. Powers are typically known as spells for you.
- You start with 10 Power Points and you know 2 spells, one of which must be a Magic Weapon/Smite Power that directly affects your weapon. All powers taken with this Talent must be from the Arcana, Armor Specialist, Elemental, Fighting Style, Gish or Mobility Talent Trees. (You can only choose from the above Talent Trees to which you have access).
- You begin with a magically bonded weapon of your choice, called your athame. Your athame acts as your Power focus and if you cast spells without your weapon in hand, you do so with Disadvantage.
- Whenever a Magic Weapon/Smite Power is used to enhance your athame, the athame adds an extra +1 to the enhancement.
- You always know the direction and distance of your athame if on the same plane and can make it magically move towards your hand at 12 squares round if you can see it.
- You can change athames by performing a 1-hour ritual with a new weapon.
- Casting your spells requires verbal components and typically, your athame.
- You reduce armor penalties to casting Powers by 1.

Arcane Backlash. If you roll a natural 1 (or get a total of 1 or less due to penalties) on your Smarts die when casting a Power, you are automatically Shaken. If you roll a critical failure use the Scrolls Mishap Table in the 5E D&D Dungeon Master's Guide p140.

Biting Athame
Prerequisites: Battle Caster Talent, Fighting d10, Smarts d10
When you attack with your athame, you ignore magical bonuses to Parry or Toughness scores that the target may have.

Defensive Athame
Prerequisites: Any Casting Specialty d8, Fighting d10

Whilst you have Power Points remaining (or Powers you can still cast if you don’t have Power Points) and a weapon in hand, you receive a magical +1 bonus to Parry. Furthermore, you have Advantage on checks to resist being disarmed.

SEASONED TALENTS

Parry Magic
Prerequisites: Seasoned Rank, Any Casting Specialty d10, Fighting d12
If you have Power Points remaining (or Powers you can still cast if you don’t have Power Points), you can attempt to parry a Power that targets you. This cannot be used against area attacks.
If you are aware of the Power, you can use your reaction to make a Smarts (Battlecasting) check to counter a Power that targets you. The check is made at -2 per Rank that the Power is above your own.
Your check opposes the caster’s check and if you are successful, the spell has no effect on you.
Once you fail a Parry Magic check, you cannot use this feature again until you finish a long rest.

VETERAN TALENTS

Parry Area Magic
Prerequisites: Veteran Rank, Parry Magic Talent, Any Casting Specialty d12, Fighting d14
You can use your Parry Magic reaction against area attacks too, but only to protect yourself or one ally within 1 square of you.

Powers Associated with this Talent Tree:
Typical Trappings/Effects: Powers that allow you to channel magic through your weapons get the Gish Keyword.
Example Powers: Magic weapon.

Powers

NOVICE POWERS

Magic Weapon
Keywords/Talent Trees: Gish, Fighting Style – Weapon Specialty
Rank: Novice
Power Points: 2
Range: Touch
Duration: Every round
Effects/Description: The weapon touched with this Power is considered magical and gains a +1 bonus to attack and damage rolls, with an extra +1 for every Raise whilst the Power lasts.
Enhancers: Recipients
HONOUR

Alternate Names: CHIVALRY, LAW
This is a pretty obvious Talent Tree for those that wish to draw strength from their honourable and steadfast approach.

How to get access to this Talent Tree:

Concept: Priest
Heritage: Dragonborn, Goliath, Hawkfolk, Nautolan
Entry Edge: Honourable Intentions

Talents

NOVICE TALENTS

Chaos Resistance
Prerequisites: Will d10
You gain a +2 bonus to any roll made to resist Chaos Powers and reduce any damage suffered from such Powers by 2.

Proud Bearing
Prerequisites: Persuasion d8, Will d8
You gain a +2 to all Coercion (Intimidate) and Persuasion (Charm and Convince) checks.
You have a commanding presence.

SEASONED TALENTS

Improved Chaos Resistance
Prerequisites: Seasoned Rank (or appropriate Heritage), Chaos Resistance Talent
Your bonuses to resist Chaos Powers increases to +4 and you reduce damage by 4.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:
**INTIMIDATION**

Alternate Names: FEAR
A Talent Tree for those that like to get their way by nefarious means and wish to expand on basic uses of the Coercion Ability.

**How to get access to this Talent Tree:**
**Concept:** Investigator
**Heritage:** Aquilish, Brayhan, Dragonborn, Goliath, Minotaur, Warforged, Wemic
**Entry Edge:** Agro, Overbearing

**Talents**

**NOVICE TALENTS**

**Thug**
*Prerequisites: Coercion d10 (or Intimidate d6), Fighting d8*
You gain +1 to Knowledge (Streetwise) and Coercion (Intimidate) checks.
Choose one weapon that does not have the Two-Handed, Unwieldy or Unbalancing quality. You treat this weapon as Fighting (Brawling) weapon.

**War Cry**
*Prerequisites: One or more Talents from the Combat Training or Warfare Talent Trees, Coercion d10 (or Intimidate d6)*
You can make a war cry to make a Coercion (Intimidate) check against a number of targets of your choice equal to the roll. Targets must be within Near Range.

**Powers Associated with this Talent Tree:**

**Typical Trappings/Effects:**

**Example Powers:**

**Powers**

**NOVICE POWERS**
**LEADER**

**Alternate Names: COMMANDER**

This Talent Tree is about leading others, be it gathering troops to your side and commanding them in the heat of battle, or showing leadership within an organisation or community. Its most common use in the game will be to grant allies benefits and bonuses.

**How to get access to this Talent Tree:**

**Concept:** Priest, Soldier  
**Heritage:** Dragonborn, Dwarf, Hawkfolk  
**Entry Edge:** Brave, Listen Up, Natural Leader, Onboard Commands, Stalwart Leader

**Talents**

**NOVICE TALESNTS**

- **Caring Leader**  
  **Prerequisites:**  
  As a reaction, you can give a command or shout inspiration to share a Benny with an ally within Near Range.

- **Follow My Lead**  
  **Prerequisites:** Persuasion d10 OR Warfare d10  
  When you get a Raise on an action, one ally within Near Range that saw your exploit, gains a +1 bonus to their check if they take the same action before the start of your next turn. Once the first ally applies this bonus, it is lost.

- **Inspiring Leader**  
  **Prerequisites:** Status d10, Warfare d10  
  You are a noble or political leader that leads from the front line. When addressing non-hostile people aware of your station, you gain a bonus to Warfare rolls equal to the number of die types your Status is above those you address.

- **Overbearing Leader**  
  **Prerequisites:** Coercion d10, Status d10  
  You are in a position of power and are prone to abusing it. When addressing people aware of your station, you gain a bonus to Coercion rolls equal to the number of die types that your Status is above those you address.

- **Positive Role-Model**  
  **Prerequisites:** Persuasion d10, Status d10  
  You are likely a celebrity or someone that cavorts with the upper classes. Perhaps you are a caring noble. When addressing non-hostile people aware of your station, you gain a bonus to Persuasion rolls equal to the number of die types that your Status is above those you address.

**SEASONED TALESNTS**

- **See How It’s Done?**  
  **Prerequisites:** Seasoned Rank, Follow My Lead Talent, Persuasion d12 OR Warfare d12  
  Your bonus from Follow My Lead applies to all allies within Near Range that take the same action as you before the start of your next turn.

**VETERAN TALESNTS**

- **Voice that Carries**  
  **Prerequisites:** Veteran Rank, At least 2 Talents from the Leader Talent Tree, Vigour d8  
  For all Leader Talents that have a Range of Near, you increase that Range to Short.

**Powers Associated with this Talent Tree:**

**Typical Trappings/Effects:**

**Example Powers:**

**Powers**

**NOVICE POWERS**
MADNESS

Alternate Names: INSANITY
This Talent Tree are for those that go mad and wish to tap into the power of insanity or for spellcasters to mess with the minds of others.

How to get access to this Talent Tree:
Concept:
Heritage:
Entry Edge:

Talents

NOVICE TALENTS

Psychic Resistance
Prerequisites: Will d10 (or Spirit d6)
You gain a +2 bonus to any roll made to resist psychic effects and reduce any psychic damage by 2.

SEASONED TALENTS

Improved Psychic Resistance
Prerequisites: Seasoned Rank, Psychic Resistance Talent
Your bonuses to resist psychic effects increases to +4 and you reduce psychic damage by 4.

Talent
Prerequisites
Description

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS

Crown of Madness
Keywords/Talent Trees: Madness
Rank: Novice
Power Points: 3
Range: Short
Duration: Every Round
Effects/Description:
One fey, giant or humanoid of your choice that you can see within range must oppose your spellcasting check with a Smarts (Logic) or Will (Spirit) roll. On a fail, the target comes somewhat under your control. whilst under the effect of this Power, the target cannot attempt to harm the caster in any way.
A jagged crown of iron appears on the target’s head and a madness glows in its eyes.
At the start of each of the target’s turns, the controlling caster can use their reaction to force the target to make a melee attack against another creature chosen by the controlling caster. If the controlling caster does not use their reaction, the target strikes a random target with a melee attack.
If there are no targets within Reach, the target must roll a d6 for its turn:
1-2 Move up to Pace, but the controlling caster chooses where they move. This movement cannot cause direct harm, such as off a cliff, but can put the target adjacent to the cliff or a dangerous monster.
3-4 Stand stupefied
5-6 Move up to Pace in a random direction.
The controlling caster can also use an action to force the target to use their reaction to strike a target of the controller’s choice with a melee attack or roll a d6 as above if there are no targets within reach. The target carries out the action as its reaction.
The target can make a free Smarts (Logic) or Will (Spirit) roll against your initial spellcasting roll to break the madness at the end of each of its turns.
Also, an ally may try to remove the crown as an action. This causes 2d4 slashing damage to their hands and requires an Athletics (Strength) check versus the caster’s spellcasting roll. On a success, the crown is removed and disappears and the madness ends immediately.
Enhancers: Potency, Range, Targets
**Medical**

**Alternate Names: HEALING**
A Talent Tree to get the best out of your healing, whether mundane or magical.

**How to get access to this Talent Tree:**
- **Concept:** Druid, Priest, Soldier
- **Heritage:** Ibisil
- **Entry Edge:** Field Medic

**Talents**

**Novice Talents**

**Combat Medic**
*Prerequisites: At least one Talent from the Combat Training Talent Tree, Healing d8 (or Treat Injury d6)*
If you get to a creature and make a Healing (Treat Injury) check on them within 1 round of them sustaining a Wound, you have Advantage on the check.

**Doctor**
*Prerequisites: Healing d10 (or Treat Ailment d6)*
You gain a +2 on all Healing (Treat Ailment) checks.
- You ignore up to 2 points of penalties when making Healing (Treat Ailment) checks. (Most poisons and disease come with penalties).

**Empath**
*Prerequisites: Healing d10 (or Treat Mind d6)*
You gain a +2 on all Healing (Treat Mind) checks.
- Companions (equal in number to half your Healing die) in your care, add +2 to natural healing rolls to recover Stress.

**Healer**
*Prerequisites: Healing d10 (or Treat Injury d6)*
You gain a +2 on all Healing (Treat Injury) checks.
- Companions (equal in number to half your Healing die) in your care, add +2 to natural healing rolls to recover Wounds.

**Powers Associated with this Talent Tree:**

*Typical Trappings/Effects:* Clearly these are healing spells.
*Example Powers:* cure disease, cure injury, healing.

**Powers**

**Novice Powers**
**MENTAL TOUGHNESS**

Alternate Names: STRONG MIND
Those whose training involves resisting mental effects or simply show mental fortitude and resilience gain access to this Talent Tree.

**How to get access to this Talent Tree:**
- **Concept:** Druid, Priest, Wizard
- **Heritage:** Changeling, Dragonborn, Dwarf, Gnome, Halfling, Ibisil, Kreen, Shardmind
- **Entry Edge:** Brave, Clear Mind, Ki Focus, Moment of Clarity, Moment of Resolve, Well-Adjusted

**Talents**

### NOVICE TALENTS

**Determined**
*Prerequisites: Will d12 (or Spirit d8)*
You gain Advantage on opposed Ability rolls against one opponent. This bonus will typically be applied to tests. It does not include rolls made to resist a caster’s Power.

**Extra Courage**
*Prerequisites: Will d10 (or Spirit d6)*
You gain a +2 on all rolls to resist Fear and Coercion (Intimidate) checks.
If you are affected by Fear, you can modify both of the d10 rolls on the Fear table by 1.

**Get it Together**
*Prerequisites: Will d8 (or Spirit d6)*
You gain +2 on rolls to remove the Shaken condition.

**Psychic Resistance**
*Prerequisites: Will d10 (or Spirit d6)*
You gain a +2 bonus to any roll made to resist psychic effects and reduce any psychic damage by 2.

**Refocus**
*Prerequisites: Smarts d10 (or Memory d6) OR Will d8 (or Concentrate d6), Any spellcasting Specialty d4*
If Shaken as a result of Arcane Backlash or a Power cast on you, you can use your reaction to make a Smarts (Memory) or Will (Concentrate) check to remove the Shaken condition immediately.

### SEASONED TALENTS

**Improved Psychic Resistance**
*Prerequisites: Seasoned Rank, Psychic Resistance Talent*
Your bonuses to resist psychic effects increases to +4 and you reduce psychic damage by 4.

**Powers Associated with this Talent Tree:**
**Typical Trappings/Effects:** The effects of these Powers are typically unseen, as they are mental protections.
**Example Powers:**
MOBILITY

Alternate Names: CELERITY, DEXTERITY, MOVEMENT
This is for those that value freedom of movement, in and out of combat. Those that wish to move faster, escape bonds, and embrace other methods of movement, such as climbing, parkour, swimming, etc. should take this Talent Tree.

How to get access to this Talent Tree:
Heritage: Canisaran, Catfolk, Changeling, Drow, Elf, Goblin, Halfling, Hawkfolk, Kreen, Ratling, Wemic
Entry Edge: Fast, Nimble, Steady on Your Feet

Talents

NOVICE TALENTS

Fleet of Foot
Prerequisites: Agility d10
You gain +2 Pace.
You can choose to shift the Run Specialty from Athletics to Agility.

Restraint Magic Resistance
Prerequisites: Agility d8, Vigour d8, Will d8,
You gain a +2 bonus to any roll made to resist Powers or magical effects that restrain you physically or reduce your Pace.

SEASONED TALENTS

Improved Restraint Magic Resistance
Prerequisites: Seasoned Rank, Restraint Magic Resistance Talent
Your bonuses to physical restraining effects increases to +4.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:
**PHYSICAL - LARGE**

**Alternate Names:** ???
For those with large builds, including Heritages such as half-giant and goliath in a fantasy setting.

**How to get access to this Talent Tree:**
- **Concept:**
- **Heritage:** Goliath, Minotaur, Wemic
- **Entry Edge:**

**Talents**

**NOVICE TALENTS**

**Talent**

<table>
<thead>
<tr>
<th>Prerequisites</th>
<th>Description</th>
</tr>
</thead>
</table>

**Powers Associated with this Talent Tree:**
- **Typical Trappings/Effects:**
- **Example Powers:** *enlarge*
Alternate Names: ???
For those with small builds, including the Heritages: halfling, gnome and goblin in a fantasy setting.

How to get access to this Talent Tree:
Concept:
Heritage: Catfolk, Gnome, Goblin, Halfling, Ibisil
Entry Edge: Free Cover

Talents

NOVICE TALENTS

Light Frame
Prerequisites: Size -1 or smaller, Agility d10 (or Acrobatics d6)
You can move the Climb Specialty from Athletics to Agility.
Whenever you are forced to move, you can add a further 2 squares to the distance you move if you choose.

Nimble
Prerequisites: Size -1 or smaller, Agility d10 (or Acrobatics d6 or Dodge d6)
You can move through the space of creatures whose Size is larger than yours.

Hard to Wrangle
Prerequisites: Size -1 or smaller, Agility d10 (or Contortions d6)
You have Advantage on Agility (Contortions) rolls to escape grapples made by creatures larger than you.
You also have advantage on rolls to resist Powers and attacks that would leave you Entangled or Bound.

SEASONED TALENTS

Scamper
Prerequisites: Size -1 or smaller, Agility d12 (or Acrobatics d8 or Dodge d8)
Foes targeting you with Marksmanship rolls take a -1 penalty if you are aware of attack.

VETERAN TALENTS

Fortunate Scamper
Prerequisites: Halfling Heritage, Scamper Talent, Agility d12 (or Acrobatics d8 or Dodge d8)
If you use your Halfling Luck Heritage trait to force a foe to reroll a Marksmanship roll made against you, they make the reroll with Disadvantage.

Hard to Pin Down
Prerequisites: Size -1 or smaller, Shifty Talent, Nimble Talent, Agility d14 (or Acrobatics d8 or Dodge d8)
Creatures that are larger than you do not gain Gang Up bonuses against you.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
**Plant**

**Alternate Names: BOTANY, NATURE**

For any character with a connection to nature and the plant world in particular. Botanists, druids, shamans and fey races are all good candidates for this Talent Tree.

**How to get access to this Talent Tree:**
- Concept: Druid, Feral, Ranger
- Heritage: Elf, Gnome, Ibisil
- Entry Edge:

**Talents**

**NOVICE TALENTS**

**Create Herbal Concoction**

*Prerequisites: Smarts d8, Survival d8*

With access to wild herbs, a herb garden or a herbalist’s kit, you can try to create concoctions with a Survival (Herbalism) check.

Each concoction has a specific purpose and its own modifier for being created. A GM can come up with their own herbs for their settings using the guidelines and examples from the *Hellfrost Player’s Guide* p46.

A concoction takes 10 minutes to create. You can take an hour to gain a +2 bonus, or you can rush the work in one minute with a -2 penalty or one round with a -4 penalty.

On a success, you can choose one dose of your chosen concoction and one more dose for every Raise.

**Greenbond**

*Prerequisites: Survival d10, Will d10*

You channel the primal energy of nature.

- Will (Primal Magic) is your spellcasting Ability. Your Powers are known as evocations.
- You do not use Power Points.
- You start knowing the following amount of Powers:
  - Novice 4; Seasoned: 2; Veteran: 1. A least half of your known powers must come from the Plant, Elemental – Earth or Wilderness Talent Trees. (You can only choose from the above Talent Trees to which you have access).
- You can attempt to cast any spell known to you, even those of a higher Rank than you are. However, you take a -2 to your spellcasting roll for every Rank that the Power is above your own Rank.
- If you fail a spellcasting attempt, you can no longer cast that particular Power until you have taken a long rest.
- Your evocations are not subtle. They require words of the Ancients to call forth the spirits of the land.

**Arcane Backlash.** If you roll a 1, or get a total of 1 or less due to penalties, on your Will die when casting a Power, you suffer a level of Fatigue. If you reach Incapacitated due to this Fatigue you lose access to all spells (rather than being Incapacitated). You also lose access to all Powers if you roll a critical fumble on your casting check. You regain access to all spells following a long rest.

**Plant Resistance**

*Prerequisites: Vigour d10 (or Durability d6)*

You gain a +2 bonus to any roll made to resist plant-based Powers or magical effects from plant creatures, and reduce any damage caused by such effects or Powers by 2.

**SEASONED TALENTS**

**Improved Plant Resistance**

*Prerequisites: Seasoned Rank (or appropriate Heritage), Plant Resistance Talent*

Your bonuses to resist plant-based Powers and magical effects increases to +4 and you reduce any such damage by 4.

**Powers**

**NOVICE POWERS**

**Entangling Foliage**

*Keywords/Talent Trees: Plant*

- Rank: Novice
- Power Points: 2
- Range: Short
- Duration: Every round
- Effects/Description: The vegetation in the area animates and grabs at all creatures in a Small Burst Template.

With a successful casting all creatures in the area are Entangled, on a Raise they are bound. Your casting roll is used to oppose any creature attempting to escape.

If there is only small vegetation (grasses, low shrubs), you have a -1 on the casting roll for this spell. If there is little to no vegetation, but there is earth the penalty is -2. You take a -4 penalty to try and summon entangling foliage onto stone or any other solid surface.

As an Enhancer, you can have the foliage deal 2d4 damage to any creature that is Entangled. This is piercing damage from thorns and bludgeoning damage from constriction. If you cast this Power in thick and/or thorny vegetation, you can add this damage to the damage roll for this Power.

Enhancers: Area, Damage (see above), Potency (affects targets’ attempts to escape), Range, Recipients, Selective

**Forest Blend**

*Keywords/Talent Trees: Plant*

- Rank: Novice
- Power Points: 1
- Range: Touch
- Duration: Every minute
- Effects/Description: If you make a successful spell casting roll, a recipient within range is able to blend into natural terrain and undergrowth. If there is enough plant life to conceal the recipient, they gain Advantage on Stealth (Hide) rolls whilst in foliage.

Enhancers: Range, Recipients

**Thorn Burst**

*Keywords/Talent Trees: Plant*

- Rank: Novice
- Power Points: 1
- Range: Self or 1 held wooden item
- Duration: Every round
- Effects/Description: If you make a successful casting check,
thorns sprout from your body or a wooden item that you hold. If they sprout from your body, any target you successfully grapple takes 2d4 piercing damage. If you add thorns to a wooden weapon or object, its damage die goes up by one and it deals piercing damage.

As an action, each round you can fire a single thorn, using your casting Ability. This is treated as a ranged attack with a Range of Near and deals 2d4 piercing damage.

At any time, you can end the Power to shoot a volley of thorns. These strike 1d6 +2 of the closest targets around you, out to Near range, or you can focus the thorns in a burst at 1d4 +1 targets in a group in Near Range.

Enhancers: Damage, Recipients, Selective, Targets

---

Wood Walk

**Keywords/Talent Trees:** Plant

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** Every hour

**Effects/Description:** Sorcery speeds your passage through even the thickest forest.

Following a successful spell casting roll, the recipient suffers no penalties to speed from natural, plant-based terrain, such as undergrowth.

Enhancers: Range, Recipients

---

SEASONED POWERS

---

Hindering Hedge

**Keywords/Talent Trees:** Plant

**Rank:** Seasoned

**Power Points:** 2

**Range:** Short

**Duration:** Every minute

**Effects/Description:** The vegetation in the area combines into a knotted and twisted wall equal to 5 squares long and 1 square high, or in a circular pattern equal in size to a Small Burst Template. The wall is 1 foot thick.

The wall has a Hardness of 8 and can only be damaged by fire or slashing weapons. This makes a hole 1 square hole in the hedge. Agility (Contortions) or Athletics (Strength) can be used as an action to get through the wall. The DN to do so is 8.

If there is only small vegetation (grasses, low shrubs), you have a -1 on the casting roll for this spell. If there is little to no vegetation, but there is earth the penalty is -2. You take a -4 penalty to try and summon a hedge onto stone or any other solid surface.

As an Enhancer, you can have the wall deal 2d4 damage to any creature that comes into contact with the wall. This is piercing damage from thorns. You can increase this damage with further Enhancers.

Enhancers: Area, Damage (see above), Potency (increases Hardness by 2 each too), Range

---

VETERAN POWERS

---

Awakened Tree

**Keywords/Talent Trees:** Plant

**Rank:** Veteran

**Power Points:** 5

**Range:** Near

**Duration:** Every round

**Effects/Description:** With a successful caster check, you ‘awaken’ a mature tree in range, giving it senses, awareness and movement. See the Awakened Tree statistics below.

Whilst awakened, the tree is friendly to you and can understand your commands for the duration of the Power. You cannot otherwise converse with it.

When the Power ends or the tree takes a wound, the tree reverts to its normal form, putting down roots wherever it is standing.

Enhancers: Damage (dealt by the tree), Potency (increases chances of escaping the tree’s grapple attacks), Range

---

Awakened Tree

**Normal**

**Size:** +4 (Large), Plant

**Abilities (Specialties)**

Any Ability not listed = 1d8 (or non-existent)

**Agility d4** (Spec d)

**Athletics d6** (Strength d12)

**Fighting d8** (Natural Weapons d6)

**Smarts d6** (Spec d)

**Stealth d4** (Spec d)

**Vigour d10** (Durability d6, Resilience d6)

---

**Secondary Stats**

**Pace:** 4; **Parry:** 4; **Sanity:** 5; **Toughness:** 11 (2 natural armor)

---

**Actions (Attacks & Abilities that require an action)**

**Branch slam 1d12 + 1d6 bludgeoning damage. (Reach 3)**

**Choking Limbs** Make a grappling attack (SWA p101) and if successful, also deal 1d12 bludgeoning damage.

---

**Fatigue/Stress/Wounds etc**
**Psionic**

**Alternate Names: MENTAL POWERS, MIND MAGIC**
For Heritages or characters that wish to develop psionic ability.

**How to get access to this Talent Tree:**

**Concept:**
**Heritage:** Shardmind
**Entry Edge:**

**Talents**

**Novice Talents**

**Psychic Resistance**
*Prerequisites: Will d10 (or Spirit d6)*
You gain a +2 bonus to any roll made to resist psychic effects and reduce any psychic damage by 2.

**Seasoned Talents**

**Improved Psychic Resistance**
*Prerequisites: Seasoned Rank, Psychic Resistance Talent*
Your bonuses to resist psychic effects increases to +4 and you reduce psychic damage by 4.

---

**Powers Associated with this Talent Tree:**

**Typical Trappings/Effects:**

**Example Powers:**

**Powers**

**Novice Powers**

---

**Levitate**

**Keywords/Talent Trees:** Psionic
**Rank:** Novice
**Power Points:** 1
**Range:** Near

**Duration:** Every Round
**Effects/Description:**
This Power allows you to move yourself or one creature or unattended object directly up or down (if possible) 4 squares. Reverse the target's Size modifier and apply the result to your casting roll. You also have Disadvantage on this roll to move objects and creatures that are composed of heavy materials, such as stone or iron.

Unwilling creatures can resist this Power by taking a reaction to make an Athletics (Strength) check against your spellcasting roll. If successful, they are unaffected by *Levitate*.

On each turn whilst the spell is in effect, you can use an action to move the target up or down up to 4 squares. If you are the target, you can do this as your movement or as an action. If adjacent to a solid surface the target can use the surface to move along it at half their Pace.

A levitating creature is considered to be on an unsteady platform and makes Agility and Athletics reaction checks with Disadvantage.

**Enhancers:** Potency, Range, Recipients, Targets
SHAPE-SHIFTING
Alternate Names: LYCANTHROPE, WILD SHAPE
For Heritages that wish to take their shapechanger trait further. Also for magical effects that alter you physically, such as granting you wings to fly or gills to breathe underwater.

How to get access to this Talent Tree:
Concept:
Heritage: Changeling
Entry Edge:

Talents
NOVICE TALENTS

Large Shift
Prerequisites: Shapechanger trait, Athletics d10
When you use your Shapechanger feature you can take the form of an allowed creature 1 Size category larger than your own.

Small Shift
Prerequisites: Shapechanger trait, Agility d10
When you use your Shapechanger feature you can take the form of an allowed creature 1 Size category less than your own.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers
NOVICE POWERS
SPIRITS

Alternate Names: Ancestors
Take this Talent Tree if you wish to make a connection with your ancestors and call the spirits to your aid.

How to get access to this Talent Tree:
Concept:
Heritage:
Entry Edge:

Talents

NOVICE TALENTS

Spirit Caller
Prerequisites: Will d10
You channel the energy of ancestral spirits.
- Will (Primal Magic) is your spellcasting Ability. Your Powers are known as evocations.
- You do not use Power Points.
- You start knowing the following amount of Powers:
  Novice 4; Seasoned: 2; Veteran: 1. A least half of your known powers must come from the Awareness, Fighting Style – Weapon Specialty, Spirits or Wilderness Talent Trees. (You can only choose from the above Talent Trees to which you have access).
- You can attempt to cast any spell known to you, even those of a higher Rank than you are. However, you take a -2 to your spellcasting roll for every Rank that the Power is above your own Rank.
- If you fail a spellcasting attempt, you can no longer cast that particular Power until you have taken a long rest.
- Your evocations are not subtle. They require words of the Ancients to call forth the spirits. Many also involve traditional dances or the use of sacred components Arcane Backlash. If you roll a 1, or get a total of less than 1, on your Will die when casting a Power, you suffer a level of Fatigue. If you reach Incapacitated due to this Fatigue you lose access to all spells (rather than being Incapacitated). You also lose access to all Powers if you roll a critical fumble on your casting check. You regain access to all spells following a long rest.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
STEALTHY

Alternate Names: SNEAKY
For those that like to sneak around.

How to get access to this Talent Tree:
Concept: Feral, Investigator, Ranger
Heritage: Canisaran, Catfolk, Changeling, Drow, Elf, Gnome, Goblin, Halfling, Kreen, Ratling
Entry Edge: Sneaky

Talents

NOVICE TALENTS

Reactive Stealth
Prerequisites: Stealth d10 (or Hide d6)
If you have any cover or concealment at the start of an encounter, you can make a Stealth (Hide) check to hide.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
STORM

Alternate Names: LIGHTNING, THUNDER, WEATHER
This Talent Tree is for those that draw power from the primal source of storms. It is for casters that favour thunder and lightning damage types. Clerics that worship deities like Thor should take this Talent Tree.

How to get access to this Talent Tree:
Concept: Druid, Wizard
Heritage: Dragonborn, Goliath
Entry Edge: Gifted Bloodline

Talents

NOVICE TALENTS

Lingering Lightning
Prerequisites: Power casting Ability d12
Your lightning shocks the targets, making it hard for them to act.
As a Power Enhancement, any targets that take lightning damage are left Distracted.
You can increase the Enhancement a second step (by taking the extra penalties) to also add the Vulnerable condition to the targets.
If you apply a third step, targets are stunned.

Storm Resistance
Prerequisites: Vigour d10 (or Durability d6)
You gain a +2 bonus to any roll made to resist lightning and thunder effects and reduce lightning and thunder damage by 2.

SEASONED TALENTS

Improved Storm Resistance
Prerequisites: Seasoned Rank (or appropriate Heritage), Storm Resistance Talent
Your bonuses to resist lightning and thunder effects increases to +4 and you reduce lightning and thunder damage by 4.

Storm Strike
Prerequisites: Seasoned Rank, At least one Power with the Storm Keyword, Fighting d10
You infuse your melee attacks with the power of the storm. Extra damage dealt with a Raise can be thunder or lightning damage. Furthermore, when dealt a Club, your attack also counts as a Push attack.

Powers Associated with this Talent Tree:
Typical Trappings/Effects: Powers with lightning and thunder effects,
Example Powers: lightning bolt, shocking grasp, thunderwave, zap.

Powers

NOVICE POWERS

Jolt
Keywords/Talent Trees: Storm

SEASONED POWERS

Lightning Flash
Keywords/Talent Trees: Storm
Rank: Novice
Power Points: 2
Range: Near
Duration: Instant
Effects/Description:
Your cause a brief flash of lightning in front of a target within range. If the target does not rely on vision, then this Power has no effect.
If your casting roll is successful, the target is partially blinded and takes penalties as if in Dim illumination (-2), Dark illumination (-4) with a Raise, or Pitch Darkness (-6) with 2 Raises.
The target can attempt to shake off the blindness at the end of each of their turns with a Vigour (Durability) roll as a free action. Each success and Raise improve the illumination levels for this Power’s effects by one step. Once they return to normal illumination levels the effects end.
Enhancers: Potency, Range, Targets (must be in a group)

Ride the Lightning
Keywords/Talent Trees: Storm
Rank: Novice
Power Points: 2
Range: Self/Near
Duration: Instant
Effects/Description:
You disappear in a flash of lightning and travel as a bolt in a straight line to a space that you can see within Near range, where you reform into your true self.
This spell is good to combine with thunder and flash spells at either end. If combined with Lightning Bolt, then your path travelled can instead determine the targets for the spell.
Enhancers: Range

Shocking Touch
Keywords/Talent Trees: Storm
Rank: Novice
Power Points: 2
Range: Touch
Duration: Every round
Effects/Description:
You charge yourself or a willing creature with energy and they can then deal 1d6 lightning damage to any creature that they touch.
This damage is also added any natural weapon or unarmed strike attack. On a Raise, they can deliver this damage through a melee weapon.
Enhancers: Damage, Range, Recipients
**Keywords/Talent Trees:** Storm

**Rank:** Seasoned

**Power Points:** 4

**Range:** Touch

**Duration:** Every round

**Effects/Description:**

You charge yourself or another willing creature you touch with static electricity.

If an adjacent foe hits the recipient of this power with a natural weapon, unarmed strike or a weapon made of metal, they take 2d4 lightning damage.

Whilst the static electricity is in effect, the recipient can also use an action to flare the electricity out to strike 1d6 targets that are closest to them and no further than Near Range. The caster rolls a casting check (even if the flare comes from another creature). On a success, targets take the damage listed above. Targets in the flare can use their reactions to roll an opposed Agility (Dodge) check to avoid this damage.

**Enhancers:** Damage, Potency, Range, Recipients, Selective, Targets

---

**Lightning Bolt**

**Keywords/Talent Trees:** Storm

**Rank:** Seasoned

**Power Points:** 3

**Range:** Short

**Duration:** Instant

**Effects/Description:**

A bolt of lightning shoots forth from you to target 1d6+1 targets in a rough line and within Range.

Targets struck take 2d6 lightning damage.

Targets can use their reaction to avoid this damage by succeeding on an opposed Agility (Dodge) roll.

**Enhancers:** Damage, Potency, Range, Selective, Targets

---

**VETERAN POWERS**

**Chain Lightning**

**Keywords/Talent Trees:** Storm

**Rank:** Veteran

**Power Points:** 3

**Range:** Short

**Duration:** Instant

**Effects/Description:** A line of electricity arcs from you to a target within range.

If your spell roll is successful, the initial target takes 2d8 electricity damage and is Distracted.

You can make the lightning jump to secondary targets within Near range of the initial target, but you cannot strike the same target twice. You can end the chain at any point, or it ends when a target successfully uses its reaction to oppose your casting roll with an Agility (Dodge) roll. On a success, they take no damage and the chain ends.

The arcs of lightning cannot pass through other creatures or object’s spaces. If there is another target in the way, it automatically becomes the target.

**Enhancers:** Damage, Potency, Selective
SUPPORT

Alternate Names: AID, HELP, TEAMWORK
A Talent Tree for characters that like to help those around them by sharing and sometimes sacrificing their own features to help others.

How to get access to this Talent Tree:
Concept: Priest, Wizard
Heritage: Ibisil, Ratling
Entry Edge: Sound Advice

Talents

NOVICE TALENTS

Co-operative Nature (PF2E CRB)
Prerequisites: Persuasion d8
You have Advantage on all rolls made to Support your allies.

SEASONED TALENTS

Co-operative Soul (PF2E CRB)
Prerequisites: Seasoned Rank, Co-operative Soul Talent, Persuasion d10
After you determine the bonus you grant an ally by taking the Support action, add +1 to the bonus. So even on a failed check, you still add +1.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
THIEVERY

Alternate Names: SNEAKING, STEALING
For those that like to attain things that are not theirs. This is all about stealing, but is good for your typical rogue in combination with the Delver and Trickery Talent Trees.

How to get access to this Talent Tree:
Concept:
Heritage: Goblin, Halfling
Entry Edge: Sneaky

Talents

NOVICE TALENTS

Boxman
Prerequisites: Technical d10
You add a +2 bonus to Technical (Locks & Traps) rolls.

Burglar
Prerequisites: Stealth d10
You gain a +1 to all Stealth checks.

Cat Burglar
Prerequisites: Burglar Talent, Agility d10, Athletics d10, Stealth d10
You gain a +2 on Athletics (Climb) and Agility (Acrobatics) checks.

Pick Pocket
Prerequisites: Stealth d10
You gain a +2 on Stealth (Blend-In & Sleight of Hand) checks.

Street Thief
Prerequisites: Stealth d10
You gain a +1 bonus to all Agility, Athletic (Climb & Run) and Stealth checks in an urban environment.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
Tinker

Alternate Names: CRAFT, CREATION
If your character likes to mess with gadgets and gizmos, this is Talent Tree for you. This is the best Talent Tree (along with Alchemy) for getting the most out of the Technical Ability.

How to get access to this Talent Tree:
Concept: Mad Scientist, Soldier
Heritage: Dwarf, Gnome, Goblin
Entry Edge: Magic Devices, Tech Savvy

Talents

NOVICE TALENTS

Apprentice
Prerequisites: - You get an Extra as a side-kick. Extra’s Abilities are all d8 modified by heritage with two Specialties at a d6.

Demolitionist
Prerequisites: Technical d10 (or Explosives d6) When you set explosives, you can choose one of the following for a success and each Raise: deal an extra die of damage; increase or decrease the blast size by one template (or from Small to a 1’ x 1’ space). This does not apply to thrown explosives like grenades, only to those purposely positioned.

Gadgeteer
Prerequisites: Technical d10 (or Gadgets/Clockwork Devices d6) You add a +2 bonus to Technical (Gadgets/Clockwork Devices) rolls.

Electrician
Prerequisites: Technical d10 (or Electronics d6) You add a +2 bonus to Technical (Electronics) rolls.

Inventor
Prerequisites: Technical d10 (or appropriate Specialty d6) You add a +2 bonus to one Technical Specialty when creating new devices of your own design.

Magical Mad Scientist
Prerequisites: Smarts d8, Technical d10 You start with 2 Powers that are represented as devices with 10 Power Points each. Technical (Weird Science) is your casting ability. These devices should have weird and scientific names. You need access to and must be able to use your device when casting a power. Each of your devices must have some sort of energy source to function and recharge. This source will depend upon the setting. Your powers can be chosen from any Talent Tree to which you have access, as long as the Powers you choose can be explained as a feature of a gadget/gizmo/invention. You should also give the Power a whacky name. Powers cast from such a device get the Tinker Keyword. Many devices will not be able to be used by other characters, but if it seems possible, then any rolls made, are done with disadvantage. Unless the user has the Weird Science specialty, they may be able to use another Ability (and Specialty), such as Marksmanship (Pistols) for a hand-held lightning gun.

Arcane Backlash. If you roll a 1 on your Ability check (or get a total of 1 or less due to penalties) to use a device, it runs out of power, overheats, etc. and stops functioning until you spend an action to successfully repair the device. If you get a critical failure, the device blows up, typically dealing 1d6 damage (of a type appropriate to the device) for every 5 Power Points that it had remaining to the user. Anyone within Close Range also takes the damage, but can use their reaction to make an Agility (Dodge) roll to avoid the damage.

McGyver (SWA p49)
Prerequisites: Technical d12 You can improvise a device from common resources. You might make improvised weapons, tools, or even explosives. It takes at least a minute, but can be rushed in 1 round with a -2 penalty (and you don’t move or perform any other actions).

Mechanic
Prerequisites: Technical d10 (or Mechanics d6) You add a +2 bonus to Technical (Mechanics) rolls.

Mr/Mrs/Miss Fix It
Prerequisites: Technical d10 (or relevant Specialty d6) OR Expertise in relevant field You have advantage on all checks to repair broken or damaged items. For every success and Raise, you can: reduce the costs by 25%; reduce the time to repair by 25%. (You can reduce time and cost down to a minimum of 25% each).

Weird Science Resistance
Prerequisites: Technical d8, Vigour d8 You gain a +2 bonus to any roll made to resist Weird Science Powers or magical effects from automatons or clockwork creatures and reduce damage resulting from such magical effects or Powers, by 2.

SEASONED TALENTS

Improved Weird Science Resistance
Prerequisites: Seasoned Rank, Weird Science Resistance Talent Your bonuses to resist Weird Science Powers or magical effects from automatons or clockwork creature’s increases to +4 and you reduce the damage by 4.

Powers Associated with this Talent Tree:
Typical Trappings/Effects: Only Powers that deal with constructs and clockwork creatures are likely to have the Tinker Keyword. However, if you use the Weird Science casting Specialty, you don’t have to choose Powers with the Technical Keyword, as long as the Powers you choose can be explained as a feature of a gadget/gizmo/invention. You should also give the Power a whacky name. Powers cast from such a device get the Tinker Keyword.
Tough

Alternate Names: ENDURANCE, STRONG
For those that like to get the most out of their Vigour score. This is all about resisting damage and trauma to the body, as well as coping with being pushed to your physical limits.

How to get access to this Talent Tree:
Concept: Feral, Ranger, Soldier
Heritage: Aqualish, Brayhan, Canisaran, Dragonborn, Goliath, Nautolan, Kreen, Minotaur, Warforged, Wemic
Entry Edge: Fast Healer, Inner Reserve, Porter, Overbearing, Shake It Off, Strong Blood

Talents

NOVICE TALENTS

Brawny
Prerequisites: Starting Size -1 or higher, Athletics d10 (or Strength d6), Vigour d8
You gain +1 Size. (Which results in +1 Toughness and +1 item carried for encumbrance). You cannot move out of your Size Scale with this Talent.

Dwarven Pride (FRPG)
Prerequisites: Dwarf Heritage, Will d8, Vigour d10
If you successfully Soak a Wound, you gain +1 Toughness for the rest of that encounter.

Grit Your Teeth
Prerequisites: Vigour d10 (or Durability d6)
You ignore 1 point of Wound penalties.

Hard to Kill (SWA p42)
Prerequisites: Vigour d10 (or Durability d6), Will d10 (or Spirit d6)
You may ignore Wound penalties when making Vigour (Durability) rolls to avoid Bleeding Out.

Implacable
Prerequisites: Athletics d10, Vigour d10
When suffering from debilitating physical effects from a critical or Power or a condition that can be removed with an Athletics or Vigour roll, you can make the roll at the start of your turn as a free action or any time with your reaction. This may include removing the Distracted, Vulnerable, Bound or Entangled conditions if they were the result of a physical assault (not mental).

Iron Jaw (SWA p42)
Prerequisites: Vigour d10 (or Durability d6)
You add +2 to Soak rolls and to Vigour (Durability) rolls to avoid Knockout Blows.

Pack Mule
Prerequisites: Athletics d10 (or Strength d6), Vigour d10 (or Stamina d6)
You ignore 2 points of encumbrance penalties.

Refuse Fatigue
Prerequisites: Vigour d12 (or Stamina d6)
Ignore 1 point of Fatigue penalties. This does not stop you moving down the Fatigue conditions track; you just don’t suffer the penalty to rolls for doing so.

Sturdy
Prerequisites: Dwarf Heritage, Athletics d10 or (Strength d6), Vigour d10
Your Athletics (Run) Specialty is not affected by Encumbrance. You can also use Vigour (Durability) to resist forced movement or being knocked prone. (In place of Agility or Strength for example). You may even initiate a check as a reaction, when no check is usually allowed. Distance moved is reduced by 1” for every success and Raise.

SEASONED TALENTS

Full Grit
Prerequisites: Seasoned Rank, Grit Your Teeth Talent, Vigour d12 (or Durability d8)
You ignore 2 points of Wound penalties.

Refuse Exhaustion
Prerequisites: Seasoned Rank, Refuse Fatigue Talent, Vigour d14 (or Stamina d8)
Ignore 2 points of Fatigue penalties. This does not stop you moving down the Fatigue conditions track; you just don’t suffer the penalty to rolls for doing so.

Never Say Die
Prerequisites: Seasoned Rank, Vigour d12 (or Durability d8)
You can make one free Soak roll (without spending a Benny) on any round you are dealt a Club.

HEROIC TALENTS

Incredibly Tough
Prerequisites: Heroic Rank, Vigour d14
If dealt a Spade, you can remove the Shaken condition at the start of your turn and you cannot be Shaken by physical damage until the end of your turn.
LEGENDARY TALENTS

**Tough as Nails (SWA p53)**
*Prerequisites: Legendary Rank, 3+ other Tough Talents, Vigour d14 (or Durability d10)*
You can take 4 Wounds before you are Incapacitated. (Your maximum Wound penalty is still -3).

**Tougher than Nails (SWA p53)**
*Prerequisites: Legendary Rank, Tough as Nails, Vigour d16 (or Durability d12)*
You can take 5 Wounds before you are Incapacitated. (Your maximum Wound penalty is still -3).

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

**Powers**

**NOVICE POWERS**
TRICKERY

Alternate Names: DECEPTION, ILLUSION, SUBTERFUGE
This Talent Tree is focused on deception and fooling others.

How to get access to this Talent Tree:
Concept: Wizard
Heritage: Changeling, Drow, Gnome, Goblin
Entry Edge: Good Con

Talents

NOVICE TALENTS

Scoundrel
Prerequisites: Deception d8, Gaming d8, Persuasion d10
You gain a +1 to all Deception, Gaming and Persuasion rolls.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:
UNDEATH

Alternate Names: NECROMANCY
For those with a connection to the undead, from those that have an undead heritage to others, like necromancers, that can raise and control undead.

How to get access to this Talent Tree:
Concept:
Heritage:
Entry Edge: Gifted Bloodline

Talents

NOVICE TALENTS

Heal Undead
Prerequisites: Able to cast at least 1 Power
You can use powers from the Medicine Talent Tree to heal undead as if they were living.

Necrotic Resistance
Prerequisites: Vigour d10 (or Durability d6), Will d8
You gain a +2 bonus to any roll made to resist necromantic magic or magical effects of undead and you reduce any necrotic damage by 2.

SEASONED TALENTS

Improved Necrotic Resistance
Prerequisites: Seasoned Rank (or appropriate Heritage), Necrotic Resistance Talent
Your bonuses to resist necromantic and undead magical effects increases to +4 and necrotic damage is reduced by 4.

Powers Associated with this Talent Tree:

Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
VEHICLE OPERATION

Alternate Names: DRIVING, PILOTING, SAILING
A Talent Tree for ace drivers, pilots, and sailors.

How to get access to this Talent Tree:
Concept: Guide, Soldier
Heritage: Halfling
Entry Edge: Capable Driver, Gunner, Onboard Commands, Sea Legs

Talents

NOVICE TALENTS

Ace  (SWA p47)
Prerequisites: Agility d8 (or Dodge d6), Vehicle Operation d10
You ignore up to 2 points of penalties to Vehicle Operation rolls for any vehicle you control or command.
You can spend Bennies and use Vehicle Operation (instead of Vigour) to make Soak rolls for any vehicle you control or command.

Captain
Prerequisites: At least 2 Talents from Leader Talent Tree, Persuasion d10, Vehicle Operation d12
You start with or gain access to a vessel or vehicle appropriate to the setting. The vessel can be a single-person operated vehicle or one that requires a small crew (and you start with a number of crewmembers equal to your Persuasion, Status or Warfare dice).
You do not own the vehicle outright. It likely belongs to one of the groups with which you have Positive Relationship Dice.

Vehicle Specialist

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
WILDERNESS

Alternate Names: SURVIVE IN THE WILD
This is a Talent Tree for those that thrive in uncivilised places. If you want to be a character that lives off the land and gets the most out of their Survival Ability, this is for you.

How to get access to this Talent Tree:
Concept: Druid, Feral, Guide, Ranger, Soldier, Treasure Seeker
Heritage: Brayhan, Canisaran, Catfolk, Elf, Goblin, Goliath, Kreen, Wemic
Entry Edge: Cold Acclimated, Fire Acclimated, Favoured Terrain, Strong Blood

Talents

NOVICE TALENTS

Capable Climber
Prerequisites: Athletics d10 (or Climb d6), Survival d8
You move at your normal Pace when climbing.

Capable Swimmer
Prerequisites: Athletics d10 (or Swim d6), Survival d8
You move at your normal Pace when swimming.

Explorer
Prerequisites: Survival d10, Vigour d10 (or Stamina d6)
You gain +2 to Survival (Orientation) rolls. Overland movement is one step easier for you and any group you lead. This reduces penalties to movement rates due to terrain. Or if using different movement speeds (like in the 5E D&D Player’s Handbook), then you can move at one speed category higher without the penalties.

Scout
Prerequisites: Perception d10 (or Notice d6), Stealth d8, Survival d10 (or Track d6)
You gain +2 to all Survival (Track) and Stealth rolls made in natural environments.

Outdoorsman
Prerequisites: Survival d10, Vigour d10 (or Stamina d6)
You make all Vigour (Stamina) rolls at Advantage to resist the following natural Hazard effects: Cold, Disease, Drowning, Heat, Hunger, and Thirst. This Talent does not grant any bonus against Powers or magical effects that may act similarly to a natural Hazard.

Swift Tracker
Prerequisites: Survival d10 (or Track d6)
You can Track whilst moving at your normal speed.

Terrain Specialist
Prerequisites: Survival d10
Choose a favoured terrain (eg: swamp, jungle, forest, mountains, underground, plains). When in your favoured terrain you make all Survival rolls with Advantage. This Talent may be chosen more than once. Each time, choose a new terrain type.

Wild Strider
Prerequisites: Agility d10, Survival d10
Your Pace is not reduced by natural terrain. You have Advantage on any checks to resist or move through difficult terrain caused by magic or other creatures, such as churned up earth or entangling plants.

SEASONED TALENTS

Terrain Master
Prerequisites: Seasoned Rank, Perception d10 (or Notice d6), Stealth d10, Survival d12
You also make Stealth and Perception (Notice) checks at Advantage within any terrain for which you have Terrain Specialist.

Powers Associated with this Talent Tree:
Typical Trappings/Effects:
Example Powers:

Powers

NOVICE POWERS
Talent Tree Template

This is here in case you wish to add other Talent Trees to the game.

Example Powers:

Powers

NOVICE POWERS

How to get access to this Talent Tree:

Concept:
Heritage:
Entry Edge:

Talents

NOVICE TALENTS

Talent

Prerequisites
Description

Powers Associated with this Talent Tree:

Typical Trappings/Effects:

References

<table>
<thead>
<tr>
<th>References Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>13A</td>
</tr>
<tr>
<td>FRPG</td>
</tr>
<tr>
<td>PF2E CRB</td>
</tr>
<tr>
<td>PHB</td>
</tr>
<tr>
<td>SWA</td>
</tr>
<tr>
<td>SWD</td>
</tr>
</tbody>
</table>
8: Powers

Creating Powers

Powers are the supernatural abilities, spells and divine prayers of the setting. In most fantasy settings they are magic. You should be able to easily convert any spell or magical feature from other RPGs into a B&B Power, but B&B Powers typically have a tighter focus and some other sources might need to be divided into more than one B&B Power. However, B&B Powers do have baked in Enhancers: ways to alter each Power when cast.

Powers are made up of the following features.

Name
Give the Power an appropriate name.

Rank
These Ranks are the same as character Ranks: Novice, Seasoned, Veteran, Heroic and Legendary. Typically, casters can only access spells of their own Rank. This is not true for starting divine-based casters, who can access, and cast, higher Rank Powers, but with more risk (penalties to their casting roll).

Keywords
Power Keywords match up directly with the names of B&B Talent Trees. Typically, casters can only access Powers aligned to Talent Trees to which they have access.

Power Points
These are the required Power Points needed to cast the Power once. Some casters (such as divine and elemental casters) do not use Power Points, but instead cast powers with penalties and loose access to them when they fail a casting roll.

Range
This is the starting Range of the Power. Powers use the same Range categories as weapons. Most spells have Range Enhancers allowing the caster to try to increase the range. Touch spells go to Close for one Range enhancement. Further Range increases then go Near, Short, Medium, etc.

Duration
There is an uncertainty using Powers in B&B. Casters are not certain when a spell will run out. When you cast a Power successfully, you get 1 Duration Die. These Duration Die work as Countdown Dice. The duration of the Power lists how often the Duration Die are rolled: every round, every minute, every 10 minutes or every hour. When that time elapses, the caster rolls the Duration Die and removes every die showing a ‘1’. When all of the Duration Dice run out, the spell ends. For round-based spells, this starts on the round after the initial casting of the Power.

You can add more Duration Dice to Powers by spending Stunt Points attained with Raises.

Effects/Description
This is a short paragraph detailing what a successful casting of the Power looks like and what the game effects of that are. Typically, this will state features like:

- The amount and type of damage
- The type and number of targets (see below)
- Extra effects for Raises
- Any stat changes, such as to Pace or an Ability
- Any other benefits as a result of the Power being cast

Power Targets & Areas of Effect

Most Powers in B&B do not conform to perfect geometric shapes or templates.

Using Spell Templates

Powers that physically remain in place and/or affect the actual terrain use the Savage Worlds templates (Small/Medium/Large Burst and Cones). When placing a Burst Template, the caster chooses where to centre the template. They do not hold the template over the battlefield, working out exactly where to situate it. As a GM, just ask the player, ‘Where do you centre the burst?’

Determining Targets for Instant Powers or those that Affect Targets and not Terrain

Most B&B Powers, especially those that are ‘Instant’ in duration, instead affect a number (often random) of targets. If there are equal targets left with only one target remaining, select a target randomly. (This idea comes from the 13th Age RPG).

Most ‘Instant’ area-based Powers will conform to one of the following descriptions:

Targets in a group. These Powers work from a point of origin outwards, affecting the closest targets first. This point of origin must be chosen before the number of targets are known. (Like centering templates above).

If the Power is a cone-like blast of fire, for example, you start with the closest target in that direction and then move to the next closest, in a fan-like method.

Allow players a little creativity in their spells. In the example above, allow a caster to spin as they cast, letting them just target enemies up to a certain distance away, rather than the cone penetrating deeper into the ranks.

The most important part of targeting groups, is that targets cannot be skipped. Targets are not considered in a group if there is more than one square of space between them.
Targets in a line. The effects start with the closest target and then any others in a rough line behind the preceding target. Targets do not have to be in a perfect line, as long as the effect does not have to move more than a square laterally from one target to the next, you should be able to continue the line. A line that passes a pair of targets side by side can target them both.

The line continues until you run out of available targets or the line reaches the Power’s maximum Range.

Enhancers
The caster can modify most Powers for extra effects. A caster must choose any Enhancers to apply before casting. Enhancers cost extra Power Points or apply extra penalties to the casting roll. Remember, a Power unsuccessfully cast does not work, and casters may suffer Arcane Backlash for rolling a 1 or less. These penalties improve the chances of suffering Arcane Backlash.

Casters that use Power Points can either spend the extra Power Points listed OR take penalties – the caster chooses at the time of casting the Power.

Applying Enhancers
For every Enhancer applied, the caster either spends 2 extra Power Points or takes a -2 penalty to their casting roll. You can apply more than one Enhancer and the same Enhancer can be applied multiple times, though check with the GM, as they may wish to apply maximums to this roll.

Enhancer Descriptions
All of these are common ways to enhance most spells.

Area: Increase the Burst Template used by one size for each Enhancer, from Small to Medium to Large. A GM may let you place multiple Large Burst Templates alongside each other for even larger areas.

If this is useable with a Cone Template, place additional Cones next to the first or for a long Cone overlap each template by half.

Damage: Increase the damage die type of the Power by one for each Enhancer. For example, if the power deals 2d6 damage, it now deals 2d8.

Potency: Any rolls made to resist the Power are made at a -2 penalty for each Enhancer applied.

Range: Increase the range of the Power by one category per Enhancer. Self-ranged Powers that can use this Enhancer become Touch. Touch Powers become Close, and then you move through the normal Range categories.

Recipients: The Power affects one extra creature or item for each Enhancer. This is usually for beneficial spells.

Selective: For each Enhancer, you can choose 1 creature to not be affected by the Power.

Targets: The Power affects one extra creature for each Enhancer. This is usually for harmful spells.

Talent Enhancers
More specific Enhancers, such as adding conditions, are usually gained through Talents related to the Power type.

For example: there is a Talent in the Storm Talent Tree that enhances Powers that deal Lightning damage by leaving targets Distracted or Vulnerable as the lingering effects of lightning hinder the targets’ movements.

These Talent Enhancers act in the same way and the Power Point cost or penalties are cumulative.

Power Stunts
Note that some obvious Enhancers may not appear on the list above and that is because they are likely Stunts. For example, gaining extra Duration Dice is a Stunt, not an Enhancer.

Note also that Enhancers to Power damage increase the damage die type, whereas Stunts simply add more damage dice. These are cumulative.

Example Power

<table>
<thead>
<tr>
<th>Name</th>
<th>Keywords/Talent Trees</th>
<th>Rank</th>
<th>Power Points</th>
<th>Range</th>
<th>Duration</th>
<th>Effects/Description</th>
<th>Enhancers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enchant Weapon</td>
<td>Fighting Style – Weapon Specialty</td>
<td>Novice</td>
<td>2</td>
<td>Touch</td>
<td>Every round</td>
<td>This power is cast on one weapon. If it is a ranged weapon, the benefit is transferred to any ammunition used with the weapon. Weapons enchanted with this power are considered magical and increase their damage by +1, with a further +1 for every Raise.</td>
<td>Range, Recipients</td>
</tr>
</tbody>
</table>
9: EQUIPMENT

**ENCUMBRANCE (CARRYING CAPACITY)**

The number of items you can carry is based upon your character's Athletics (Strength). The items themselves are broken into Heavy, Normal, Light and Tiny items, with these items taking up slots on your character.

<table>
<thead>
<tr>
<th>Item Slot Comparison</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Heavy item = 2 Normal items</td>
</tr>
<tr>
<td>1 Normal item = 1 Normal item</td>
</tr>
<tr>
<td>2 Light items = 1 Normal item</td>
</tr>
<tr>
<td>20 Tiny items = 1 Normal item</td>
</tr>
</tbody>
</table>
| **OR**  
| ½ Heavy = 1 Normal = 2 Light = 20 Tiny |  

The base number of slots of encumbrance a character is equal to:

\[
\text{Athletics die +/- Size modifier + Strength specialty die}
\]

<table>
<thead>
<tr>
<th>Carrying Capacity</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong># Equipment Slots</strong></td>
</tr>
<tr>
<td>0 – base</td>
</tr>
<tr>
<td>Base – base x2</td>
</tr>
<tr>
<td>Base x2 – base x3</td>
</tr>
<tr>
<td>Base x3 base x4</td>
</tr>
</tbody>
</table>

**NB:** Quadrupeds multiply all encumbrance values by 4.

**Example**

Darus has an Athletics (Strength) of d8/d4 and is size 0. He is therefore able to carry 12 normal items before becoming encumbered.

Darus will become:

- Encumbered: If carrying 13-24 Normal items.
- Heavily Encumbered: If carrying 25-36 Normal items.
- Max Load: 36-48 Items is the most he can lift, drag, push or pull.

**ARMOR**

Use the following armor values instead of those in SWA (SWA 6). Armor uses its armor bonus to determine how many item slots it requires only when worn. Carried armor gains the bulky property equal to the number of slots taken to wear it (see below).

<table>
<thead>
<tr>
<th>Bonus</th>
<th>Armor Type</th>
<th><strong>Enc. Slots</strong></th>
<th><strong>Min. Athletics</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>Leather / Leather Cap</td>
<td>1</td>
<td>d4</td>
</tr>
<tr>
<td>+2</td>
<td>Studded Leather, Hide / Pot Helm</td>
<td>2</td>
<td>d6</td>
</tr>
<tr>
<td>+3</td>
<td>Chain / Chain Coif</td>
<td>3</td>
<td>d8</td>
</tr>
<tr>
<td>+4</td>
<td>Banded, Scale, Splint / Open-faced helm</td>
<td>3</td>
<td>d10</td>
</tr>
<tr>
<td>+5</td>
<td>Plate / Closed-face helm</td>
<td>3</td>
<td>d12</td>
</tr>
</tbody>
</table>

**BULKY**

In some cases a GM may decide that a particular item is especially cumbersome and assign it a Bulky(#) rating, where # is equal to the additional number of slots that the item takes to wear or carry.
**Weapon Properties**
These properties apply any time the weapon is used, no matter the wielder. There will be talents for specialists to gain even more options with their favoured weapons.

**Weapon Use**
To use a weapon your Athletics must be equal to or higher than the base damage die. Agility can be used for Finesse weapons. If a weapon has two different damage die types you must have an Athletics (or Agility) equal to the higher of the die types. You can still use a weapon if it is above but suffer a -1 penalty for each die type difference.

E.g. Darus has an Athletics of d8 and finds a maul with a base damage die of d12. Darus can still use the maul, but applies a -2 penalty.

**Weapon Damage**
Remember, that when wielding any weapon (other than projectiles) that the weapon’s damage dice cannot exceed the wielder’s Athletics (or Agility for Finesse weapons) die. So someone with a d6 in Athletics wielding a longsword deals 1d6 + 1d6 damage, not 1d6 + 1d8 damage.

**Changing a Weapons Settings**
Many futuristic and modern weapons have different settings built into a weapon. Changing settings counts as an action.

**Ammunition**
- With each attack you must spend one (or more) pieces of ammunition.
- Some ammunition can be used as an improvised weapon.
- Reloading ammunition requires two hands, even if the weapon itself can be fired with one.
- You typically recover half of your ammunition spent after a battle. (No ammunition is recovered from firearms or energy weapons).
- In the Weapon Stats List, damage listed for variant ammunition modifies the damage given for standard ammunition.

**Ammunition Tracking Variant**
If you do not wish to track ammunition for multishot weapons, the following is an alternative method.

Rather than tracking every shot, you just have the weapon run out when...
- Six-shooters run out on 1 on your ability dice.
- Many shot weapons run out if you roll a 1 on ability dice and then repeat the roll and roll another 1.

**Anti-Vehicle**
These weapons are designed to take out vehicles and fortifications.
- Any AP (Armor Penetration) the weapon has still applies versus vehicles and cover.
- These weapons can be used against vehicles and large objects with the bonuses below.
- These are listed as Heavy Weapons in SWA, and include grenades.

**Area (Radius)**
These weapons target everyone in the designated radius.
- Size of the area determined by weapon.
- All possible targets in the (area) will be effected.
- Quite often a save/check can reduce the damage of area attacks.
- Area attacks typically deal damage even on a miss or if targets make a successful check/save.

**Armor Penetration - AP (#)**
This property is for types of weapons that slip through cracks in armor or can pound straight through a simple suit of armor.
- Does not apply against heavily armored vehicles or heavy cover (unless the weapon also has the Anti-Vehicle property).

**Auto-Fire**
For modern and futuristic weapons that can unleash a hail of rounds in seconds. Most automatic weapons can also fire normal single shots. Auto-fire only weapons often have the Brace quality too.

There are basically three ways to use auto-fire.

- **Single target burst.** An attack directed at one target.
- **Area burst.** Affects all targets that are Close to each other (typically a 2 x 2 square).
- **Sweep.** Starting at one target and if possible moving to others, and possibly hitting friend or foe in between.

- Each use requires 10 rounds of ammunition of 10, (or run out on the numbers rolled listed below if not tracking ammo).
- High Capacity weapons (noted in brackets after Auto-Fire) can store a lot more ammo and ignore the first roll in an encounter to run out of ammo.
- Recoil: if you fire with a Rate of Fire greater than 1 in one action it causes recoil & you take a -2 on the Marksmanship roll. Can lay down Suppressive Fire (SWA 107)
**Awkward (#)**

Apply this property to large tools and improvised weapons, especially those that have more than one part that can cause damage, or to weapons that have several moving parts.

- If you roll this number or lower on your Ability die you reroll the die and if you roll this value or lower again, then it is a critical miss.

*Example:* A miner’s pick has awkward (2), which means a critical fumble will occur on successive natural attack rolls of 2 or lower.

**Barbed**

Weapons with barbs and backward-facing spikes designed to stick into a target (like a harpoon).

- Weapons with this property remain attached to the target on a hit.
- The target, or a creature within Close range of them, can attempt to remove the barbed weapon without harm by taking an action to make an Agility (Contortions) check. On a successful result the barbed weapon is removed. On a failure, it is still removed, but counts as a successful melee hit as if the attacker had chosen to remove it (see next point).
- If the attacker still wields the weapon, they can also remove it as an action. This deals automatic weapon damage (no modifiers are added) to the target.

**Bludgeoning**

This is a damage type. It may also be referred to as bashing or blunt damage.

**Brace / Bulky**

This property is for high-powered weapons that require extra support to wield effectively.

- If this weapon is used standing up without a harness, stand or something else to brace with, then you make any attacks with disadvantage (on top of any auto-fire penalties that often come with using such weapons).
- Bulky items count for two encumbrance slots.
- Penalty of -2 to Marksmanship rolls.

**Defensive (#)**

Add this property to weapons that are better designed to block and parry attacks.

- Add # to your Parry value.
- Whenever you use this weapon to make an attack, the defensive bonus is lost until the start of your next turn.
- When wielding two defensive weapons, only the highest bonus is applied to your AC.

**Disarming**

This weapon has properties that make it easier to disarm opponents. You need to state you are attempting to disarm before making your attack roll.

- Reduce the penalty for a Called Shot to disarm by 2.

**Double**

This weapon is essentially two melee weapons joined as one.

- Each end retains the properties of the original weapons. These cannot include Two-handed weapons.
- Double weapons require two hands to use but do not have the Two-handed property, and cannot benefit from features that affect two-handed weapons. Similarly, weapons with the Two-handed property cannot be given the double property.
- If the weapon has the reach property, only one attack per round can benefit from this property.
- Counts as attacking with Two Weapons.

**Double-Shot**

This property is for firearms that can fire a couple of shots quickly, best reflected by revolvers and semi-automatic weapons that are not quite fully automatic. In a Western setting, this is known as Double-Tap.

- Using Double-Shot doubles the amount of normal ammunition needed (or is using option rules for rolling, increases the chance of running out by 1 step).
- If you move during the same round that you use Double-Shot, you have disadvantage on both attack rolls.
- You can make a Double-Shot as a free action immediately after shooting at a target, to roll a second attack against the same target. If you hit with the second roll, the target takes normal weapon damage. The damage from this second attack is not modified in any way - it is only the damage value listed for weapon.

**Energy (Type)**

This is a damage type. This is standard for laser guns, but other energy types may be listed for some weapons, such as fire, thunder, electric, acid, ion, cold, force etc.

- **Fire:** Target of a fire attack may continue to burn (use the fire rules for the system being used).
- **Ion:** This damages electronics and droids only.
**Entangling**

This property is for weapons that can ensnare (such as a net) or wrap limbs in their embrace (like bolas).

- On a hit the target is Entangled, cannot move and is Distracted (-2 to all Ability rolls) as long as they remain so. On a raise they are Bound; cannot move, are Distracted and Vulnerable (-2 to all Ability rolls & all actions and attacks against them are made with +2) as long as they remain so, and cannot make physical actions other than trying to break free (SWA 98).
- Targets two size categories larger than the attacker or targets with formless bodies are immune to this property.
- For weapons with a trailing line, like the whip or harpoon, the target can move, but only in the direction of the attacker. Furthermore, if the target remains entangled by a weapon with a trailing line, the attacker can use their action to initiate Athletics (Strength) test and, if successful, can pull the entangled target up to 10 feet towards them.
- Escaping the entangling weapon is an Athletics (Strength) -2 roll, minus any penalties for the entanglement (e.g. sticky spider web might be -2 to break free from). Others may also destroy the entanglement by breaking them (Breaking Things, SWA 98).
- A weapon with the entangling property can only be attacked when it is restraining a target.

**Finesse**

This property is for light, fast weapons.

- You can substitute Agility for Athletics for the attack bonus and damage die when wielding these weapons.

**Fragile / Scrap**

This property can be used to represent primitive weapons made from wood, stone and bone, such as flint-tipped spears, and could also be applied thin blades like the rapier.

It can also be used in post-apocalyptic games to represent 'scrap' or improvised weapons.

- All fragile/scrap weapons have any Armor Penetration they may have.
- Every time you roll a 1 on your weapon damage dice when you use this weapon, the weapon takes a -1 penalty to further damage rolls. If the penalty drops to –5 before the weapon is repaired, it is destroyed permanently. Each –1 penalty takes someone with the appropriate tool proficiency one hour to repair.

**Heavy**

- Attacks with these weapons made whilst mounted suffer a -2 to the attack roll.
- Melee weapons wielded in cramped conditions also suffer a -2 to the attack roll.
- Small creatures always suffer a -2 to attack rolls if they attempt to use these weapons. (As do Medium creatures trying to wield weapons made for Large creatures. Basically, this property applies to weapons made for those 1 Size category above your own).
- These weapons cannot be used in the off-hand.
- Count as 2 normal items for encumbrance purposes.

**High Capacity**

- Can carry twice the ammunition before requires a reload.

**Light**

This property applies for small weapons easily used in one hand.

- Count as half an item for encumbrance purposes. (So 2 Light items can fill one line of your Gear/Equipment chart).

**Loading (#)**

Use this property for slow loading weapons such as crossbows, black powder and siege weapons.

- You can fire only one piece of ammunition or make a single attack only with this weapon per round, regardless of the number of attacks/actions you have.
- It requires 2 hands to load a weapon.
- (#) refers to the actions required to load. For large weapons, several people may be able to contribute actions.

**Masterwork**

Apply this to weapons of exceptional make. Typically adds ~50-100gp value to the item. Add +1 damage. This does not stack with magical bonuses if the weapon is, or later becomes magical.

**Piercing**

This is a damage type. It may also be referred to as puncture or stabbing damage.
We have moved to standard range categories across all games for ease of use (see Range Categories Table).

These can be found in the table at the bottom of the page.

- You can typically attempt attacks at a target above base range listed for your weapon, but you have -2 to attack for every range increase.
- Attacking with a ranged weapon whilst a threatening enemy is within Close range imposes disadvantage on your attack roll.
- If attacking a non-Close target with a ranged attack while in melee, the attacker becomes Vulnerable (SWA 100).

**Reach / Long**
Typically used for weapons that can strike at a distance in melee combat, such as polearms.

- If armed with a reach weapon and not surprised, you can be assumed to be on hold for the purposes of attacking an advancing foe only. (So if someone moves within reach you can attack immediately).
- This weapon adds 2 meters/5ft. to your reach when you attack with it. (i.e. double Close range).
- Attacks against foes within Close range of you with this weapon suffer a -2 penalty to your attack roll.

**Readied**
This property is for large piercing weapons that you can plant in the ground or brace under your foot.

- You cannot use this feature if you have a hostile creature able to take actions within Close range of you.
You must be on Hold to perform this manoeuvre. Once per round, if a creature tries to move into Close range with you, you can make a free attack against that foe with your readied weapon. If you hit you deal +2 damage.

### Range Categories

<table>
<thead>
<tr>
<th>Range category</th>
<th>Distance (meters)</th>
<th>Distance (feet)</th>
<th>Distance (squares)</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close</td>
<td>&gt;2</td>
<td>&gt;5</td>
<td>1</td>
<td>Also known as melee/adjacent/immediate/next</td>
</tr>
<tr>
<td>Near</td>
<td>2-10</td>
<td>5-30</td>
<td>2-6</td>
<td>Typical movement rate for many games</td>
</tr>
<tr>
<td>Short</td>
<td>11-20</td>
<td>31-60</td>
<td>7-12</td>
<td>A typical double move action or run movement</td>
</tr>
<tr>
<td>Medium</td>
<td>21-40</td>
<td>61-120</td>
<td>13-24</td>
<td>A typical long range spell attack</td>
</tr>
<tr>
<td>Long</td>
<td>41-100</td>
<td>121-300</td>
<td>25-60</td>
<td>A Typical long range weapon attack</td>
</tr>
<tr>
<td>Extreme</td>
<td>101-1000</td>
<td>301-3,000</td>
<td>61-600</td>
<td>Anything beyond Long range, within eyesight, and reasonable distance for the given weapon used</td>
</tr>
</tbody>
</table>

**Reliable**
For weapons with complicated and/or moving parts, but that are so well made that they almost never malfunction or break.

- Critical fumble only occurs if you roll a 1 three times on your Ability dice.
- If using Black Hill Games Inspiration Deck you can negate any card that is played on a critical failure and directed towards you, though you still suffer a standard critical failure as determined by the GM.

**Reload (# shots)**
Use this for weapons that have a limited number of shots, and must be reloaded. Depending upon weapon and system used as to how long this takes (from free to a manoeuvre or fast action).

- These weapons can be fired every round (unlike weapons with the Loading (#) property.
- Two hands are required to reload weapons.

**Round Flight Path**
This is a property applied to some weapons with the thrown property.

- Determine a circular flight path from the attacker to the target, as if they were on opposite sides of the circle. (So the distance from the attacker to the target is also needed for the ‘width’ of the flight path).
- If there are other creatures or solid objects along this flight path on the way to the intended target, then these intervening creatures or objects become the target instead.
- If the thrown weapon hits the target, it falls into the target’s space as normal.
- If the weapon misses the target it must have a clear flight path on the opposite side of the ‘flight circle’. If there is not then the weapon targets the next creature or object along the flight path.
- If nothing is hit throughout the entire flight path, the thrown weapon returns to the attacker, who can spend a fast/bonus action to catch it, otherwise the weapon lands within Close range of the thrower.

For a more realistic feel of where a weapon that misses everything lands, for every point below 5 you rolled on your Ability die, the weapon lands 1 Close range increment away.
**Serrated**
This quality can only be applied to weapons that deal slashing damage.
- A weapon with this quality loses the Armor Penetration quality.
- If you hit a target not wearing any armor and with no natural armor with a melee weapon attack, you can spend your bonus action to deal an extra damage dice against that target. If you hit a target wearing armor with a +1 or +2 value with a melee weapon attack, you can use your bonus action to shred their armor, reducing their AC value by 1. Armor reduced to AC +0 is destroyed. Targets are then considered unarmored for future attacks.

**Silent**
This quality is for modern weapons. It could be due to an added silencer at the end of a gun barrel or a setting on a futuristic blaster.
- Weapons on silent mode deal 2 less damage.
- Requires a Perception (Notice) roll to hear.

**Slashing**
This is a damage type. It may also be referred to as cutting damage.

**Slow**
This is for weapons that require time to generate energy to use repeatedly.
- This weapon cannot be fired in consecutive rounds.
- On any other round a maximum of 1 attack can be made with this weapon, even if you have the means to make more than one attack.
- If this weapon is moved manually (not vehicle mounted), it must be set-up required at least 1 round.

**Spray**
Shot from these weapons spreads out, increasing the chances of hitting. Often referred to as Grape weapons/shot.
- Attacks versus targets within normal range are made with a +2 bonus to attack rolls and deal normal damage.
- Beyond normal range this weapon deals half damage, but may target two targets within Close range of one another.

**Stun**
This quality is for modern weapons. It is a typical setting for blasters in a futuristic settings and even batons from such settings may have this property. Also known as zap weapons.
- Unless noted otherwise, stun settings only work out to Short range.
- On a hit, target is Distracted; they are Vulnerable on a raise; and Stunned on 2 raises. (See SWA p100 & 106)

**Tiny**
This property is mostly for ammunition, though it could represent smaller weapons carried by small characters too.
- 20 Tiny items equal 1 normal item for encumbrance purposes.

**Thermal Sweep**
For futuristic weapons that fire a continuous beam that can be swept across several enemies.
- Works as Auto-Fire (Sweep) property.

**Thrown**
For all weapons that can be thrown with one hand.
- Thrown weapons typically use Athletics (Throw) for attack and Athletics damage, but if the weapon has the Finesse quality, then you can choose to use Agility instead. If you have a specialty in the weapon group, you can replace the Throw specialty with your weapon group specialty.
**Toggle (#)**

Weapons with this property have a trailing line on the weapon, or have reach and can connect to targets. They must have a means to attach to a target: see the Barbed and/or Entangling properties. # is the length of the line.

- When a toggle weapon with the barbed or entangling property hits a target, a trailing line connects the target to the attacker.
- This line can be broken by a creature that takes an action to deal 4 slashing damage against Parry 2, or by breaking the line by getting a raise on an Athletics (Strength) check.
- The attacker decides how long the toggle line is (up to # squares). A target attached to the line can only move beyond this distance from the weapon’s wielder by making an opposed Athletics (Strength) check against the wielder. If successful, the target can move away.
- The wielder has two choices if the target moves away: they can simply drop the weapon, in which case it is dragged away by the target, or they can take their reaction to pull free the weapon, which then remains in their hands. (Pulling free a barbed weapon from a connected target deals the target damage as normal.)

**Tripping**

For weapons that have hooks or protrusions made to take people to ground, or entangling weapons like whips that can be used to yank legs out from under foes.

- This only works on a creature up to one size category larger than the wielder of the disarming weapon.
- When a weapon with the Tripping property would do damage, you can choose to do half the damage and knock the target prone.

**Two-Handed**

You must use two hands to use these weapons.

**Unbalancing**

Weapons with this quality typically have a lot of weight at the opposite end of the handle. Many tools used as weapons would be appropriate.

- If you attack with this weapon and miss your target, you become unbalanced.
- *Unbalanced:* In a round in which you take more than 1 action, all actions take an extra -1 penalty. If you miss with an attack with this weapon, your turn ends immediately.

**Versatile**

For weapons that can be used in one or two hands.

- Small creatures wield these in two hands, but use the standard damage. (If they attempt to use the weapon in 1 hand, it is treated as having the Heavy property).
- *Melee Weapons:* The weapon deals +1 damage.
- *Ranged Weapons:* Once per turn, you can reroll one Ability attack dice.

**Wrap-Around**

For weapons that have large hooks or flexible components capable of wrapping around shields.

- Weapons with the wrap-around property ignore any defense bonus a target has due to using a shield or weapon with the defensive property.
**Weapon Sizes**

All weapon stats are typically for medium-sized wielders. Adjust the weapons stats for other sizes as per the following table.

<table>
<thead>
<tr>
<th>Size of Wielder</th>
<th>Damage Die* (for weapons made to appropriate size)</th>
<th>Properties (if using normal sized weapons)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>½ die value</td>
<td>Only Light weapons can be used, Light becomes Two-Handed.</td>
</tr>
<tr>
<td>Very Small - Small</td>
<td>Normal</td>
<td>Disadvantage with Heavy weapons; Versatile is replaced with the Two-handed quality (with no increase to damage)</td>
</tr>
<tr>
<td>Medium</td>
<td>Normal</td>
<td>As normal.</td>
</tr>
<tr>
<td>Large</td>
<td>x2 die</td>
<td>If weapons don’t have Two-handed they gain Light quality; Two-handed is replaced with Versatile; Light weapons as to small to use</td>
</tr>
<tr>
<td>Huge</td>
<td>x3 die</td>
<td>Normal one-handed weapons are to small to use; Two-handed lose that quality; Gain reach</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>x4 die</td>
<td>Only Two-handed weapons can be used and they gain Light; Gain Reach.</td>
</tr>
</tbody>
</table>

- Larger weapons may also gain properties such as AP 1, Heavy etc.

**Weapon Groups**

**Axes and Picks**

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple Axes and Picks</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Axe - tool</td>
<td>+d8</td>
<td>Heavy, Slashing, Two-handed, Unbalancing</td>
</tr>
<tr>
<td>Handaxe /Throwing</td>
<td>+d6</td>
<td>Light, Range (Near), Slashing, Thrown</td>
</tr>
<tr>
<td>Mattock</td>
<td>+d8</td>
<td>Bludgeoning &amp; Slashing, Heavy, Two-Handed, Unbalancing</td>
</tr>
<tr>
<td>Pick - hand / light</td>
<td>+d6</td>
<td>Piercing</td>
</tr>
<tr>
<td>Pick - miner’s</td>
<td>+d10</td>
<td>AP 1, Awkward 2, Heavy, Piercing, Two-Handed, Unbalancing</td>
</tr>
</tbody>
</table>

**Martial Axes and Picks**

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Axe-Spear</td>
<td>+d8</td>
<td>Double, Heavy; Piercing (spear), Slashing (axe), Spear uses Spears group proficiency, Versatile, cannot be thrown as a spear</td>
</tr>
<tr>
<td>Battleaxe</td>
<td>+d8</td>
<td>Slashing, Versatile</td>
</tr>
<tr>
<td>Buckler-Axe</td>
<td>+d4/+d6</td>
<td>Bludgeoning (buckler), Light; Buckler uses Shields group proficiency, Defensive 1, (Benefits that allow you to use your shield, such as to push or add to Dexterity saves, cannot be used with bucklers), Slashing (axe)</td>
</tr>
<tr>
<td>Double battleaxe</td>
<td>+d8</td>
<td>Double, Heavy, Slashing (both ends), Versatile</td>
</tr>
<tr>
<td>Greataxe / Twohanded Axe</td>
<td>+d12</td>
<td>Heavy, Slashing, Two-Handed</td>
</tr>
<tr>
<td>Pick - war / Crowbill</td>
<td>+d8</td>
<td>AP 1, Piercing, Versatile</td>
</tr>
<tr>
<td>Swordaxe</td>
<td>+d8</td>
<td>AP 1, Slashing, Unbalancing, Versatile</td>
</tr>
<tr>
<td>Vibro-ax</td>
<td>+d8+2</td>
<td>Heavy, Slashing, Versatile</td>
</tr>
<tr>
<td>Waraxe</td>
<td>+d10</td>
<td>AP 1, Heavy, Slashing, Unbalancing</td>
</tr>
</tbody>
</table>
**BLOWGUNS**
A small group, with a very specific theme. These weapons rely on a rapid exhale to propel a small projectile. Given the size of the projectile, these weapons typically rely on poison, or other effects, rather than causing any significant damage themselves.

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blowgun</td>
<td>1</td>
<td>Ammunition (Tiny darts), Light, Piercing, Range (Near)</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blowgun - Long / Greater</td>
<td>+d3</td>
<td>Ammunition (Tiny darts), Piercing, Range (Short), Two-handed</td>
<td></td>
</tr>
<tr>
<td>Mouth Darts</td>
<td>1</td>
<td>Ammunition (Tiny darts), Piercing, Range (Close)</td>
<td></td>
</tr>
</tbody>
</table>

**BOWS**

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shortbow / Hunting bow</td>
<td>2d6</td>
<td>Ammunition (Tiny arrows; quiver counts as item), Piercing, Range (Short), Two-handed</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Greatbow</td>
<td>2d6+2</td>
<td>Ammunition (Tiny arrows; quiver counts as item), Heavy, Piercing, Range (Medium), Two-handed</td>
<td>Disadvantage unless Strength is 13+</td>
</tr>
<tr>
<td>Longbow</td>
<td>2d6+1</td>
<td>Ammunition (Tiny arrows; quiver counts as item), Heavy, Piercing, Range (Medium), Two-handed</td>
<td></td>
</tr>
<tr>
<td>Longbow – composite</td>
<td>2d6+1</td>
<td>AP 1, Ammunition (Tiny arrows; quiver counts as item), Piercing, Heavy, Range (Medium), Two-handed</td>
<td></td>
</tr>
<tr>
<td>Shortbow - composite</td>
<td>2d6</td>
<td>AP 1, Ammunition (Tiny arrows; quiver counts as item), Piercing, Range (Short), Two-handed</td>
<td></td>
</tr>
</tbody>
</table>

**Variant Ammunition**

| Arrow - blunt                | -1     | Bludgeoning (replaces previous damage type), Range (-1 category) |                                 |
| Arrow - flight               | normal | Range (+1 category (max Long))                                  |                                 |
| Arrow - signal               | -1     | Awkward (3); Designed to whistle or emulate a bird’s call      |                                 |
| Arrow - smoke                | -1     | Awkward (3); Range (-1 category); Trails smoke & creates a cloud in a 10-foot-cube where it lands |                                 |
### Brawling

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dura Claws</td>
<td>+d6</td>
<td>Light, Piercing OR Slashing</td>
<td></td>
</tr>
<tr>
<td>Energy Stick</td>
<td>+d6</td>
<td>Energy (lightning) OR Stun</td>
<td></td>
</tr>
<tr>
<td>Gauntlet / Brass knuckles</td>
<td>+d3</td>
<td>Bludgeoning, Light</td>
<td></td>
</tr>
<tr>
<td>Gauntlet - spiked</td>
<td>+d4</td>
<td>Light, Piercing</td>
<td></td>
</tr>
<tr>
<td>Improvised (small)</td>
<td>+d4</td>
<td>Fragile, Light, Range (Near), Thrown</td>
<td></td>
</tr>
<tr>
<td>Improvised (med)</td>
<td>+d6</td>
<td>Awkward 2, Fragile, Range (Near), Thrown</td>
<td></td>
</tr>
<tr>
<td>Improvised (large)</td>
<td>+d8</td>
<td>Awkward 3, Heavy, Two-handed, Unbalancing</td>
<td></td>
</tr>
<tr>
<td>Knife</td>
<td>+d4</td>
<td>Finesse, Light, Piercing OR Slashing, Range (Near), Thrown</td>
<td>Modern (survival - can have Tiny items stored in hilt)</td>
</tr>
<tr>
<td>Powered Glove</td>
<td>+d4</td>
<td>Bludgeoning, Light</td>
<td></td>
</tr>
<tr>
<td>Unarmed Strike</td>
<td>+0</td>
<td>Bludgeoning, Light</td>
<td></td>
</tr>
<tr>
<td>Vibrobdagger</td>
<td>+d4+2</td>
<td>1d6 Finesse, Light, Piercing OR Slashing, Range (Near), Thrown</td>
<td></td>
</tr>
<tr>
<td>Wrist razors</td>
<td>+d4</td>
<td>Light, Piercing OR Slashing</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Nekode / Palm claws</td>
<td>+d4</td>
<td>Finesse, Light, Slashing</td>
<td></td>
</tr>
<tr>
<td>Punching dagger</td>
<td>+d6</td>
<td>Light, Piercing India (katar; scissor katar or panther claw – add Defensive 1, Disarm)</td>
<td></td>
</tr>
<tr>
<td>Sai</td>
<td>+d4</td>
<td>Bludgeoning, Defensive 1, Disarm, Finesse, Light</td>
<td></td>
</tr>
<tr>
<td>Siangham</td>
<td>+d4</td>
<td>Piercing</td>
<td></td>
</tr>
<tr>
<td>Star Knife</td>
<td>+d4</td>
<td>Finesse, Light, Piercing, Range (Near), Thrown</td>
<td></td>
</tr>
<tr>
<td>Tonfa</td>
<td>+d4</td>
<td>Bludgeoning, Defensive 1, Light</td>
<td></td>
</tr>
<tr>
<td>Tortoise blade</td>
<td>+d4/+d6</td>
<td>Bludgeoning (buckler), Light; Buckler uses Shields group proficiency, Defensive 1, (Benefits that allow you to use your shield, such as to push or add to Dexterity saves, cannot be used with bucklers), Piercing (dagger)</td>
<td></td>
</tr>
</tbody>
</table>

### Clubs and Staffs

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Club / Cudgel</td>
<td>+d4</td>
<td>Bludgeoning, Light</td>
<td>Modern (extendable baton - add Light)</td>
</tr>
<tr>
<td>Club- throwing</td>
<td>+d4</td>
<td>Bludgeoning, Light, Range (Near), Thrown</td>
<td></td>
</tr>
<tr>
<td>Sap</td>
<td>+d4</td>
<td>Bludgeoning, (Foes reduced to 0 hit points are unconscious)</td>
<td></td>
</tr>
<tr>
<td>Quarterstaff</td>
<td>+d6</td>
<td>Bludgeoning, Double (and Light when used as a double weapon), Versatile</td>
<td>Future (expandable - add Light )</td>
</tr>
<tr>
<td>Sling staff</td>
<td>+d4</td>
<td>Bludgeoning, Fragile, Two-Handed, (see Thrown &amp; Slings for ranged)</td>
<td></td>
</tr>
<tr>
<td>Stun baton</td>
<td>+d6</td>
<td>Light, Stun (only)</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Electrostaff</td>
<td>+d8</td>
<td>Double (and Light when used as a double weapon), Energy (Lightning), Versatile</td>
<td></td>
</tr>
<tr>
<td>Greatclub</td>
<td>+d8</td>
<td>Bludgeoning, Heavy, Two-handed</td>
<td></td>
</tr>
<tr>
<td>Morningstar / Spiked club</td>
<td>+d8</td>
<td>AP1, Bludgeoning &amp; Piercing</td>
<td></td>
</tr>
</tbody>
</table>
## Crossbows

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light Crossbow</td>
<td>2d6</td>
<td>1, Ammunition (Tiny bolts; case is 1 item), Piercing, Range (Short), Loading, Two-Handed</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hand Crossbow</td>
<td>2d4</td>
<td>Ammunition (Tiny bolts; case is 1 Light item), Light, Loading, Piercing, Range (Near)</td>
<td></td>
</tr>
<tr>
<td>Heavy Crossbow</td>
<td>2d8</td>
<td>AP 1, Ammunition (Tiny bolts; case is 1 item), Heavy, Piercing, Range (Medium), RoF 1, Loading, Two-Handed</td>
<td></td>
</tr>
<tr>
<td>Repeating Crossbow</td>
<td>2d6</td>
<td>Ammunition (Tiny bolts; case is 1 item), Awkward 2, Double-shot, Heavy, Piercing, Range (Short), Reload (6 shots), Two-Handed</td>
<td>Westeros (Myrish - Reload (3))</td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bolt - thunder</td>
<td>-1</td>
<td>Bludgeoning, Range (-1 category); Creatures within 10- feet of impact point must make a DC 12 Constitution save. On a failed save they are deafened (save at the end of each turn to remove). If a creature is the target, they also suffer 1d6 thunder damage on a failed save.</td>
<td></td>
</tr>
</tbody>
</table>

## Flails

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ball &amp; chain</td>
<td>+d6</td>
<td>Awkward 2, Bludgeoning, Heavy, Trip, Unbalancing, Wrap-Around</td>
<td></td>
</tr>
<tr>
<td>Flail - Light / Grain / Tool</td>
<td>+d4</td>
<td>Bludgeoning, Fragile, Light, Trip, Wrap-Around Japan (nunchaku - add Disarm, Finesse, remove Fragile); Bladed, Spiked</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flail</td>
<td>+d8</td>
<td>Bludgeoning, Trip, Wrap-Around Bladed, Spiked</td>
<td></td>
</tr>
<tr>
<td>Flail - heavy</td>
<td>+d10</td>
<td>Bludgeoning, Heavy, Trip, Two-handled, Wrap-Around Bladed, Spiked</td>
<td></td>
</tr>
<tr>
<td>Three-section staff</td>
<td>+d6</td>
<td>Awkward 2, Bludgeoning, Disarm, Trip, Wrap-Around</td>
<td></td>
</tr>
</tbody>
</table>
- Bladed: flails deal Slashing damage but gain the Awkward (2) property.
- Spiked: flails (morningstars) gain AP 1 and deal Piercing damage as well as Bludgeoning damage.

## Hammers and Maces

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hammer - tool</td>
<td>+d4</td>
<td>Bludgeoning</td>
<td></td>
</tr>
<tr>
<td>Hammer - light / throwing</td>
<td>+d4</td>
<td>Bludgeoning, Light, Range (Near), Thrown</td>
<td></td>
</tr>
<tr>
<td>Mace</td>
<td>+d6</td>
<td>Bludgeoning</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Maul</td>
<td>+d12</td>
<td>AP 1, Bludgeoning, Heavy, Two-handed, Unbalancing</td>
<td></td>
</tr>
<tr>
<td>Power sledge</td>
<td>+d12+2</td>
<td>AP 1, Bludgeoning, Heavy, Two-handed, Unbalancing</td>
<td></td>
</tr>
<tr>
<td>Warhammer / Warmace</td>
<td>+d8</td>
<td>Bludgeoning, Versatile</td>
<td></td>
</tr>
</tbody>
</table>
# Hooks and Sickles

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gaff / Hafted hook</td>
<td>+d8</td>
<td>Barbed, Heavy, Piercing, Reach, Trip, Toggle (max 10 ft.), Two-Handed</td>
<td></td>
</tr>
<tr>
<td>Hook</td>
<td>+d4</td>
<td>Barbed, Finesse, Light, Piercing</td>
<td></td>
</tr>
<tr>
<td>Sickle</td>
<td>+d4</td>
<td>Light, Piercing OR SLashing</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alhulak</td>
<td>+d6</td>
<td>Fragile, Piercing &amp; Slashing, Trip, Versatile</td>
<td></td>
</tr>
<tr>
<td>Cahulaks</td>
<td>+d6</td>
<td>Awkward 2 (when thrown), Double, Entangling (when thrown), Fragile, Piercing &amp; Slashing, Range (Near), Thrown, Trip, Wrap-Around (when thrown)</td>
<td></td>
</tr>
<tr>
<td>Mangler</td>
<td>+d8</td>
<td>Fragile, Light, Slashing</td>
<td></td>
</tr>
<tr>
<td>Sickle sword</td>
<td>+d6</td>
<td>Piercing OR Slashing, Wrap-Around</td>
<td></td>
</tr>
</tbody>
</table>

# Long Blades

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Long blade</td>
<td>+d8</td>
<td>Slashing, Versatile</td>
<td>Africa (Dohemey nyek-ple- nen-toh/razor sword – add Serrated); Euro (longsword – add Piercing; sabre – add Defensive 1); Maritime (shark-toothed longsword, add Serrated);</td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Double Laser sword</td>
<td>+d8+8</td>
<td>AP 3, Double, Energy</td>
<td>Star Wars (lightsabre - add Awkward (3) and Gear -2 unless Force Sensitive</td>
</tr>
<tr>
<td>Double longsword</td>
<td>+d8</td>
<td>Double, Slashing</td>
<td></td>
</tr>
<tr>
<td>Greatsword / Twohanded Sword</td>
<td>+d12</td>
<td>Heavy, Slashing, Two-Handed</td>
<td>Dacia/Thrace (falx - add Wrap-Around);</td>
</tr>
<tr>
<td>Khopesh</td>
<td>+d8</td>
<td>Slashing, Trip, Versatile</td>
<td></td>
</tr>
<tr>
<td>Laser sword</td>
<td>+d8</td>
<td>AP 3, Energy, Light, Versatile</td>
<td>Star Wars (lightsabre - add Awkward (3) and Gear -2 unless Force Sensitive</td>
</tr>
<tr>
<td>Swordaxe</td>
<td>+d8</td>
<td>AP 1, Slashing, Unbalancing, Versatile</td>
<td></td>
</tr>
<tr>
<td>Vibrosword</td>
<td>+d8+2</td>
<td>Piercing OR Slashing</td>
<td></td>
</tr>
</tbody>
</table>

# Natural Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bite – Fangs</td>
<td>+d4</td>
<td>Finesse, Piercing</td>
<td></td>
</tr>
<tr>
<td>Bite – shredding</td>
<td>+0 OR +d4</td>
<td>Slashing</td>
<td></td>
</tr>
<tr>
<td>Bite – crushing</td>
<td>+0 OR +d4</td>
<td>Bludgeoning &amp; Slashing, Entangling</td>
<td></td>
</tr>
<tr>
<td>Bash / Hoof / Slam</td>
<td>+d4</td>
<td>Bludgeoning</td>
<td></td>
</tr>
<tr>
<td>Claws</td>
<td>+0 OR +d4</td>
<td>Finesse, Light, Slashing</td>
<td></td>
</tr>
<tr>
<td>Gore / Horns</td>
<td>+d4 OR +d6</td>
<td>Piercing</td>
<td></td>
</tr>
<tr>
<td>Proboscis</td>
<td>+d6</td>
<td>Finesse, Piercing</td>
<td></td>
</tr>
<tr>
<td>Tentacle</td>
<td>+d4 OR +0</td>
<td>Bludgeoning, Entangling, Reach, Trip, Wrap-Around</td>
<td></td>
</tr>
</tbody>
</table>

- These stats are guidelines for a Medium-sized creature. Actual damage may depend upon make and size of actual weapons. e.g. a stone giant slam should increase the damage die by one or a constrictor snake may not get any extra damage for a bite.
**Pistols**

- **Accelerator:** These weapons use magnetism to fire flechettes. Typically recoil free but with a lower rate of fire than other advanced weapons. Also called rail, coil, flechette or magnetic guns.

- **Laser:** Super-charged energy that burns. These have varying damage, so if you choose the higher setting, you have more chance of running out of ammunition or overheating. Sometimes called thermal weapons. (May deal radiant damage if that damage type is used).

- **SPP:** Self-Propelled Projectiles. These weapons typically fire tiny rockets that explode on impact.

### Simple Pistols

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accelerator pistol</td>
<td>2d6+1</td>
<td>Ammunition (Tiny clip of flechettes), AP 1, Light, Reload (10 shots), Range (Medium), Silent</td>
<td></td>
</tr>
<tr>
<td>Derringer</td>
<td>2d6</td>
<td>Ammunition (Tiny bullets; 50 is Light item), AP 1, Light, Piercing, Reload (2 shots), Range (Near)</td>
<td>Euro (English 1840 model - Reload (8 shots)); Wild West (Rupertus Pepperbox - Reload (8 shots), remove AP; Wesson dagger pistol - add dagger properties).</td>
</tr>
<tr>
<td>Flare gun</td>
<td>2d6</td>
<td>Ammunition (Tiny flare, damage is ‘per shot’), Energy (fire), Light, Loading, Range (short)</td>
<td></td>
</tr>
<tr>
<td>Gunpowder pistol</td>
<td>2d6+1</td>
<td>Ammunition (Tiny bullets; 20 is Light item), AP 1, Awkward (2), Light, Loading (2), Piercing, Range (Near)</td>
<td></td>
</tr>
<tr>
<td>Hold-Out Laser pistol</td>
<td>1d4 to 3d4</td>
<td>Ammunition (Tiny energy cell, damage is ‘per shot’), AP 1, Double-Shot, Energy, Light, Reload (50 shots), Reliable, Range (Short), Stun</td>
<td>Coriolis (thermal cricket – no Stun setting)</td>
</tr>
<tr>
<td>Ion gun</td>
<td>3d4</td>
<td>Ammunition (Tiny energy cell, damage is ‘per shot’), Energy (ion), Light, Reload (50 shots), Reliable, Range (Short)</td>
<td>Futuristic (usually added to other laser weapons)</td>
</tr>
<tr>
<td>Laser pistol</td>
<td>1d6 to 3d6</td>
<td>Ammunition (Tiny energy cell, damage is ‘per shot’), AP 1, Double-Shot, Energy, Light, Reload (50 shots), Range (Short), Stun</td>
<td>Coriolis (thermal – Range (long), no Stun setting)</td>
</tr>
<tr>
<td>Revolver</td>
<td>1d8</td>
<td>Ammunition (Tiny bullets; 50 is Light item), AP 2, Double-Shot (not for single-action revolvers), Light, Piercing, Reload (6 shots), Range (Short)</td>
<td>Wild West (Colt Army single-action - +1 damage; LeMat Grapeshot pistol - Reload (9) &amp; add single-shot sawn-off shotgun barrel; Peacemaker single &amp; double action - +1 damage; Starr revolver - +1 damage)</td>
</tr>
<tr>
<td>Semi-automatic pistol</td>
<td>2d6</td>
<td>Ammunition (Tiny clip of bullets), AP 2, Auto-fire (empties clip), Double-Shot, Light, Piercing, Reload (15 shots), Range (Short)</td>
<td>Modern (Colt M1911 - +1 damage; Desert Eagle – 2d8 damage; Glock; Ruger - -1 damage); Steam punk (Gatling pistol - no clip, Reload (12), AP 1, remove Light)</td>
</tr>
<tr>
<td>SPP pistol</td>
<td>2d6+1</td>
<td>Ammunition (Tiny energy cell &amp; Tiny clip of explosive rockets), Double-shot, Reload (10 shots), Reliable, Range (Short)</td>
<td></td>
</tr>
<tr>
<td>SPP Light pistol</td>
<td>2d6</td>
<td>Ammunition (Tiny energy cell &amp; Tiny clip of explosive rockets), Double-shot, Light, Reload (10 shots), Range (Short)</td>
<td>Coriolis (Vulcan Scorpio, add Auto-Fire, Awkward (2))</td>
</tr>
<tr>
<td>Stun gun</td>
<td>3d4</td>
<td>Ammunition (Tiny energy cell, damage is ‘per shot’), Light, Reload (50 shots), Reliable, Range (Short), Stun (only)</td>
<td>Futuristic (usually added to other laser weapons)</td>
</tr>
</tbody>
</table>
### Martial Pistols

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td>High-powered Laser</td>
<td>1d6 to 3d6</td>
<td>Ammunition (Tiny energy cell, damage is ‘per shot), AP 2, Double-Shot, Energy, Reload (50 shots), Range (Near), Stun</td>
<td></td>
</tr>
<tr>
<td>pistol</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SPP High-powered</td>
<td>2d6+2</td>
<td>Ammunition (Tiny energy cell &amp; Tiny clip of explosive rockets), Double-shot, Reload (10 shots), Range (Short)</td>
<td></td>
</tr>
<tr>
<td>pistol</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Pole-Arms

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Scythe</td>
<td>+d8</td>
<td>Awkward 2, Heavy, Slashing, Two-Handed</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vibro-halberd</td>
<td>+d10+2</td>
<td>Heavy, Reach, Slashing, Two-Handed</td>
<td></td>
</tr>
<tr>
<td>Fauchard</td>
<td>+d8</td>
<td>Entangling, Heavy, Reach, Slashing, Trip, Two-Handed</td>
<td>Euro (Fauchard-fork - add piercing)</td>
</tr>
<tr>
<td>Glaive</td>
<td>+d10</td>
<td>Heavy, Reach, Slashing, Two-Handed</td>
<td></td>
</tr>
<tr>
<td>Guisarme</td>
<td>+d8/+d6</td>
<td>Barbed (hook), Heavy, Piercing (hook or spear), Reach, Slashing, Trip, Two-Handed</td>
<td></td>
</tr>
<tr>
<td>Halberd</td>
<td>+d10</td>
<td>Heavy, Piercing (spear), Reach, Readied, Slashing (blade), Two-Handed</td>
<td>Athas (trikal - no piercing damage, remove Readied); France (voulge - no spear point, remove Readied property)</td>
</tr>
<tr>
<td>Crescent Blades</td>
<td>1d8</td>
<td>Double, Heavy, Slashing</td>
<td></td>
</tr>
<tr>
<td>Man-Catcher</td>
<td>0 / 1d6</td>
<td>Entangling (DC 12 to escape), Heavy, Piercing, Reach, Trip, Two-Handed</td>
<td></td>
</tr>
<tr>
<td>Pike</td>
<td>1d8</td>
<td>Awkward (2), Heavy, Piercing, Reach (+10ft), Readied, Two-Handed</td>
<td></td>
</tr>
<tr>
<td>Pole-Axe / Bardiche</td>
<td>2d6</td>
<td>AP 1, Awkward 2, Heavy, Reach, Slashing, Two-Handed, Unbalancing</td>
<td>Switzerland (lucerne hammer - add a 1d8 bludgeoning head with AP 1)</td>
</tr>
<tr>
<td>Pole-Pick (Pick/Spear)</td>
<td>2d6/1d6</td>
<td>AP 1 (pick head), Awkward 2, Heavy, Piercing, Reach, Two-Handed, Unbalancing</td>
<td></td>
</tr>
<tr>
<td>Ransuer</td>
<td>1d8</td>
<td>Heavy, Disarm, Piercing, Reach, Readied, Two-Handed</td>
<td>Derro (duom - back points that deal 1d6 piercing damage &amp; can be used vs foes within 5ft at no penalty); Euro (ransuer; spatem or partisan - deal 1d6 slashing damage).</td>
</tr>
</tbody>
</table>
**RIFLES AND CARBINES**

- **Accelerator:** These weapons use magnetism to fire flechettes. Typically recoil free but with a lower rat of fire than other advanced weapons. Also called rail, coil, flechette, vulcan or magnetic guns.

- **Laser:** Super-charged energy that burns. These have varying damage, so if you choose the higher setting, you have more chance of running out of ammunition or overheating. Sometimes called thermal weapons. (May deal radiant damage if that damage type is used).

- **SPP:** Self-Propelled Projectiles. These weapons typically fire tiny rockets that explode on impact.

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Accelerator carbine</td>
<td>2d8</td>
<td>Ammunition (Tiny clip of flechettes), AP 2, Auto-Fire, Reload (30 shots), Range (Long), Silent, Versatile</td>
<td></td>
</tr>
<tr>
<td>Accelerator rifle</td>
<td>2d8+1</td>
<td>Ammunition (Tiny clip of flechettes), AP 2, Auto-Fire, Heavy, Reload (30 shots), Range (Long), Silent, Two-Handed</td>
<td>Coriolis (Anti-vehicle, Heavy)</td>
</tr>
<tr>
<td>Assault rifle</td>
<td>2d8</td>
<td>Ammunition (Light magazine of bullets), AP 2, Auto-fire, Double-shot, Heavy, Piercing, Range (Medium), Reload (30 shots), Two-handed</td>
<td>Modern (Heckler &amp; Koch G3 - Reload (20); M-16 - add Reliable); Steam Punk (Gatling rifle - Reload (12); WWII (Russia AK-47 - add +1 damage)</td>
</tr>
<tr>
<td>Blunderbuss</td>
<td>3d6</td>
<td>Ammunition (Pouch of shot; 10 pouches are a light item), AP 1 (at normal range only), Awkward (2), Loading (2), Heavy, Piercing, Range (N)</td>
<td>Wild West (Burnside - Loading (1); LeMat - Reload (9) &amp; single-shot shotgun barrel; Spencer - Reload (7 shots); Sharps - Loading (1)); WWII (German Karabiner 98kurz; US M1 carbine - Reload (15))</td>
</tr>
<tr>
<td>Carbine</td>
<td>2d8</td>
<td>Ammunition (Tiny bullets; box of 50 Light item), AP 2, Piercing, Range (Short), Loading OR Reload (5 shots), Versatile</td>
<td>Wild West (Burnside - Loading (1); LeMat - Reload (9) &amp; single-shot shotgun barrel; Spencer - Reload (7 shots); Sharps - Loading (1)); WWII (German Karabiner 98kurz; US M1 carbine - Reload (15))</td>
</tr>
<tr>
<td>Laser carbine</td>
<td>1d8 to 3d8</td>
<td>Ammunition (Tiny energy cell, damage is 'per shot'), AP 1, Auto-fire, Double-Shot, Energy, Reload (30 shots), Range (Medium), Versatile</td>
<td>Coriolis (thermal, replace Auto-Fire with Thermal Sweep)</td>
</tr>
<tr>
<td>Laser rifle</td>
<td>1d8 to 3d8</td>
<td>Ammunition (Tiny energy cell, damage is 'per shot'), AP 2, Auto-fire, Energy, Heavy, Reload (50 shots), Range (Long), Two-Handed</td>
<td>Euro - Renaissance; Maritime; Rifled (add Gear +1 &amp; Range (Short)); US (Springfield musket - rifled after 1855; Kentucky longrifle - rifled; Pennsylvania longrifle - rifled)</td>
</tr>
<tr>
<td>Musket / Arquebus</td>
<td>2d8</td>
<td>Ammunition (Tiny bullets; pouch of 20 is Light item), AP 1, Awkward (2), Heavy, Loading (2), Piercing, Range (Near), Two-handed</td>
<td>Modern (Barret - add Reliable, +1 damage increase B&amp;B to 2d10, Reload (11)); Sawn-off (Range (Short)); Wild West (Ballard ‘72 - Loading (1); Bullard Express - Reload (11 shots); Colt-Paterson Model ’36 - Reload (7) Colt revolving rifle - Reload (5); Sharps Big 50 - Loading (1); Springfield - Loading (1); Winchester lever-action - Reload (15)); WWII (US M1 carbine - Reload (15))</td>
</tr>
<tr>
<td>Rifle</td>
<td>2d8</td>
<td>Ammunition (Tiny bullets; box of 50 Light item), AP 3, Heavy, Piercing, Range (Long), Loading OR Reload, Two-handed</td>
<td></td>
</tr>
<tr>
<td>Shotgun</td>
<td>3d6</td>
<td>Ammunition (Tiny shells; Box of 20 Light item), AP 1 (at normal range only), Heavy, Loading, Piercing, Range (Short), Spray, Two-handed</td>
<td>Modern; Sawn-off (Range (Near), Crit 3, but can target 3 targets beyond normal range, remove Heavy).</td>
</tr>
</tbody>
</table>
### Simple Rifles & Carbines cont.

| Shotgun - automatic | 3d6 | Ammunition (Tiny shells; Box of 20 Light item), AP 1 (at normal range only), Auto-Fire, Heavy, Piercing, Reload (20 shots), Range (Short), Spray, Two-handed | Modern (Streetsweeper - replace Auto-Fire with Double Shot, Reload (12 shots), Loading (2)); Steam Punk ( Gatling shotgun - Reload (12); Wild West (Colt Revolving Shotgun - Reload (5))

| Shotgun – double barrel | 3d6 | Ammunition (Tiny shells; Box of 20 Light item), AP 1 (at normal range only), Double-Shot, Heavy, Piercing, Reload (2 shots), Range (Short), Spray, Two-handed | Modern; Sawn-off (Range (Near), Crit 3, but can target 3 targets beyond normal range, remove Heavy).

| Shotgun – pump action | 3d6 | Ammunition (Tiny shells; Box of 20 Light item), AP 1 (at normal range only), Heavy, Piercing, Reload (6 shots), Range (Short), Spray, Two-handed | Modern; Sawn-off (Range (Near), Crit 3, but can target 3 targets beyond normal range, remove Heavy); Wild West (Winchester lever-action - Reload (4))

| SPP carbine | 2d8 | Ammunition (Tiny energy cell & Tiny clip of explosive rockets), Auto-Fire, Double-shot, Reload (30 shots), Range (Short), Versatile | Coriolis (Legionnaire Dayal-3, add High Capacity, Range (Long), grenade launcher)

| Submachine gun | 2d6 | Ammunition (Light magazine of bullets), AP 2, Autofire, Double-shot, Piercing, Range (Short), Reload (30 shots), Two-handed | Modern (Heckler & Koch MP5 - add Reliable; Tommygun - can add High Capacity property with round magazine; Uzi - replace two-Handed with Versatile)

### Martial

| Accelerator machine gun | 2d8+1 | Ammunition (Magazine of flechettes counts as item), AP 3, Auto-fire (High-Capacity), Brace/Bulky, Heavy, Piercing, Range (Medium), Reload (100 shots), Silent, Two-handed |

| Antimatter rifle | 4d8 | Ammunition (Tiny energy cell), AP 3, Energy, Heavy, Reload (2 shots), Range (Long), Two-handed |

| Laser machine gun | 1d8 to 3d8 | Ammunition (Belt of caps or magazine counts as item), AP 2, Auto-fire (High-Capacity), Brace/Bulky, Energy, Heavy, Range (Medium), Reload (100+ shots), Thermal Sweep, Two-handed |

| Machine gun | 2d6 | Ammunition (Belt of bullets counts as item), AP 3, Auto-fire (High-Capacity), Brace/Bulky, Heavy, Piercing, Range (Medium), Reload (100+ shots), Twohanded | Modern (M-60, +1 damage; SAW); WWII (German MG 34 & 42 - +1 damage)

| SPP machine gun | 2d8+1 | Ammunition (Magazine of explosive rockets counts as item), Auto-fire (High-Capacity), Brace/Bulky, Heavy, Piercing, Range (Short), Reload (100 shots), Twohanded |

| Twin accelerator carbine | 2d8 | Ammunition (Tiny clip of flechettes), AP 2, Auto-Fire, Double-Shot, Heavy, Reload (30 shots), Range (Medium), Silent, Two-Handed |
### SHIELDS

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buckler</td>
<td>+d4</td>
<td>Bludgeoning, Defensive 1, Light, (Benefits that allow you to use your shield, such as to push or add to Dexterity saves, cannot be used with bucklers)</td>
<td></td>
</tr>
<tr>
<td>Small Shield</td>
<td>+d4</td>
<td>Bludgeoning, Defensive 1, Light</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buckler-Axe</td>
<td>+d6/+d4</td>
<td>Bludgeoning (buckler), Defensive 1, Light, Slashing (axe), (Benefits that allow you to use your shield, such as to push or add to Dexterity saves, cannot be used with bucklers), Axe uses Axes &amp; Picks group proficiency</td>
<td></td>
</tr>
<tr>
<td>Shield</td>
<td>+d6</td>
<td>Bludgeoning, Defensive 2</td>
<td></td>
</tr>
<tr>
<td>Tortoise blade - dagger / buckler</td>
<td>+d6/+d4</td>
<td>Bludgeoning (buckler), Light; Buckler uses Shields group proficiency, Defensive 1, (Benefits that allow you to use your shield, such as to push or add to Dexterity saves, cannot be used with bucklers), Piercing (dagger)</td>
<td></td>
</tr>
</tbody>
</table>

- Spiked shields: gain AP 1 and deal Piercing damage as well as Bludgeoning damage.

### SHORT BLADES

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dagger / Dirk</td>
<td>+d4</td>
<td>Finesse, Light, Piercing, Range (Near), Thrown</td>
<td></td>
</tr>
<tr>
<td>Knife</td>
<td>+d4</td>
<td>Finesse, Light, Piercing OR Slashing, Range (Near), Thrown</td>
<td></td>
</tr>
<tr>
<td>Kukri</td>
<td>+d4</td>
<td>Finesse, Light, Slashing</td>
<td></td>
</tr>
<tr>
<td>Mercurium knife</td>
<td>+d8</td>
<td>Finesse, Light, Piercing</td>
<td></td>
</tr>
<tr>
<td>Vibrobdagger</td>
<td>+d4+2</td>
<td>Finesse, Light, Piercing OR Slashing, Range (Near), Thrown</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Double shortsword</td>
<td>+d6</td>
<td>Double, Finesse, Light, Piercing</td>
<td></td>
</tr>
<tr>
<td>Foil / Epee</td>
<td>+d6</td>
<td>Finesse, Light, Piercing</td>
<td></td>
</tr>
<tr>
<td>Laser shortsword</td>
<td>+d8+8</td>
<td>AP 3, Energy, Light, Versatile</td>
<td>Star Wars (lightsaber - Add Awkward (3) and Gear -2 unless Force Sensitive)</td>
</tr>
<tr>
<td>Main-Gauche</td>
<td>+d4</td>
<td>Defensive 1, Disarm, Finesse, Light, Piercing</td>
<td></td>
</tr>
<tr>
<td>Mercurium sword</td>
<td>+d10</td>
<td>Light, Piercing</td>
<td></td>
</tr>
<tr>
<td>Rapier</td>
<td>+d6</td>
<td>Defensive 1, Finesse, Fragile, Piercing OR Slashing</td>
<td></td>
</tr>
<tr>
<td>Scimitar</td>
<td>+d6</td>
<td>Finesse, Light, Slashing</td>
<td></td>
</tr>
<tr>
<td>Shortsword</td>
<td>+d6</td>
<td>Finesse, Light, Piercing</td>
<td></td>
</tr>
<tr>
<td>Short Chopping Blade / Single edged blade</td>
<td>+d6</td>
<td>Light, Slashing Maritime (cutlass - gains Defensive 1)</td>
<td></td>
</tr>
<tr>
<td>Stiletto</td>
<td>+d4</td>
<td>(AP 1 with sneak attack or surprise), Finesse, Light, Piercing</td>
<td></td>
</tr>
<tr>
<td>Vibroblade</td>
<td>+d6+2</td>
<td>Finesse, Light, Piercing OR Slashing</td>
<td></td>
</tr>
</tbody>
</table>

- Vibro: weapons have rapidly vibrating blades and require power cells. Also called power, molecular or dura-weapons.
## Spears

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fishing Spear</td>
<td>+d4</td>
<td>Barbed (but no extra damage on removal),</td>
<td>Thrown</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Fragile, Piercing, Reach, Range (Near), Thrown</td>
<td></td>
</tr>
<tr>
<td>Forcepike/Vibro Spear</td>
<td>+d6+2</td>
<td>Energy &amp; Piercing, Stun, Versatile</td>
<td></td>
</tr>
<tr>
<td>Javelin/Short spear</td>
<td>+d6</td>
<td>Piercing, Range (Short), Thrown</td>
<td></td>
</tr>
<tr>
<td>Harpoon or Barbed Spear</td>
<td>+d6</td>
<td>Barbed, Heavy, Piercing, Range (Near), Thrown,</td>
<td>Toggle (harpoon only; max 10 ft.), Versatile</td>
</tr>
<tr>
<td>Spear</td>
<td>+d6</td>
<td>Piercing, Range (Near), Thrown, Versatile</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Broad-Bladed Spear</td>
<td>+d6</td>
<td>Piercing &amp; Slashing, Range (Near), Thrown,</td>
<td>Africa (leaf spear - sometimes has serrated quality, paddle spear - remove Thrown &amp; Range); Athas (gouge - remove Thrown &amp; Range)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Versatile</td>
<td></td>
</tr>
<tr>
<td>Double Spear</td>
<td>+d6</td>
<td>Double, Piercing, Range (Near), Thrown, Versatile</td>
<td></td>
</tr>
<tr>
<td>Dragon Paw</td>
<td>+d6</td>
<td>Defensive 1 (off-hand only), Double, Piercing</td>
<td></td>
</tr>
<tr>
<td>Lance</td>
<td>+d12</td>
<td>AP 1 (mounted), Heavy, Mounted, Piercing,</td>
<td>(Two-handed when on foot)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Reach,</td>
<td></td>
</tr>
<tr>
<td>Lance - tourney/jousting</td>
<td>+d6</td>
<td>Bludgeoning, Fragile (on a 1-3), Heavy, Mounted, Rea</td>
<td></td>
</tr>
<tr>
<td>Long-Bladed Spear</td>
<td>+d8</td>
<td>Piercing OR Slashing, Versatile</td>
<td>Athas (gouge - remove Thrown &amp; Range, add Two-Handed)</td>
</tr>
<tr>
<td>Longspear / Light Lance</td>
<td>+d10</td>
<td>AP 1 (mounted), Heavy, Piercing, Reach, Readied, Two-Handed</td>
<td></td>
</tr>
<tr>
<td>Pilum</td>
<td>+d6</td>
<td>Fragile (any but a 1), Piercing, Range (Near), Thrown,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>(If a wooden shield is hit, the wielder gains no benefit from it until the pilum is removed using an action and Strength check at DC 10. A thrown pilum is bent and it takes an action to straighten it for another throw)</td>
<td></td>
</tr>
<tr>
<td>Trident</td>
<td>+d6</td>
<td>Brace, Disarming, Piercing, Range (Near), Thrown, Versatile</td>
<td>Euro (military fork - add Reach)</td>
</tr>
</tbody>
</table>
## Thrown and Sling Damage and Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dart</td>
<td>+d4</td>
<td>Finesse, Piercing, Range (Near), Thrown, Tiny</td>
<td>Wild West (dynamite 2 sticks, for 1 reduce damage by 1 or 1 dice); Coriolis (also Inferno - Area (Short))</td>
</tr>
<tr>
<td>Grenade – Concussion</td>
<td>3d6 ** (cover acts as Armor)</td>
<td>Area (Close), Light, Range (Near), Bludgeoning &amp; Slashing &amp; Stun, Thrown</td>
<td>** Special: Agility (Dodge) save for half damage.</td>
</tr>
<tr>
<td>Grenade - Fire/Thermal</td>
<td>2d6 ** (cover acts as Armor)</td>
<td>Area (Close), Energy (fire), Light, Range (Near), Thrown</td>
<td>** Special: Agility (Dodge) save for half damage.</td>
</tr>
<tr>
<td>Grenade – Frag</td>
<td>3d6 ** (cover acts as Armor)</td>
<td>Area (Close), Light, Range (Near), Slashing, Thrown</td>
<td>** Special: Agility (Dodge) save for half damage.</td>
</tr>
<tr>
<td>Grenade - Ion</td>
<td>3d6 ** (cover acts as Armor)</td>
<td>Area (Close), Energy (ion), Light, Range (Near), Thrown</td>
<td>** Special: Agility (Dodge) save for half damage.</td>
</tr>
<tr>
<td>Grenade - Smoke</td>
<td>0</td>
<td>Area (blocks sight in Short), Light, Range (Near), Thrown</td>
<td></td>
</tr>
<tr>
<td>Grenade - Stun</td>
<td>3d6 ** (cover acts as Armor)</td>
<td>Area (Close), Light, Range (Near), Stun, Thrown</td>
<td>** Special: Agility (Dodge) save for half damage.</td>
</tr>
<tr>
<td>Grenade – Thermobaric</td>
<td>6d6 ** (cover acts as Armor)</td>
<td>Area (Short), Energy (fire), Light, Range (Near), Thrown</td>
<td>** Special: Agility (Dodge) save for half damage.</td>
</tr>
<tr>
<td>Sling</td>
<td>+d4</td>
<td>Ammunition (Tiny stones; 20 is a Light item), Awkward 2, Bludgeoning, Range (Short), Loading, Tiny</td>
<td></td>
</tr>
<tr>
<td>Sling shot</td>
<td>2d4</td>
<td>Ammunition (Tiny stones; 20 is a Light item), Bludgeoning, Range (Short), Loading</td>
<td></td>
</tr>
<tr>
<td>Sling staff</td>
<td>+d4</td>
<td>Ammunition (Tiny stones; 20 is a Light item), Awkward 2, Bludgeoning, Range (Medium), Loading, (see Staffs for melee)</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Atlatl</td>
<td>+d4</td>
<td>Bludgeoning, (Can be used with a spear or javelin. Adds Loading property, but adds +1 to the javelin/spear’s damage for that attack &amp; increases Range by 1 increment).</td>
<td></td>
</tr>
<tr>
<td>Bolas</td>
<td>+d4</td>
<td>Awkward 2, Bludgeoning, Entangling, Range (Near), Thrown, Trip</td>
<td></td>
</tr>
<tr>
<td>Boomerang – bird hunting / throwing stick</td>
<td>+d4</td>
<td>Bludgeoning, Finesse, Light, Range (Short), Round Flight Path, Thrown</td>
<td>India (valari - some deal slashing damage)</td>
</tr>
<tr>
<td>Boomerang - large</td>
<td>+d6</td>
<td>Bludgeoning, Range (Near), Thrown, Two-Handed</td>
<td></td>
</tr>
<tr>
<td>Shuriken</td>
<td>+d4</td>
<td>Finesse, Range (Near), Slashing, Thrown</td>
<td></td>
</tr>
<tr>
<td>Throwing blade</td>
<td>+d6</td>
<td>Piercing &amp; Slashing, Range (Near), Thrown</td>
<td></td>
</tr>
<tr>
<td>Throwing disc / wedge/ war quoit</td>
<td>+d6</td>
<td>Finesse, Fragile, Light, Range (Near), Slashing, Thrown</td>
<td>Thri-Kreen (chatkcha - add Round Flight-Path property if thrower is proficient)</td>
</tr>
<tr>
<td><strong>Variant Ammunition</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sling bullet</td>
<td>+1 die type</td>
<td>Bludgeoning</td>
<td></td>
</tr>
</tbody>
</table>

- Weapons listed here are exclusive to this list. If you have proficiency in this weapon group, you may also throw any other weapon with the Thrown quality, if you are not already proficient with the weapon.
- ** Special: Agility (Dodge) save for half damage.
## Whips, Nets and Chains

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Chain</td>
<td>+d4</td>
<td>Awkward 2, Bludgeoning, Double, Entangling,</td>
<td>Heavy, Reach, Toggle (max 10 ft.), Trip, Wrap-Around</td>
</tr>
<tr>
<td></td>
<td></td>
<td>properties</td>
<td></td>
</tr>
<tr>
<td>Net</td>
<td>0</td>
<td>Awkward 2, Entangling, Range (Close), Toggle</td>
<td>optional; max 15 ft., Two-Handed, Wrap-Around</td>
</tr>
<tr>
<td>Scourge</td>
<td>+d8</td>
<td>Awkward 2, Disarm, Slashing, Wrap-Around</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Chain &amp; Grapple</td>
<td>+d4</td>
<td>Awkward 2, Bludgeoning (chain), Double,</td>
<td>Entangling, Piercing (grapple), Reach, Toggle (max 10 ft.), Trip, Wrap-Around</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Entangling, Piercing, Reach, Toggle</td>
<td></td>
</tr>
<tr>
<td>Chain &amp; Sickle</td>
<td>+d4</td>
<td>Bludgeoning (chain), Double, Awkward 2,</td>
<td>Double, Entangling, Piercing OR Slashing (sickle), Reach, Toggle (max 10 ft.), Trip, Wrap-Around; Sickle uses Hooks &amp; Sickles group proficiency, Light</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Double, Entangling, Piercing (sickle), Reach</td>
<td></td>
</tr>
<tr>
<td>Chain &amp; shortspear</td>
<td>+d6</td>
<td>Bludgeoning (chain), Double, Awkward 2,</td>
<td>Double, Entangling, Piercing (spear), Reach, Toggle (max 10 ft.), Trip, Wrap-Around; Spear uses Spears group proficiency, Versatile</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Double, Entangling, Piercing (spear), Reach</td>
<td></td>
</tr>
<tr>
<td>Chain - spiked</td>
<td>+d6</td>
<td>Awkward 2, Double, Entangling, Finesse,</td>
<td>Piercing &amp; Slashing, Toggle (max 10 ft.), Trip, Wrap-Around</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Piercing &amp; Slashing, Toggle (max 10 ft.), Trip</td>
<td></td>
</tr>
<tr>
<td>Chain - weighted</td>
<td>+d8</td>
<td>Awkward 2, Bludgeoning, Double, Reach, Trip,</td>
<td>Wrap-Around</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Wrap-Around</td>
<td></td>
</tr>
<tr>
<td>Energy whip</td>
<td>2d6</td>
<td>Awkward 2, Disarm, Energy (lightning), Entangling, Finesse, Reach (+10ft), Stun, Toggle (max 15 ft.), Trip, Wrap-Around, disadvantage in cramped conditions (like the Heavy property)</td>
<td></td>
</tr>
<tr>
<td>Net - hooked</td>
<td>2d6</td>
<td>Awkward 3, Entangling (deals damage again for every unsuccessful attempt to escape), Piercing &amp; Slashing, Range (Close), Toggle (optional; max 15 ft.), Two-Handed, Wrap-Around</td>
<td></td>
</tr>
<tr>
<td>Shock whip</td>
<td>2d4</td>
<td>Awkward 2, Disarm, Entangling, Finesse, Reach (+10ft), Stun (only), Toggle (max 15 ft.), Trip, Wrap-Around, disadvantage in cramped conditions (like the Heavy property)</td>
<td></td>
</tr>
<tr>
<td>Whip</td>
<td>+d3</td>
<td>Awkward 2, Disarm, Entangling, Finesse, Reach (+10ft), Slashing, Toggle (max 15 ft.), Trip, Wrap-Around, disadvantage in cramped conditions (like the Heavy property)</td>
<td></td>
</tr>
</tbody>
</table>
# Siege and Heavy Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Properties</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Accelerator grenade launcher</td>
<td>Grenade type</td>
<td>Ammunition (Light grenades), Heavy, Range (Long), Reload (6 shots), Two-handed</td>
<td>Can be added to other guns</td>
</tr>
<tr>
<td>Ballista - light</td>
<td>2d8+1</td>
<td>Ammunition (bolts), AP 2, Loading (1), Piercing, Range (Long), Slow (unless someone spends action to aim)</td>
<td></td>
</tr>
<tr>
<td>Cannon - large</td>
<td>6d6+2</td>
<td>Ammunition (shot), Anti-vehicle, AP 4, Bludgeoning, Loading (2), Range (Long), Slow (for fuse-lit cannons)</td>
<td></td>
</tr>
<tr>
<td>Cannon</td>
<td>3d6+1</td>
<td>Ammunition (shot), Anti-vehicle, AP 2, Bludgeoning, Loading (2), Range (Long), Slow (for fuse-lit cannons)</td>
<td></td>
</tr>
<tr>
<td>Cauldron – suspended</td>
<td>3d6 **</td>
<td>Ammunition (boiling oil), Area (Close, check listed above for 1/2 damage), Energy (fire), Loading (3), Slow</td>
<td>Agility (Dodge)-1 for ½ damage.</td>
</tr>
<tr>
<td>Chainsaw</td>
<td>2d6+4</td>
<td>AP (3 vs wood only), Awkward (2), Heavy, Serrated, Slashing, Two-handed</td>
<td></td>
</tr>
<tr>
<td>Flamethrower</td>
<td>2d10</td>
<td>Ammunition (Canister of fuel included as part of weapon), Energy (fire), Heavy, Range (Short), Reload (50 bursts), Spray, Two-handed</td>
<td></td>
</tr>
<tr>
<td>Grenade launcher</td>
<td>Grenade type</td>
<td>Ammunition (Light grenades), Loading, Range (Long), Two-handed</td>
<td>Can be added to other guns</td>
</tr>
<tr>
<td>Heavy machine gun</td>
<td>2d8</td>
<td>Ammunition (Belt of bullets counts as item), AP 3, Auto-fire (High-Capacity), Heavy, Piercing, Range (Long), Reload (100+ shots), Slow (set-up only), Two handed</td>
<td>Wild West (Gatling gun - Range (short)); WWII (Russian KPV - +2 damage, add Anti-vehicle; US M2 Browning - Increase to AP 4, +2 damage, add Antivehicle)</td>
</tr>
<tr>
<td>Ram</td>
<td>3d10</td>
<td>Min of 4 Medium creatures to operate, Disadvantage vs non-stationary targets, Anti-vehicle, AP 2, Bludgeoning</td>
<td></td>
</tr>
<tr>
<td>Siege tower</td>
<td>0</td>
<td>Speed 15ft (6 Medium creatures needed to push per 10ft high (typically 40ft))</td>
<td></td>
</tr>
<tr>
<td><strong>Martial</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ballista</td>
<td>3d8</td>
<td>Ammunition (bolts), Anti-vehicle, AP 3, Loading (1), Piercing, Range (Long), Slow (unless someone spends action to aim)</td>
<td></td>
</tr>
<tr>
<td>Catapult</td>
<td>5d6</td>
<td>Ammunition (stone), Anti-vehicle, AP 3, Bludgeoning, Loading (2), Range (Long), can't fire on targets with Short but can fire over some cover); Slow</td>
<td></td>
</tr>
<tr>
<td>Catapult - light</td>
<td>3d6</td>
<td>Ammunition (stone), Anti-vehicle, AP 2, Bludgeoning, Loading (2), Range (Long), can't fire on targets with Short but can fire over some cover); Slow</td>
<td></td>
</tr>
<tr>
<td>Explosive Charge – Small</td>
<td>2d6 (cover acts as Armor)</td>
<td>Area (Close), Bludgeoning &amp; Slashing &amp; Stun, (Size varies according to setting)</td>
<td>Wild West (1 stick of dynamite)</td>
</tr>
<tr>
<td>Explosive Charge – Medium</td>
<td>3d6 (cover acts as Armor)</td>
<td>Area (Short), Bludgeoning &amp; Slashing &amp; Stun, (Size varies according to setting)</td>
<td>Wild West (2 sticks of dynamite)</td>
</tr>
<tr>
<td>Explosive Charge – Large</td>
<td>4d6 (cover acts as Armor)</td>
<td>Area (Short), Light, Bludgeoning &amp; Slashing &amp; Stun, (Size varies according to setting)</td>
<td>Wild West (4 sticks of dynamite)</td>
</tr>
</tbody>
</table>
Martial Siege and Heavy weapons continued.

<table>
<thead>
<tr>
<th>Explosive Charge – massive</th>
<th>5d6 (cover acts as Armor)</th>
<th>Anti-Vehicle, Area (Short), Light, Bludgeoning &amp; Slashing &amp; Stun, (Size varies according to setting)</th>
<th>Wild West (8 sticks of dynamite)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Missile launcher</td>
<td>4d8</td>
<td>Ammunition (Missiles count as items), Anti-Vehicle, AP 5, Area (Near), Heavy, Range (Extreme), Loading (1), Two-handed</td>
<td></td>
</tr>
<tr>
<td>Trebuchet</td>
<td>6d6</td>
<td>Ammunition (stone), Anti-vehicle, AP 4, Bludgeoning, Loading (2), Range (minimum of Medium); Slow</td>
<td></td>
</tr>
</tbody>
</table>

**Variant Ammunition**

| Canister                  | ½ damage                  | Spray (possible targets times 4), Range (-1 category) |
| Shrapnel shell            | -1 die type                | Area (Near)                                           |

This category basically includes weapons capable of destroying groups of enemies, large objects or structures, including modern artillery often considered ‘heavy weapons’.

- Several of these weapon take a lot of time to load and set-up. If several crew members can gather around, then each of these actions can be taken by different people, lessening the overall time needed to fire the weapons.
- Many of the normal weapon properties do not apply to them. Unless otherwise noted, these are Large objects (immune to psychic and poison damage).
- D&D Bonuses "to hit" are for trained crews and can be found in the 5E DMG.
- Special: Dexterity DC 15 save for half damage.
10: Mental Trauma

The System
This system works very similar to the Wounds system where:
Mental Anguish / Psychic Damage (often called mental damage) is the equivalent to physical Damage.

Sanity
Sanity is your character’s ability to withstand mental trauma. Mental damage rolls that equal or exceed this number cause Stress and/or Madness.
Sanity = 2 + ½ Will + modifiers

Shaken
Shaken characters are nicked, bruised, or rattled. They may only take free actions, such as moving (including running). The Shaken effect can be the result of either physical or mental attacks. Subsequent attacks decide whether a character becomes Wounded (physical) or Stressed (mental).
At the start of their turn, Shaken characters must attempt to recover from being Shaken by making a Will (Spirit) roll. This is a free action.
- Failure: The character remains Shaken. They can only perform free actions.
- Success: The character is no longer Shaken and may act normally.

Stress
If a mental damage roll is less than a target’s Sanity, the victim is worried but there is no game effect. If the mental damage is equal to or greater than a character’s Sanity, they are Shaken (the same as if they were hit with a physical attack). Each raise on the mental damage roll also inflicts a level of Stress.
- Success: The character is Shaken. If they were already Shaken (for any reason) and the second result is from mental damage of some kind (not a Test that results in Shaken, for example), they remain Shaken and also gain a level of Stress.
- Raise: The character suffers a level of Stress for every raise on the mental damage roll, and is Shaken.

Mental Damage | Victim is Shaken | Victim is Already Shaken
---|---|---
Success (0-4 dmg over Sanity) | Shaken | 1 Stress & remains Shaken
1 Raise (5-9 dmg over Sanity) | 1 Stress & Shaken | 1 Stress & remains Shaken
2 Raises (10-14 dmg over Sanity) | 2 Stress & Shaken | 2 Stress & remains Shaken
3 Raises (15-19 dmg over Sanity) | 3 Stress & Shaken | 3 Stress & remains Shaken

If a character takes more than three levels of Stress they succumb to Madness and must make a roll on the Fear/Mental Trauma/Insanity Chart (Chapter 10) as if they had suffered an attack with 3 Raises (i.e. 2d10).

The effects from this Chart are harder to recover from than normal (just like reaching Incapacitations from physical Wounds).

Madness Chart
This chart is used to determine the severe effects related to madness, fear, mental trauma and insanity his chart (see this chapter) operates exactly the same as the normal critical chart. So rolls are made to determine how long the effects just as a critical.

NB: However, if you roll on this chart b/c you suffered more than 3 Stress points the effects are harder to make go away - just like reaching Incapacitations in our wounds rolls. See Treating Madness.

Critical Hits / Failures
Just like Critical Hits delivered via physical means, this chart can be used for mental damage before Madness kicks in.
Whenever 2 raises are scored with a mental attack the attacker rolls on the first column of the chart. If 3+ raises are scored they roll on both just like with other critical hits!

Fear
If you fail a Fear check, you roll a d10 for the first column of the Madness Chart. If the character rolls a 1 (or modified roll of less than 1) in their attempt to resist fear, roll on both columns of the critical chart.

Treating Stress & Madness
Healing (Treat Mind) can be used to treat characters suffering from Stress. Each attempt takes 20 minutes, and only one person may attempt to treat someone in this time. It requires a safe, quiet place in which to talk with the subject. If such a location is not available, the treating character suffers a −2 penalty to his roll. The treating character must also subtract the subject’s levels of Stress and Wounds from their skill roll.

NB: the treating character also subtracts any penalties they may be suffering as a result of their own madness and wounds from the roll as well.

A character suffering from Stress/Madness trying to cure their own Stress or Madness doubles their penalties (once for being the patient and once for being the person treating) and adds in any wound penalties they may be suffering from as well.

A success removes one level of Stress, and a raise removes two. Characters with Healing (Treat Mind) can reattempt their roll as often as they like within one hour of the incident causing the Stress/Madness - after this, only natural recovery or long term therapy can aid the unhinged character.
A result of 1 or less, however, means the patient suffers an additional level of madness. This new madness is treated as any other madness a character may experience (i.e. d100 roll on the Madness Chart). However, no further treatment can be attempted to an unhinged character for a twenty-four hour period.

**LONG TERM RECOVERY**

If treatment with Healing (Treat Mind) or some other more powerful form (e.g. magic, weird science etc.) is not successful within the first hour of the incident that caused the Madness, then it becomes much more difficult to treat and will take serious long term care.

Every five days, characters suffering from Madness may make Will (Spirit) rolls. Characters (Wild Cards) remove their Madness with a success, and improve level of Stress with a raise. A Critical Failure on this roll increases the length of time before the next treatment session can take place. An Extra loses their Madness status with a success, and go over the brink if they roll a 1 on their Will (Spirit) die.

Subtract wound and madness penalties from these rolls as usual, as well as any of the modifiers below. These are cumulative. Proper care means that someone with Healing (Treat Mind) is actively keeping tabs on the patient’s mental state, giving what medicines are available, and looking after the patient’s well-being.

<table>
<thead>
<tr>
<th>Long Term Recovery Modifiers</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>-2</td>
<td>Rough travelling</td>
</tr>
<tr>
<td>-2</td>
<td>No prior treatment</td>
</tr>
<tr>
<td>-2</td>
<td>Poor environmental conditions, such as intense cold, heat, rain, wind etc</td>
</tr>
<tr>
<td>-1</td>
<td>Indifferent / No staff</td>
</tr>
<tr>
<td>-</td>
<td>Proper care facility (1940 or earlier)</td>
</tr>
<tr>
<td>+1</td>
<td>Proper care facility (1940 – 2009)</td>
</tr>
<tr>
<td>+2</td>
<td>Proper care facility (2010 or better)</td>
</tr>
<tr>
<td>+2</td>
<td>In therapy (under acre of someone with Healing (treat Mind))</td>
</tr>
<tr>
<td>+2</td>
<td>Access to and correct prescription of appropriate drugs.</td>
</tr>
</tbody>
</table>

**MADNESS AS HINDRANCES**

Hindrances that are essentially long term Madness cannot be treated in this manner and may only be bought off as described in the Hindrance section.
This chart is also used for Mental Trauma and Insanity.

This table is used in place of the Insanity and Fear Tables for mental assaults. (Unlike our DnD charts, the Savage Worlds ones do not affect damage. They are merely for extra effects and determining any lasting injuries).

The **Double Rider** column only takes effect if a double is rolled. For example if both dice come up ‘5’ for a ‘55’ then add the Rider effect to the other conditions.

The first column is also used when a target fails their Fear roll. If they roll a 1 or less then you use both columns.

Effects and conditions apply to the target of the attack, unless otherwise noted (such as when the ‘attacker’ gains a benefit). Use worst possible condition if there is overlap.

**Stacking Effects:** If you roll on the Madness Chart while already suffering from some Mental Disorder and are afflicted by the same malady, then the effects, positive or negative, stack as described e.g. a -1 to Will (Spirit) rolls would become -2 if rerolled etc. If there are any other modifiers due to stacking they are noted in the chart.

**Descriptors:** Fear, Insanity, Psychic damage, Mental damage, Mind assault

### Madness Fear Chart

<table>
<thead>
<tr>
<th>Tens Roll</th>
<th>Immediate Effects</th>
<th>Unit Roll</th>
<th>Further Mental Disorders</th>
<th>‘Double Rider’ Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1</strong></td>
<td><strong>Adrenaline Surge</strong> Target’s ‘fight response’ takes over. +2 to all Trait &amp; damage rolls on next turn</td>
<td>1</td>
<td><strong>Night Terrors</strong> Each time they sleep, they must succeed on a Will (Spirit) roll or suffer a nightmare so vivid they wake up screaming and cannot sleep for at least 8 hours. The character gains a level of Fatigue for the next 24 hours. The only way to alleviate this penalty is through a full 8 hours of sleep. A character resorting to pharmaceutical means to achieve his needed rest runs the risk of addiction. <strong>Stacking Effects:</strong> The investigator gains a –1 to Will (Spirit) rolls to avoid having a night terror.</td>
<td><strong>Mighty Adrenaline Surge</strong> Target actually goes wild, also gaining the Berserk Edge.</td>
</tr>
<tr>
<td><strong>2</strong></td>
<td><strong>Scared</strong> Immediately back Pace away from danger</td>
<td>2</td>
<td><strong>Rattled</strong> -2 to Will (Spirit) rolls.</td>
<td><strong>Fatigue 1</strong> Target must also make a Vigour roll or also be physically ill.</td>
</tr>
<tr>
<td><strong>3</strong></td>
<td><strong>Stunned</strong> Take no actions.</td>
<td>3</td>
<td><strong>Obsession</strong> The character becomes obsessed with something or someone, investing strong emotional bonds in it or gaining a sense of security from possessing it or being near them. The object of the obsession can range from a good luck charm or a teddy bear to a person or even a place. The character must keep the object of their obsession close by at all times. If the item is removed from them for any reason, they become frantic and suffer a –1 penalty on all Trait rolls until the object is returned or the disorder is removed. <strong>OR</strong> <strong>Obsessive Compulsive Disorder</strong> if there are no obvious targets for obsession the character develops a set of rituals and nervous responses that they must perform. These could</td>
<td><strong>Mark of Fear: -1 Charisma</strong> Target is physically marked/affected in some way. See Fear table (SWD p85)</td>
</tr>
</tbody>
</table>
range from simply repeatedly washing their hands to very complex patterns of behaviour. This unsettles people around them, giving the character a –1 penalty to Persuasion rolls. If the character is prevented from performing their rituals (which take a full round), they suffer a –1 penalty on all Trait rolls.

| 4 | **Panicked** | Immediately move full Pace + Running die away from danger |
| 4 | **Amnesia** | The character mentally blocks out memories of whatever caused the trauma, but suffers from occasional flashbacks. If they suffer from this disorder, take note of the event that triggered it. If reminded of the event in the future, they must make a Will (Spirit) check or else the repressed memories flood back in. Failure on the Will (Spirit) check results in 2d4 mental damage. |
| 5 | **Delusions & Hallucinations** | The character begins to hear voices, catch movement out of the corner of their eye, and see fleeting glimpses of things when nothing is present. They cannot be certain if what they see is real or just the product of their own troubled mind. They have a –1 penalty on all Notice and Will (Spirit) rolls. |
| 5 | **Psychotic Episodes** | The character suffers occasional psychotic episodes during which they become detached from reality. They may see terrifying hallucinations, suffer delusions, or become manic and rant wildly about the horrors they have witnessed or even curl up into a ball. Any time they attempt a Will (Spirit) check, and they fail, they become Shaken. If they are already Shaken then they also gain 1 level of Stress. Stacking Effects: The Will (Spirit) roll is made at an additional –2. |
| 6 | **Weakened Will** | Reduce Will (Spirit) 1 die (minimum d4) |
| 6 | **Sociopathic Tendencies** | Some horrors are so great that they force a character to become emotionally detached from the world around them to insulate them from what they have witnessed. Such individuals seem strange to better adjusted folk. The character suffers a –1 to Persuasion and a +1 to Coercion (Intimidate) rolls. |
| 7 | **Mind Struck** | -1 to all Will (Spirit) and Smart-based rolls. |
| 7 | **Paranoia** | The character becomes convinced that enemies are everywhere, and believes others are plotting against them. They are at –1 to all Trait rolls when others are around them. |
| 8 | **Generalised Anxiety Disorder** | The character suffers from a variety of physical and emotional symptoms such as jumpiness, twitches, expectations of doom, and hyper-vigilance. They jump at |
| 8 | **Brain Damage** | Reduce Smarts, Will (Spirit) and all associated skills by 1 die (minimum d4) |

**Mark of Fear:** -1 Charisma. Target is physically marked/affected in some way. See Fear table (SWD p85) AND Fatigue 1 Target must also make a Vigour roll or also be physically ill.

**Totally Psychotic:** Attacks random targets every round. Does not stop until exhaustion (Vigour rolls every round or gain 1 level of Fatigue).

**Will (Spirit) die drops a total of 2 (minimum d4)**

**Severe Brain or Nerve Damage** Target gains a random Hindrance.
shadows and are always looking for danger. All Trait rolls suffer a –1 penalty with one exception: Perception ( Notice) rolls have a +1 bonus.

<table>
<thead>
<tr>
<th></th>
<th><strong>Phobia</strong> The hero has a strong, unnatural fear of some particular object or situation, and suffers whenever in the presence of their phobia. Gain the minor Hindrance (Chapter 6).</th>
</tr>
</thead>
</table>
| 9 | **Mania** The character's mind is constantly racing, and has difficulty focusing on anything in particular. They suffer a –1 to all Trait rolls.  
OR  
**Phobia** The hero has a very strong, unnatural fear of some particular object or situation, and suffers when in the presence of their phobia. Gain the major hindrance (Chapter 6) or gain an additional phobia. |
| 9 | **Catatonic Target** is cable of taking no actions. |

<table>
<thead>
<tr>
<th></th>
<th><strong>Shaken</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td><strong>Depression</strong> The character loses hope for the future and cease attaching emotional importance to certain aspects of life. They immediately lose 1 Benny and start each session with 1 less.</td>
</tr>
<tr>
<td>0</td>
<td><strong>Heart Attack</strong> See Fear table (SWD p85)</td>
</tr>
</tbody>
</table>
### Combat Actions with Guns – B&B

This sheet can be used as a list of options for players. It can also be used by the GM to roll a random idea for the enemies. If the roll does not make sense – settle for a standard attack or special ability as usual.

<table>
<thead>
<tr>
<th>d100</th>
<th>Alternative Combat Actions (with Guns)</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-05</td>
<td><strong>Aim:</strong> Full round, no movement allowed. Ignore up to 4 points of Range, Cover, Called Shot, Scale or Speed penalties OR +2 Marksmanship in following round. Must be first action in following round. [SWXE 65; SWD 70; SWA 97].</td>
</tr>
<tr>
<td>06-07</td>
<td><strong>Called Shot to Arm:</strong> -2 attack. Normal damage, but on a raise GM should come up with other effect, such as penalty to attacks, disarmed (see below), etc. Can take a -4 to hit hand for certain effect. [SWXE 66; SWD 71; SWA 99].</td>
</tr>
<tr>
<td>08-10</td>
<td><strong>Called Shot to the Head (or Vitals/Weak Spot):</strong> -4 attack, +4 damage. Penalty is higher if area is protected. [SWXE 66; SWD 71; SWA 99].</td>
</tr>
<tr>
<td>11-13</td>
<td><strong>Called Shot to Least-Armored Location:</strong> Variable penalty to attack depending on size of area targeted. [SWXE 66; SWD 71; SWA 99].</td>
</tr>
<tr>
<td>14-15</td>
<td><strong>Called Shot to Leg:</strong> -2 attack. Normal damage, but on a raise GM should come up with other effect, such extra Pace penalty, knocked prone, knocked to knees, etc. [SWXE 66; SWD 71; SWA 99].</td>
</tr>
<tr>
<td>16-17</td>
<td><strong>Change Fire Rate:</strong> Shooter switches to auto fire or back to single – whichever they haven’t been doing, just to change it up. [Automatic Fire SWXE 65; SWD 70].</td>
</tr>
<tr>
<td>18-21</td>
<td><strong>Command:</strong> Warfare (Command) roll to provide allies in a 6’ radius a benefit. Success: +1 vs Shaken or Fear checks. A Raise can increase these to +2, or add +1 Toughness; 2 Raises +1 damage. [House – CC].</td>
</tr>
</tbody>
</table>
| 22-24 | **Defend:** +4 Parry. No other actions allowed, but can move normally. [SWXE 67; SWD 72; SWA 100].  
**OR Dodge:** As an action, your Agility (Dodge) roll becomes the TN to hit you with ranged attacks until your next turn. [House Rule – CC] |
| 25-26 | **Disarm:** -4 attack (as called shot to hand). Roll damage as normal. The target makes Athletics (Strength) roll vs the damage. If fail = drop weapon. Can make this a nonlethal attack with a melee weapon. [SWXE 66; SWD 72; SWA 100]. |
| 27-31 | **Double Tap/Three-Round Burst:** Requires semi-auto weapon. Rate of Fire is 1, but fires 2 or 3 bullets at once. Single Marksmanship roll at +1 attack & damage. (Expends 2 or 3 rds of ammo). [SWA 67].  
**House Rule – Energy Guns:** Power packs overheat if the Marksmanship die comes up a ‘1’. For the weapon to be used again, must roll a 5-6 on a d6 at start of next round. |
| 32-33 | **Finishing Move / The Drop:** If there are any helpless foes, the attacker finishes them off or tries to move to a position to get the drop on someone (such as headlock with gun to head). This is the equivalent of a sneak attack when target completely unaware of you.  
**Finishing Move:** Automatic death if victim completely helpless, otherwise treat as The Drop. [SWD 73; SWA 101]  
**The Drop:** Attacker is considered on Hold and adds +4 attack and damage should they decide to strike. Or can deliver knockout blow. [SWXE 68; SWD 72; SWA 100]. |
| 34-35 | **Full Defense:** As an action, roll a Fighting check at +2 and use result as Parry if higher than normal Parry. Cannot move at all. [SWXE 68; SWD 72]. |
| 36-37 | **Grab or Steal an Item:** Resolve an attempt to grab an item wielded by another as a Grapple below. To steal it is a Stealth (Steal) check vs target’s Perception (Notice) roll. The target is likely to get a bonus if aware of you. |
| 38-39 | **Grapple:** Attacker attempts to restrain foe. This is an opposed roll Fighting (Brawling) roll. No damage. If attacker wins, target is Entangled; on a raise, Bound. Can damage (Strength) on subsequent rounds with opposed Athletics (Strength) roll as action.  
**Entangled:** All actions at -2 and can’t move. **Bound:** can’t move, actions vs target gain +2, only action can take is to attempt to break free. Opposed check. Grappled uses Athletics (Strength), target trying to escape chooses Athletics (Strength) or Agility (Contortions). Success and raise each improve your condition one step [SWXE 68; SWD 73; SWA 101 & 98]  
**Vs Armed Defender:** If unarmed, and attempting to grapple a foe that is armed, foe gets +2 Fighting on initial opposed check. [SWXE 72; SWD 73].  
**Size Matters:** If there is a difference between the Scale between the attacker and the defender, the grappler subtracts the
40-41 **Heal an ally:** Move to an ally and heal. If ally is hurt, use magical healing if possible otherwise you can attempt to use Healing (Treat Injury) to stop a person bleeding out. Each attempt is an action. It otherwise takes 10 minutes to attempt to heal someone's Wounds, so not likely in combat. It would be a good idea to grant Extras an extra Vigor (Durability) roll to see if they survive the combat if they are 'healed'. [SWXE 77; SWD 78; SWA 96].

**OR Support/Help ally:** To assist an ally in what they are doing. use the same ability. Success and raise each add +1 to who you support (Support/Cooperative roll [SWD 63; SWA 106]). OR, use Warfare (Tactics). As an action, on a success you can: Grant Advantage on 1 ally’s next Fighting or Marksmanship roll or allow 1 ally per success and raise to act on your card.

42-43 **Hold:** Likely to wait and try to interrupt a foe’s action. Opposed Agility (Quickness) rolls to do so, otherwise go when ready. [SWD 65].

44-45 **Look for Enemy’s Weakness:** Spend a round making the relevant Knowledge check to analyse the enemy or look for advantages. DM may reveal monster's vulnerability, grant a one-off bonus, or let spotter see a weak spot that can be targeted with a called shot.

46-47 **Move/Run into better defensive position:** Move into an advantageous defensive position (possibly after attacking), such as to cover, placing something between you and enemy, or just shifting backwards, or dropping to ground in ranged fight. As you are thinking of defence you will likely move in a manner to avoid opportunity attacks. Most likely to be accompanied by the Defend or Dodge action above.

You suffer a -2 Marksmanship penalty when using Snapfire weapons in same round as move. [SWXE 44; SWD 49; SWA 66]

- **Crawl:** ½ Pace. Counts as being prone. Standing up costs 2 Pace. [SWXE 62; SWD 65; SWA 92].
- **Crouching:** Half Pace (can run). Ranged attacks vs you are at -1. [SWXE 62; SWD 65].
- **Going Prone:** Free. (Getting up costs 2 Pace). Counts as Medium Cover. [SWXE 62; SWD 65 & 75]
- **Escape:** Opposed Athletics (Strength) or Agility (Contortions) rolls. Success and a raise improve your condition. [SWXE 68; SWD 73; SWA 98].
- **Run:** Add Athletics (Run) roll to Pace. -2 penalty to actions this round (same as multi-action penalty). [House – CC; SWXE 62; SWD 65; SWA 92].

**Withdrawing from Close Combat:** All adjacent non-Shaken foes get an immediate free attack. Usually combined with Defend action above. [SWXE 72; SWD 76].

48-49 **Move/Run into better offensive position:** Move into an advantageous attacking position, such as flanking to gain a gang-up bonus. If intelligent, you may avoid attacks of opportunity, otherwise you simply get there the quickest way you can.

You suffer a -2 Marksmanship penalty when using Snapfire weapons in same round as move. [SWXE 44; SWD 49].

- **Crawl:** ½ Pace. Counts as being prone. Standing up costs 2 Pace. [SWXE 62; SWD 65; SWA 92].
- **Crouching:** Half Pace (can run). Ranged attacks vs you are at -1. [SWXE 62; SWD 65].
- **Gang-Up:** You get +1 to attacks for each ally on a different side of the same foe (max +3). [House - CC]. Can also make a Warfare (Tactics) roll as an action to improve (or decrease the enemies') bonus by one for each success and raise. Max bonus becomes +4. [House – CC].
- **Going Prone:** Free. (Getting up costs 2 Pace). Counts as Medium Cover. [SWXE 62; SWD 65 & 75]
- **Escape:** Opposed Athletics (Strength) or Agility (Contortions) rolls. Success and a raise improve your condition. [SWXE 68; SWD 73; SWA 98].
- **Run:** Add Athletics (Run) roll to Pace. -2 penalty to actions this round (same as multi-action penalty). [House – CC; SWXE 62; SWD 65; SWA 92].

**Multi-Action (2 Actions):** Roll twice or choose 2 actions, such as an attack and another action. Suffer a cumulative -2 per extra action per round. Penalty applies to all actions. [SWXE 61; SWD 66; SWA 103]

55 **Multi-Action (3 Actions):** Roll three times or choose 3 actions, such as an attack and another power. Suffer a cumulative -2 per extra action per round. Penalty applies to all actions. [SWXE 61; SWD 66; SWA 103]

56-57 **Negotiate:** Persuasion (likely Bargain or Convince) roll to improve foes’ reaction status (most likely hostile if fighting has started). [Reaction Table SWXE 132; SWD 26; SWA 33]

58-59 **Non-lethal damage:** You attempt to knock foe out with weapon. -1 Fighting with edged weapon. Damage does not kill foe. Incapacitated results in KEd for 1d6 hours. [SWXE 69; SWD 74; SWA 104]

60-63 **Push – Bash:** Fighting (Brawling or Shields) roll at +2 to initiate contact. Then make opposed Athletics (Strength) checks. Push target
1 Sq for each success and raise. If attacker gets a raise and pushes defender into obstacle, can deal 1d6 damage per raise. [SWD 75]

**Shield:** Can do the above, and also cause Athletics damage +1 for small shield, +2 medium, +3 large.

**Running Start:** Move at least 3 sqs, gain +2 to roll.

<table>
<thead>
<tr>
<th>65-68</th>
<th><strong>Push – Knock Prone:</strong></th>
<th>Fighting (Brawling or Shields) roll at +2 to initiate contact. Then make opposed Athletics (Strength) checks or defender can chose Agility (Balance). Defender knocked prone if loses. [SWD 75].</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>Running Start:</strong></td>
<td>Move at least 2’, gain +2 to roll.</td>
</tr>
</tbody>
</table>

**Size Matters:** Cannot typically push a foe more than two Sizes larger.

<table>
<thead>
<tr>
<th>69-73</th>
<th><strong>Suppressive Fire:</strong></th>
<th>Turns rapidly firing weapon into area attack. Medium burst template. Marksmanship roll vs all targets in burst. (Failure = no effect). Success means target is Distracted (-2 on all actions), a raise means targets take damage (no bonus damage for raises). Can only actually damage a number of targets = weapon’s Rate of Fire. Uses 3x Rate of Fire in ammo &amp; incurs recoil penalty (-2 to attack). [SWA 107].</th>
</tr>
</thead>
</table>

**House Rule – Energy Guns:** Power packs run out if the Marksmanship die comes up a ‘1’.

<table>
<thead>
<tr>
<th>74-76</th>
<th><strong>Test of Will:</strong></th>
<th>Opposed Coercion (Intimidate) vs Will (Spirit) roll OR Coercion (Taunt) vs Smarts (Logic). On a success, the attacker can choose to make target Distracted (-2 on actions) or Vulnerable (actions against foe are at +2). On a raise, foe is also Shaken. [SWA 108].</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>78-80</th>
<th><strong>Throw Something:</strong></th>
<th>Use a thrown weapon or other item. [Grenades SWXE 46; SWD 51; SWA 78: Area Effect attacks SWXE 65; SWD 70; SWA 97]. Make an Athletics (Throw) check.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>81-83</th>
<th><strong>Trick - Agility:</strong></th>
<th>With a little cinematic action you perform an unexpected action, such as jumping up, grabbing a branch and then kicking opponent with both feet. You may kick a barrel or chair at opponents, kick or throw sand or liquid into foe’s eyes, slide between foe’s legs, etc. Opposed Agility (likely Acrobatics) roll vs target. On a success, the attacker can choose to make target Distracted (-2 on actions) or Vulnerable (actions against foe are at +2). On a raise, foe is also Shaken. [SWXE 71; SWD 76].</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>84-86</th>
<th><strong>Trick - Smarts:</strong></th>
<th>Must come up with appropriate bluff or plan such as the old ‘there is someone/thing behind you’. Or you might use the environment to your advantage. Make a Deception (Bluff) or Smarts (Cunning) roll vs target’s Smarts (Logic). On a success, the attacker can choose to make target Distracted (-2 on actions) or Vulnerable (actions against foe are at +2). On a raise, foe is also Shaken. [SWXE 71; SWD 76].</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>87-90</th>
<th><strong>Two Weapon Attack:</strong></th>
<th>Attacker draws a second weapon. +1 Fighting rolls if foe has a single weapon or is unarmed and has no shield. If you specifically attack using off-hand take a -2 penalty to the roll. Only gain highest Parry bonus, and lose Parry bonus if you use the weapon to attack or gain the Fighting bonus. [SWX 71; SWD 70; SWA 14 &amp; 108]</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>91-94</th>
<th><strong>Unarmed attack:</strong></th>
<th>Punch or kick opponent. Athletics damage. (Touch attacks are at +2 Fighting [SWD 76; SWA 108]). Note: If unarmed, and fighting a foe that is armed, foe gets +2 Fighting. [SWX 72; SWD 76; SWA 109].</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>95-00</th>
<th><strong>Wild Attack:</strong></th>
<th>+2 Fighting and damage; You are Vulnerable until the end of your next turn (actions against you +2). [SWX 72; SWD 76].</th>
</tr>
</thead>
</table>
**15: STUNTS, FUMBLES & MENTAL TRAUMA**

**CONDITIONS**

**Duration:** When a condition **results from a stunt or self inflicted by a fumble** the victim makes a Vigour (Durability) roll for physical effects and a Will (Spirit) roll for mental effects to see how long-lasting the effects are. (Results for Incapacitation and Insanity are generally longer lasting than those inflicted by stunts – see table below). For some conditions, an Agility or even Athletics roll might be more appropriate; it all depends upon how the condition is described.

<table>
<thead>
<tr>
<th>Die result</th>
<th>Stunt Condition or Fumble (Vigour (Durability), Will (Spirit) or other Ability)</th>
<th>Incapacitation (Vigour (Durability) roll)</th>
<th>Madness (Will (Spirit) roll)</th>
</tr>
</thead>
<tbody>
<tr>
<td>A Total of 1 or less</td>
<td>Conditions are permanent.</td>
<td>The victim dies</td>
<td>Victim falls unconscious for 1d6 hours (Healing (Treat Mind) roll to awaken) and permanently loses 1 point of Sanity. (If Sanity reduced to 0, mind is shattered for ever).</td>
</tr>
<tr>
<td>Failure</td>
<td>Conditions go away in 24 hours, or when all wounds are healed (if the crit resulted in wounds).</td>
<td>Effects are permanent and victim is Bleeding Out (see below).</td>
<td>Shaken and mental disorders are permanent. (Unless later treated of course).</td>
</tr>
<tr>
<td>Success</td>
<td>You can make a Vigour (Durability) roll at the start of every turn to ‘shake off’ the condition.</td>
<td>Effects go away when all wounds are healed.</td>
<td>Shaken and mental disorders last until all madness points are healed.</td>
</tr>
<tr>
<td>Raise</td>
<td>The condition automatically goes away at the start of the next turn.</td>
<td>Injury goes away in 24 hours, or when all wounds are healed.</td>
<td>Shaken and mental disorder fades over the next 24 hours or when all madness points are healed.</td>
</tr>
</tbody>
</table>

**Bleeding Out:** The injured victim must make a Vigour (Durability) roll at the start of each round after the one in which they were injured and before Action Cards are dealt. Allies may attempt Healing (Treat Injury) checks to stop the bleeding. If successful, the victim stabilises. (This check is only to stop the bleeding. Other rolls are required to remove other effects and heal wounds).

<table>
<thead>
<tr>
<th>Die result</th>
<th>Bleeding Out result (Vigour (Durability) roll)</th>
</tr>
</thead>
<tbody>
<tr>
<td>A Total of 1 or less</td>
<td>Victim dies. (For nonlethal damage they are rendered unconscious for 2d6 hours. Healing (Treat Injury) check at -2 to awaken).</td>
</tr>
<tr>
<td>Failure</td>
<td>Victim dies. (For nonlethal damage they are rendered unconscious for 1d6 hours. Healing (Treat Injury) check to awaken).</td>
</tr>
<tr>
<td>Success</td>
<td>Victim must roll again next round, or every minute thereafter if not in combat.</td>
</tr>
<tr>
<td>Raise</td>
<td>Victim stabilises and no further rolls are required.</td>
</tr>
</tbody>
</table>

**Struck:** The penalties apply to ALL Ability rolls made that involve the struck area.

**Weapon Break Grades:** Consult the following table to determine what happens to the weapon. The penalties apply to attack and damage rolls with that weapon until repaired. If a weapon is damaged again before being repaired moves one step down the Break Grade (or suffers the new result if it is worse).

<table>
<thead>
<tr>
<th>Break Grade (Typical repair time)</th>
<th>Stone, Bone, Wood</th>
<th>Bronze, Silver, Soft-metal Weapons</th>
<th>Iron, Steel Weapons</th>
<th>Magic Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 (1 hour)</td>
<td>-2</td>
<td>-1</td>
<td>No effect</td>
<td>No effect</td>
</tr>
<tr>
<td>2 (2 hours)</td>
<td>Destroyed</td>
<td>-2</td>
<td>No effect</td>
<td>No effect</td>
</tr>
<tr>
<td>3 (6 hours)</td>
<td>Destroyed</td>
<td>Destroyed</td>
<td>-2</td>
<td>-1</td>
</tr>
<tr>
<td>4 (12 hours)</td>
<td>Destroyed</td>
<td>Destroyed</td>
<td>Destroyed</td>
<td>-2</td>
</tr>
<tr>
<td>5 (NA)</td>
<td>Destroyed</td>
<td>Destroyed</td>
<td>Destroyed</td>
<td>Destroyed</td>
</tr>
</tbody>
</table>
You can perform a number stunts equal to the number of Raises rolled on any attack. You must apply the results to the attack just made. You can choose any combinations as long as you meet the prerequisites, but cannot choose the same effect for the same target twice.

If a stunt applies to multiple targets, you have to assign stunts to individual targets, so the same effect can be chosen, but can still only apply to each target one.

<table>
<thead>
<tr>
<th>Raises</th>
<th>Prerequisites</th>
<th>Stunt</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>Damage +1d6</td>
<td>Add to damage. This die can Ace/explode too.</td>
</tr>
<tr>
<td>1</td>
<td>Power with duration.</td>
<td>Duration Dice +1</td>
<td>Add one Duration Dice to a Power cast.</td>
</tr>
<tr>
<td>1</td>
<td>Weapon with Trip property.</td>
<td>Knock Prone</td>
<td>Target falls prone. Target must be no more than 1 Size category bigger than you.</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td>Push 1 Squares</td>
<td>You move the foe 1sq away from source of damage. Target must be your Size or smaller.</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td>Seize the Initiative</td>
<td>You get a bonus initiative card for the next round.</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td>Frightening strike/spell</td>
<td>Targets damaged by this attack must make Will (Spirit) rolls or roll 1d10 on the Fear Table. (See below).</td>
</tr>
<tr>
<td>2</td>
<td>Melee weapon without Light property. Spell deals physical damage</td>
<td>Push 2 Squares</td>
<td>You move the foe 2sq away from source of damage. -1 Square for every Size category the target is larger than you.</td>
</tr>
<tr>
<td>2</td>
<td>Must be physical damage.</td>
<td>Arm Struck</td>
<td>Target gains the One-Armed (Minor) Hindrance as a condition. (-2 on actions requiring two hands or using that arm).</td>
</tr>
<tr>
<td>3</td>
<td>Melee weapon with Versatile or Two-handed property. Spell energy must be Air, Earth, Force, Lightning or Water.</td>
<td>Push 3 Squares</td>
<td>You move the foe 3sq away from source of damage. -1 Square for every Size category the target is larger than you.</td>
</tr>
<tr>
<td>3</td>
<td>Exploit</td>
<td>You can treat your next card as being of any suit.</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Drop item/weapon</td>
<td>Targets drops 1 item/weapon being held (chosen by attacker). Target must be no more than 1 Size category bigger than you.</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Crippling strike</td>
<td>Target gains the Slow (Major) Hindrance as a condition. (-2 Pace; Disadvantage on Agility (Acrobatics) &amp; Athletic (Run))</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Set Up strike</td>
<td>The next attack against the target gets Advantage. This must be taken before the target’s next turn.</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Melee weapon with Two-Handed property. Spell energy must be Air, Earth, Force, Lightning or Water.</td>
<td>Push 4 Squares</td>
<td>You move the foe 4sq away from source of damage. -1 Square for every Size category the target is larger than you.</td>
</tr>
<tr>
<td>4</td>
<td>Dual Action</td>
<td>You can take the same action again this round with no penalty. Ranged weapons must have Reload 0, another spell must be available, etc.</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Lucky strike</td>
<td>You gain a Benny with 1 Countdown Dice rolled every round.</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Must be physical damage.</td>
<td>Arm Severely Struck</td>
<td>Target gains the One-Armed (Major) Hindrance as a condition. (-4 on actions requiring two hands or using that arm).</td>
</tr>
<tr>
<td>4</td>
<td>Drop item/weapon</td>
<td>Targets drops 1 item/weapon being held (chosen by attacker). Target must be no more than 3 Size categories bigger than you.</td>
<td></td>
</tr>
</tbody>
</table>
**Critical Fumbles**

When a creature **rolls a 1 on their attack Ability die, they must reroll it. If it comes up another 1 it is a fumble.** Specialty dice can never result in fumbles. Note that you may get a fumble (on your Ability die) and a success on your Specialty die. These can be fun to narrate, as you drop your sword after cracking it over the enemy’s head, for example.

The creature that fumbles rolls a d100 and the DM cross-references the following charts depending upon the attack.

The **Double Rider** only takes effect if a double is rolled. For example if both dice come up ‘5’ for a ‘55’ then add the Rider effect to the other conditions.

Effects and conditions apply to the creature or person making the attack, unless otherwise noted. Use worst possible condition if there is overlap. No matter what is rolled, a creature that has rolls on the Fumble charts **can take no further actions that round**, including spending Bennies.

**Melee Fumbles**

**Descriptors:** Awkward attack, slip, trip, entangled, muscle cramps, fatigue sets in, jarred, clumsy, slippery handle, obscured vision, stagger, poor defense, opponent’s barrage, equipment worn hinders movements, roll ankle.

<table>
<thead>
<tr>
<th>Tens Roll</th>
<th>Area Hit &amp; Conditions</th>
<th>Unit Roll</th>
<th>General Effects</th>
<th>‘Double Rider’ Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Move 5ft in random direction. (This does not grant opportunity attacks.)</td>
<td>1</td>
<td>Drop weapon in random adjacent space within 5ft.</td>
<td>Attack smashes/breaks unintended item in room/area.</td>
</tr>
<tr>
<td>2</td>
<td>Leg hurt. Gain the Lame Hindrance</td>
<td>2</td>
<td>Move 5ft in random direction.</td>
<td>Fall prone and break item carried on your person. (Random breakable item).</td>
</tr>
<tr>
<td>3</td>
<td>Target missed gains +2 vs you, until a move or action is used to remedy situation.</td>
<td>3</td>
<td>Make a melee attack against a random creature (including enemies and allies).</td>
<td>Grant all opponents in melee +2 to attacks vs you until a move or action used to remedy situation.</td>
</tr>
<tr>
<td>4</td>
<td>Fall prone.</td>
<td>4</td>
<td>Make a melee attack against a random ally in reach.</td>
<td>Blind Hindrance (until move or action used to remedy situation).</td>
</tr>
<tr>
<td>5</td>
<td>Arm Struck -2 to all Agility-based Ability rolls using the arm.</td>
<td>5</td>
<td>Move 1d3 sqs in random direction.</td>
<td>Weapon flies from grasp 1d6 x 5ft in random direction.</td>
</tr>
<tr>
<td>6</td>
<td>Leg hurt. Gain the Lame Hindrance &amp; Fall prone.</td>
<td>6</td>
<td>-2 to any Agility-based Ability rolls</td>
<td>Gain the One Leg Hindrance</td>
</tr>
<tr>
<td>7</td>
<td>Grade 1 weapon break.</td>
<td>7</td>
<td>+1 Weapon break grade.</td>
<td>+1 Weapon break grade (for a total of +3). Make a melee attack against yourself.</td>
</tr>
<tr>
<td>8</td>
<td>Grade 2 weapon break.</td>
<td>8</td>
<td>+2 Weapon break grade.</td>
<td>You are Shaken &amp; give up 1 Benny if you have any</td>
</tr>
<tr>
<td>9</td>
<td>The first target of your attack gets to make a Fighting attack against you as free reaction.</td>
<td>9</td>
<td>You are Shaken.</td>
<td>Attacking foe making attack as free action gains +4 on their Fighting roll.</td>
</tr>
<tr>
<td>0</td>
<td>Drop weapon at feet.</td>
<td>0</td>
<td>Random Ally automatically hit.</td>
<td>Roll a Critical hit on an unintended ally within reach as if your attack was successful.</td>
</tr>
</tbody>
</table>
### Ranged Fumbles

**Descriptors:** Slip, trip, entangled, muscle cramps, clumsy, slippery handle, obscured vision, stagger, equipment worn hinders movements, distracted, psychic surge, energy backlash.

<table>
<thead>
<tr>
<th>Tens Roll</th>
<th>Area Hit &amp; Conditions</th>
<th>Unit Roll</th>
<th>General Effects</th>
<th>'Double Rider' Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Drop weapon/implment at feet.</td>
<td>1</td>
<td>Your shot emboldens the enemy or leaves you vulnerable. The next ranged attack or spell (up until the start of your next turn) gains +2 to hit you.</td>
<td>Attack smashes/breaks unintended item in room/area.</td>
</tr>
<tr>
<td>2</td>
<td>Shot sprays right. Hits random target on this side.</td>
<td>2</td>
<td>Gain the Lame Hindrance OR Wild Surge: Another spell of same rank goes off instead. Personal &amp; beneficial spells can affect target.</td>
<td>Attack smashes/breaks unintended item carried by ally adjacent to the target.</td>
</tr>
<tr>
<td>3</td>
<td>Shot sprays left. Hits a random target on this side.</td>
<td>3</td>
<td>Move 1d3 x 5ft in random direction.</td>
<td>Ammunition scatters into adjacent squares whilst moving. (A move or action required to gather items). OR Power is of a random energy type.</td>
</tr>
<tr>
<td>4</td>
<td>Arm Struck -1 OR Magical flux – No Wild Die on spells cast next round.</td>
<td>4</td>
<td>Drop weapon/implment in random adjacent space within 5ft.</td>
<td>Weapon/implment flies from grasp 1d6 x5ft in random direction.</td>
</tr>
<tr>
<td>5</td>
<td>Short shot. Make a ranged attack against a random creature between you and target.</td>
<td>5</td>
<td>Make a ranged attack against a random ally adjacent to the target. OR Power fails (but counts as used) and next power used is a Wild Surge (see '2' above).</td>
<td>Gain the Blind Hindrance (until move action used to remedy situation OR save ends).</td>
</tr>
<tr>
<td>6</td>
<td>Long shot. Make a ranged attack against a random creature the other side of the intended target.</td>
<td>6</td>
<td>Fall prone.</td>
<td>Shot sprays. Hits first creature in a random direction. (If no target, shot is long as normal).</td>
</tr>
<tr>
<td>7</td>
<td>Arm Struck -2 OR Magical flux – No Wild Die on spells cast</td>
<td>7</td>
<td>Grant +2 to all foes to hit you until a move or action used to remedy situation</td>
<td>Gain the One Arm Hindrance OR Mental back lash – Shaken</td>
</tr>
<tr>
<td>8</td>
<td>Grade 1 weapon break OR Minor psychic surge deals 2d6 nonlethal damage</td>
<td>8</td>
<td>+1 Weapon break grade OR Power surge (another spell of the same rank is also considered used with no benefits).</td>
<td>You are Shaken &amp; give up 1 Benny if you have any</td>
</tr>
<tr>
<td>9</td>
<td>Grade 2 weapon break OR Major psychic surge deals 2d6 nonlethal damage and you cannot use this spell again until after an extended rest</td>
<td>9</td>
<td>+2 Weapon break grade OR Mental back lash – Shaken.</td>
<td>(No Psychic Surge – just results below). +1 Weapon or implement break grade (for a total of +5, meaning all weapons or implements are destroyed). Take 2d6 weapon or energy damage from the broken item &amp; Shaken.</td>
</tr>
<tr>
<td>0</td>
<td>Drop ammunition in sq OR Hard of Hearing (Major) Hindrance</td>
<td>0</td>
<td>Attack hits a random ally nearest to the target.</td>
<td>The random ally hit is dealt a critical hit. You are Shaken OR Roll on the Mental trauma table</td>
</tr>
</tbody>
</table>
### Area Fumbles (Blasts, Burst, Cones, etc.)

**Descriptors:** Slip, trip, slippery handle, obscured vision, stagger, equipment worn hinders movements, distracted, psychic surge, energy backlash, poor judgment, stumble over the words.

<table>
<thead>
<tr>
<th>Tens Roll</th>
<th>Area Hit &amp; Conditions</th>
<th>Unit Roll</th>
<th>General Effects</th>
<th>'Double Rider' Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Drop weapon/ implement at feet.</td>
<td>1</td>
<td>The next ranged attack or spell (up until the start of your next turn) gains +2 on attacks vs you.</td>
<td>Next area attack cast before an extended rest is reduced in radius/size 5ft.</td>
</tr>
<tr>
<td>2</td>
<td>Off-centre right Area is centred 1d6 x5ft to the right of the intended centre.</td>
<td>2</td>
<td>Wild Surge: Another spell of same rank goes off instead. Personal &amp; beneficial spells can affect target.</td>
<td>All area attacks cast before an extended rest are reduced in radius/size 5ft.</td>
</tr>
<tr>
<td>3</td>
<td>Off-centre left Area is centred 1d6 x5ft to the left of the intended centre.</td>
<td>3</td>
<td>Move 1d3 x 5ft in random direction.</td>
<td>Power is of a random energy type.</td>
</tr>
<tr>
<td>4</td>
<td>Magical flux – No Wild Die on spells cast next round.</td>
<td>4</td>
<td>Drop weapon/ implement in random adjacent space within 5ft.</td>
<td>Implement flies from grasp 1d6 sqs in random direction OR Attack destroys something in area.</td>
</tr>
<tr>
<td>5</td>
<td>Off-centre long Area is centred 1d6 x5ft beyond the intended centre (or in front of caster).</td>
<td>5</td>
<td>Power fails (but considered used) and next power used is a Wild Surge (see '2' above).</td>
<td>Gain the Blind Hindrance (until move action used to remedy situation OR save ends).</td>
</tr>
<tr>
<td>6</td>
<td>Off-centre short Area is centred 1d6 x5ft between caster and intended centre (or behind caster).</td>
<td>6</td>
<td>Grant +2 to all foes to hit you until a move or action used to remedy situation</td>
<td>Random off-centre. Centre of beneficial or neutral power is in random direction and distance (out to maximum range). Harmful powers are centred on caster. Reverse all notions of allies and enemies for effects.</td>
</tr>
<tr>
<td>7</td>
<td>Magical flux – No Wild Die on spells cast</td>
<td>7</td>
<td>Fall prone.</td>
<td>Mental back lash – Shaken.</td>
</tr>
<tr>
<td>8</td>
<td>Minor psychic surge deals 2d6 nonlethal damage.</td>
<td>8</td>
<td>Power surge (another power of the same rank is also considered used with no benefits).</td>
<td>Mental back lash – Shaken &amp; give up 1 Benny if you have any</td>
</tr>
<tr>
<td>9</td>
<td>Major psychic surge deals 2d6 nonlethal damage and you cannot use this spell again until after an extended rest</td>
<td>9</td>
<td>Mental back lash – Shaken</td>
<td>(No Psychic Surge – just results below). Implement or magic Item destroyed. Take 2d6 weapon or energy damage from the broken item &amp; Shaken.</td>
</tr>
<tr>
<td>0</td>
<td>Hard of Hearing (Major) Hindrance</td>
<td>0</td>
<td>A beneficial power is instead centred on the nearest enemy to the intended centre of effect. Harmful powers instead target nearest ally to intended centre of effect. Reroll any attack rolls. (Reverse all notions of allies and enemies for effects).</td>
<td>Roll on the Mental trauma table</td>
</tr>
<tr>
<td>Name</td>
<td>Pic</td>
<td>Desc</td>
<td>Heritage/Homeland</td>
<td>Rank &amp; Concept</td>
</tr>
<tr>
<td>------</td>
<td>-----</td>
<td>------</td>
<td>-------------------</td>
<td>----------------</td>
</tr>
</tbody>
</table>

### ABILITIES

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
<th>Specialty/ Wild Dice &amp; Adjustments</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Agility</strong> (Enc)</td>
<td>d8</td>
<td>Acrobatics d Balance d Contortions d Dodge d Quickness d</td>
</tr>
<tr>
<td><strong>Animal Handling</strong></td>
<td>d8</td>
<td>Communicate d Drive d Ride d Train d</td>
</tr>
<tr>
<td><strong>Athletics</strong> (Enc)</td>
<td>d8</td>
<td>Climb d Jump d Run d Strength d (No Enc) Swim d (Enc x2) Throw d</td>
</tr>
<tr>
<td><strong>Coercion</strong></td>
<td>d8</td>
<td>Incite d Intimidate d Taunt d</td>
</tr>
<tr>
<td><strong>Deception</strong></td>
<td>d8</td>
<td>Bluff d Cheat d Disguise d</td>
</tr>
<tr>
<td><strong>Expertise</strong></td>
<td>-</td>
<td>Individual Craft or Profession</td>
</tr>
<tr>
<td><strong>Fighting</strong> (Enc)</td>
<td>d8</td>
<td>List weapon groups or styles</td>
</tr>
<tr>
<td><strong>Gaming</strong></td>
<td>d8</td>
<td>Board d Card d Dice d</td>
</tr>
<tr>
<td><strong>Healing</strong></td>
<td>d8</td>
<td>Diagnose d Treat Ailment d</td>
</tr>
</tbody>
</table>

### KNOWLEDGE

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Knowledge</strong></td>
<td>d8</td>
</tr>
<tr>
<td>Education</td>
<td>d8</td>
</tr>
<tr>
<td>Research</td>
<td>d8</td>
</tr>
<tr>
<td>Streetwise</td>
<td>d8</td>
</tr>
<tr>
<td>+(Spec’ Study d)</td>
<td></td>
</tr>
</tbody>
</table>

### LANGUAGES

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Languages</strong></td>
<td>d8</td>
</tr>
<tr>
<td>Individual lang</td>
<td></td>
</tr>
</tbody>
</table>

### MARKSMANSHIP (Enc)

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Marksmanship</strong></td>
<td>d8</td>
</tr>
<tr>
<td>List weapon groups</td>
<td></td>
</tr>
</tbody>
</table>

### PERCEPTION

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Perception</strong></td>
<td>d8</td>
</tr>
<tr>
<td>Insight</td>
<td>d8</td>
</tr>
<tr>
<td>Notice</td>
<td>d8</td>
</tr>
<tr>
<td>Search</td>
<td>d8</td>
</tr>
</tbody>
</table>

### PERFORM (Enc)

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Perform</strong></td>
<td>d8</td>
</tr>
<tr>
<td>Act</td>
<td>d8</td>
</tr>
<tr>
<td>Dance</td>
<td>d8</td>
</tr>
<tr>
<td>Sing [No Enc]</td>
<td></td>
</tr>
<tr>
<td>Indiv’ Instrument group d</td>
<td></td>
</tr>
<tr>
<td>(Music Magic d) (Armour)</td>
<td></td>
</tr>
</tbody>
</table>

### PERSUASION

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Persuasion</strong></td>
<td>d8</td>
</tr>
<tr>
<td>Bargain</td>
<td>d8</td>
</tr>
<tr>
<td>Charm</td>
<td>d8</td>
</tr>
<tr>
<td>Convince</td>
<td>d8</td>
</tr>
<tr>
<td>Inspire</td>
<td>d8</td>
</tr>
<tr>
<td>Seduce</td>
<td>d8</td>
</tr>
</tbody>
</table>

### SMARTS

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Smarts</strong></td>
<td>d8</td>
</tr>
<tr>
<td>Cunning</td>
<td>d8</td>
</tr>
<tr>
<td>Decipher</td>
<td>d8</td>
</tr>
<tr>
<td>Logic</td>
<td>d8</td>
</tr>
<tr>
<td>Memory</td>
<td>d8</td>
</tr>
<tr>
<td>(Arcane BG’s) (Armour)</td>
<td></td>
</tr>
</tbody>
</table>

### STATUS

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Status</strong></td>
<td>d8</td>
</tr>
<tr>
<td>Lineages</td>
<td>d8</td>
</tr>
<tr>
<td>Reputation</td>
<td>d8</td>
</tr>
<tr>
<td>Stewardship</td>
<td>d8</td>
</tr>
<tr>
<td>Tournaments</td>
<td>d8</td>
</tr>
</tbody>
</table>

### STEALTH (Enc)

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Stealth</strong></td>
<td>d8</td>
</tr>
<tr>
<td>Blend In</td>
<td>d8</td>
</tr>
<tr>
<td>Hide</td>
<td>d8</td>
</tr>
<tr>
<td>Sleight of Hand</td>
<td>d8</td>
</tr>
<tr>
<td>Sneak</td>
<td>d8</td>
</tr>
</tbody>
</table>

### SURVIVAL

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Survival</strong></td>
<td>d8</td>
</tr>
<tr>
<td>Dungeoneering</td>
<td>d8</td>
</tr>
<tr>
<td>Forage</td>
<td>d8</td>
</tr>
<tr>
<td>Herbalism</td>
<td>d8</td>
</tr>
<tr>
<td>Hunt</td>
<td>d8</td>
</tr>
<tr>
<td>Orientation</td>
<td>d8</td>
</tr>
<tr>
<td>Track</td>
<td>d8</td>
</tr>
</tbody>
</table>

### TECHNICAL

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Technical</strong></td>
<td>d8</td>
</tr>
<tr>
<td>Devices</td>
<td>d8</td>
</tr>
</tbody>
</table>

### DERIVED STATISTICS

<table>
<thead>
<tr>
<th>Skill</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pace</strong></td>
<td>d8</td>
</tr>
<tr>
<td>(Heritage 6)</td>
<td>Running + Athletics (Run)</td>
</tr>
<tr>
<td><strong>Size</strong></td>
<td>d8</td>
</tr>
<tr>
<td>(Heritage +0)</td>
<td></td>
</tr>
<tr>
<td><strong>Parry</strong></td>
<td>d8</td>
</tr>
<tr>
<td>(1 + Ave of ½ Agility &amp; ½ Fighting + Defensive property)</td>
<td></td>
</tr>
<tr>
<td><strong>Sanity</strong></td>
<td>d8</td>
</tr>
<tr>
<td>(1 + Ave of ½ Smarts &amp; ½ Will)</td>
<td></td>
</tr>
<tr>
<td><strong>Toughness</strong></td>
<td>d8</td>
</tr>
<tr>
<td>(1 + Ave of ½ Athletics &amp; ½ Vigour + Size + Armor)</td>
<td></td>
</tr>
</tbody>
</table>

### WEAPON STATS (Attacks)

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### Props

<table>
<thead>
<tr>
<th>Name (Source)</th>
<th>Desc</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Fatigued/Exhausted (Apply to Pace & Ability rolls)

| -1 | -2 | Inc |

### Stress Penalties (Apply to Pace & Ability rolls)

| -1 | -2 | -3 | Inc |

### Wound Penalties (Apply to Pace & Ability rolls)

| -1 | -2 | -3 | Inc |

### Edges, Talents & Benefits

**Talent Trees**

You have access to the following Talent Trees:

<table>
<thead>
<tr>
<th>Name (Source)</th>
<th>Desc</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Hindrances & Penalties

<table>
<thead>
<tr>
<th>Name (Source)</th>
<th>Desc</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Equipment

**Items** (# = Athletics + Strength spec + Size)

<table>
<thead>
<tr>
<th>Location</th>
</tr>
</thead>
</table>

### Roleplaying Descriptions

**PERSONALITY**

**Blurb/Type**

- **Ideal/Motivation.** Desc
- **Bond/Desire.** Desc
- **Flaw/Trait Name.** Desc
- **Flaw/Trait Name.** Desc
- **Flaw/Trait Name.** Desc
- **Flaw/Trait Name.** Desc

### Background Details

**BACKGROUND**

**Type/Details (Answer the Q’s in class and BG)**

- **Family.** Desc
- **Secret.** Desc
- **One Unique Thing.** Desc
- **Life Event.** Desc
- **Life Event.** Desc

### Relationships/Renown

**Group Name (Positive/Conflicted/Negative).** Desc

- **Contact:**
- **Renown:**
- **Relationship Dice:**
- **Rank Features:**

**Group Name (Positive/Conflicted/Negative).** Desc

- **Contact:**
- **Renown:**
- **Relationship Dice:**
- **Rank Features:**

**Group Name (Positive/Conflicted/Negative).** Desc
- Contact
- Renown:
- Relationship Dice:
- Rank Features:

**Group Name (Positive/Conflict/Negative). Desc**
- Contact
- Renown:
- Relationship Dice:
- Rank Features:

### Powers

#### Power Points

<table>
<thead>
<tr>
<th>Regain @ 1/Hour</th>
<th>PPs</th>
<th>Current</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adj</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Power – Edges, Talents & Benefits

<table>
<thead>
<tr>
<th>Name (Source)</th>
<th>Desc</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name (Source)</td>
<td>Desc</td>
</tr>
<tr>
<td>Name (Source)</td>
<td>Desc</td>
</tr>
</tbody>
</table>

**Name**

- **Keywords/Talent Trees**: Name
- **Rank**: Novice
- **Power Points**: 2
- **Range**: Touch
- **Duration**: Every round
- **Effects/Description**: Desc

### Advancement

<table>
<thead>
<tr>
<th>Current XP</th>
<th>Advances</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank</td>
<td>XP</td>
</tr>
<tr>
<td></td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>(Starting Advances spent):</td>
</tr>
<tr>
<td></td>
<td>25</td>
</tr>
<tr>
<td></td>
<td>50</td>
</tr>
<tr>
<td></td>
<td>75</td>
</tr>
<tr>
<td></td>
<td>100</td>
</tr>
<tr>
<td></td>
<td>25</td>
</tr>
<tr>
<td></td>
<td>50</td>
</tr>
<tr>
<td></td>
<td>75</td>
</tr>
<tr>
<td></td>
<td>100</td>
</tr>
<tr>
<td></td>
<td>25</td>
</tr>
<tr>
<td></td>
<td>50</td>
</tr>
<tr>
<td></td>
<td>75</td>
</tr>
<tr>
<td></td>
<td>100</td>
</tr>
<tr>
<td></td>
<td>25</td>
</tr>
<tr>
<td></td>
<td>50</td>
</tr>
<tr>
<td></td>
<td>75</td>
</tr>
<tr>
<td></td>
<td>100</td>
</tr>
<tr>
<td></td>
<td>100</td>
</tr>
<tr>
<td></td>
<td>100</td>
</tr>
<tr>
<td></td>
<td>100</td>
</tr>
<tr>
<td></td>
<td>100</td>
</tr>
</tbody>
</table>

For each Advance choose 1 of the following:
* Raise 1 Ability (only once per rank for each Ability)
* Raise 2 Specialties (including new Spec’s at d4)
* Gain 1 Edge or Talent (must meet the pre-req’s)
<table>
<thead>
<tr>
<th>NAME</th>
<th>Rating</th>
<th>Size, Origin, Type</th>
<th>Abilities (Specialties)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>Ability d&lt;sup&gt;(Spec d)&lt;/sup&gt;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Ability d&lt;sup&gt;(Spec d)&lt;/sup&gt;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Ability d&lt;sup&gt;(Spec d)&lt;/sup&gt;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Ability d&lt;sup&gt;(Spec d)&lt;/sup&gt;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Ability d&lt;sup&gt;(Spec d)&lt;/sup&gt;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Ability d&lt;sup&gt;(Spec d)&lt;/sup&gt;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Ability d&lt;sup&gt;(Spec d)&lt;/sup&gt;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Principle Stats</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Pace: #; Parry: #; Sanity: #; Toughness: #;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Abilities (Specialties): 1d8 (or non-existent)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Secondary Stats</th>
<th>Actions (Attacks &amp; Abilities that require an action)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Name Desc</td>
</tr>
<tr>
<td></td>
<td>Name Desc</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Hindrances, Weaknesses, Vulnerabilities</th>
<th>Talents (Talents, Edges &amp; Special Abilities)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name Desc</td>
<td>Name Desc</td>
</tr>
<tr>
<td>Name Desc</td>
<td>Name Desc</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Roleplaying</th>
<th>Gear</th>
</tr>
</thead>
<tbody>
<tr>
<td>B: Background</td>
<td>Other Gear: List</td>
</tr>
<tr>
<td>A: Appearance</td>
<td>Combat Gear: List</td>
</tr>
<tr>
<td>P: Personality</td>
<td>Treasure: List</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fatigue/Stress/Wounds etc</th>
<th>Combat Gear: List</th>
</tr>
</thead>
</table>